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CONTENTS

SPACE MARINE TACTICS	3
THE IMPERIAL GUARD	4
ORKS	10
IMPERIAL ARMIES	13
SQUATS	16



THE BATTLE REPORTS	19
---------------------------------	----

CHAOS AT KADAVAH	20
-------------------------------	----

The Blood Angels Chapter struggle against the forces of Chaos at the time of the Luxor Uprising.

THE BATTLE FOR GOLGOTHA	38
--------------------------------------	----

On the arid world of Golgotha, Ork warlord Ghazghkull Thraka assaults a Squat stronghold.

ASSAULT ON BARBARIUS	54
-----------------------------------	----

A bitter battle between an Imperial Guard army and an Eldar warhost.

ALAITOC CRAFTWORLD VS. THE BLOOD ANGELS	72
--	----

Space Marines and Eldar fight to the death.



NEW RULES	93
------------------------	----

DAEMON ENGINES OF TZEENTCH	94
---	----

Silver Towers of Tzeentch	94
---------------------------------	----

Doom Wing	95
-----------------	----

Fire Lord	96
-----------------	----

EPIC PERSONALITIES	97
---------------------------------	----

Space Wolves:

Njal Stormcaller	97
------------------------	----

Ragnar Blackmane	98
------------------------	----

Ulrik the Slayer	98
------------------------	----

Warlord Ghazghkull Thraka	99
---------------------------------	----

Commissar Yarrick	101
-------------------------	-----

IMPERIAL TITAN WEAPONS	103
-------------------------------------	-----

Imperial Titan army cards	108
---------------------------------	-----

Warhound Scout Titan data card	108
--------------------------------------	-----

Reaver Titan data card	109
------------------------------	-----

Reaver and Warhound Titan damage tables	110
---	-----



GARGANTS	111
-----------------------	-----

Great Gargant data card	116
-------------------------------	-----

Great Gargant damage table	117
----------------------------------	-----

Great Gargant army cards	118
--------------------------------	-----

ASSAULT	120
----------------------	-----

New rules for attack and defence games.

Attack and defence tactics	122
----------------------------------	-----

Razor Wire & Minefield counters	124
---------------------------------------	-----

Fortification cards	125
---------------------------	-----

MODELLING WORKSHOP	126
---------------------------------	-----

EPIC FORTIFICATIONS	126
----------------------------------	-----

Strongholds	134
-------------------	-----

CITADEL CATALOGUE	136
--------------------------------	-----

CARD DATA SHEETS AND TEMPLATES	
---------------------------------------	--

TACTICS



THE IMPERIAL GUARD

CHOOSING AND FIGHTING WITH AN IMPERIAL GUARD ARMY

By Grant Williams

In my opinion, the Imperial Guard is the safest bet as far as any Space Marine army is concerned. The great variety of unit types means that you have troops to cover any eventuality. Though it is a fairly predictable army in that it lacks some of the fancy troops available to other forces, you can be pretty certain how they are going to perform.

You can easily tailor an Imperial Guard army to counter any opponent: the packed formations of Orks and Chaos are ideal targets for heavy barrage fire, elite Eldar combat troops are small in number and easily overwhelmed, and even the heavily armoured Squats are no match for the mass of Guard heavy weapons. You can even build your army to suit a more personal choice. I prefer a force with as many troop stands as possible. Although it takes much longer to collect and paint, the psychological advantage you have when your force covers twice the area of your opponent's is incredible!

STRATEGY

The huge variety of unit types means that you can build an army to suit any strategy: defensive, offensive or a mixture of both. Whatever the strategy though, there are a few points that apply to all Imperial Guard armies:

1 Always remember to have as many company cards as possible, with the minimum amount of support cards. There are a number of reasons behind this, most of them concerning the Imperial Guard chain of command rule, which states that an Imperial Guard unit may only be given orders if its section HQ is within 25cm of the company HQ.

The most obvious advantage of having a lot of companies is that in comparison with the corresponding amount of support cards, companies always work out cheaper, so you end up getting more troops for your points. Also, every company that you buy entitles you to a free Commissar stand, which comes in very useful for supporting fast lone assaults or controlling units that have lost their company HQ.

A company with its full complement of five support cards has a total of eight section HQ's that have to stay within 25cm of the company HQ. This is not only difficult to achieve, but when you do manage it, you'll have such a large concentration of troops on one area of the table that they become a very easy target for enemy barrage weapons. Also, if you do have a lot of support cards and their company HQ is destroyed, you'll end up with a lot of units that you can't give orders to.

The final advantage is that because companies are so large, you can lose a lot of troops before they are broken, which is quite an important consideration given the Guard's low morale value.

2 Take great care when positioning your units on the tabletop, especially command units. The company HQ's and Commissars are your most important and versatile units because they do not need to be given orders. This means they can charge across the table and, providing they do not enter close combat, fire at an enemy unit in the first fire segment of the shooting phase. Nor can they be targeted by enemy return fire unless they are the closest target. These targeting rules also apply to section HQ's, though they do not get the advantages of not needing orders or always shooting in the first fire phase, so they should be kept at the rear of your units at all times to avoid being destroyed.

3 As it includes a good deal of infantry, the Imperial Guard should make the best use of cover it can, although this advice holds true for all armies. For example, tactical troopers in buildings are very difficult to hit and can only be assaulted by infantry, which means most vehicles are useless against them. Unless your enemy has some barrage weapons to destroy the buildings, troops sheltering in them should prove very difficult to kill.

COMPANY CARDS

Infantry form the major part of any Imperial Guard army, which is useful as they are the most versatile type of unit. They are the only troop type that can use cover (as they are the only ones that can enter it!), and they have a 360° arc of fire.



Imperial Guard tactical troopers come in a variety of companies, either just as infantry or with some sort of transport vehicle to get them into battle. The basic trooper is one of the most versatile units in a game. A tactical company positioned even out in the open on an objective can hold it for a long time. A good use for tactical troops is to shoot down the void/power shields on Titans and Gargants. Although it takes quite a powerful weapon to kill a Titan, any shots that hit will take down a shield. Have your tactical troopers shoot the shields first as they would have problems damaging a Titan, then it is a simple matter for your heavy boys to finish it off. If you do end up with tactical troops facing heavily armoured vehicles, try to manoeuvre them behind the vehicles. This way your troops will be out of the enemy vehicles' arc of fire and pointing their guns at the weaker rear armour.

TRANSPORT VEHICLES

The transport vehicles of the Imperial Guard are Gorgons, Moles and Hellbores. They are all heavily armoured to protect the troops from fire while they get into battle.

The **Gorgon**, although rather slow, is nigh on impossible to destroy from the front because of its double armour saving throw. The company itself is very inexpensive at 500 points and is the type of unit that an opponent will waste a lot of time and effort trying to destroy after you constantly seem to make their saving throw. It also has some rather impressive short ranged weaponry, useful for taking out any enemy tanks lying in wait to cut down the troops as they disembark.

Moles and **Hellbores** are both tunnellers and only differ in size. They are unfortunately some of the slowest moving units in the game and in my experience seem to rarely surface where I want them to. As they cannot be shot while travelling underground, if they do manage to surface behind enemy lines with a full company of men they can cause a tremendous amount of damage. While the enemy try to make some sort of response, the rest of your assault troops are left to advance unmolested. Do remember, though, that the only support cards that you can use with tunnellers are other tunnellers, ie Moles and Termites.

Fast moving assault troops can very easily outflank an enemy and get behind his lines. This will always distract an opponent from his plans while he tries to protect valuable artillery pieces. Once a master plan has been foxed, it is in these situations that people usually make mistakes like forgetting to give orders to units.

ASSAULT COMPANIES

Assault companies are one of the cheapest formations that you can buy and although assault troopers are slightly more expensive than tactical troopers, this is more than compensated for by their increased movement and close combat skills. Because of their jump packs, if you charge them straight towards the enemy from turn one, they should only be shot at a couple of times before they make it into combat. Pick your combat opponents carefully – your troops will quickly perish if you pit them against your enemy's elite assault troops. If, on the other hand, you use your assault troops to attack enemy artillery and heavy troops, who they easily outclass up close, they should be able to destroy them swiftly.

Try to avoid targets on first fire orders, as you stand to lose all your men before they even enter combat. If they do end up facing superior troops, make sure that the assault troops do the charging then they can gang up on the enemy and hopefully kill a couple of stands.

Rough Rider companies are basically assault troopers mounted on horses. Although at a glance they seem superior in every way to assault troops, they cannot attack troops in buildings and only the largest of vehicles can transport them. Although they do follow the rules for vehicles, they differ slightly in that they can enter woods and they can fire their weapons all around them. Thirty stands of Rough Riders charging across the board is an impressive sight that will strike fear into the heart of your opponent. They should be more than a match for any units they meet and it is not unknown for them to destroy Titans by ganging up on them.

Bike companies are nearly identical to Rough Riders except that they are faster and they follow all the vehicle rules. They are the cheapest companies available and their speed means they can easily be in combat in the first turn, thereby avoiding

any enemy fire while advancing. As bike companies are relatively small, it is a good idea to give them an extra one or two support units of bikes to boost their numbers.

In addition, bikes and Rough Riders can ignore the chain of command rule. Unfortunately, if they are broken while out of command they are automatically routed, so this is not advisable unless the circumstances are so dire that you have no other choice. Alternatively, you could put a Commissar in command of an individual platoon to prevent it from routing automatically.

HEAVY COMPANIES

Heavy companies have the same firepower as Space Marine Devastator squads for half the amount of points. They must be deployed in cover as they are a primary target for your opponent because of the destruction they can cause. Cover will protect them from all shooting and assaults from vehicles, but not from infantry. Because of this, it is best to give heavy companies a supporting unit of assault troops to defend them against any enemy infantry that try to close. Heavy weapons are designed for destroying armoured targets so use them as such. Taking pot shots at infantry is a waste of their abilities.

ARTILLERY AND ROCKET COMPANIES

The Imperial Guard has not only the best but also the largest variety of artillery pieces in the Space Marine game. No enemy can withstand a sustained barrage from these fearsome weapons. They are often the primary target for an opponent, so always keep them at the back of your lines, out of range of most fire. This also means that an enemy has to plough through the rest of your troops to get to them.

Artillery and rocket companies are the main support companies of the Imperial Guard. The artillery company consists of Bombards and Basilisks, both devastating anti-tank weapons. The siege mortar on the Bombard fires a deadly shell that should be used against the enemy's most heavily armoured targets because of its high save modifier. The Basilisk's Earthshaker artillery cannon is a lighter weapon but capable of firing twice per turn. These should be directed against lighter tanks where they can use their high rate of fire to wipe out whole squadrons in a single turn. As the Basilisk and the Bombard are both barrage weapons with high save modifiers they are excellent weapons for destroying buildings, killing troops that might otherwise prove difficult to hit.

The rocket company, with its Whirlwinds and Manticores, is more suited to anti-personnel fire. The **Whirlwind** carries a light rocket launcher that when projected against massed formations of infantry should kill every time. As it is quite manoeuvrable, the Whirlwind can be moved easily to concentrate on different areas of the battlefield.

The **Manticore** carries a much heavier pack of rockets that are deadly accurate due to their concentration in one area. Although they can only fire every other turn, their main advantage is their heavy armament. If one of the launchers is destroyed, the accuracy of the battery is not impaired, and even with only one launcher left it should still kill troops 50% of the time.

Artillery and rocket companies are both highly susceptible to enemy assault troops, and can be easily wiped out by just one platoon. To protect them, they need the support of either a platoon of assault troops or some small anti-personnel pieces such as Tarantulas or Rapiers.

TANK COMPANIES

Tank companies are an invaluable part of any Imperial Guard army, their armour making up for the troops' lack of protection. Tanks are highly mobile and are armed with large weapons that are too heavy for infantry to carry.

The **Leman Russ** is a medium-sized tank and the one most commonly used by the Guard. Its advantage lies in its versatility: it is a tank for any job. Its best use though is to advance and support an assault, where it can pound the enemy from a distance with its battle and laser cannons. As it draws closer it can mow down infantry with its bolters until it enters close combat, where it can quite easily hold its own.

The **Predator**, meanwhile, is a more specialised tank designed for anti-armour duties at a distance. Its auto cannon and dual las-cannon can make a mockery of any armour but it can be easily overcome if enemy troops close with it. You should leave the Predator at the back of your lines and use its speed to manoeuvre it to safety if any enemy troops get too close. Alternatively, if you are an offensive player, use the Predator's high speed to manoeuvre it to the flanks and rear of enemy tanks. From such a position it should be able to destroy even the heaviest target by aiming its heavy las-cannons at the weakest part of the enemy vehicle.

The **Vindicator** is by far the most powerful of the medium-sized Imperial tanks. It has very thick armour for its size, and the Thunderer cannon is second only to the armour-busting capabilities of the Volcano cannon. Because of the Thunderer's short range, it needs to close with the enemy quickly to be useful. Here it can easily remove troops from cover but can also cope admirably if forced into close combat.



SUPER HEAVY TANKS

The three Imperial super heavy tanks are the Shadow Sword, the Storm Hammer and the Baneblade. As their name suggests, these tanks carry enormous amounts of armour that make them invulnerable to all light weapons fire. They are so huge that they can just push past any troops and smaller vehicles that get in their way.

The **Shadow Sword** has the mighty Volcano cannon as its main armament. This is without doubt one of the single most powerful weapons in the galaxy and is capable of destroying any target with a single hit. Because of this, they should go for the largest enemy target first and when that is destroyed hit the next largest and so on. Take great care when positioning your Shadow Swords. They should preferably be on a hill or other elevated position where they will have a good view of the whole battlefield and a wide choice of targets. Beware of being drawn into close combat with enemy troops. Although a single stand is no match for a Shadow Sword, two or three stands will easily destroy it.

With its cannon and bolters, the **Storm Hammer** is a close assault tank that should mow down any foe in its path: the

tactical opposite of the Shadow Sword. If it can reach the enemy lines, the Storm Hammer's battle cannon will take care of any armoured foe in its way while the many bolters will cut down any infantry foolish enough to stray too close. If any enemy troops do actually make it into combat it should have no trouble dispatching them. As its slow speed prevents it from engaging with the enemy quickly, it is best to use a cheap infantry unit as a human shield while the tank advances, as not every shot will be stopped by its armour.

The **Baneblade** is the Leman Russ of the super heavy tanks due to its varied weaponry, but its lack of speed is a disadvantage. This can be countered by using a staggered advance.

SUPPORT CARDS

Most of the units available as companies are also available as support cards to increase their numbers, but there are many support cards not available as companies.

As well as human troops, the Imperial Guard makes some use of abhuman troops, though these are neither trusted or available in large numbers.

Ratlings are the smallest of the abhumans but their diminutive size gives them some excellent abilities. They can ignore the chain of command rule and even operate as individual stands so never have to take rout tests and only take break tests if attacked by fearsome monsters. If they are in cover, troops over 25cm away cannot target them. It's a good idea to split them up around the table to hassle the enemy line by taking pot shots at troops from a distance. This should annoy your opponent enough to make him waste valuable firepower disposing of them.

Beastmen are half human mutants from savage feral worlds for whom warfare is a way of life. They are excellent close combat troops but have no ranged weapons, so they need swift armoured transport or a supporting unit with guns to get them to battle intact. They can be useful defending artillery and heavy troops from assault where their lack of ranged weapons is countered by the units that they are defending.

Ogryns are immensely large, and even stronger than the elite Space Marines, but unfortunately suffer from a lack of intelligence. Their size makes them tremendous assault troops only matched by the most elite opposition in combat. If bought as a support unit for a fast assault company, they can form the crack squad needed to take out the formidable enemy command groups.

Land speeders and **Sentinels** are two more light fast attack vehicles useful to any assault. They are similar to Rough Riders and bikers and only differ in that they have much heavier weaponry. The land speeder is immensely fast and carries the awesome multi-melta, capable of reducing any target to molten slag. As it is a skimmer, it can only be pinned in combat by other skimmers. After a successful combat engagement it can jet off to attack another target rather than be bogged down killing that last remaining stand that refuses to rout or die. Because of their high speed, an excellent use for land speeders is flying off to shoot unshielded Titans at short range from the rear, where their armour is weakest. The land speeders' multi-meltas will be able to cause crippling damage.

The **Sentinel** is a fast scout walker armed with a highly accurate auto cannon. If put at the front of an assault they can pick off enemy infantry as they advance, weakening the troops before the attack wave hits.

A final peculiar assault vehicle is the **Hellhound firethrower**. Its weaponry is ideal for removing troops from cover but can also help if an enemy attempts a counter assault as its large fire template is good against packed armies with large infantry formations such as Orks and Chaos.

ARTILLERY SUPPORT COMPANIES

As artillery support companies stay stationary for most of the battle, they particularly benefit from having support cards. There are many units available from small anti-personnel weapons to massive rockets. These supporting units should be able to either bolster their firepower or defend them from enemy assault.

Deathstrike tactical missile launchers fit into the former category as large rocket launchers. They are single-shot weapons capable of firing three different types of warhead. While the missiles can be shot down in flight, they can only be targeted by troops on first fire orders less than 25cm away, so this is very rare. The **Warp** and **Harpoon warheads** should only ever really be used for shooting at Titans or super heavy vehicles or else they are wasted. The Harpoon missile is a bit of a gamble in that it is only effective against unshielded Titans, and then only 50% of the time. However, the potential pay-off is immense if you gain control of one of the enemy's Titans to turn on his own troops. If there are no Titan-type targets available, a Warp missile can take out a Squat land train, Leviathan or other such vehicle in single shot!

By far the most useful of the warheads is the **barrage missile**. The devastation it can cause to packed troop formations and Eldar Titans is incredible. After the missiles have been fired, move the launchers in front of some valuable support unit where their meagre assault capabilities might save the day!

The Mole Mortar, Thudd gun, Rapier and Tarantula are all small artillery pieces. They suffer from the fact that they will be destroyed if anything engages them in close combat.

The **Mole Mortar**, although wildly inaccurate, has a tremendous range and has the major advantage that it can be fired from inside a building making it ideal for supporting heavy troops. It should be able to make large dents in any massed infantry advancing across the table.

The **Thudd Gun** is more suited to supporting artillery. It is more accurate than the Mole Mortar but is also shorter ranged and should be used against infantry and light vehicles as it is mostly ineffective against armoured targets.

The **Rapier** is a short-ranged but highly accurate anti-personnel weapon. Being very cheap they are useful for spending that last odd fifty points on and are effective if placed with larger artillery pieces to help fend off enemy assault troops.

The **Tarantula** is a much heavier rapid-firing artillery piece. Its heavy las-cannons can pierce armour easily and it can fire twice per turn on first fire orders. It should be able to cause a lot of damage on any target within range, but resist the temptation to shoot infantry units with it.

Although tunneller companies can only have other tunnellers as support cards, any type of company can use tunneller support cards. The main advantage of this is that they can ignore the usual chain of command rule because they use sophisticated communication equipment to receive orders from their company HQ. This therefore reduces the number of units surrounding the HQ.

Another couple of solutions to prevent massing around HQ's is to use robots and Grey Knights. **Robots** are given a battle

program rather than orders so they do not have to stay close to their company HQ. Also, because they have no living pilot, they are immune to break and rout tests making them invaluable against daemons. They work best when given "take & hold" type orders and used to defend objectives.

As **Grey Knights** are elite Space Marines they too ignore the chain of command rule. They are a very expensive support card, even considering their abilities, but they do have a specialised use. If you are fighting a Chaos army your troops will be at a severe disadvantage due to their low morale value and the fear caused by daemons, and you risk losing them before you even fire a shot. Use the Grey Knights to hunt down and slay the Greater Daemons so the rest of your army can get on with the battle unimpeded.

SPECIAL CARDS

The Imperial Guard only have a few special cards available to them. The Capitol Imperialis and the Leviathan are both super heavy troop transporters. They have banks of void shields to protect their armoured hulls, which are just as impregnable as those of the super heavy tanks.

The **Leviathan** carries an arsenal of weapons second only to the mighty Titans. It has enough las-cannons to destroy two tank squadrons per turn and enough bolters to kill over half a company of Space Marines! Its Doomsday cannon has the longest range of any known weapon and can crack open the toughest armour plating. In close combat, only Titans and Gargants rival its power. Add to this the fact that you can transport a full Imperial Guard infantry company inside one and you have the perfect assault vehicle.

Beware of your Leviathans being destroyed though, as when they are all gone you will be unable to issue orders to any of your troops for an entire turn! Weapons to avoid with Leviathans are Ork Gargant ball rounds, Eldar pulsars and any heavy/support company. These units will all quickly deplete your void shields and then cause multiple hits on the hull. Even with only a -1 save modifier you will fail your save on average once every six shots. If you decide to have Leviathans, it is best to take more than one to avoid the loss of command when one is destroyed. If you have three or four, for example, your opponent will probably destroy only one before you can get to his lines and offload your companies of troops into his midst.

The **Capitol Imperialis** is the largest vehicle used by the Imperium and even dwarfs some of the smaller Titans. Although lacking the impressive weaponry of the Leviathan, it has the same armour and more void shields. Its Behemoth cannon, though short-ranged, can almost wipe out a full company of infantry or light vehicles in a single turn. In close combat, it is just as unstoppable as the Leviathan. Its big advantage over the Leviathan is that it can carry two Imperial Guard companies, and these can be vehicle and infantry! It can carry 20 Vindicators, 6 Storm Hammers or even 60 Rough Rider stands! Remember that troop stands can be positioned on the roof of the Capitol Imperialis where they are protected by void shields but can still fire out. As it is not designated as a command centre, like the Leviathan, your army does not suffer if it is destroyed. However, do remember that for both the Capitol Imperialis and the Leviathan, if the vehicle is destroyed, so are the units being transported.

An **Inquisitor** is a special command card that is a must for every Imperial Guard army. A bargain at only 100 points, the Inquisitor's ability to nullify all morale checks within 25cm is invaluable given the low morale value of Imperial Guard.

TITANS

The one type of special card that everyone uses is the Titan. The Imperial Guard has access to three different types of Titan: the Warlord, the Reaver and the Warhound. Titans are the ultimate Space Marine battle machine. Bristling with super heavy weapons, banks of void shields and massive armour plates they are an awesome sight. You need to have a Titan not only for the tremendous firepower it possesses but also for the fear it instils in an opponent. Most troops will steer well clear of them.

The three types of Titan each fill a different role and they should be chosen according to your overall strategy. The slow, lumbering Warlord, the largest of the Titans, is designed for defensive long range stand and fire tactics. The Warhound, the smallest Titan, is swift and agile, with the ability to "evade" incoming shots and suits the offensive close combat player. The Reaver is an all-round Titan capable of either duty.

The thing that really classifies a Titan are the weapons that it carries. These can be roughly split into five categories: long, medium and short ranged weapons; close combat weapons and one-shot missiles.

LONG-RANGED WEAPONS

The long-ranged weapons should constitute the majority of the armament on a Warlord and account for at least one of the weapons on a Reaver.

The **Quake cannon** and the **Volcano cannon** are both good armour-piercing weapons. They are extremely accurate and are best used against super heavy vehicles and Titans/Gargants. The Volcano cannon is especially good against Titans where its huge laser bolts cause crippling damage. Try to use lighter weapons to take down the shields on a Titan as these weapons stand the greatest chance of causing actual damage.

The **Rocket launcher** is a light anti-personnel weapon very similar to the Manticore. Its barrage template is most effective against close troop formations where its accuracy will guarantee a good number of kills. If used in conjunction with a Carapace Landing Pad direct barrages can be targeted at opponents hiding behind buildings or other scenery.



The **Plasma destructor** is the most devastating weapon available to Imperial Titans. Its plasma bolts make mockery of the armour of Titans, Gargants and super heavy tanks. Unfortunately, it puts a tremendous strain on the Titan's plasma reactor every time it fires which means that the Titan cannot fire any other of its weapons that turn, or move at all in the following turn. This gives enemy assault troops ample opportunity to manoeuvre into its blind spot and pound away at its weak rear armour. This can be slightly countered by adding carapace multi-lasers to the Titan which will dispose of any light target, but not anything that is armoured.

The **Deathstrike centreline cannon** is a common variant used to replace the Titan's head. It fires a deadly barrage a very long range, capable of taking out enemy armour as well as troops. Its major drawback is that the cannon reduces the Titan's move by half, making its lumbering bulk even more unmanoeuvrable. Also, the cannon has a very limited field of fire being only able to fire straight forward (ie, no arc of fire!).



Imperial Warhound from the Iron Skulls Legion

MEDIUM-RANGED WEAPONS

Most weapons for Titans fall into the medium-ranged category. These are weapons that fire on average the same distance as troops.

The **Gatling blaster**, **Laser blaster** and **Turbo laser destructor** are all very similar weapons, best used against infantry and other poorly armoured targets. In this capacity their multiple attack dice will mow down ranks of troops every turn. They also provide some deterrent to troops thinking of ganging up on a Titan in close combat. A Titan on first fire orders with a multiple attack dice weapon can kill a lot of infantry while they are charging towards it.

The **Plasma cannon** and **Plasma blastgun** are smaller versions of the mighty Plasma destructor. Although both still immensely powerful, they do not affect the Titan's other actions so adversely. The obvious advantage of these weapons is their ability to reduce armour to molten slag.

Remember that although any Imperial Titan can carry a Plasma blastgun, only the Warlord Titan can carry the Plasma destructor and the Plasma cannon.

SHORT-RANGED WEAPONS

Short-ranged weapons are mostly designed for destroying any infantry that get too close to a Titan and try to overwhelm it.

The **Vulcan mega-bolter** is the ultimate anti-personnel weapon. Its massive eight attack dice will cut down entire platoons in a single go. If given to Warhounds, they can easily manoeuvre to the rear of enemy lines and destroy masses of enemy support troops.

The **Inferno gun** is a larger version of the one fitted to Hellhound firethrowers. It has no modifiers to hit against troops in cover making it more of an offensive weapon than defensive one. If given to Warhounds it can remove troops that its other weapons would find difficult to hit.

The **Melta cannon** is a short-ranged anti-tank weapon. It can bust open the thickest of armour and is deadly accurate. It is as powerful as the various plasma weapons but does not affect the Titan's actions and is useful for either defensive or offensive Titans.

The **Trident** is specifically an anti-Titan weapon, and can be used to pull bits off Titans and Gargants. This is devastating considering how much firepower it takes to destroy one location normally. It is solely an assault weapon, as if your Titan is armed with this, enemy Titans/Gargants will steer well clear of you.

CLOSE COMBAT WEAPONS

It is not much use arming a Titan with more than one close combat weapon as they are only really useful against other Titans and Gargants. Chnage the type of close combat weapon you choose to suit the enemy you are fighting.

The **Laser burner** is best used against Orks where the multiple hits that it causes can cripple Gargants. The **Power saw** and **Chain fist** increase the close combat ability of a Titan, helping it to survive being ganged up on by enemy troops or to gain a combat advantage over enemy Titans. The **Battle claw**, **Power fist** and **Power ram** are all gamblers' weapons – they can destroy a Titan with a single hit but you need to win a 50/50 dice roll with your opponent for them to take effect.

ONE-SHOT MISSILES

The final type of Titan weapons are the one-shot missiles. The **Barrage**, **Harpoon** and **Warp** warheads have already been described under the Deathstrike launcher. The **Vortex missile** is best used against Gargants. It is another multiple hit weapon like the Laser burner, enabling you to cripple Gargants from a distance then move in with tanks and troops to finish them off.

Although this describes the bewildering array of Titan weapons available, you are still left with the dilemma of wanting to take all the weapons on one Titan! To give you some ideas, the following is a description of some of the Titan/weapon combinations I prefer and what I use them for.

I most commonly fight against Orks and Eldar and have designed the ideal Titan to deal with them: a Warlord Titan armed with two barrage missiles, a fire control centre and a Plasma destructor. Fire the barrage missiles in the first turn. Against the Eldar, concentrate them against a Titan, as its swirling holo-fields are useless against barrage weapons. When facing an Ork horde, their massed troop formations are the best target and you will be able to break one or even two clans in the first turn. After the first turn, you have the mighty Plasma destructor to annihilate all heavily armoured targets.

If you find the Warlord too expensive, the Reaver Titan is still a good option. Armed with two rocket launchers and a Volcano cannon, it can barrage any part of the table, and the Volcano cannon will take out any armoured target.

Against a Chaos or Traitor force, a much more balanced approach is required. A Warlord with Volcano cannon, Gatling blaster, Melta cannon and Chain fist has weapons to cover all ranges. This is important, as by its very nature Chaos is a varied force, and you need to be able to cope with all eventualities. The Reaver alternative can be armed with a Laser blaster, Plasma blastgun and Vulcan mega bolter.

I always have Warhounds in my force. Their speed and manoeuvrability are tremendous and they have often reached enemy lines without taking a single hit. Armed with a Vulcan mega bolter and an Inferno gun they will mow down enemy support troops whether they are out in the open or in cover.

An Imperial Guard army is one of the largest forces in the Space Marine game. When fighting an opponent with more elite troop types (eg: Eldar Aspect Warriors, Traitor Marines etc) don't lose heart just because you seem to be taking far more casualties than they are. This is how the Guard army is designed: some units have to be used as cannon fodder in order for other troops to get into close combat. You cannot get attached to all your units as some will always have to die for the cause of the Emperor!

TITAN WEAPONS

Below is a list detailing the different weapons available to each class of Titan. The Warlord can mount any weapon, whereas the Reaver cannot mount the large plasma weapons or the complex targetting equipment. The Warhound can only have a select few of the assault weapons but long range stand and fire tactics are not its role.

Titan Type	Warlord	Reaver	Warhound
Barrage			
Missile Launcher	Y	Y	N
Battle Claw	Y	Y	N
Carapace Landing Pad	Y	N	N
Carapace Multi Lasers	Y	N	N
Chain Fist	Y	Y	N
Combat Head	Y	Y	N
Corvus Assault Pod	Y	N	N
Deathstrike Cannon	Y	N	N
Fire Control Centre	Y	N	N
Gatling Blaster	Y	Y	N
Harpoon Missile	Y	Y	N
Inferno Gun	Y	Y	Y
Laser Blaster	Y	Y	N
Laser Burner	Y	Y	N
Melta Cannon	Y	Y	N
Plasma Blastgun	Y	Y	Y
Plasma Cannon	Y	N	N
Plasma Destructor	Y	N	N
Power Fist	Y	Y	N
Power Ram	Y	Y	N
Power Saw	Y	Y	N
Quake Cannon	Y	Y	N
Rocket Launcher	Y	Y	Y
Trident	Y	Y	N
Turbo			
Laser Destructor	Y	Y	Y
Volcano Cannon	Y	Y	N
Vortex Missile	Y	Y	N
Vulcan Mega Bolter	Y	Y	Y
Warp Missile	Y	Y	N
Weapon Head	Y	Y	N
Wrecker	Y	Y	N

Y = This class Titan MAY use this weapon.

N = This class Titan MAY NOT use this weapon.

ORKS IN SPACE MARINE

By Mark Watts

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long. Orks are never truly happy unless they have a chance to beat someone up and most of the time, fighting with one another is enough to keep them amused. The real fun starts when a Warboss gathers a Waaargh! and they have the opportunity to gang up on some Humies, Squats or Eldar.

Since few Orks really understand strategy, they often simply rush headlong at the enemy and try to destroy him. The result is that Ork armies are geared almost exclusively to close assault or point-blank shooting. Most Ork troops are armed with bolters, which have a maximum range of 50cm. This means that if they're positioned more than this distance away from enemy units, they'll just end up standing around being shot at. Having said that, an Ork army is one of the most unpredictable forces in Space Marine, thanks to an almost endless variety of vehicles and troops. The troops are also quite cheap, so you'll usually have some spare points that can be used to add a few useful extras to the greeny horde. You can buy extra Mekboy weapons such as Pulsa Rokkits, or some Gobsmashas, or Stormboyz because they don't need an Ork Nob nearby to keep them in command, and so on — this sort of thing helps to keep the army balanced.

The Ork command rule only allows Ork formations to be given orders if there is a command unit within 10cm. This can be a problem for Ork commanders, since it means that any isolated Clans or units risk losing all their Nobz and then just standing around for the rest of the game, or at best passing out of the player's control. It's usually safer to deploy most or all of the Clans close together, and not to waste time and men on trying to gain objectives. Units like Stormboyz, Freebooterz or Tinbotz, who don't need Nobz stands nearby, are ideal for that task, but the bulk of the army should go right ahead at full speed. The advantage of such overwhelming troop concentrations is that the enemy usually ends up hopelessly outnumbered.

DEPLOYMENT

The main drawback of these massed formations is that they're not very easy to manoeuvre, so an Ork general must be totally certain that he has deployed exactly where his army will be most useful. Once set up, Orks are usually too slow to reshuffle in the way that Space Marines can, and if they're in the wrong place they'll just be sitting targets, or else play no useful role in the battle. A good idea is to work out where the other commander is likely to deploy, and then set your own troops up so they don't have to charge head-on into enemy

lines, because a line of massed firepower is lethal against Orks.

Deploy further along the table, and then try to break the enemy line across from you before turning along it, eating up units one or two at a time. This forces your opponent to turn his army around, and also gives the Orks control of a lot of the table, including several objective markers (with any luck!). Some Clans move very quickly, the Evil Sunz, the Blood Axes and of course, the Kult of Speed, all have their own vehicles, and are fairly easy to manoeuvre despite the large size of the units. The Kult of Speed is a marvellous weapon for reaching the enemy quickly, as it has a charge range of 60cm and this can be improved even further by the fiendish cunning of the Mekboyz! If you're lucky enough to draw the Xtra-Big Wheels Kustom Repair card, it's a good idea to give it to the Kult of Speed because their charge range is then raised to a staggering 90cm! True, if you score a 1 on a D6, then a few War Buggys will crash and burn, but you shouldn't lose many, and it means that you can hit your enemy in turn one even if you lose the initiative. That early in the game a lot of units are on advance or charge orders, so you can attack without being shot at, and with luck can trap Devastators in their Rhinos or tie up some Thunderers. Even if you don't, the other general will have to spend so much time dealing with deranged Speed Freaks that the rest of your army can close in more easily, and for Orks that's a big advantage. The danger is that the Kult of Speed will be broken early, so if you want to do this, then it's a shrewd plan to add a lot of support cards to it to bolster its numbers.

THE CLANS

The Evil Sunz love speed too, and their units reflect this. Bowel Burnas are fast, and good for burning troops out of cover. Gobsmashas are also good, fast tanks. The other specialist Evil Sunz vehicle is the Spleenrippa, a fearsomely fast tank with the sort of monster weaponry that Orks love so much. The sight of the Evil Sunz blood red battlewagons rocketing past befuddled foes is a glorious one indeed!

Many Ork players ignore the Blood Axes because they trade with the despised humies, but the Clan has the advantage of using Rhinos and can also bring in Land Raiders. These are perhaps the best value tanks there are, saving on a 2+, moving 20cm, and firing two hefty lascannon each turn. Support fire is priceless in an Ork army, and a unit or two of Land Raiders will do the job with gusto.

If the Blood Axes are the least Orky of the Clans, then the Goffs are without doubt the Orkiest. To them, killing enemies from a long way off is cheating. They love to get in close and use their +3 Close Assault Factor to the full, and they're backed by 8 Nobz stands, which means they can shoot out any troops lucky enough to survive the onslaught of the Boyz. At

650 points value, the Clan is surprisingly good value, and an essential part of any Ork army. It's also useful, if you can afford it, to buy Battlewagons or Skullhammas and Gibletrindas to put the Goffs in, since this avoids too many getting shot up during the advance.

Snakebites have a +2 CAF, and also boast Boarboyz with a CAF of +4, so if you don't have Goffs this old, a traditional Clan is a must. They also use the giant Squiggoths, huge hairy beasts with ancient weapons that nevertheless make a satisfyingly loud noise and kill lots of people. The disadvantage of Squiggoths is that they are prone to rampage when they realise they've been hit, and career 2D6cm in a random direction. This can kill a lot of Boyz, so try to keep the huge animals to one side where they can't do your own army so much damage.

The other Clans are Bad Moonz and Deathskulls. The Bad Moonz have the biggest weapons of all Boyz, but best of all is the Weirdboy Battletower. The psychic Weirdboyz have a good view from so high up, and after drawing energy from the Boyz and vehicles nearby, they cut loose at pretty much anything they can see, and usually destroy it. Of course enemy generals know this, and will probably try to smash the Battletower first, so you'll have to be careful. Putting a Dragster right next to it can help, since most of the shots then bounce away without doing any damage.

Deathskulls are the cheapest Clan, at 500 points value, but their advantage is that they're such good thieves that they can use any support card, even if the card specifies another Clan only. Thus the Deathskulls could have Goff Lungburstas, a Bad Moon Weirdboy Battletower, and Evil Sunz Spleenrippas too. If you're short of points this can be invaluable.

An addition to Ork infantry are the Madboyz. These lunatics are utterly unpredictable and usually useless, but they're free! and so they're worth having. It's a cunning move to deploy them away from your main force, just in case they do something idiotic and blow themselves up, but remember that Madboyz will, just occasionally turn the battle in your favour.

To summarise then, the best Ork plan is usually to decide what you want to do, deploy in a bunch, and go for it! Everything you'll ever need is there to be used, but remember, the Ork who dithers, loses.

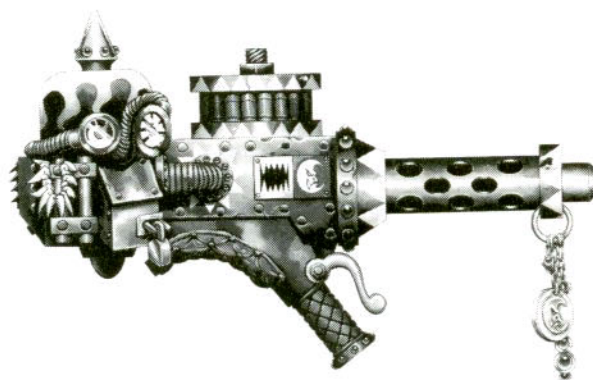
WEAPONS

In the main, the range of Ork weaponry doesn't exceed 50cm, which can make it hard to hit the enemy and a reason why Orks achieve better results when they attack. This disadvantage is, however, compensated for by the immense variety of weapons the horde can boast, some of which are fearsomely destructive and some of which are just plain sneaky. A weapon's worth isn't judged merely by how many times it can kill, but also how much fear it causes your opponent.

The Mekboy Pulsa Rokkit falls right into this category. Even though its range and accuracy is a little unpredictable, the Pulsa Rokkit is an awesome missile. It is ideal for knocking out buildings or Titans because it can strike them with D6 waves of energy and is effective against massed infantry too. Simply having them in your army will force your foe to disperse his men a little, which can only help the Orks. Best of all, on a roll of 2-5, the Pulsa Rokkit template stays on the table until the next turn, further disrupting your opponents plans.

Another good way to break up troop formations is to use Hop-Splat Guns. These ingenious weapons can only fire if they're on First Fire orders, but happily don't need to be in Command, however, they can only fire at targets they can see. Place a barrage template over the target model, work out damage, and then roll the scatter dice, placing a second template 3D6cm away in the indicated direction. Repeat the process for a third template, and then throw an Orky tantrum if you've deviated to hit your own Boyz. This is something to be very wary of, but it can sometimes be worth risking if the target is important enough.

One of the Ork's especially fiendish weapons is the Traktor Kannon, which fires a beam of forcefield energy that is able to immobilise any model it hits. On a roll of 6 on a D6, the target is squashed and killed, but even if it survives it can't move or shoot that turn, which is the kind of helplessness Orks find so hilarious. Titans are hard to hit, but are sometimes worth a few shots because one hit nullifies a lot of firepower, and if Gork and Mork are smiling down on you, you might even squash it.



MEKBOY WEAPONS

When describing potent Orky weapons, Snotlings don't spring readily to mind. However, throw them down a dark warp tunnel to materialise above or even inside an enemy target and their frenzied fear makes them capable of a lot of damage! This in fact, is the idea behind the Shokk Attack Gun. The range of this weapon is unlimited, but the target must be in line of sight. At its best, the Shokk Attack Gun can destroy an enemy model automatically with no saving throw, and although there is a chance that the shot can deviate and miss totally, the risk can be worth it. Losing a super-heavy battle tank is always upsetting, but doing so because gibbering Snotlings were beamed inside is an insult, sure to annoy your foe, and give the Orks another chance of a good chuckle.

The Shokk Attack Gun is a Mekboy weapon, and the same erratic genius these Orks possess also produced Tinbotz. These are imitations of Imperial Robots, but have a shorter range and fire two dice, needing a 4+ to hit. Their real advantage is their +4 CAF, which Orks need in their army if they can get it. The fact that they don't need a Command Unit is also a great advantage, since it means Tinbotz can stomp off anywhere on the battlefield. At 150 points value for five, they're a tempting bargain for any Ork general.

Mekboyz also produce their glorious Kustom Dragsters. These superfast vehicles carry the cunning Deflektor Field, a force screen of 12cm diameter centred on the Dragster. This

screen shunts incoming fire away (with any luck) and can even cause your enemy to shoot his own men! To Orks this device is invaluable, protecting the massed ranks of those huge formations from withering fire, so it's a good idea to put Dragsters well to the fore. Alternatively you can put troops on the edge of a wood, hide the Dragster behind the trees with its template covering the soldiers, and have your boyz fairly safe while they gleefully blast away.

Mekboy Speedstas can carry an awesome and varied range of weaponry: the Kustom Kannon, the Kustom Destructor Rokkits, the Bubble Chukka or the Lifta Droppa. Whatever you want to do, whether it's firing barrages, shooting enemies, picking tanks up and dropping them on infantry, these weapons will help you. Full rules for these are in the Ork and Squat Warlords book but it is enough to say that all these devices are the kind of sneaky and unreliable weapons that Orks love, and that make playing an Ork army so much fun. They can of course blow your own vehicles up sometimes, but their potential is big and dangerous enough to unnerve anyone facing them. They're good value at 100 points each, but the Renegade Mekboyz Special Card allows you eight for 600 points value, giving you variety and value all at once.

WARLORD GHAZKGHULL

Infamous throughout the galaxy as the Ork who led the assault on the Hive world of Armageddon, Ghazghkull, is a Warlord of enormous power and prestige. His CAF is +8, and he has an unmodified save of 4+. He also has a retinue of five Nobz stands and two Battlewagons. At 350 points value, this may seem expensive, but Ghazghkull has an extra advantage — the Ork Gods, Mork and Gork have blessed him with the power of the Waaargh!!

Whenever Ghazghkull calls on the Waaargh! it has three main effects: he personally becomes immune to damage — every Ork involved in close combat can roll 3D6 rather than 2D6 before adding their Close Assault Factor — and due to their state of frenzied excitement, all Ork shooting is modified by -1. These effects all last until the end of the turn, at which point no broken Ork units need to check morale, and those who've already failed recover automatically. The extra combat die is a huge advantage. It enables Orks to slaughter their foes wholesale, picking up objectives and smashing units with ease. You only get one turn of this glory, however, so it's vital to time the Waaargh! just right. Try to call the Waaargh! after First Fire, but before close combat, so as to affect your shooting as little as possible. Secondly, call it when you have a lot of models in combat, maximising the damage you do while ensuring that your own troops don't turn tail and run for it! If you follow these rules, you won't go far wrong.

This once per game ability enables the Ork player to rely on his often nervous forces far more comfortably than usual, and this can sometimes allow the Orks to snatch a victory from the jaws of defeat.

GARGANTS

Many Imperial Titans can carry awesomely destructive weapons, such as the Plasma Cannon, and Ork Gargants just don't have comparable power. However, they can soak up a tremendous amount of damage and provide plenty of firepower to worry your foe. Even blowing a Gargant's head off only slows it down.

A Gargant fitted with a Gork or Mork head allows any Ork unit within 25cm to ignore morale tests, which is a considerable advantage. There are several good weapons too, including the Ripper Fist, which both shoots and adds a D6 in combat. The Death Kannon, which is a powerful gun used mainly on tanks and Titans, and the Gatling Cannon. The best two weapons, however, are the Gutbuster Mega-Cannon and the Snapper.

The latter fires a jet of hot steam which ignores cover modifiers and hits on a 2+. Its extra large boiler also adds 2D6cm to the Gargant's move on advance orders, or 3D6cm on charge. Even so, Great Gargants will probably spend most of the game getting into range, so it's usually best to put the Snapper on a Slasha Gargant. It's a great weapon for flushing infantry out of woods, or buildings, and few troops can survive the blast.

The Gutbuster has a far longer range, and a choice of three ammunition types to boot. Chainshot consists of two huge steel balls linked by a chain, is designed to ensnare a Titan's legs. There's no need for saving throws or hit location, you simply roll for damage at +3 to the dice score, but you must have line of sight. Obviously this is a devastating weapon, but be sure you use it well, or you'll spend the whole game waiting for a clear shot.

Ball-rounds are huge cannonballs, hitting with a -4 save modifier, and are easily capable of shattering buildings or Titans (they knock down void shields as they move, one by one, before hitting the Titan). Again, this shot needs to be used carefully, since it may deviate badly and be wasted.

High Explosive shots use a template 12cm in diameter, but actually adds +1 to the target's save, so don't try to knock out tanks with it. The best technique is to carpet-bomb infantry with it, you only need a 3+ to hit, so a lot will die.

Finally, remember that every time a Gargant is destroyed, it explodes, just as if it had a plasma reactor breach. This can obliterate any nearby infantry, so beware. You don't want your frenzied Nobz blown to bits by their own Gargant!

MEKBOY GARGANT

The main difference between the Mekboy Gargant and the other Gargants is that the Mekboy has a Kustom Force Field instead of power fields. This shield resists all hits unless a 6 is rolled on a D6, so leave it on as long as you dare, braving the risk of overheating.

The Mekboy Gargant has two weapons, one of which is usually the Deluxe Kustom Kannon. This fires a hail of shells, but since the number varies according to a roll of the artillery dice, it's possible to horribly backfire, so again, take care. The other weapon can vary. One choice is a Lifta-Droppa Arm, a powerful version of the Speedsta's weapon.

The others are the Buzz Saw Arm, which fires three dice and also adds 1D6 to the Gargant's combat roll, and the Krusher Arm. This weapon is a grabber, able to pick up defeated combat opponents and chuck them at any enemy silly enough to be nearby. Even buildings can be flattened in this way — not surprisingly against a -4 save modifier!

So, remember, you've got da boyz, and you've got the weaponry, you've got plenty of fungus beer, and even Gork and Mork are with you. Of course, you could just sit and admire the paintwork, but isn't it more fun to go stomping?

IMPERIAL ARMIES IN SPACE MARINE

By Ben Gate

Man for man, the Space Marines are probably one of the strongest warrior forces in the whole galaxy! They are the Emperor's elite strike force, genetically engineered to be stronger and more agile than any normal human. They fight in Chapters, each of which has its own unique identity, yet all are melded by the common bond of readiness to meet any threat, anywhere in the Imperium.

It is this rapid response that is one of the strongest characteristics of the Space Marine Army. With the exception of Scouts, every infantry detachment comes complete with Rhino APC's, enabling them to react with lightning speed and smother any threat before it can develop fully. Mobility is a good asset. Even if you make a mistake on your deployment, it's far easier for Space Marines to correct it than it is for Orks, for example.

Of course, the Rhinos make each company or detachment more expensive, but the points are well spent. Since Space Marines are so good, the cost goes up even more — 750 p.v for a Tactical Company for instance, whereas Imperial Guard

Tactical units have a dozen more stands but cost only 600 p.v — but it's still worth it. Space Marines have a high Close Assault Factor ranging from +2 for Tactical and Scouts and +3 for Assault and up to +6 for the feared Terminators. When I play Space marines, I know I can win most close assaults against any army except Chaos, and that's a big advantage.



The one big item that Space Marines lack is heavy firepower. They have Devastators, of course, and these are aptly named, but they don't have really powerful tanks (like the Tempest or the Storm Hammer), and no crushing artillery either (such as the Basilisk, Pulsa Rokkit, or the Deathstrike Tactical Missile Launcher). As close as the Space Marines get is the Land Raider, which is a superb tank with a low save of 2+, but it only fires two lascannons and isn't as destructive as its larger rivals. It's very cheap, though, and I rarely fight without a detachment or two.

Lacking firepower, Space Marines can find themselves facing an enemy able to set up large concentrations of fire without being harassed, and that's very dangerous. Space Marines cost enough to limit their numbers, so you can't afford to be dragged into a firefight, and you must never allow your troops to be caught in the open. Every Space Marine is valuable, so don't throw them away.

My own experience has shown me that Space Marines need to seize as many objectives as they can in Turn One, and hold them if possible. Assault troops are good for this task, as are Veterans and Terminators. Anyone trying to dislodge these troops will need a lot of good stands involved, and he could still fail, but he has to try because a player who has few or no objectives can't win! This tactic allows the Space Marine player to dictate the pattern of the game, which is very much an advantage.

One thing a Space Marine player will struggle to find, is the element of surprise in his army selection. Experienced players know roughly what characteristics every Space Marine army has, and I find it's not really worth trying different troop types because they don't work as well. Space marines rely on doing their job so well that nobody can stop it, even if they already know what's coming. There are some interesting facets to the army, however, and these are noted below.



WEAPONS AND VEHICLES

Battles in Space Marine largely begin with two armies facing each other across the tabletop and each game is a head on clash. Only Space Marines can deviate from this pattern, because they alone have Drop Pods and Thunderhawk Gunships.

Drop Pods are free, but of course any troops inside lose their Rhinos, and the Drop Pods may scatter on landing. Any troops inside emerge, on advance orders, on the roll of a 3+. In addition you get three Support Pods, which fire a small plasma cannon, and Deathwind Pods, one-shot weapons which carpet bomb anything within 10cm. Obviously the appearance of all this can cause havoc amongst your foes, but since troops on first fire can try to shoot them down before they land, you might lose a lot.

Usually I prefer to use Thunderhawk Gunships. These can place six troop stands down with unerring accuracy, and can't be shot at on the way in. Also, your troops won't be scattered and are more useful as a result. It's a good tactic to drop Terminators on an objective, or Scouts on a Deathstrike unit. You have to decide which threats you want removed, and attack them. Gunships enable the Space Marines to slow down or destroy troops such as Squat Thunderers, thus drawing level on firepower. Whatever you use them for, they are a vital part of any Space Marine army.



The only Skimmer Space Marines have in their army is the Land Speeder. It only has a 25cm range, but hits on a 3+ and has a -2 save modifier, and its CAF is 3+. All in all, it's a good vehicle for fast attacks into combat, or for giving supporting fire. You can use it on infantry or on tanks, because the -2 save gives most things no chance.

Tarantulas are also useful, they don't usually move, but they fire once during First Fire and again in Advance Fire, so you get two shots for the price of one. I've found that using them in single units, although good, is nothing to using two or even three detachments together, making the firestorm really devastating. But remember that they can't move and fire, you have to deploy them well, and keep them on First Fire.

Space Marines don't have much in the way of barrage weapons, but they do have the Whirlwind Missile Carrier. There's no minus on the save with this weapon, so it's unlikely to knock buildings down, but I often use them to break up enemy formations. Space Marine infantry are usually outnumbered, so that's a useful way of making sure that you have a numerical superiority where you need it most.

SPECIAL CARDS

As a Space Marine commander, you can choose from a great deal of specialist single infantry stands, including the Librarian, the Medic, the Chaplain and the Tech-Space Marine. The latter three are only 50 p.v. each, and any one of them is a good buy if you find you have a few points left over (full rules are in the Space Marine book). Whether you want to increase your CAF or decrease your casualties, you can't go wrong with them.

THE IMPERIAL GUARD

Although they often fight a common cause with the Space Marine, Imperial Guard armies are totally different in character. As a rule they don't have Rhinos, and so are far less mobile, but they compensate for this with immense numbers. They also have better armoured support units.

Having so many troops, most of them slow-moving, deployment becomes as vital as it is for Orks. Each Tactical Company has thirty stands — three detachments of ten and one HQ group, which must be within 25cm to give orders to troops. Obviously you must keep your companies together for this reason. This means that it's a good idea to work out exactly what you want your troops to do before the battle, and position them accordingly. Then you'll have to stick to your battleplan, no matter what.

The best standard infantry that the Imperial player has are Support troops. Each firing two dice, they come in such numbers that they can quickly set up a withering screen of fire across the middle of the table, either inflicting terrible casualties or, if your foe turns yellow, stopping an attack before it even starts. Support troops can also enter a firefight with any other infantry, even Squat Thunderers, and have a good chance of victory. Of their type, these stands are as good as any other army can boast.

Under this protective screen, Tactical or Assault troops can move up to seize objectives. It's not really worth advancing without covering fire: every time I've done so, my men have been badly shot up or just mangled in combat. Given a numerical advantage they'll usually win, though, but don't try to fight on an even numbers basis against Space Marines or Chaos, for example. Tactical troops have 0 CAF, Assault +1, and that's not really enough to compete, unless numbers are on your side. They usually are though — any Imperial player has a lot of troops.

The Imperial Guard army, like Space Marines, will also struggle to find a selection of troops that will surprise his opponent. Every experienced player knows what to expect, namely high numbers and firepower and some excellent tanks. This doesn't matter much, even if he knows exactly what you've got, his problem will be stopping it! Don't try to surprise your foe. Just select the army you want, and use it.

Generally, the Imperial Guard army will sit back and try to deplete its enemies from a distance. If you throw troops forward, you're likely to become disorganised, allowing your opponent to pick off detachments one by one in combat because your numbers are dispersed, and therefore less useful. So wait, let the other guy do the work, and only attack for a good reason, when he's weak.

WEAPONS AND VEHICLES

Perhaps the most devastating part of this army is the Artillery Company — nine Basilisks, and Bombards that can hurl death all over the board. At 600p.v. they're a bargain, and they are so good at knocking buildings down that I'm afraid to put troops in them when I'm playing against Imperials! The artillery also aids the firing patterns set up by Support troops, which is a great advantage in a close firefight. I've found that the artillery is best deployed right in the centre, and on the edge of the table, so that it can fire anywhere but is hard for your opponent to attack.



Equally as devastating is the Deathstrike Tactical Missile Launcher. These come in threes, each only firing once, they launch guided missiles that travel D6 x 10cm per turn, and when they arrive at a good target, you can choose to explode them placing 1+ D6 barrage templates in the area. The missiles can be shot down in flight, but if you're careful, they shouldn't be, and when they do reach a target the carnage can be appalling. My own opinion is that Deathstrikes are, at 250p.v. the best buy any army can make, and I always have a detachment.

The Imperial Guard also boasts some of the best of super-heavy tanks. One is the Shadowsword, armed with a bolter, two lascannon and a volcano cannon, it's ideal for the final blow against Titans, or for picking off dangerous models at long-range. The Baneblade's four lascannon and battlecannon do a similar job, and its bolters are numerous enough to rake any nearby infantry too. Possibly the most fearsome is the Storm Hammer, with a plethora of bolters and heavy guns that spell doom for anything nearby. All these battle tanks have a high CAF, and all save on a 1+, so they're hard to knock out by shooting or by combat, and they can absorb a good deal of incoming fire. Tactically, Shadowwords are useful for sitting on vital sites and holding them. It's always fun watching your foe try to capture an objective occupied by Storm Hammers!

One way for an Imperial player to move troops quickly is to use the Hellbore, Mole, or Termite tunnellers. They can deploy troops behind or amongst your foe, much as Thunderhawk Gunships do, but less accurately. Using them can give your army an added dimension of mobility, but beware — they can sometimes be destroyed while still holding troops, which is a sore loss.

TITANS

Space Marine and Imperial Guard armies rarely go into battle without a Titan or two to bolster their forces — I know I never do! It's hard to refuse the temptation of all that firepower, nicely encased in armour and protected by void shields. And it's some firepower!

Myself, I tend to use Warlords as pure weapons platforms. The Plasma Destructor is a marvellous weapon, but since you can't use other guns if you fire it, I usually have one-shot weapons on the other three mounts. A Warp Missile takes care of a building or something like a Colossus (or an enemy Titan!), a Vortex missile does the same and then stays on the table to annoy your foe, and a Barrage Missile Launcher will thin out a lot of his infantry. You could use Volcano Cannons or Quake Cannons too, or Turbo-Laser Destructors. Being slow, Warlords tend to sit back and shoot, and if you're going to do that, then use the biggest guns you can!

Reavers can't mount a Plasma Destructor and are faster too, which changes the tactics needed for them. Gatling Blasters, Laser Blasters, Power Fists, Inferno Guns and Melta-Cannon all go well on a Reaver, though of course a really aggressive player might still prefer the bigger weapons. I find that Reavers are good for seizing disputed objectives late in the game, so I often use the Chain Fist to add D6 to my combat score, in case it's attacked.

Warhounds only have two void shields, so it's best to steer them away from large fields of fire, at least early on. They're also fast enough to close with the enemy fairly rapidly, so it's rare that I leave one without a Inferno Gun or a Vulcan Mega-Bolter, to strafe the hordes of infantry I hope to find. For the second weapon, a Plasma Blastgun will deal with any tanks nearby, as will a Melta-Cannon.

In conclusion, remember that Space Marines and Imperial Guard have everything they need to win. If you're careful, and if the Emperor smiles on you, then you'll be all right — as long as the armies don't meet each other...



SQUAT WARRIORS IN SPACE MARINE

By Mark Watts

For me, the great thing about playing with a Squat army is the amount of firepower available to you, ranging from the Giant Goliath Super Heavy artillery, down to the individual Thunder infantry squads (where each individual stand rolls three hit dice).

The biggest, and one of the best things going for the Squat army is their acute discipline and fierce determination. Most units from other races 'break' once they have lost over half their unit number in casualties: whereas for Squats, the break-point number would be more like three quarters of the total unit number.

As I have learnt from past experience, this has a very demoralising effect on your opponent, as vast numbers of your men and equipment are gunned down without your opponent gaining any victory points for his troops' labours.

In many respects a Squat army is structured in a similar manner to that of the Imperial Guard. Both of them are constructed around Company cards which provide the most common troop types in large units and form the basic army (or stronghold in the case of Squats). For every Company card that you take, you can choose up to five support cards (which represent extra units that are temporarily attached to your Company), plus one special card. The special cards for Squats range from devastating war machines such as the Land Trains, and Colossus to the more unusual but characterful Warlord and Living Ancestors. As I mentioned before, both the Squat and the Imperial Guard armies have a devastating amount of firepower available to them in the form of massed artillery and well armoured war machines. They also both suffer from the same sort of failings, in that they lack fast moving infantry units. You can compensate for this in the Squat army by purchasing a Guild Biker Force Company card, which will provide you with twenty-two fast moving and hard hitting troops. Alternatively, you have the option of buying Rhinos (armoured infantry carrying vehicles) as support cards to transport your infantry stands quickly around the table.

The one thing a Squat army really lacks is good close combat infantry or vehicles with a high Close Assault Factor (CAF). Again this can be compensated for by using the Guild bikers in large numbers. A significant bonus in favour of the Squats in this situation is that any infantry stand can re-roll a close combat dice score that comes up as one — or a one and two if their opponents happen to be Orks (due to their bitter hatred of Orks).

Although many players will have surprises up their sleeves, the basic tactics for fighting with Squats will remain the same. The Squat army is well suited for those tabletop generals who prefer to let the enemy do all the running, and are happy to sit and wait for their opponents to come to them. The composition of your Squat army will be dictated in part by the type of army you find yourself up against. With large and mainly slow

moving armies like Imperial Guard, Chaos and Orks it makes sense to spend more points on barrage and multiple dice weapons. The idea here is to give you the opportunity to inflict as many casualties as possible on the enemy before they reach your positions. This is particularly important against Orks and Chaos as most of their weapons have a short range and they need to get into close combat quickly so that their troops with a high close Assault Factor (CAF) can attempt to redress the balance.

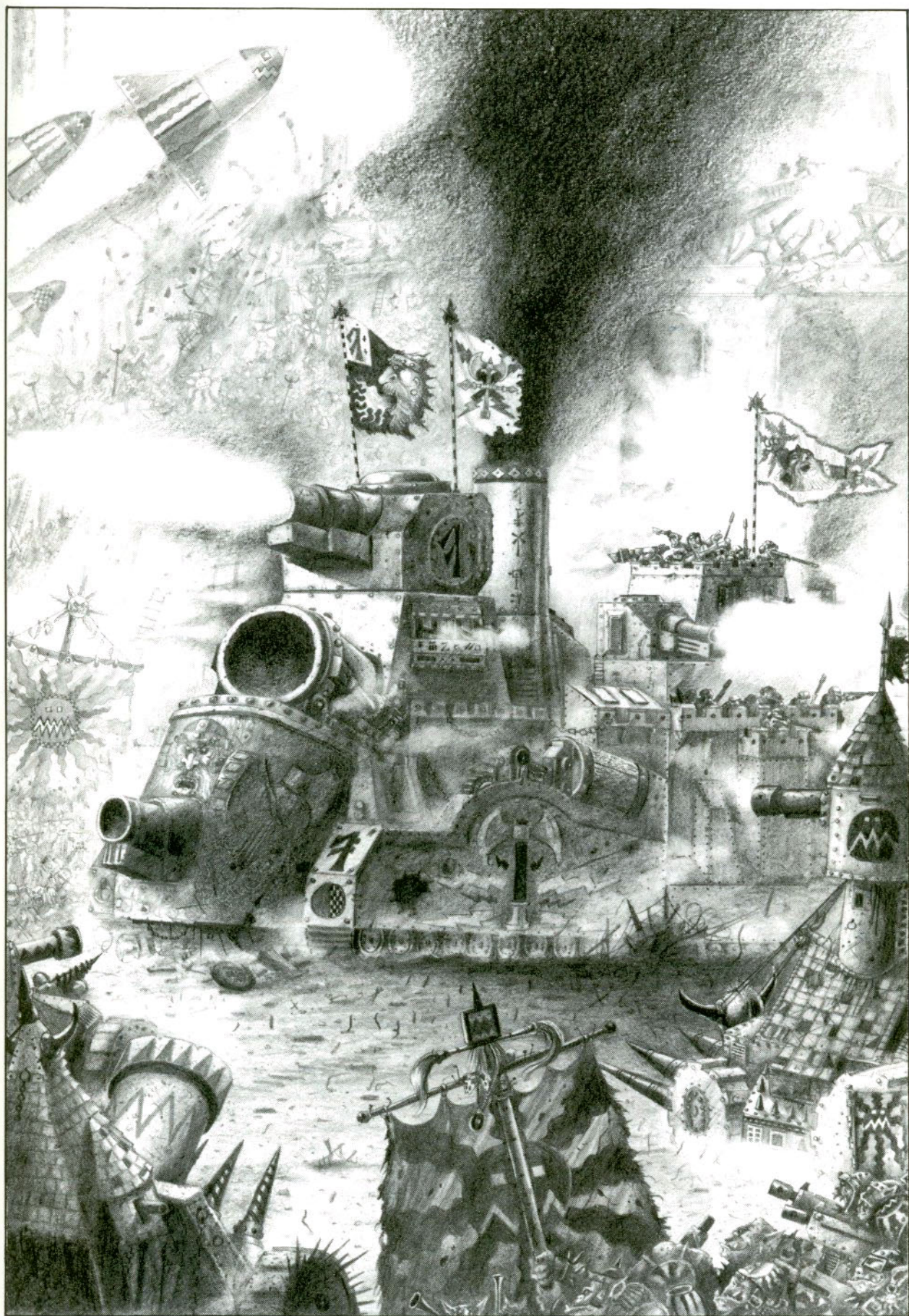


A very different kind of strategy is needed when fighting fast moving and hard hitting armies like the Eldar and Space Marines. Space Marines in particular can cause untold misery as a lot of their Companies and detachments are provided with Rhinos to transport them quickly around the battlefield. This means that even after the first movement phase of the game it is possible for your opponent to have a good proportion of his army deep into your half of the table and possibly in close combat before you've had a chance to fire. This problem is further exacerbated by the fact that Space Marine Commanders can purchase Drop Pods and Thunderhawk Gunships, giving them the ability to place their infantry at practically any point on the table. Even a couple of Space Marine Tactical detachments dropped in the middle of your prized Grand Battery are likely to make mincemeat of your Thudd Guns and Mole Mortars.

A few possible solutions to help counter these fast moving armies would be to buy more good close combat troops yourself, such as Guild Bikers or Berserkers. Alternatively, placing Thunder units near your vulnerable equipment (mostly those with a low CAF) on first fire orders is usually a good deterrent. Only an opponent willing to take very heavy losses would leave his units exposed to those three hit dice, or worse still, charge into close combat against them.

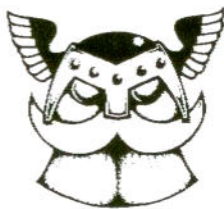
THE SQUAT BATTLEPLAN

No matter what the points value of your army, it will still consist of the same elements—only in varying degrees: Infantry to take and hold objectives, Bikes and Gyrocopters to speed around the board and heavily armed and armoured war machines to provide firepower. Although excellent in terms of points value, the various elements that make up your Squat army are quite expensive and you will probably find yourself facing an enemy with a numerically superior army. As a result



of this, spreading your force out along your table edge would be inviting trouble. It's usually a much better plan to deploy over, say one half of your table edge, preferably where the objectives are thickest or more defensible.

As every wise Living Ancestor will tell you, the backbone of the Squat army is the infantry and it's with this in mind that I usually choose my first Company cards. For 750 points, a Warrior Brotherhood gives you all the basic troop types on one Company card. One Warrior unit with nine combat squads and a Warlord, five Thunder and Berserker stands each accompanied by a Hearthguard. With this variety of troops present, you have at your disposal a very flexible force around which to create your battleplan. The Thunder unit make an excellent 'firebase' with which to defend objectives, while lending some welcome firepower to any attacks the Berserker unit makes. The Warrior unit can be used to add some extra weight in attack, or to swell the numbers in defence, depending on your chosen strategy. For the more aggressive general, an Iron-breaker squadron for 900 points provides you with one Warrior unit and two Berserker units, as well as a Leviathan to transport them and to provide some heavy firepower along the way. Support cards of each troop type can be bought and added to your Company cards to boost your attack or defence. To provide further support for their infantry, Squats are able to field a whole host of support weapons like Tarantulas, Rapiers, Mole Mortars, and Robots.



Because of their expertise with machines and technical equipment, a lot of these type of support cards tend to be cheaper in points cost for Squats than they are for other races. For those commanders who appreciate plenty of barrage weapons, the Grand Battery Company card provides you with 5 Thudd Guns and 10 Mole Mortars for only 400 points. However, for those Warlords with a desire for some artillery with a lot of clout and a big save modifier then the Goliath Mega-Cannon is the weapon to include in your army. These monstrous towering cannons each fire shells weighing several tons, making a mockery of any attempt to hide from their devastating impact. Because of their long range, they are able to hit almost any point on the table no matter where they are placed.

To this end, I find it's best to put as much distance between them and the enemy as possible, to prevent them being shot at or engaged in close combat. Deploying them on your table edge with some infantry to guard against surprise attacks enables them to continue their job of pounding troops in buildings or fortifications, thus weakening the enemy before your assaults go in.

Continuing the theme of heavy firepower, the Squats have developed massive multi-tracked armoured battle stations called Land Trains. Each of these Land Trains costs 350 points and is a special card, which means you must have at least one

Company card. Attached to the Land Train's engine are armoured battlecars. There are four main types of battlecar available all are covered in thick armour and bristling with bolters, with weapons ranging from a one shot Rad bomb and Flamethrowers through to one battlecar packed with berserkers. In addition to its thick armour, the whole Land Train is protected by Void Shields with you gaining 3 more for every support card of battlecar carriages you add on.

The largest of these vast machines is the Colossus and its Imperial version, the Leviathan. The Colossus is different in that it carries no troops, but instead packs more weapons and carries a special landing pad for an Iron Eagle recon Gyrocopter. The Colossus is the size of a city block, is protected by yet more void shields and packs an awesome punch with its Doomsday cannon, missiles, battlecars and wall of bolters. Both of these super-heavy tanks are capable of taking care of themselves on the battlefield, although beware the Imperial player who has Titans armed with Vortex or warpmissiles. Both of these weapons can destroy your very expensive war machines in an instant.

Whenever I include the Colossus in my army (which is most of the time), I prefer to place it out of the enemy's line of sight, behind hills or large buildings and on top of or as close as possible to one of my objectives. This enables me to use the Gyrocopter to spot targets for my Doomsday cannon and missiles (all of which don't scatter and land as is they've been fire directly) for a turn or two without it being exposed to any danger.

The last of the giant Squat war machines, and definitely my favourite is the Overlord Armoured airship. Whenever I have the points to spare, I always like to include an Air Attack Corps, although at 700 points for three, this only seems to happen in larger games. Through trial and error I've found that the airships work best if kept together at high level and deployed onto your flank. The extra 25cms that's added onto the enemy's range when they fire at you from this height means that you can pick off his equipment and troops while staying out of the range of all but his largest ranged weapons. Each airship is armed with 6 battlecannons — ideal for picking off armoured vehicles with their -2 saving throw modifier — 4 Autocannons as well as Meltabombs and bolters for strafing the infantry. Because they are such stable platforms to fire from, the Overlords always count as being on first fire and when flying at high level are impossible to fight in close combat even with skimmers. One of the frustrating things for your enemy is that even if he succeeds in hitting them, there will be a 50% chance that the shot will hit the self-sealing gas cells that keep the airship aloft, and have no effect. The only other flying thing in the Squat army and one that deserves a mention are the Iron Eagle Gyrocopters. The biggest problem when using these flying vehicles is the tendency to treat them as tanks and throw them into the thick of the battle. The result of this foolhardy bravery is that you end up with expensive flying machines reduced to burning wreckage littering the battlefield. Although well armed, they have a low saving throw and can even be brought down by tactical style infantry. I prefer to use them in a 'hit and run' tactic making use of as much cover as possible to keep away the unwanted fire they're sure to attract. Remember you can always use a squadron or two of Gyrocopters in reserve to take lightly held or unguarded objectives later on in the game. This has the added attraction of making your opponent use up men and equipment to ensure that none of his objectives are left unprotected.

BATTLE REPORTS



SPACE MARINE[®]

CHAOS AT KADAVAH

By Richard Helliwell and Mark Watts

"Take no prisoners! Spare no lives!" The cry went up from the army of lost souls.

Lesser daemons shimmered into being at the call of their masters. Great rune-encrusted cannons took up position on the crest of the hill. The ornate daemon-headed snouts of their muzzles swivelled to bear on the enemy positions as their crews chanted the loading stanzas of the Artilleryman's Lament. Beastmen and monstrous Trolls formed up in ranks, confident that the power of their dark gods would protect them from incoming fire. The human cultists chattered excitedly among themselves. The fools were awed by the powers they had unleashed to aid their petty rebellion. They sung the ancient dark hymns happily, convinced that victory was within their grasp.

Brother-Captain Karlson was bored. He checked the action of his bolter listlessly. Over the ten thousand long years of his damnation it had fused with his flesh till now it was an extension of his arm. He willed the weapon to work and it clicked menacingly. A late-arriving cultist scuttled up to him, seeking guidance. Karlson turned his baleful red-eyed gaze upon him and indicated the rest of the doomed cretins with a flick of his tentacles. The man hurried away. Karlson felt nothing but utter contempt for the fool.

What could that miserable human know of true rebellion? Karlson had followed the Warmaster himself when he took up arms against the Emperor. A hundred centuries ago he had gazed with adoration upon the face of Horus before the last great battle. A hundred centuries ago he had stormed the Palace Imperial on Earth, howling his defiance of the Emperor and all human order. A hundred centuries ago, following his Primarch, he had turned his face away from

the light and set his feet upon the path of immortal sin. A hundred centuries ago he had sold his soul and gained...what? It was best not to think about it.

In the distance, amid the rubble of Kadavah, he saw the crimson Rhinos of the Blood Angels move to take up position. His altered eyes looked within the vehicles and saw the troubled souls of the Space Marines within. The deluded imbeciles actually wanted to defend the shrine of their senile god. They were proud to lay down their lives for a deity whose time had passed ten thousand years ago.

Karlson gazed on the Space Marines with pure, corrosive hatred. What could these puppies know of war? Karlson had stridden through ancient days when true warriors had fought mighty battles that Sundered the entire galaxy. Worlds had burned, armies had been slaughtered. Then, the Blood Angels had been foes worthy of respect. Now they were but pale shadows of what they once had been. Now there were no more giants on the side of the putrid Loyalists.

Only the few remaining rebel Primarchs were worthy of respect. In them the flame of ancient times burned undimmed. In them was something worthy of his undying loyalty. They still understood Karlson's undimmed rage and hatred. They still fought the Long War.

Blood Angels, hah! Ten millennia ago he had killed their distant predecessors with his bare hands. Ten millennia ago he had butchered twenty Blood Angels in a single day on the walls of the Inner Palace. Ten millennia ago he had stood outside the Ultimate Gate and watched their Primarch, Sanguinius, cast down like a broken angel by a daemon of the Warp. He wondered what those pathetic fools would say if he told them that? Would they understand? No – they would not. That was the truth of it. There were so few left who could understand. Down the long, lonely centuries of his personal rebellion he had learned that. His old comrades were mostly gone now – dead or true daemons with little interest in the old times, the best times.

His armoured skin tingled. A red light filled his mind. Incipient madness threatened. He knew from the eddies in the Warp that Magnus, his Primarch, was about to appear. Soon he would be in battle, able to lose himself for a few happy hours in the fear and the exhilaration of combat, able to blot out his ennui in bloodlust and find relief for his craving for lasting peace in the exercise of his old power and skill. It was all that there was left to him.

The air shimmered. Magnus arrived, towering over the troops surrounded by a halo of polychromatic light. The Chaos horde advanced towards the distant fearful city. Karlson was to the fore.





GEOFF TAYLOR

THE LUXOR UPRISING

The Luxor Uprising is now enshrined in the annals of Imperial history as a prime example of how a lack of planetary discipline, the failure of routine monitoring procedures by the Inquisition and weakness and tolerance on the part of an inept Planetary Governor can lead to the deaths of millions and the near destruction of an entire planet.

During the Luxor Uprising, members of the old decadent noble orders rose to overthrow Imperial Governor Luger. Certain deranged cultists performed ancient and forbidden rituals to summon aid from the Powers of Chaos. Their mad prayers were answered by the Lords of the Warp. The Space Hulk *Reaper of Souls* drifted into the system and unleashed the Thousand Sons against the still-loyal Planetary Defence Force.

No untrained human warriors could stand against these renegade Space Marines, accompanied by their Primarch Magnus the Red, and his brutal ally M'kach'n, a Greater Daemon of Tzeentch. As if this were not enough, an orgy of bloody human sacrifices on the Black Altar of Khorne had unleashed a dread Lord of Battles and his minions against the overwhelmed defenders.

Just before Governor Luger's palace fell, a distress call was sent out by his aides and the Imperium instantly dispatched a force of Grey Knights and Blood Angels to Luxor to banish the horrific forces of darkness. The arrival of the Space Marines drove back the forces of Chaos and the decisive battle of the campaign was fought around the capital city of Kadavah, the site of one of the Imperium's most sacred shrines, the ruined Temple of the Emperor Triumphant.

THE EVE OF BATTLE.

For this battle we decided to pit the courage and tenacity of the Blood Angels Space Marine Chapter against the insane ferocity of the forces of Chaos. Mark chose to play the forces of Chaos, a heretical change from commanding his usual army of stalwart Imperial Guard. Richard rose to the challenge of leading some of the Emperor's finest troops.

We decided to play with 4000 point armies. This would give us enough points for an interesting selection of troops while still keeping the game a suitable size to play in an afternoon. In order to win the game, both sides had to achieve 45 victory points by capturing objectives or breaking enemy units.

We set up the battlefield on one of the Studio's 8x4 tables, placing the terrain according to rules in Space Marine. Once all the scenery was positioned, we re-arranged some of the terrain to tie in with our storyline. The battle was set on the outskirts of the vast devastated city of Kadavah. We decided that the buildings near to the craters were already in ruins, the rubble of previous bitter clashes between the two sides. Here we placed the shattered remains of the Imperial Temple whose hallowed grounds were to be the site of such bitter fighting. We'd rolled up a river, and as it covered two areas of the table, we placed a bridge on each section to make crossing easier (there's no point in using scenery that just makes part of the tabletop unplayable.)

After we'd placed the eight objective markers, we rolled a dice to see who would get the choice of table edge. Richard won and he decided to defend the rubble of the once doomed city. Having pledged his soul to the powers of Chaos, it was now Mark's sworn duty to drive him out.



THE HORDE OF CHAOS (Mark Watts)



What I really enjoy about playing the forces of Chaos is the great variety of troop types available to you. From the awesome Daemon Primarchs through to the lowly Chaos cultists, the selection is vast.

At the heart of every Chaos army stand the Greater Daemons. It is around them that the daemonic minions and mortal followers gather. With this in mind I

always construct my army by first choosing which Greater Daemons I want to use. For a 4000 point army I chose to have three. This left me with enough points to purchase the three support cards that each must have.

As Chaos is very much a close combat army I decided to redress the balance a little and give myself some supporting fire to cover my advance. To this end I looked first towards Khorne with all his mighty war machines. I chose the Lord of Battle as my first Greater Daemon card. This gave my army a bit of the long range firepower it was lacking, as well something that could face up to the Titans that Richard was sure to pick.

Continuing with this idea in mind I summoned two minion cards' worth of Daemon Engines and one minion card's' worth of the Great Cannon of Khorne. Along with these

weapons of mass destruction I chose some Juggernauts of Khorne and some Bloodletters to enable my chanting horde to do what Khorne's followers do best, (spill blood and collect skulls).

Continuing with my evil work, I asked aid from the Chaos Power of Tzeentch. The Daemon Primarch Magnus the Red answered my pleas. His Beam of Power makes him an awesome killing machine, quite capable of melting down super heavy tanks and delivering the deathblow to Titans unlucky enough to be caught with void shields down. Accompanying Magnus was his own Chapter of Chaos Space Marines, the Thousand Sons and a detachment of Chaos Cultists. With their +3 close assault factor, missile launchers and near unbreakable morale the Thousand Sons would provide me with some good reliable troops. The cultists were there to provide that extra bit of firepower,

To enable the Thousand Sons to deploy quickly I bought them a detachment of Rhinos. For Magnus's last minion card I opted for some Trolls. Their random movement makes them a little unpredictable but this is compensated for in their ability to regenerate. There's nothing more satisfying than seeing your Trolls get up after your opponent has just spent a turn mowing them down.

For my final Greater Daemon card I chose the Lord of Change, another servant of Tzeentch. With its Bolt of Change and ability to fly, this Daemon is guaranteed to make your opponent nervous.

For minion cards to accompany it, I chose bands of Minotaurs and Trolls to give me some good close combat ability and some Daemonic Pink Horrors. Finally, to acquire some fast troops capable of grabbing objectives and harassing the enemy, I expended my last points on some Disc Riders.

THE CHAOS BATTLE PLAN

The most important thing when fighting any battle is to be aware the strengths and weaknesses of your army. The beauty of fighting with a Chaos force is the tremendously varied, colourful and unpredictable nature of the army itself. With its immortal Daemons and their mortal followers like Beastmen, Trolls and Minotaurs, Chaos armies have excellent close combat troops. Remember: your opponent doesn't get first fire against daemons when they charge him!

The varied mutations that the followers of the dark powers often succumb to are represented by Chaos cards and these are incredibly useful to thwart the plans of your opponents. On the negative side the forces of the Warp are somewhat lacking in long-range fire power. This makes them vulnerable to an enemy with long-range firepower who is able to blast your forces as they advance to get to grips with him. Any plan you come up with must take these factors into account.

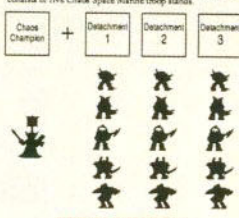
I decided to concentrate the bulk of my army in the middle of the table where the cover and the objectives were thickest. I intended to grab as many objectives as I could in the first turn, as the Lord of Battle and the Daemon Engines get bonuses to their hit rolls, saving throws and close assault factors if the Chaos forces are winning the battle on points. I also knew that in order to get my troops into hand-to-hand combat as quickly as possible, I would be forced to do most of the moving, so every scrap of cover would be important.

It was inevitable that my casualties would be high in the first couple of turns. I knew Richard would opt to have as much firepower as he could afford. I thought his plan would be to



THE CHAOS HORDE



GREATER DAEMON Khorne's Lord of Battles  POINTS VALUE 500	KHORNE BLOODLETTERS A pack of Khorne Bloodletters consists of five Bloodletters.  POINTS VALUE 150	GREATER DAEMON Tzeentch Lord of Change  POINTS VALUE 300	SPACE MARINE LEGION Thousand Sons The Thousand Sons consists of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine troop stands.  POINTS VALUE 500	GREATER DAEMON Magnus the Red - Primarch of the Thousand Sons Magnus escaped the aftermath of the Horne Honey by using his sorcerous powers to open a warp rift through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers to rule.  POINTS VALUE 300
DAEMON ENGINES OF KHORNE A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.  POINTS VALUE 300	DAEMON ENGINES OF KHORNE A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.  POINTS VALUE 300	TZEENTCH DISC RIDERS A unit of Tzeentch Disc Riders consists of five individual flying discs.  POINTS VALUE 200	CHAOS SPACE MARINE RHINO SQUADRON A Chaos Space Marine Rhino Squadron consists of 3 Rhinos.  POINTS VALUE 50	TROLL WARBAD A Troll Warband consists of 10 stands of Trolls plus a Chaos Champion.  POINTS VALUE 250
THE CANNON OF KHORNE A battery of Cannon of Khorne consists of three Cannon of Khorne.  POINTS VALUE 200	MINOTAUR WARBAD A Minotaur Warband consists of 10 stands of Minotaurs plus a Chaos Champion.  POINTS VALUE 250	TZEENTCH HORRORS A pack of Tzeentch Horrors consists of five Horrors.  POINTS VALUE 150	BEASTMAN WARBAD A Beastman Warband consists of 10 Chaos Beastmen stands plus a Chaos Champion.  POINTS VALUE 200	CHAOS CULTISTS The Chaos Cultists consist of 10 Imperial Guard stands.  POINTS VALUE 200



DAVE GALLAGHER

eliminate as much of my force as possible before the hordes of darkness got to grips with him. I intended to use my more numerous troops like the Beastmen and Cultists to soak up incoming fire and hopefully spare the smaller but deadlier units of close-combat troops such as the Bloodletters. Trolls are also particularly good in this role because their regenerative ability allows them to take a lot of hits (this is so long they do what you want, rather than just wander around stupidly!).

I deployed the Lord of Battle and the Daemon Engines of Khorne in the centre where they could support my advancing infantry with much needed firepower. As these vehicles have good saving throws and can survive several hits I hoped they would attract a lot of the Space Marine fire.

I placed the Cannon of Khorne on top of the hill overlooking objective 3 where they commanded a good view of the battlefield. I intended them to stay on first fire orders throughout the game. They were to support my attack in the centre and demolish the buildings which I was sure the Space Marines would deploy.

To protect the Cannon from any fast surprise attacks by speeders, bikes or gunships I positioned the Chaos Cultists on the slopes of the hill. Magnus the Red stood nearby since this was also a good vantage point for him to pick out targets for his Beam of Power. The Thousand Sons mustered near their Primarch and the Lord of Change. This gave me the option of either using them to guard objectives once I captured them or to get them into a suitable position to cast their Chaos Reward card of a magical vortex.

On my left flank, positioned by the river and accompanying the Lord of Change, were the Minotaur warband and the

Thousand Sons Rhino-mounted detachment. With this force, possibly supported by the Pink Horrors, I intended to take the first bridge (the location of objective four) and then sweep on to either objective five in the buildings or objective six on the other bridge. On the right flank my Disc Riders took up position behind objective one. I hoped that they might be able snatch objective eight should the chance arise. As I had no intention of contesting this side of the board anyway these fast moving skimmers could harass any advancing Space Marines by making hit and run or pop-up attacks.

That was it. The Hordes of Chaos were deployed. Now all that remained was for us to grasp victory in our taloned fists!

THE BLOOD ANGEL ARMY (RICHARD HELLIWELL)



I play Space Marine using my own army of Blood Angels so I jumped at the chance to fight against Mark using the brilliantly painted Studio army. It was just too tempting an offer to resist.

Knowing that Chaos Daemons and creatures such as Trolls and Minotaurs are only deadly in close combat, I decided to include plenty of long range fire power in my force. To this end

my first chosen company card was a Space Marine Devastator company. They are very expensive but I have found them to be invaluable in many frays. The Devastators were going to rain death on the advancing forces of Chaos from hills and other advantageous positions.

My next company card was a Space Marine Battle Company, taking my Devastator detachments up to a total of four, enough to give an even spread of hard-hitting troops across the table. The Battle Company also provided a detachment of both assault and tactical Space Marines. These would be useful in holding and taking objectives and, hopefully, protecting the Devastators.



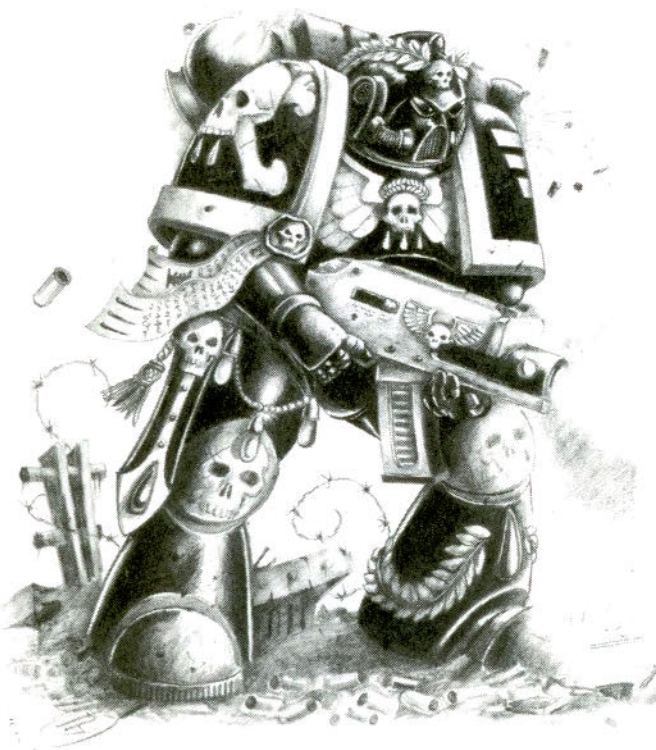
The third company card I chose was a Imperial Guard Storm Hammer Company. These Super Heavy Imperial tanks have a withering fire power from their battle cannons and at close quarters those fourteen bolters per tank are perfect for cutting chunks from the Chaos army. The Imperial Guard Storm Hammer company card also allowed me a free Commissar card. This can be useful for giving orders to the Storm Hammers if you lose their command tank.

With three company cards you are allowed to take up to three special cards so I decided to take all three. My first choice was a Warhound Titan card (the card and full rules for the Warhound were printed in White Dwarf issue 144). I would usually have taken a Warlord Titan with lots of barrage weapons, but with 2350 points spent already I could not justify the extra cost. The Warhounds were both armed with Turbo-laser Destructors. One had a Plasma Blastgun, while the other had a Vulcan Mega-Bolter.



THE BLOOD ANGEL SPACE MARINES

SPACE MARINE DEVASTATOR COMPANY A Space Marine Devastator Company consists of 1 HQ unit plus 3 Devastator detachments. <table> <tr> <td>HQ UNIT</td> <td>+</td> <td>Devastator Detachment 1</td> <td>Devastator Detachment 2</td> <td>Devastator Detachment 3</td> </tr> </table> 1 Space Marine command stand + 1 Rhinoceros Each Devastator detachment consists of 6 Space Marine Devastator squads and 3 Rhinoceros. Each Rhinoceros carries 2 squads.   POINTS VALUE 1000	HQ UNIT	+	Devastator Detachment 1	Devastator Detachment 2	Devastator Detachment 3	SPACE MARINE BATTLE COMPANY A Space Marine Battle Company consists of 1 HQ unit plus 1 tactical detachment, 1 assault detachment, and 1 Devastator detachment. <table> <tr> <td>HQ UNIT</td> <td>+</td> <td>Tactical Detachment 1</td> <td>Assault Detachment 2</td> <td>Devastator Detachment 3</td> </tr> </table> 1 Space Marine command stand + 1 Rhinoceros Each detachment consists of 6 Space Marine squads of the appropriate type and 3 Rhinoceros. Each Rhinoceros carries 2 squads.    POINTS VALUE 850	HQ UNIT	+	Tactical Detachment 1	Assault Detachment 2	Devastator Detachment 3	IMPERIAL GUARD STORM HAMMER COMPANY An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank. <table> <tr> <td>No. 1 HQ Tank</td> <td>No. 2</td> <td>No. 3</td> </tr> </table>    POINTS VALUE 500	No. 1 HQ Tank	No. 2	No. 3	SPECIAL CARD SPACE MARINE CHAPLAIN The Space Marine Chaplain stand is accompanied by its own Rhinoceros.  POINTS VALUE 50	SPECIAL CARD 2 WARHOUND SCOUT TITANS  POINTS VALUE 500 FOR TWO WARHOUNDS
HQ UNIT	+	Devastator Detachment 1	Devastator Detachment 2	Devastator Detachment 3													
HQ UNIT	+	Tactical Detachment 1	Assault Detachment 2	Devastator Detachment 3													
No. 1 HQ Tank	No. 2	No. 3															
SPACE MARINE BIKE SQUAD A Space Marine Bike Squad consists of a single formation of 5 Bike squads.  POINTS VALUE 150	SPECIAL CARD LIBRARIAN Every Space Marine Chapter has powerful psykers called Librarians. These potent warriors use their psychic abilities to support their brother Space Marines on the battlefield. Librarians are particularly useful when fighting other psychically powerful creatures including demons and some Eldar spirit-form powered fighting machines. The Librarian stand is accompanied by a Rhinoceros.  POINTS VALUE 100	IMPERIAL GUARD COMMISSAR For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card enables you to field a Commissar stand plus his Rhinoceros transport.  POINTS VALUE - FREE!	GREY KNIGHT DETACHMENT A Grey Knight Detachment consists of four Grey Knight squads.     POINTS VALUE 400	SPACE MARINE WHIRLWIND SQUADRON A Space Marine Whirlwind Squadron consists of 3 Whirlwinds.    POINTS VALUE 150													
SPACE MARINE DREADNOUGHT SQUAD A Space Marine Dreadnought Squad consists of 4 Dreadnoughts.     POINTS VALUE 100	 POINTS VALUE 100		SPACE MARINE BIKE SQUAD A Space Marine Bike Squad consists of a single formation of 5 Bike squads.      POINTS VALUE 150	THUNDERHAWK GUNSHIP  POINTS VALUE 50													



I took the Space Marine Librarian because of his special powers against Daemons. My final choice of special cards was the Space Marine Chaplain. He was there to improve the Space Marines' close assault factor during those nightmare close combats with Daemons and other chaotic creatures.

With only 1000 points left for support cards I had to choose very carefully. The obvious choice was a Grey Knight Detachment, a must when fighting Daemons. Even at 400 points their Daemon destroying-abilities are easily worth the cost.



Adding a Space Marine Whirlwind Squadron gave me some badly needed barrage weapons to bring down a hail of destruction onto the Chaos hordes. I also took two Space Marine Bike squads. Hopefully they would be able to race forward and snatch any exposed objectives. I had already bought a lot of troops to stand back and fight with long range weapons, so I needed something to raid into enemy territory.

Although the bikes should be good for raids up to half way across the table, for deep strikes I picked a Thunderhawk Gunship. These are very cheap and well armed, but they can be smashed to the ground with ease so great care must be taken when using them. With only 100 points left, my last card just had to be the reliable Space Marine Dreadnought Squad, with its good fire power and high saving throws.

Once I'd chosen my force, I rolled a dice for each Space Marine detachment to see whether any of their members would be gripped in a frenzy of fearlessness and band together to form the Death Company. On a roll of 5 or 6 a stand is removed from each detachment in your force to build up a special company of Blood Angels who never check morale, cannot be broken, and attack with a close assault factor of 4+!

Unfortunately I rolled 4 or under for all but one of my detachments. With only one stand available, Mark and I agreed not to bother with the Death Company for this game. This was a great shame as these fearless and heroic troops would have proved extremely useful.

THE IMPERIAL PLAN

First of all I decided to keep the Grey Knights and Thunderhawk dropship off the table. My plan was to bring these on later when I got the initiative and when the Daemons were out in the open. This would give the Grey Knights a good chance of destroying those warp-spawned abominations.

I set up the main body of my Devastators on the two hills, in the two large buildings and on the bridge. The Devastators in the buildings might prove vulnerable to the buildings collapsing, but, like the Devastators on the hills, they could at least get a clear view of the battlefield. I decided the reward balanced the risk.

The Devastators on the bridge fulfilled a number of valuable uses. They were immediately in possession of objective six. They had an excellent field of fire across a large empty area, and they had the protection of the bridge which counted as a -1 to hit for cover! (The last was a house rule that Mark and I agreed upon before the battle. While it is not in the actual Space Marine rulebook, it seemed logical that the mighty plasteel structures of the bridges would provide some cover from incoming fire.)

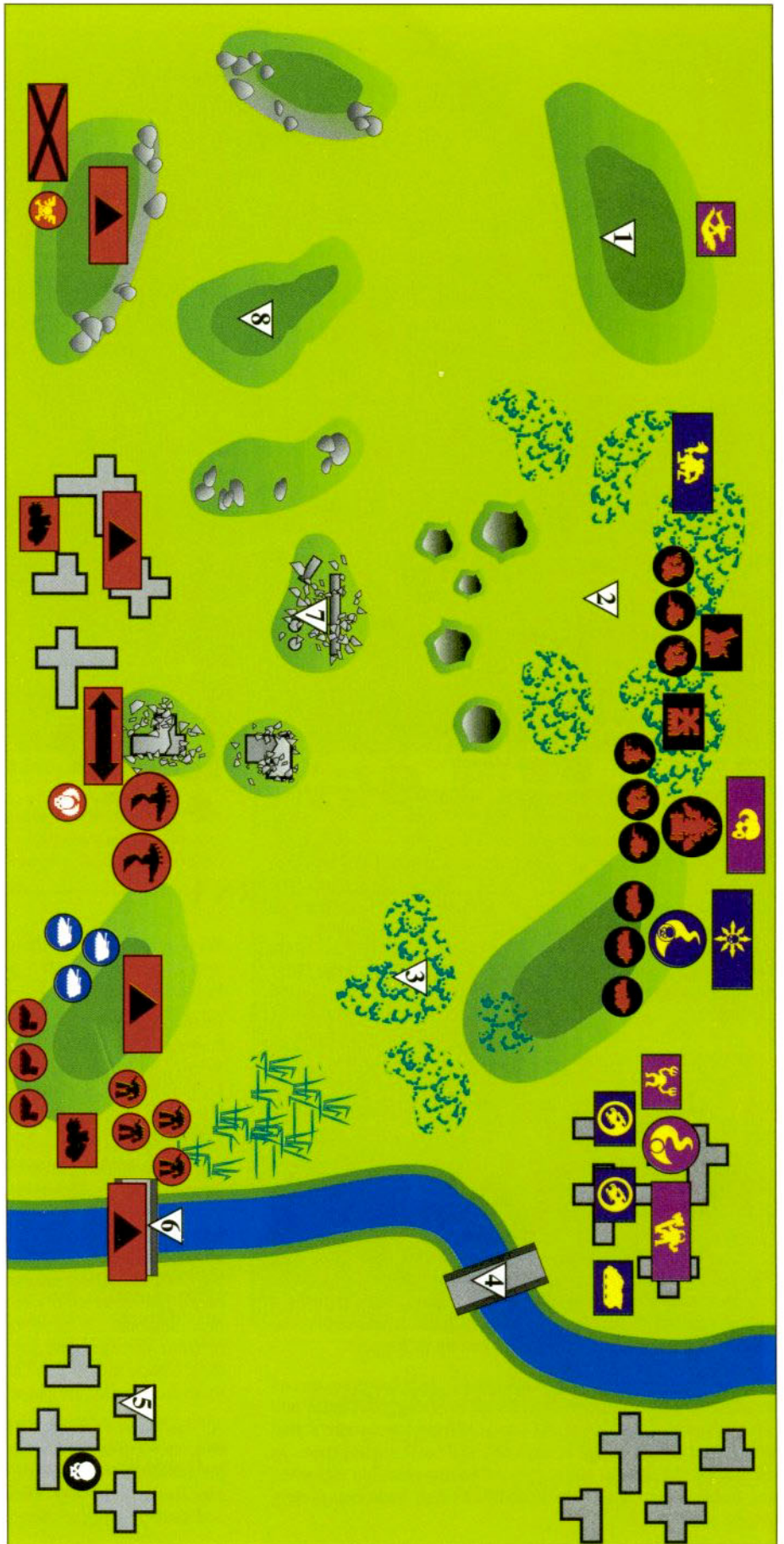
The basic plan with the Devastators was to stand and blast any of the Chaos forces that dared advance on our position. This was also the plan for the Whirlwinds, the Storm Hammers and the Dreadnoughts; as far as I was concerned, the longer I could keep the Chaos army under bombardment the happier I'd be.

Both bike squads were deployed as close as possible to objectives three and eight, so that they could race forward and secure them. The sooner that was done the better. I had to be ahead on victory points by the end of the first turn in order to stop those Chaos War machines having a bonus from being ahead on victory points.

I placed the Space Marine assault detachment and the Space Marine Chaplain behind the hill on the far left with the intention of taking and securing objective 1 then, if possible, moving on to objective two. The Space Marine tactical detachment was placed with the Space Marine Librarian in a central position. They intended to advance on objective 7 and the surrounding ruins.

The Warhounds were also placed centrally so that they could quickly react to any threat. Last of all, I positioned the Commissar and his Rhino. I had already decided not to bother placing him with the Storm Hammers, who did not need his leadership, so I placed him behind the right hand buildings with the aim of taking objective five. Although the Commissar was on his own, the Devastators on the bridge would, hopefully, be able to stop anyone racing across the open ground to reach their objective.

The Imperial troops now stood ready to see off those Chaos-worshipping scum.

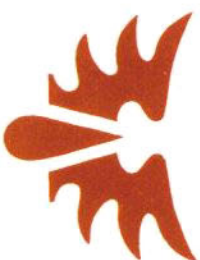
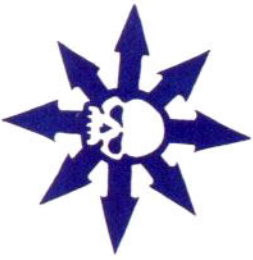


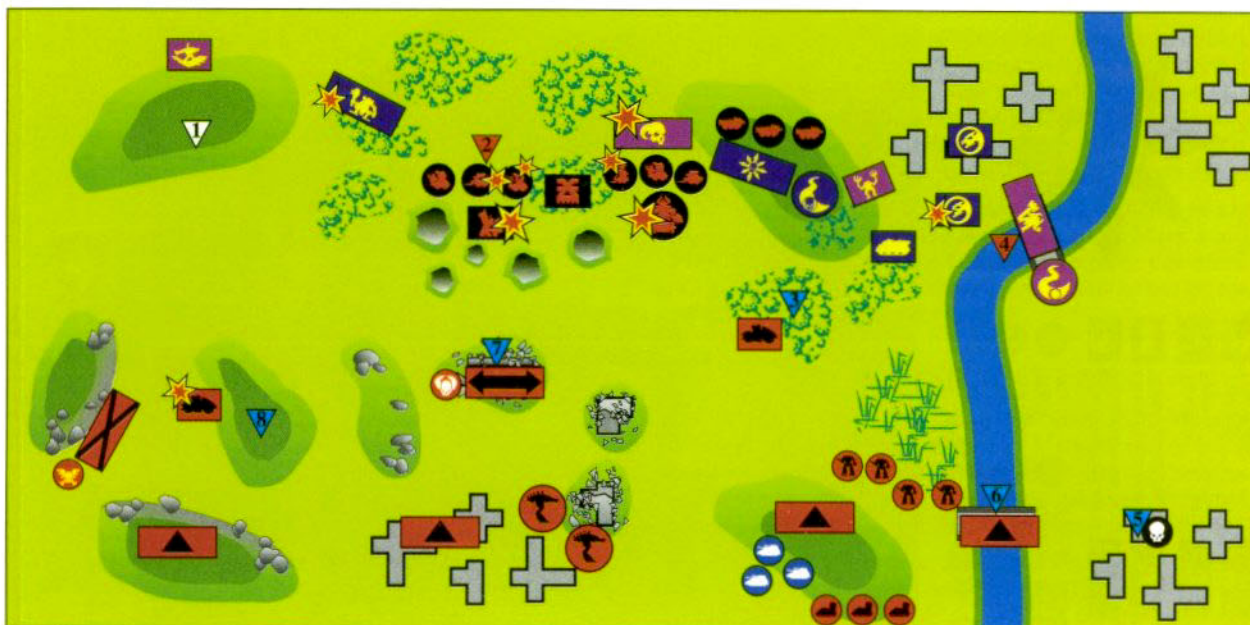
THE HORDE OF CHAOS

	Cannon of Khorne		Cauldron of Blood		Greater Daemon of Khorne's Lord
	Death Dealer		Tower of Skulls		Bloodletters
	Space Marine Legion		Chaos Cultists		Greater Daemon Magnus the Red
	Chaos Space Marine		Troll Warband		Greater Daemon Tzeentch Lord of Change
	Rhino Squadron		Minotaur Warband		
	Tzeentch Horrors		Beastman Warband		
	Tzeentch Disc Riders				

BLOOD ANGELS SPACE MARINES

	Space Marine		Thunderhawk
	Assault Company		Gunship
	Space Marine Tactical Company		Space Marine Chaplain
	Space Marine Devastator Company		Space Marine Librarian
	Space Marine Bike Squad		Commissar
	Grey Knight Detachment		Imperial Guard Stormhammer Company
	Space Marine Dreadnought Squad		Warhound Scout Titan
			Space Marine Whirlwind Squadron





THE HORDE OF CHAOS

Cannon of Khorne	Cauldron of Blood	Khorne Juggernaut	Greater Daemon Khorne's Lord of Battles
Death Dealer	Tower of Skulls	Khorne Bloodletters	
Space Marine Legion Thousand Sons	Chaos Cultists	Greater Daemon Magnus the Red	
Chaos Space Marine Rhino Squadron	Troll Warband	Greater Daemon Tzeentch Lord of Change	
Tzeentch Horrors	Minotaur Warband		
Tzeentch Disc Riders	Beastman Warband		

BLOOD ANGELS SPACE MARINES

Space Marine Assault Company	Thunderhawk Gunship	Warhound Scout Titan
Space Marine Tactical Company	Space Marine Chaplain	Space Marine Whirlwind Squadron
Space Marine Devastator Company	Space Marine Librarian	
Space Marine Bike Squad	Commissar	
Grey Knight Detachment	Imperial Guard Stormhammer Company	
Space Marine Dreadnought Squad		

TURN 1

The battle opened with a roar of engines as the Blood Angel biker detachments surged forward to capture objectives three and eight. On the right flank the Imperial Commissar sped through the deserted streets to seize objective five, while the rest of the army advanced into good fire positions or fortified themselves in cover. A braying howl from the Lord of Change chilled the blood of all who stood on the battlefield and in response, the forces of Chaos screamed forth their battlecry and swept forward towards the city.



The Lord of Change, accompanied by his band of Minotaurs, stormed across the bridge to capture objective four, while a detachment of Thousand Sons Chaos Space Marines and the horde of cackling Pink Horrors moved up in support.

As the Chaos Space Marines advanced, their warcries turned to screams of pain and despair as an unerringly accurate hail of missiles launched from the Space Marine Devastator squad positioned on the bridge at objective six burst among them. In an instant, the air was riven with exploding missiles and when the smoke cleared, the Thousand Sons had been completely wiped out.

Witnessing the annihilation of his Marines, Magnus the Red was driven into such a paroxysm of fury that his Beam of Power went completely wide and failed to hit anything.

In the centre, the Lord of Battle, Beastmen and Daemon Engines charged forward into a furious barrage from the Whirlwinds. The screaming projectiles missed the towering Daemon war-engine and burst amongst the Beastmen. Bloodied but unbowed, they pushed on, heedless of their casualties.

The two giant Warhound Titans and the second detachment of Space Marine Devastators positioned on the hill, now focussed their fire on the advancing Chaos horde. Incandescent death blazed around the Lord of Battle and burst among the Khorne Juggernauts. Many of the missiles bounced off the Lord of Battle's armoured chest but one shot ripped off his chain-fist. A second well-aimed projectile burst against his head, temporarily blinding him, and causing him to run amok in frenzied rage. The Juggernauts fared no better, and even their Chaos mutation of brightly patterned skin failed to stop them from being almost wiped out.

As the Daemon Engines of Khorne advanced past objective two, they ran into a storm of fire from the Devastators dug into the buildings overlooking the centre of the battlefield. As the missiles struck, several of the engines were engulfed in fire and sent crashing to the ground amidst a sea of flames.



The Blood Angels move into position and ready themselves for battle.

Enraged by this destruction, the Cannon of Khorne burst forth their shrieking meteors of flame. The nightmare missiles cut blazing trails through the smoke filled sky, but failed to find their mark against any of their targets.



Dazzled by the smoke and flame, the Trolls on the Chaos right flank became confused and wandered from the cover of the woods out into open ground. As they emerged from the trees, they were spotted by the fourth Space Marine Devastator squad positioned high up on the hill at the end of the Blood Angels' line. As the missiles struck home several of the Trolls were killed before they even knew what had hit them.

Seeing the Space Marine bike detachment racing forward to capture objective eight, the Tzeentch Disc Riders hidden on the far flank abandoned their plan to seize objective one in favour of making a pop-up attack against the exposed bikers. With a howling scream of hatred, the riders appeared over the crest of the hill to pour fire down on the Marines, but only succeeded in killing one.

By the end of the turn, doubt seeped into the minds of the minions of Chaos. Had their dark gods deserted them? The casualties on the Chaos side had been horrific while they had only succeeded in killing two Blood Angels bikers.

Surely the Blood God was displeased!

"Die, loyalist scum!" snarled Karlсен, impotently snapping off a shot at the distant Devastator detachment. He strode forward unhesitatingly while bolter shells and heavy rockets whistled all about him. To his left Brother Steiner went down, one taloned hand clutching a gaping wound in his chest. To his right Brother Torvarl fell, a bolter blast catching him in his single glowing eye. Chained lightning flickered round Torvarl's head as he stumbled. The smell of burned meat and ozone filled the air. Knowing the warding power of Chaos, Karlсен doubted that either wound was mortal. There was no easy escape from damnation.

Torvarl falling was a bad omen though, Karksen decided. Old Single-eye had been particularly favoured by the Primarch. He muttered the charm against incoming fire that Magnus had taught him ten millennia ago, before the thrice-cursed Space Wolves had levelled their homeworld of Prospero.

An explosion ripped the ground at Karlсен's feet. Dirt splattered stingingly against his faceplate. He swayed but refused to fall. On the distant bridge the muzzle flash of heavy bolters was evident. Karlсен decided he would kill every one of them. Confident of his Primarch's protection the Chaos Space Marine marched on.

TURN 1 VICTORY POINTS TOTAL

SPACE MARINES: 30

CHAOS: 10



THE HORDE OF CHAOS

Cannon of Khorne	Cauldron of Blood	Khorne Jugger	Greater Daemon Khorne's Lord of Battles
Death Dealer	Tower of Skulls	Khorne Bloodletters	
Space Marine Legion Thousand Sons	Chaos Cultists	Greater Daemon Magnus the Red	
Chaos Space Marine Rhino Squadron	Troll Warband	Greater Daemon Tzeentch Lord of Change	
Tzeentch Horrors	Minotaur Warband		
Tzeentch Disc Riders	Beastman Warband		

BLOOD ANGELS SPACE MARINES

Space Marine Assault Company	Thunderhawk Gunship	Warhound Scout Titan
Space Marine Tactical Company	Space Marine Chaplain	Space Marine Whirlwind Squadron
Space Marine Devastator Company	Space Marine Librarian	
Space Marine Bike Squad	Commissar	
Grey Knight Detachment	Imperial Guard Stormhammer Company	
Space Marine Dreadnought Squad		

TURN 2

Encouraged by the success of their long-range fire and grip on five of the eight objective markers, the bulk of the Blood Angels settled down on first fire orders.

The only exceptions were on the left flank, where the Space Marine assault detachment and Chaplain moved up to take secure control of objective eight. This had been captured by the Space Marine bikers who now revved up their machines and roared forward to engage the Disc Riders at objective one. However, as the bikers crested the hill, the Champions of Tzeentch took to the air, and poured a hail of fire into the vainly weaving Space Marines, killing four of them.



The Space Marine bikers are ambushed as they charge home.

On the opposite flank, the Lord of Change broke away from the Minotaurs in an attempt to silence the Devastators on the bridge. His deadly Bolt of Change missed its target and the Devastators replied with a volley of shots that sent the Greater Daemon reeling back in pain. As the Minotaur warband poured off the bridge, a barrage from the Whirlwinds descended upon them with a screaming roar. The ground was rent by great explosions, which ripped apart three of the great brutes, but the rest pressed determinedly on.



On the other side of the river the Pink Horrors moved forwards into the cover of the woods. With them were a detachment of Thousand Sons, who disembarked from their Rhinos and in a brief but bloody fight, captured objective three from the Marine bikers. In the centre of the field the rest of the Chaos Horde charged forwards.

The Lord of Battle, still blinded by the head shot, was blasted by the Warhound Titans and tactical squad dug into the cover of the ruined temple. Concentrating its daemonic powers, the Lord of Battle absorbed the few shots that managed to penetrate its armour. Behind the Lord of Battle, the other

Daemon Engines clanked forward through the hail of fire that burst around them, rattling off their armour but causing no damage. Their return fire was also mostly ineffective with the exception of a few shots from the Deathdealer which slew a couple of Space Marine bikers positioned at the edge of the woods near objective three.

In the centre, the Beastmen emerged from the woods and, making use of the cover provided by the craters, continued their advance. Seeing his followers in difficulty, Magnus the Red swept down from the hill to join the Beastmen. Turning his gaze to the Storm Hammers he unleashed his Beam of Power, instantly vapourising one of the mighty tanks.

The Blood Angels Librarian, who had been entrenched with the tactical detachment at objective seven amidst the ruins of the temple, decided on a direct course of action. Faced with the danger of the advancing horror of the Thousand Sons' Primarch, he initiated a psychic battle with Magnus the Red. Sensing the danger, Magnus called upon all changing powers of Tzeentch and sent a wave of psychic feedback boiling into the Librarian's mind, melting his brain and killing him instantly.

Before the Marines could recover from the loss of their Librarian, the Juggernauts of Khorne bulldozed through the rubble and came crashing down on them like a brass avalanche. In the bitter hand-to-hand combat that followed the desperate Marines brought down one of the two surviving Juggernauts.

Inspired by the carnage, the Bloodletters charged across the open ground to join in the combat at the temple, determined to

pollute the hallowed ground with the blood of Space Marines. The ground erupted around them and the Daemons were flung about like rag dolls by a hail of mega-bolter fire from a Warhound. To the horror of the watching Marines several of the Bloodletters hauled themselves to their feet and threw themselves forward, chanting oaths to the Blood God. Laser beams burned through the air around the ruins as the Chaos Cultists successfully picked off some of the unengaged tactical squad.

Amidst the roar of battle, a towering building to the rear of the Imperial line came crashing down as a burst of warp energy from one of the Cannon of Khorne struck home. Half the detachment of Devastators were left smashed, dead and buried amidst the ruins.

Finally, over on the Chaos right flank, the Trolls continued to mill around the woods confused and dazed by the furious battle and the sudden deaths of their brothers. As they tried to make sense of their situation, a few more of the hapless beasts fell prey to fire from the distant Devastator detachment.

TURN 2 VICTORY POINTS TOTAL

SPACE MARINES: 32

CHAOS: 20



The Thousand Sons and Pink Horrors advance under cover of the woods, supported by the Chaos Cultists and Cannon of Khorne.

TURN 3

For the first time the Space Marines won the initiative. Sensing the presence of the Grey Knights, something akin to fear flickered through the Lord of Change's mind. Psychically he called out to his minions for support. Bellowing their response, the Minotaur warband rushed over to form a circle around their lord and master.



Before the Devastators on the bridge could take advantage of these sitting targets, a Bolt of Change from the Greater Daemon struck a stand of Space Marines in the centre of the detachment. Quicker than mortal eye could see, the bodies of the agonised warriors were burst asunder by hideous, thrashing tentacles and razor-sharp pincers that rapidly attacked and consumed the remainder of the unit.

On the left of the Chaos line, a detachment of Thousand Sons Space Marines dashed from the cover of the buildings onto the bridge to safeguard objective four from any possible surprise attack. To their right, the Pink Horrors moved to the edge of the woods surrounding objective three and fell on the last two Space Marine bikers. Cackling maniacally the Horrors ripped the desperate Blood Angels to pieces!

Just ahead of them, a Thousand Sons detachment with their supporting Rhinos moved up alongside two of the Daemon Engines, while in the centre, the Bloodletters and the last Juggernaut dashed past the beleaguered Tactical Marines to engage one of the Warhound Titans. In their wake, the Beastmen swarmed from the cover of the craters and scrambled through the ruins to fall on the now outnumbered Space Marines. Seeing their brothers about to be overwhelmed by the bestial horde, the Assault Marines launched themselves off the hill and dropped down into the swirling combat.

Smashing aside the Rhinos speeding to rescue the Warhound, the Bloodletters and Juggernaut frenziedly attacked the towering war machine, causing the Titan's reactor to go critical and shut down. Behind them in the ruins of the temple the ground became slick with the blood of both sides.

As Magnus the Red searched for another victim for his Beam of Power, the air around him began to hum and the shimmering forms of the teleporting Grey Knights took shape. As they solidified and charged forward, Magnus's burning gaze struck down one squad of the Daemonhunters, but the others pressed determinedly forward. In an instant Magnus was surrounded and with a combination of Force swords, Nemesis weapons and psychic attacks the Grey Knights overwhelmed the Primarch and cast him back into the warp.



THE HORDE OF CHAOS

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Death Dealer	Tower of Skulls	Khorne Bloodletters	
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BLOOD ANGELS SPACE MARINES

Space Marine Assault Company	Thunderhawk Gunship	Warhound Scout Titan
Space Marine Tactical Company	Space Marine Chaplain	Space Marine Whirlwind Squadron
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Space Marine Dreadnought Squad		



The Horde of Chaos drive home their attack as Magnus the Red is struck down by the Grey Knights.

A wave of panic passed through his minions as his psychic howl of rage echoed over the battlefield. The Cultists who had witnessed this terrible event broke and fled down the hill into the woods. The Trolls followed suit, lumbering back into the dark sanctuary offered by the trees, while the Thousand Sons' support Rhinos abandoned the Chaos Space Marines to their fate.

Filled with rage at the defeat of their Primarch, the Thousand Sons' thoughts now turned only to vengeance. The opportunity for retribution came quickly. At the forefront of the attack, the Chaos Space Marines advancing with the Daemon Engines called upon the magical energies of Tzeentch and cast a Vortex at the Devastators on the hill. With an ear-splitting roar, a maelstrom of utter blackness appeared amidst the terrified Space Marines, sucking dozens of Blood Angels into the warp. The Thousand Sons' missile launchers then sent a hail of projectiles into the Dreadnought detachment, causing two of them to topple over and disappear into the marsh.

Once again the Cannon of Khorne rained down flaming ruin on the foe. Under their unerringly accurate fire another building crashed to the ground, killing all of the Devastator squads contained within.

Though spared from the Grey Knights' attack the Lord of Change took a hail of fire from the surviving Devastators on the bridge, as well as from the remaining Dreadnoughts and a barage from the Whirlwinds. Several of the Minotaurs fell protecting their Lord and once more the Greater Daemon was

forced to call upon the power of Tzeentch to save himself from being cast back into the warp.

Back in the centre the Lord of Battle finally got to fire at its tormentors but failed to hit anything. Had the power of the Blood God deserted it? A Daemon Engine on the right crashed to the ground a burning hulk, while the remaining two Daemon Engines continued their relentless advance towards the Marines.

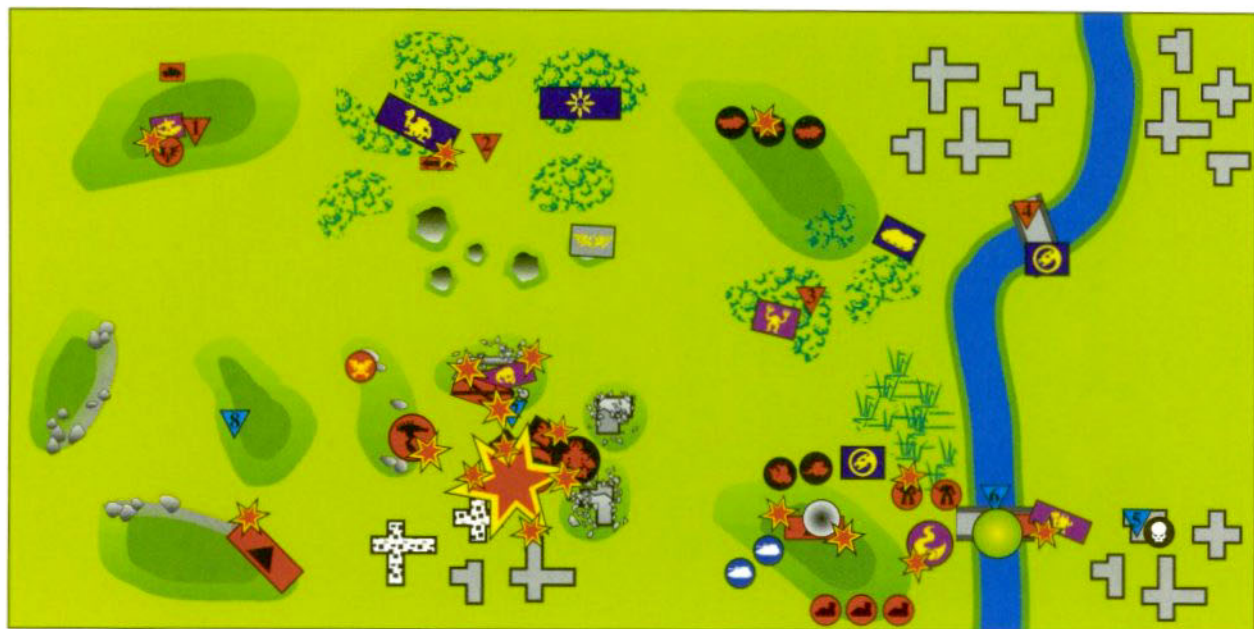
As the triumphant Disc Riders finally captured objective one, several of them dived down to finish off the demoralised and shattered bikers. Down but not out, one of the bikers managed to fight back, sending a Champion of Tzeentch tumbling from his mount. As the two sides struggled to the death, a Thunderhawk Gunship sped along the valley in an attempt to even up the odds by opening up with its rockets and battlecannon on the unengaged Disc Riders.

It looked like the tide of battle had turned in favour of the dark ones.

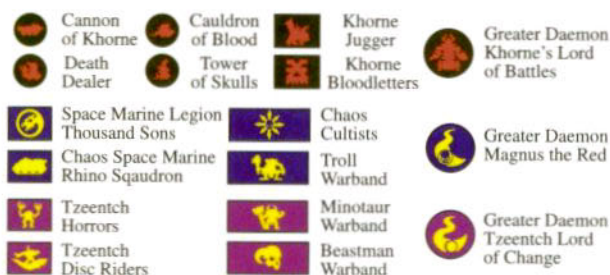
TURN 3 VICTORY POINTS TOTAL

SPACE MARINES: 31

CHAOS: 37



THE HORDE OF CHAOS



BLOOD ANGELS SPACE MARINES



TURN 4

Both sides realised that the end of the battle was near. Now the time for subtlety had passed and only bold actions could win the day. As the Chaos Gods fed energy from the warp into their followers, giving them greater potency and new heart, it looked like the Forces of Chaos might prevail.

Snatching an opportunity, the last remaining Tactical Squad clambered into a surviving Rhino and sped off in a desperate attempt to capture the unguarded objective two. Only a lone Chaos Champion from the broken Troll warband stood in their way, but the ensuing combat ended in a stalemate with neither side able to gain the advantage.

In the ruins of the temple there was no pause in the blood letting. The wild fury and animal cunning of the Beastmen was met with disciplined determination by the Space Marine assault squads. The advantage finally lay with the Blood Angels as only two Beastman packs remained at the end of the combat. The sacred ground of the temple, and with it objective seven, was still in Space Marine hands.

Deciding that the only way to win back favour with Khorne was to bring about the death of its enemies in hand-to-hand combat, the Lord of Battle charged forward to attack the already disabled Warhound. With its reactor off-line the Warhound stood defenceless against the combined attacks of the Bloodletters, Juggernaut and Lord of Battle and they tore it to pieces with the fury of frenzied beasts.

As the Titan was ripped apart, its reactor overloaded and the mighty war machine disappeared in a blinding ball of plasma. The white hot sphere burst outwards, striking the Lord of Battle and the undamaged Warhound, vapourising the Bloodletters and Juggernaut and destroying all but one of the Blood Angels squads left fighting in the shattered temple.

As the incandescent gas engulfed the Lord of Battle, it triggered a massive internal explosion and the monstrous Daemon Engine toppled slowly to the ground. The other Warhound was also almost liquefied. The blast wave breached its reactor and the crew fought desperately to prevent their Titan suffering a similar fate to its brother. Deep in the warp, Khorne howled deep and long with the pleasure of so much death and blood.

With the deadly plasma ball stopping just short of them, the Beastmen now found the ruins almost scoured clean of Marines. However their jubilation was short lived. With a staccato blast, the Storm Hammers opened up on them with their Battlecannons, reducing the foul mutations to little more than a fine red mist. The battle for the temple had truly become bloodbath.

Continuing their advance, the remaining Daemon Engines at last found themselves in range of the Devastators positioned on top of the hill. Gatling cannon fire from the Deathdealer and molten ichor from the Cauldron of Blood seared through



The Lord of Battle, Bloodletters and Juggernaut launch their savage attack against the crippled Warhound Titan.

the Blood Angels, practically clearing the hill. On the far flank the Thunderhawk Gunship hovered over to Disc Riders in an attempt to take objective one. In the short, deadly dogfight it succeeded in killing only one Disc Rider before it was sent spiralling into the hillside. However, the distant Devastators brought the Disc Riders' short lived victory to end. The sky about Tzeentch's riders rippled with missiles and heavy bolter fire until the last Tzeentch warrior lay broken or dead on the hillside.

Attempting to return fire one of the Cannon of Khorne misfired and exploded in a massive blow-back. The shots of all the others deviated from target and inflicted only minor casualties.

Over at the bridge the Minotaurs finally got to grips with the Devastators who had been cut off on their side of the river by the amorphous Chaos Spawn now blocking the bridge in a bubbling, tentacled mass. Holding their fire until the Minotaurs were right on top of them, the Devastators slaughtered nearly half the remaining warband.

Despite these appalling casualties the Minotaurs continued their unstoppable charge, ripping the armour from the hulls of the Rhinos and rending their opponents limb from limb in a fury of bloodlust. At the end of the carnage only a lone Blood Angel Rhino remained intact on that side of the river.

Leaving his followers to their gruesome work the Lord of Change flew across the other side of the river where he unsuccessfully cast a Bolt of Change at the Whirlwinds.

With a heroic effort, the crew of the damaged Warhound managed to repair the damaged reactor and regain full control of their machine. As the vapour cleared from around the melted mass of the destroyed Titan and the shattered Lord of Battle, a lone Bloodletter heaved itself up from the scorched

earth. Gazing out across the battle, the daemon bellowed out in pleasure at the carnage it surveyed.

Each side had suffered horrendous casualties, but in this final turn, both sides had passed the victory total of forty five points. The battle was all but over, and there was nothing left to do but count the cost...



The bitter hand-to-hand struggle between the Minotaur warband and Blood Angels Devastators.

TURN 4 VICTORY POINTS TOTAL

SPACE MARINES: 47

CHAOS: 55

CONCLUSION

Both sides had fought to a bloody climax and at the end there was very little left that hadn't been either completely annihilated or broken.

With two out of three of the Greater Daemons banished back to the warp and the Lord of Change with no Chaos cards left to protect himself with, the uprising had been effectively broken. The remaining Thousand Sons and the other daemonic creatures returned to their Space Hulk, leaving their mortal followers to their fate. There would be other planets where corruption lurked beneath the surface waiting to summon their aid. In time the opportunity for vengeance would come.

Their daemonic enemy either purged or fleeing, the Grey Knights picked up their fallen brothers and teleported back to the orbiting warship. Having sustained grievous losses in successfully breaking the back of the rebellion, the Blood Angels too returned to their starship, leaving the planetary forces the grim task of exterminating the remaining deviants and Chaos Cultists who had fled to the sanctuary of the dark forests.

CHAOS DEBRIEFING

Well, after a difficult start I had victory snatched away from me by the dogged resistance of the Space Marines. Putting aside things like lucky or unlucky dice rolls, I stuck to my plan fairly closely.

The losses I suffered in the first and second turns took some of the punch out of the attack in the centre. I made the classic mistake of an attacking army by putting the Lord of Battle and a unit of Daemon Engines on advance orders instead of charge orders in the first turn. As a result of this I had to keep them on advance orders for a couple more turns to bring them into range of the Space Marines when they could have just rushed forward and gone onto first fire.

The Beastmen, Bloodletters and Juggernauts of Khorne performed admirably. Despite the early heavy losses they suffered, they still managed to inflict damage on the enemy. The Trolls were always a bit of a gamble, one that could have gone either way. As it was they spent the whole of the battle ambling around and getting nowhere right up to the point where they ran away.

Apart from squashing a couple of Space Marine bikers, the Pink Horrors didn't get the opportunity to really prove themselves but the Disc Riders worked to perfection, fulfilling all their aims. My only regret is that I didn't have more of them. With a couple more mobile units on the table I could

have stolen the easy objectives that the Marines left unguarded in the later stages of the battle. I might even have used them to dive down and assault the Whirlwinds.

The Thousands Sons were a little redundant in the battle since, from the almost defensive position I set them up in, the enemy were out of range of their missile launchers. A more aggressive role, and a couple more Rhino detachments to get them where they wanted to go, would have greatly increased their contribution to the bloodletting. In a way this was my own fault. One of my constant fears when playing against an Imperial army is that Space Marines in Thunderhawk gunships will descend from the sky and seize any unguarded objectives. I positioned some of the Thousand Sons with this possibility in mind, hoping that they could cover any abandoned objective markers.

In the past the Cannon of Khorne have proved very successful at demolishing buildings containing infantry and this battle was no exception. Despite their inaccuracy in the first few rounds, they managed to dispose of an entire Devastator detachment.

With the exception of the Lord of Battle the Greater Daemons worked well at dealing out destruction and inspiring a suitable amount of fear in the enemy. Both the Lord of Change and Magnus the Red were unlucky not to hit more than one target each with Bolts of Change and Beams of Power respectively. I was fairly certain that one of them would be cast back into the warp once the Grey Knights arrived so Magnus's loss came as no great surprise.

On Turn 3, I was faced with a dilemma when the Lord of Change had the opportunity to take objective five from the lone Commissar defending it. This would have meant leaving my exposed Minotaur warband to face the firepower of the Devastator detachment on the bridge, and as I have learnt from bitter experience, it only takes a lucky dice roll to inflict crippling damage. I decided to let the Lord of Change lead the assault, hoping that his Bolt of Change could destroy enough Devastators to considerably reduce their firepower.

I must admit that all my plans for the Lord of Battle went completely astray. From the first lucky shots that blinded it and prevented it from firing for two turns, to the appalling dice rolls I made when it could fire, fate, or the Emperor, conspired to make the Lord of Battles' effect on the outcome of the battle minimal.

I could have kept on playing Chaos cards to keep it out of trouble but it used up more than its share anyway, and I was



The bloody struggle between Beastmen and Space Marines amidst the ruins of the Temple of the Emperor Triumphant.

much more concerned with keeping the Lord of Change and Magnus the Red in play. By the end, out of desperation and goaded by my previous inability to hit anything, I charged into the combat against the Warhound. By sheer bad luck the Lord of Battles took an unlikely damage result from the meltdown of the Titan's plasma reactor and was destroyed.

Curses, victory just slithered out of my tentacled grip. Still, another day Khorne may smile upon me. The world shall hear from me again!

SPACE MARINE DEBRIEFING

My plan worked out fine for the first turn with, of course, a few exceptions. The Devastators were probably the greatest success. I've relied on their firepower before and, once again, they excelled themselves. When a Chaos Horde is slowly lumbering towards your position, these are the troops to have. The Tactical and Assault Marines were involved in some of the most bloodiest fighting on the whole table, but they did everything asked of them. When the dust cleared there may have been only one stand left on the objective marker but that was all I needed.

The Grey Knights were the most potent force I had against the Daemons and the timing of bringing them on to the table had to be precise. It had to be on a turn when I had the initiative, and when the target Daemon was alone. On the third turn everything came together nicely. Winning the initiative at last, the Grey Knights came down right on target, surrounded Magnus the Red and let him know his end was at hand.

As most of my troops did as intended, what went wrong? Why the great turn around half way through the game, after such a brilliant first two turns? The first mistake was with my deployment. It was foolish to put the Chaplain with the assault

detachment. I was hoping to reach objective one but had to give up my advance and the objective in order to race to the support of the tactical detachment in the the centre of the table. The Chaplain, not wanting to arrive inside his Rhino, and unable to keep up without a jet pack, was forced to walk and so never made it into battle.

I should have brought the Storm Hammers forward on turn three. Their armour saving throw is good enough to withstand most incoming fire and I would have got the benefit of their fourteen bolters apiece which could have tipped the balance in the great hand-to-hand struggles.

If I were playing the game over again, I would probably place the Assault Marines in the Thunderhawk gunship, and would have attacked one of the Daemons in close combat much sooner. It is almost impossible to kill Greater Daemons with firepower. However many good shots my Devastators got, the Daemons just expended more Chaos cards and got up again. It was very frustrating. Death is almost certain for a Daemon in close combat.

Actually, much of what went wrong can be laid at the door of my handling of the Greater Daemons. If I'd concentrated on them a little sooner, instead of being disheartened by their apparent invulnerability, then they would not have lasted out the game. As it was, their Chaos cards kept them alive right to the bitter end. If I'd hit them harder and sooner then they would have died. As it was, by the last turn Mark had exhausted his Chaos cards and a Greater Daemon, worth 3 victory points, was tottering on the edge of the warp. Ah, if only I had realised sooner.

It had been an incredibly exciting game. Frustrating as it was, we both deserved a draw for the way we played. Each time I play Space Marine I learn something new and in my next clash with the forces of Chaos, I'll know better.

Brother-Captain Karlsen surveyed the carnage wearily. His wounds pained him. His armour hurt as if it were bruised skin. The weight of his ten thousand years pressed heavily on him. He almost envied those who had died. He ran his metal-clad tentacles over the fused remains of the Lord of Battle. It was still warm from the reactor meltdown that had sent its spirit tumbling back into the warp. Nearby the head of the slain Warhound lay in a pile of ash and slag. Its sightless eyes gazed mockingly on the Chaos Space Marine. Karlsen sent a blast from his bolter ricocheting off the giant metal skull. The sound was shockingly loud in the battle's quiet aftermath.

Karlsen watched the triumphant rebels swill sour wine from dirty bottles and listened to their babbled jokes and monkey chatter. The few remaining cultists who danced and sang amid the rubble did not realise it yet but they were dead men. Their patron daemons had been cast back into the warp. The back of the rebellion on this world was broken. It did not matter. There would be other worlds.

From the rubble of the ruined temple he heard a groan. A figure staggered from the fused innards of the building and fell on his face. Karlsen watched clinically, surprised that a Blood Angel still lived. The man was terribly burned. The red of his armour had peeled and bubbled away from the heat of the blast. The rock around him was scarred black by nuclear fire. All around him lay charred skeletons and melted armour. The Space Marine looked at Karlsen with feverish, hate-filled eyes. Frantically he tried to rise to his feet, to bring his half-melted weapon to bare.

"Traitor. Heretic. Abomination," the Space Marine muttered. Karlsen found himself staring down the barrel of the weapon into final darkness. Part of him wanted the Blood Angel to pull the trigger.

Karlsen's bitter laughter bubbled from his ruined and horribly mutated throat. Speech was difficult now. He tried to find the word to articulate his loathing. He searched his corroded soul for the single word that would embody his ten thousand years of hate.

"Brother," he said eventually.

A hint of fear played over the Blood Angel's blistered features. He made to pull the trigger on his bolter. Sight-blurringly swiftly Karlsen brought his own weapon up. A single shot tore through the Blood Angel. The man fell, uttering not a sound. Karlsen kept firing, unloading a full magazine into the twitching corpse, wanting to hear the dead man scream.

At that moment, he wished that he had every Space Marine in the galaxy in his sights. So boundless was his hatred, so great was his rage, that he would have killed them all without mercy or compassion. At that moment, he knew he would fight forever until all was ruination and the entire galaxy was dust. For him there could be neither rest nor peace.

The Long War would go on.

SPACE MARINE[®]

THE BATTLE FOR GOLGOTHA

By Andy Chambers and Jervis Johnson

On the arid world of Golgotha, Ork Warlord Ghazghkull Thraka is once again preparing his forces for an assault on the Imperium... Those of you who've been along to the recent Chaos Roadshows may have seen Andy and Jervis battling it out with the Studio Ork and Squat armies. In this Space Marine battle report we recount the first encounter between these two mighty forces.

The old man was tired. He had not slept properly for a long time. He was sick of the long pursuit and weary of the unending war. The Ork Warlord seemed to know neither doubt nor fear and was all the more frightening because of it. Defeat did not shake his confidence. Uncertainty did not enter his mind. He had taken the destruction of the Ork armies on Armageddon in his stride, and immediately and ruthlessly started rebuilding his power base here on the arid world of Golgotha. Already he'd welded a disparate coalition of tribes into a force powerful enough to conquer the western continent. This was the last chance to stop him. "By the Emperor, where did the Warlord find the strength?" There were times when the old man almost admired Ghazghkull Thraka.

"Almost," he thought, savouring his hatred – "almost." The old man had many reasons to hate the Ork. He'd seen too many good people die because of Thraka's mad ambition. He had seen cities plundered, populations annihilated, and a world laid waste by war, all because Thraka suffered the delusion that his daemon gods had chosen him to rule the galaxy.

The old man leaned forward and braced himself on the Baneblade's huge turret. Overhead, the two fading moons looked down on the dawn-silvered land. He raised the magnoculars to his eyes and touched the focusing runes. The Ork horde leapt into view. Instantly he was transported back to similar dawns on Armageddon, when he had looked out the great view port of Hades Hive and seen a sea of bestial green faces. He recognised the silhouette of a great gargant. It towered over a smaller kustom gargant. Around their bases were hundreds of other crudely constructed vehicles and war-machines. As the old man watched, thousands of green warriors broke camp and made ready for battle.

The horde out there was but a fraction of the size of the army Ghazghkull had once commanded and would command again, if he was not stopped. It was a puddle compared to an ocean but the sight of it brought back the unwanted memories that haunted the old man.

He remembered the giant gargants, their guns blazing from behind miles of earthworks, as they pounded his home-city to rubble. He remembered the terrible wave attack by the uncountable frenzied horde that had finally broken the will of the defenders. He remembered the men he'd led, and the people who had believed in him. Dead now, their faces seen only in the nightmares that drove him from his sleep.

He remembered the cries of the wounded and the pleas of the starving and the gibbering of those who had gone mad with fear. He recalled the shudder of the Hive as shells from the distant gargants ploughed into its armoured walls. He remembered faces gaunt with hunger and eyes dull with weariness as tired men looked to him for leadership. They trusted me, thought the old man, and I failed them. They asked me for leadership and I gave them lies. I promised them salvation and you gave them death. For that you will pay, Ghazghkull Thraka, this I promise you.

The bellow of monstrous engines filled the air as the Squat Warriors tested the motors of their Landtrain. As if in answer to the challenge, the engines of the Ork warbuggies roared to life. He heard the smooth whir of turrets rotating on the Landtrain's side. The running lights of Iron Eagles flashed overhead as they moved to strafe the forward Ork positions. Soon the sun would rise and the battle would begin in earnest. Squat trikes bounced over the hill, skidding round deathcactus trees as they took up position. A bearded warrior turned in his seat and saluted as he passed. The old man saluted back.

For all the Squats' bravado and the dour boasts of their chieftains, the old man knew this was their last throw of the dice. They had mustered all their remaining might for this battle. Arrayed here were all of their ancient, ingeniously constructed death-machines. Tracked mobile fortresses, Goliath Megacannons, Attack Gyrocopters, massed artillery, stalwart infantry. They had brought all the warriors they could. It would be enough, thought the old man. It had to be enough...

"I have followed you too far to fail now Ghazghkull Thraka," thought the old man. "I bear the gift of death. You cannot outrun me. There's no place in this universe where you can hide. I have waited a long time for vengeance. I'm tired but not so tired I cannot kill you. Maybe then I won't see the faces of the dead. Maybe then I'll be able to sleep."

The old man put down the field glasses and dropped down into the Baneblade's turret. Captain Yateman sat asleep in his command chair, his legs stretched out, his feet resting on the gunnery console. Gently the old man woke him.

"Make ready, Captain. It's time to move." Yateman rubbed the sleep from his eyes and gazed up trustingly at the old man.

"Yes, sir, Commissar Yarrick!"



THE GAME BACKGROUND

The recent release of the Ork and Squat Warlords supplement for Space Marine resulted in a lot of exciting battles being fought at the Design Studio. So many of you have written in to say just how much you've enjoyed the battle reports we've been running in the last few issues of White Dwarf that we thought it would be an excellent time to write up a report about a battle between our magnificently painted Orks and Squat armies.

We decided to choose armies to a value of 4000 points for this battle, giving us slightly larger forces than we normally use (which are 3000 points - quite a good size for a competition style game) but still giving us a game we could comfortably finish in an afternoon. This meant that in order to secure victory either Jervis or myself would have to gain 45 or more victory points through breaking the enemy units and holding objectives. Of course, 4000 points is a fairly conservative size for a game. For anybody who wants a real challenge I'd thoroughly recommend allying with some friends and trying a game with 10,000+ point forces for a truly apocalyptic experience!

Jervis chose to play the Squats, an excellent choice now they've got a selection of new and awesomely effective models like the Overlord Airship and the Goliath Megacannon at their disposal. This meant I played the Orks which suited me fine because I really like the hugely varied selection of troops and tanks available to them, and I find the unpredictable Mekboy weapons endlessly entertaining.

We decided that it would be fun to include the Ork Warlord Ghazghkull and Imperial Commissar Yarrick in our forces, the two characters who were instrumental in the Battle for

Armageddon. We recently published Space Marine rules for Commissar Yarrick and Warlord Ghazghkull in White Dwarf and we've developed their history into a narrative campaign through battles fought at Chaos Roadshows up and down the country. In our continuing story Ghazghkull is attempting to crush the Squat mining colony on Golgotha to gain prestige amongst the local Ork Warbosses and weld together another Waa-Ork. Commissar Yarrick has pursued Ghazghkull to Golgotha where he is helping the Squats and trying to kill Ghazghkull once and for all. Yarrick wants vengeance for the bloodshed and destruction caused on the hive world Armageddon by Ghazghkull's crusade and to prevent the Ork Warlord's ambition bringing more death and destruction down on the Imperium.

We set up the game on one of the 8' x 4' tables at the Studio, using the terrain set-up rules from Space Marine. Once we'd rolled for table edge we replaced two towns on Jervis' table edge for the Squat fortress and tower from our scenery collection. This neatly tied the terrain we were fighting over to the protagonists, the Squats would be defending their stronghold from the ravaging Orks! We placed two objective markers on the fortress and another one on the tower to show their importance in the battle. This is a good example of how you can bend the normal rules on placing terrain and objectives to give a story to your Space Marine games.

We've written up the battle itself as a story and limited our own comments to our respective sections on planning, deployment and conclusions. We used a polaroid camera to take pictures of the game as it was fought and kept notes of moves and events for later reference. Because of the practical problems of getting good photos while a game is in progress I used the polaroids and notes to help me re-shoot the pictures for this article later on with proper lighting and cameras.

WAAAGH, GHAZGHKULL! (Andy Chambers)

Over the course of writing Ork and Squat Warlords the Orks have become one of my favourite forces in Space Marine. They have such a massive selection of troops and vehicles to choose from that the forces you can field are almost infinitely variable, and because the bulk of their army cards are cheap you can put together a fearsome swarm of greenskins even with relatively few points to spend. The Orks are almost exclusively geared up to fighting at short range and close combat so one of the most important parts of selecting an army is to try and ensure that you select the right combinations of clan cards and support cards. You need to aim at producing massive combined break points for your clans so you can steamroller your opponent before he can break enough of your clans to win the game. I've found it's vital for the Orks to use their numerical superiority to maximum effect by piling into the foe at one point in the line and overwhelming them in close combat.

Of course the Ork command rule forces the clans to stick together in dense clumps so too much concentration on manoeuvring to grab objectives tends to lead the Orks into getting picked off piecemeal at long range where they can't hit back. This problem is particularly apparent against the Squats who have plenty of artillery (the bane of the Orks) as well as sturdy infantry and well 'ard bikers to throw back anything which survives the barrages and withering firepower of their giant war machines, so overwhelming them needs a concerted effort with the best boyz available for the job.

I started out by picking the clans which would form the core of my force for the game. I reckoned I could afford about three clans and I definitely wanted one of these to be a Kult of Speed. These would give me some fast nutters to flank the slow moving Squats, distract their fire from my main assault and possibly overrun vulnerable artillery and isolated pockets of foot troops.

The second clan I picked was the Goffs, an Ork clan which is so stompy that in my opinion it forms an absolutely vital part of any Ork army. This is because the Goff boyz have a hefty close assault factor and twice as many Nobz stands as any other clan, making them exceptionally mean and deadly when it finally comes down to the nitty gritty of stickin' the boot in in close combat. The third clan I went for was the Death Skulls, partially because they're cheap but mainly because they're allowed to choose support cards which are ordinarily restricted to other clans (they can 'borrow' them - usually without asking the owners first!). This meant I could use anything specific to a different clan, like Snakebite Squiggoths for instance, if I wanted to.

So, with my main force sorted out it was time to turn my attention to picking some special cards before I finally filled out my ranks with support cards. Having three clan cards I could pick up to three special cards. I usually take a Warboss and retinue because the extra Nobz in battlewagons are incredibly useful for keeping an attack moving by herding errant Ork mobz back into battle and blasting massive holes in the enemy. Of course in this game I would be using Warlord Ghazghkull and his retinue to fulfil the same role instead. Ghazghkull's morale bonus and special ability to invoke the power of the Waaagh! would come in particularly handy when it came down to close assaulting the Squats, giving me an extra edge when I needed it most.

The second special card I chose was a Mekboy Gargant, partially influenced by the fact that the new model looks so

great and partially by the fact that its kustom force field makes it almost impervious to fire for at least a couple of turns, something which would be very handy in trying to close in with the Squats. The Mekboy Gargant was armed with with a deluxe kustom kannon and a krusha arm, a close combat weapon good for tearing down buildings and picking up vehicles to throw at the enemy.

The third special card I picked was a Great Gargant, obviously a survivor from Ghazghkull's Gargant Bigmobs on Armageddon. Great Gargants, like Goff clans, form one of the essential components of a potent Ork army: they're very hard to kill and carry a meaty selection of guns in addition to the dreaded gut-buster mega cannon. I knew that Jervis was bound to use a Land Train and probably a Squat Colossus as well. These two war machines are very hard to kill with normal fire but a single ball round from the Gargant's belly gun should be sufficient to destroy such heavily armoured targets.

Many people make the mistake of sitting their Gargants at the back of the forces on first fire orders when to be really effective they have to keep advancing forward with the main body of the Orks. This is because the Gargant's longest ranged guns have a range of 75cm and the all-important gatling cannon has a range of 50cm, hence lurking around at long range renders most of a Gargant's weapons useless. The other thing to remember about Gargants is that if they are fitted with a Gork or Mork head they will keep the Ork's morale intact even in the most extreme circumstances.

With all three special cards chosen I was just left with the support cards to worry about. I knew that the Kult of Speed was bound to take the most casualties early on as they tried to hurtle round Jervis' flank, and they also had the lowest break point. I decided to heavily reinforce the Kult of Speed and push up its break point as much as possible, preferably with relatively cheap stuff so I could afford some support for the Goffs and Deathskulls. Anything included in the Kult of Speed would also have to be quite fast just so they could keep up! To start with I cast my eye over Evil Sunz vehicles (which can be included in a Kult of Speed) and came up with a Gobsmasha squadron and a Bowelburna squadron, both of which are cheap, fast and numerous. I also decided on a Scorcher squadron and a Wartrak squadron on the same criteria and to round out the support for the Kult to a full five cards I also picked a battery of Hop-Splat guns. The Hop-Splats may seem like an odd choice but I reasoned that they could be towed into range by the Wartraks and left to their own devices as the Runtherdz commanding the guns make sure that they fire even if there aren't any Nobz in range to prompt them. The combination of these support cards pushed the Kult of Speed's break point up by a massive 13 points, more than doubling it at minimal cost. This left me with some points to spend on support cards elsewhere.

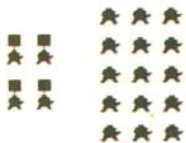
I wanted to get some Mekboy support cards with my last few points to ensure I got a few kustom repair cards for my force. Now, I said earlier the Ork's real limitation is the range of most of their weapons. There are two Mekboy weapons which are exceptions to this - Shokk Attack Guns and Pulsa Rokkits. Shokk Attack Guns have an unlimited range so if I could position them on a high point somewhere they could launch their Snotling attacks against vulnerable targets like artillery anywhere on the table. The Mekboy Pulsa Rokkits would be handy for trying to drop on big, stationary or slowing-moving targets like the Squat fortress or the inevitable batteries of mole mortars for instance. I assigned the Shokk Attack Guns to the Goffs and the Pulsa Rokkits to the Death Skulls. This

**DEATHSKULL CLAN**

The Deathskull Clan consists of 1 command unit of 4 Nobs stands, plus 1 Boyz Mob of 15 Boys stands.

COMMAND UNIT

BOYZ MOB



POINTS VALUE 500

WARLORD GHAZGHKULL THRAKA'S ORK HORDE

**EVIL SUNZ
BOWELBURNIA SQUADRON**

An Evil Sunz Bowelburnia Squadron consists of three Bowelburnias.



POINTS VALUE 50

SCORCHER SQUADRON

A Scorchers Squadron consists of three Scorchers.



POINTS VALUE 50

**EVIL SUNZ
GOBSMASHA SQUADRON**

An Evil Sunz Gobsmosfera Squadron consists of five Gobsmosfera.



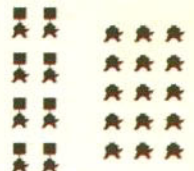
POINTS VALUE 100

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobs stands, plus 1 Boyz Mob of 15 Boys stands.

COMMAND UNIT

BOYZ MOB



POINTS VALUE 650

WILDBOYZ MOB

The Wildboyz Mob consists of four Wildboyz stands.



POINTS VALUE 50

**MEKBOY PULSA
ROKKIT BATTERY**

A battery of Mekboy Pulsa Rokkit consists of three Pulsa Rokkits.



POINTS VALUE 250

**SPECIAL CARD
GREAT GARGANT**

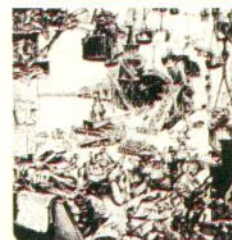
POINTS VALUE 850

**SPECIAL CARD
GHAZGHKULL THRAKA**

Ghazghkull Thraka is one of the greatest Ork Warlords of all time. He and his retinue are represented by a single unit consisting of Ghazghkull's stand and 5 Bohe stands with 2 Battlewagons. A Battlewagon can carry up to 3 stands.



POINTS VALUE 350

**SPECIAL CARD
MEKBOY GARGANT**

POINTS VALUE 450

KULT OF SPEED

An Ork Kult of Speed consists of 1 command unit of five Nob Warbikes, plus two War Buggy Mobs of five War Buggies each.

NOB
WARBIKES

WAR BUGGIES



POINTS VALUE 400

WARTRAK SQUADRON

An Ork Wartrak Squadron consists of five Wartraks.



POINTS VALUE 100

HOP-SPLAT BATTERY

The Hop-splat Battery consists of five Hop-splat Guns.



POINTS VALUE 150

**MADBOYZ MOB**

A Madboyz Mob consists of four Madboyz stands.



FREE

**MEKBOY SHOKK
ATTACK GUN TEAM**

A Mekboy Shokk Attack Gun Team consists of four Shokk Attack Guns.



POINTS VALUE 100

left me with 50 points to spend (Jervis had exceeded his points total by 50) so I picked a Wildboyz mob to bolster up the Goffs – the extra four stands of close combat troops would be most useful to them as I only expected the Death Skulls to move up in a fire support role. I also had a Madboyz mob available, which was free, so I took it and stuck it in with the Death Skulls. Madboyz mobs are effectively independent so I wouldn't have to worry about them staying in command range, something which might come in useful.

Having two Mekboyz mobs (the Pulsa Rokkits and the Shokk Attack Guns) I was entitled to four kustom repair cards. I drew *Super Stikkbomz*, *Rokkit Packs*, *Cyboars* and *Soundz*. I gave the Super Stikkbomz to the Goff boyz as I expected them to get heavily embroiled in close combat. I could only give the rokkit packs to the Madboyz as I didn't have any Stormboyz in my force (only Madboyz and Stormboyz are nutty enough to use rokkit packs). I didn't have any Snakebites Boarboyz in my force so I couldn't use the Cyboars card – it was just a good idea the Mekboyz came up with and discarded. The Soundz card represents huge speakers mounted on vehicles which blare out Goffik rok and boost the Ork's morale so I gave this card to the Gobsmashas to help keep the Kult of Speed going. I picked the Gobsmashas because there were five tanks in the Squadron and they had a better armour save than most of the other squadrons in the Kult of Speed, so I reasoned that they would probably survive the longest. So, with my Ork force sorted out it was time to come up with an infallible plan.

DA PLAN

I was absolutely certain that Jervis would concentrate his forces in and around the fortress and the tower, probably aiming to turn the open areas around them into a killing zone. He probably wouldn't worry about trying to grab the objectives dispersed further away from the fortress because he wouldn't have enough manpower. I, on the other hand would most assuredly need to pick up all the objectives I could before trying to winkle the Squats out of the tower and the fortress. The trick would be to grab the available objectives without splitting up my forces too much and letting Jervis' artillery to pound me to death or his bikers isolate and destroy one of my clans.

I decided to deploy the Goffs in the woods on my left so they would have plenty of cover to advance through as they moved up to capture objectives 3 and 4. If they ran into little opposition they could then launch an assault on the fortress. I placed the Death Skulls in the centre to advance up the hill and capture objective 6 before moving forward to give supporting fire against objective 5 in the tower. The Kult of Speed would be deployed to the right of the Death Skulls so they could sweep past objective 7 and use the hills as cover to approach the tower before overrunning it and charging on towards the fortress. If there were no Squats deployed near objective 8 I decided that I would send a single squadron of vehicles to go and grab it. I knew that the squadron would end up out of command range of any Nobz but, being Speed Freaks they would carrying on charging around and eventually link up with the rest of the Kult of Speed again.

Next I had to decide on where to deploy the two Gargants and the other bits of support for the clans. I placed the Great Gargant between the Goffs and the Death Skulls so it could give both of them plenty of support and be in a central position – the Great Gargant is pretty slow so I didn't want to have to redeploy it unless I had to. The Gutbuster belly gun on the

Great Gargant is a very potent weapon but it takes a turn to reload so it would definitely be best to fire it as soon as possible and start reloading instead of holding my fire and risk losing the chance to use it at all if the belly gun got damaged while I hesitated. Hence the Great Gargant started the game with a ball round loaded into its belly gun, which I would fire at the most worthy target as soon as I got an opportunity. I placed the Mekboyz Gargant on the far left, next to the Goffs. From here it would move forward as fast as it could and try to engage any Squats on the open plain around the fortress. It would probably draw a lot of fire in such an exposed position but hopefully the kustom force field would protect it from most of the damage and distract Jervis long enough for my other forces to move up unmolested.

I put the Shokk Attack Guns next to the great Gargant so that they could climb the hill in front of them to get a good vantage point, move into the woods for some cover and then settle down to hit anything in range with their weapons. The Pulsa Rokkits would stay in cover behind objective 6 with the Madboyz nearby to protect them. Ghazghkull and his retinue would start off near the Great Gargant and then move to where they were needed most. Obviously, Ghazghkull would wait until a lot of the Boyz were in close combat before he declared a Waaargh! and even then he would wait until after everything on first fire had shot so that they wouldn't get too excited and inaccurate under the wave of Orky high spirits.

THE SQUATS OF GOLGOTHA PRIME (Jervis Johnson)

My only previous experience of playing the Squats was when I used a small contingent of them as allies to a large Imperial army. I was therefore looking forward to giving them a proper 'field-test'. We had decided to play a 4000 point game, and to include Ghazghkull and Yarrick in the two armies. Yarrick would cost me 150 points, and as I would need to include at least one Imperial Company card to be allowed to have him in the army I decided to choose that first. We have a house rule that character stands from Special cards (like Inquisitors, Space Marine Commanders, and, of course, Commissar Yarrick) are allowed to 'commandeer' HQ vehicles from other units to replace their normal mode of transport. Because of this I decided to take a company of Baneblades as my Imperial Company card, so that Yarrick could commandeer a Baneblade to ride around in. Not only would this make it harder for the Orks to harm him, but it would also provide a suitably impressive vehicle for the mighty Commissar Yarrick to take in to battle.

With the Imperial allies chosen and out of the way, I could start picking my Squat army. After subtracting the 650 points for Yarrick and the Baneblades I was left with 3350 points to spend on the Squats. As I had not really used the Squats before, I simply wanted to try out as great a variety of units as possible to see what they were all like. The first thing I decided was that I should have at least one of each of the new models that we have made for the Squats: the Land Train with all four types of carriage, a Colossus, a Goliath Mega-Cannon, an Overlord Armoured Airship, and an Iron Eagle Gyrocopter Squadron. This little lot cost me 1650 points, almost half of what I had left, and I hadn't chosen any company cards yet! Still, I was getting lots of guns for my points, and I couldn't bring myself to leave any of these impressive new models out of the army.

Having rather perversely chosen all of my allies, support and special cards first, I now went on to pick the backbone of the



THE SQUAT STRONGHOLD OF GOLGOTHA PRIME



IRON EAGLE GYROCOPTER SQUADRON

An Iron Eagle Gyrocopter Squadron consists of three Iron Eagle attack gyrocopters.



POINTS VALUE 200

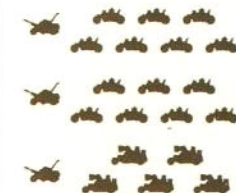
GOLIATH MEGA-CANNON



POINTS VALUE 150

SQUAT GUILD BIKER FORCE

A Guild Biker Force consists of 2 Biker squadrons of 1 Goliathman stand and 7 Guild Biker stands plus 1 other squadron of 1 Goliathman and 5 Guild Bikers.



POINTS VALUE 600

SQUAT GRAND BATTERY

A Squat Grand Battery consists of 1 battery of 5 Thud Gun and 2 batteries of 5 Mole Mortars.



POINTS VALUE 400



SPECIAL CARD COMMISSAR YARRICK

Commissar Yarrick is one of the bravest hero's in the Imperium. He is represented by a single unit consisting of a Commissar stand and a Rhinoceros.



POINTS VALUE 150

IMPERIAL GUARD BANEBLADE COMPANY

An Imperial Guard Baneblade Company consists of 3 Baneblades. No. 1 Baneblade is also the company HQ tank.



No. 1 HQ Tank



No. 2



No. 3

POINTS VALUE 500



OVERLORD ARMoured AIRSHIP



POINTS VALUE 250

SQUAT LAND TRAIN BATTLECAR

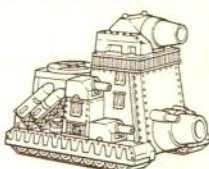
Three Land Train Battlecars.



POINTS VALUE 200

SPECIAL CARD SQUAT COLOSSUS

The Squat Colossus is a huge war engine built from the same armoured shell as the Leviathan. Colossi are used to break enemy defences with their devastating firepower or to act as mobile fortresses. Each Colossus also carries a special rocket gyrocopter to spot targets at long range.

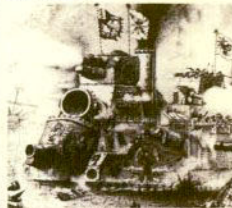


POINTS VALUE 500



SPECIAL CARD SQUAT LAND TRAIN

A Squat Land Train consist of 1 Land Train engine and 1 Land Train Battlecar.

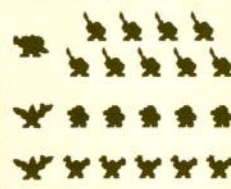


POINTS VALUE 350



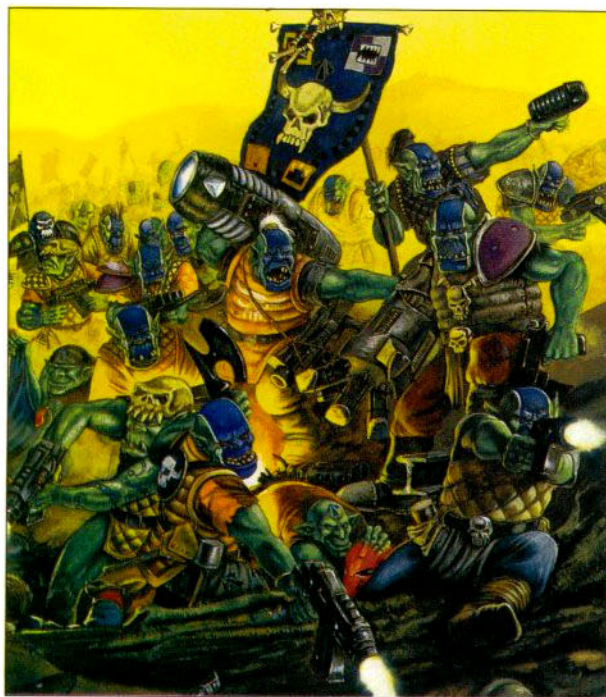
SQUAT WARRIOR BROTHERHOOD

A Squat Warrior Brotherhood consists of 1 Warrior unit of 1 Warlord stand and 9 combat squads, 1 Thunderer unit of 1 Heartguard stand and 5 heavy squads, and 1 Berserker unit of 1 Heartguard stand and 5 attack squads.



POINTS VALUE 750





force, my company cards. The first card I took was a Warrior Brotherhood, as I was going to need at least a few infantry to hold any objectives. This left me with about 1000 points for my remaining troops. I was strongly tempted to take another Brotherhood for 750 points backed up by a support card or two, but in the end I plumped for a Guild Biker Force and Grand Battery. The Grand Battery is a logical choice for any Squat Army, but especially so against an Ork army where the barrages have a chance of inflicting massive carnage amongst the hordes of Ork Boyz. The reason for choosing the Guild Bikers was less tactically sound – I like using massed fast attack troops like Imperial Rough Riders, Eldar Wind Riders or the Orks Kult of Speed, and so I couldn't resist the chance to use the Squat equivalent in their Guild Bikers. Unfortunately, I invariably get carried away and get my fast attack force wiped out very quickly – but at least they die gloriously! Anyway, these two cards took my total to 4050 points, which was just over 4000 point limit, but Andy very generously agreed to up the forces by 50 points and we were ready to set-up.

MAKING THE PLAN

It's always difficult to come up with a sensible plan the first time that you use an army. Still, I had a rough idea of each of my unit's strengths and weaknesses, and bearing this in mind I set about figuring out what I needed to do.

My first step was, as always, to decide on an overall strategy. Once I had got this figured out I could allocate units to the missions that best suited them within my overall plan. I was determined not to make the mistake of spreading my troops too thin on the ground in a misguided attempt to attack each and every objective on the table, and decided I would keep my troops closely grouped so that they could provide each other with supporting fire. As there were three objectives in my set up zone this meant that my army would be have to be concentrated around them on my right flank. Taking a look at the lie of the land on the right, I decided that I would attempt to grab the two objectives that lay to my front on the hill and

in the woods (numbers 3 and 4 on the map). I would anchor this attack with a strong force near the small fortress (objective 5), and try to blast the Orks to pieces as they moved up on me across the plain in the centre of the table. The down side of this plan was that it would give the Orks the chance to grab objectives 6, 7 and 8 without any opposition, but I hoped that while they were doing this the concentrated firepower of my Squat army would break enough Ork clans to earn me the victory points to win the game.

Having determined on a plan, I now had to allocate troops to carry it out. I decided that I would split my army into four main groups. The first would be used to garrison the objectives in my set up zone. The second would be an assault force used to grab the objectives 3 and 4. The third would be my 'fire base', positioned on my left flank to pound the Orks, and the fourth would provide artillery support for the other three!

Choosing the garrison was easy – it obviously had to be the Warrior Brotherhood. I put the Thunderers in the large fortress to protect objectives 1 and 2, from which vantage point they would hopefully be able to provide fire support for my assault force, and used the Warrior unit to garrison the tower containing objective 5. The remaining unit of Berserkers was split off to join my assault force

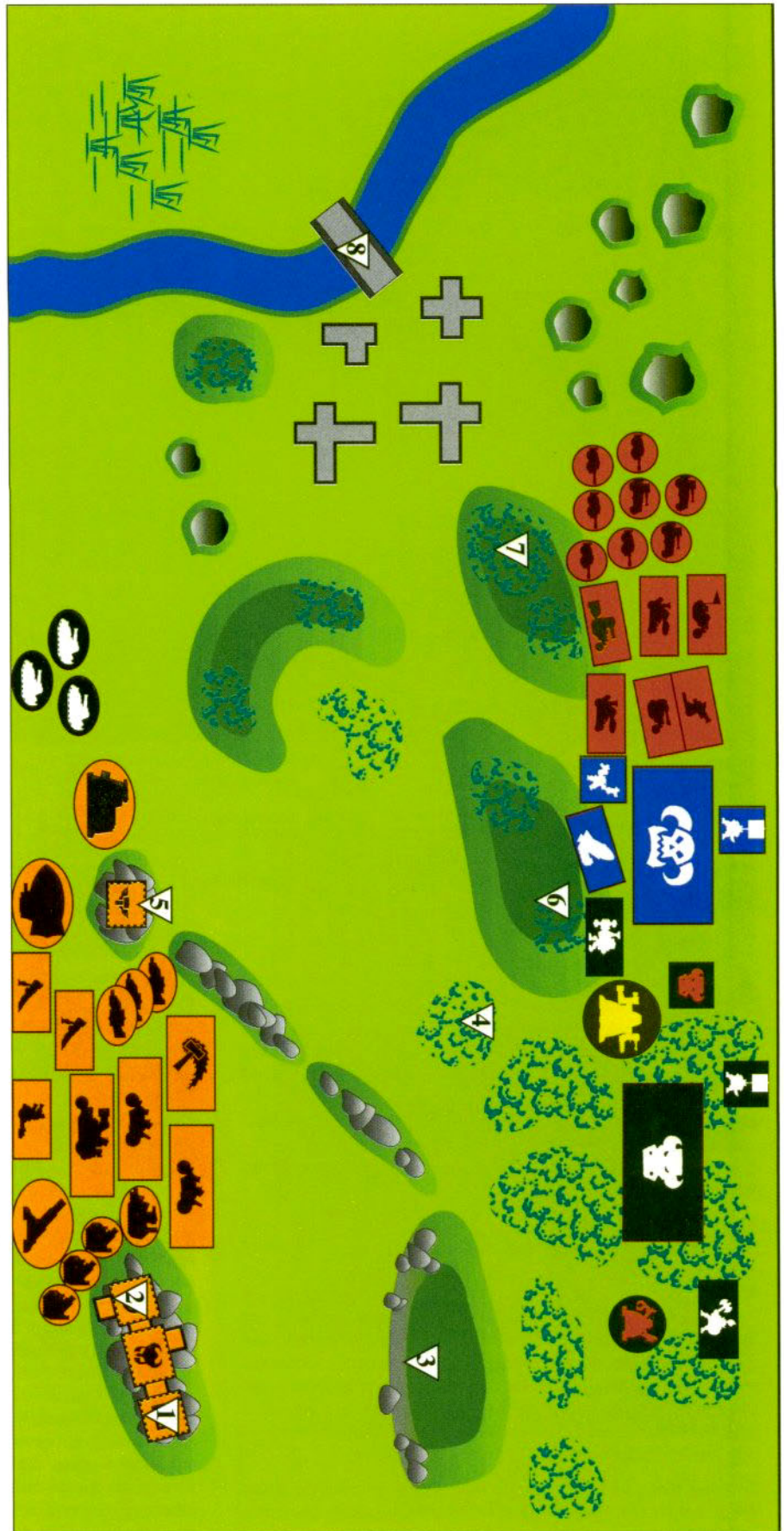
In addition to the Berserkers, the assault force included my other close combat specialists, namely the Guild Bikers! I also decided to include the Land Train in the assault, because it had numerous short range weapons and also had a carriage crammed with more Berserkers! These troops were positioned in between the fortress and the tower, as far forward as I could get them, and as close to the objectives they had to capture as possible. When you have to try to capture anything, there is no point making your troops travel any further than they have to!

My 'fire base' was made up of my shootiest units, namely the Baneblades, Colossus and Overlord Airship, supported by the Squat Warriors in the tower. The Baneblades and Colossus were positioned close to the tower where they could get as good a field of fire at the centre of the table as possible, while the Overlord was placed behind the tower, high in the air where it had a commanding view of the battlefield.

The fourth group was the easiest to pick, as it simply consisted of all of my artillery units. I positioned it to the left of the large fortress, so that it could provide direct fire support at anything that got past my fast attack group, while still being out of the way of most of the Ork long range supporting fire.

This just left the Iron Eagle Squadron, and I have to admit that I wasn't absolutely sure how to use them. They were fast enough to join the assault group and shooty enough to join the fire base. In the end I simply plonked them in between the two groups and decided to wait till battle was joined before I decided which way to send them.

The final step in preparing for any battle is to take a look at your opponent's set-up and see how this affects your plans. The number of Orks massed against my left flank meant that I decided that the Iron Eagles would join my fire base on the left flank rather than taking part in the assault on objectives 3 and 4. I decided that I would try to blow away the Ork's Kult of Speed on the first turn using the massed guns of my fire base and artillery, because otherwise they would over-run my left flank. I would then try to take out his Gargant on the second and third turns with my fire base while my artillery pounded his infantry as they tried to move up. My assault group would move up and capture the objectives as planned.



CHAZGHKULL'S ORK HORDE

Goff Clan



Goff Nobz



Wildboyz Mob



Mekboy Shokk



Attack Gun Team



Ghazghkull Thiraka



Nob Warbikes



War Buggies



Evil Sunz Gobsnasha



Evil Sunz Bowelburna



Wartrak Squadron



Hop-Splat Battery



Deathskull Clan



Deathskulls Nobz



Madboyz Mob



Mekboy Pulsa Rokkit Battery



Great Gargant

THE SQUATS OF GOLGOTHA



Squat Berserkers



Squat Warriors



Squat Thunderers



Mole Mortars



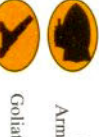
Thudd Guns



Squat Guild Trikes



Squat Guild Bikes



Overlord Armoured Airship



Goliath Mega-Cannon



Iron Eagle Gyrocopter



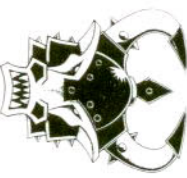
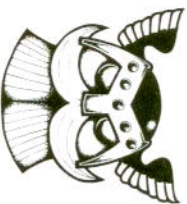
Squat Land Train Battlecar



Squat Colossus



Imperial Guard Bancheblade



TURN ONE



GHAZGHKULL'S ORK HORDE

Goff Clan



- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghazghkull Thraka
- Mekboy Gargant

Kult of Speed

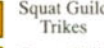
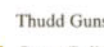
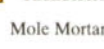
- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorchers Squadron

Deathskull Clan



- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA



The battle opened with the roar of engines as the Guild bikers and trikes deployed before the fortress sped forward to the edge of the woods, seizing objectives 3 and 4 under the noses of the Goff boyz and the Mekboy Gargant crashing through the dense woodland. The Land Train *Gotreks Anvil* snaked forward after the bikers like a great crimson serpent. To the right the Death Skulls surged forward like a green tide, swarming around objective 6, heartened by the presence of the Great Gargant at their flank which clanked forward with giant, earth-shaking strides.

Raising huge plumes of dust the Kult of Speed swept through the valley to their right, using the folds of the land to conceal their approach from the waiting Squat guns. A trio of Bowelburnas split from the horde and drove through the ruins toward the distant bridge. The huge, heavy forms of the Baneblades rolled forward on rattling tracks to protect the Squat flank from the onrushing horde even as the Colossus swivelled majestically to bring the great maw of its Doomsday cannon to bear on the hidden foe. Before the tower a squadron of Iron Eagles droned forward as the long cylindrical form of an Overlord armoured airship drifted high above.

Moving low and fast, a single Iron Eagle gyrocopter lifted from the landing pad slung low on the Colossus' back and sped forward, over the seething mass of buggies and

Wartraks, pirouetting neatly above objective 7 to view the Orks in the valley below. The input data-link between the Iron Eagle and the Colossus pulsed briefly with coordinates and targeting priorities. Then, with a mighty roar, the Colossus unleashed its full fury against the densely packed column. Plasma missiles and monstrous shells rained down, smashing Orks and machines like children's toys, turning the valley into a flaming cauldron of death and destruction. The distant Goliath spoke, adding its devastating cargo to the storm. Clods of earth burst from the ground and shrapnel whickered across the valley as tunnel torpedoes burst upwards like malevolent jack-in-the-boxes. The manic Orks came on regardless, speeding through the maelstrom of fire and wreckage, unshakeable in their fury and determination. The Speed Kult Nobz blasted wildly at the hovering Gyrocopter. Most of their shots went wide but one volley wrecked the Gyrocopter's delicate turbofans and sent it tumbling to the ground.

The Great Gargant ground to a halt and turned to face the Colossus. A salvo of battlecannon fire from the Colossus exploded against the Gargant's power fields without effect. The massive gutbuster swivelled, screeching on rusty bearings, to point at the foe. A thunderous rumbling issued from the bowels of the Gargant before a huge tongue of flame



The Kult of Speed races forward as the Squats prepare to launch their devastating barrage.

flashed from the gun and the dark blur of a huge cannonball flew through the air to crash down in front of the Colossus. Skidding forward, the ball smashed through the Colossus' shields one after another before hitting its hull and cracking it open with awesome force. The carnage was hidden in a bright mushroom cloud of incandescent flame as the Colossus' plasma reactor went critical. The green horde yelled and cackled in triumph over the pyre as licking tongues of plasma fire burned nearby Squat warriors and triggered the ammo of one Baneblade, wrecking it with internal explosions barely contained by its thick armour. A return salvo of battlecannon fire from the surviving Baneblades rocked the Gargant but failed to find a chink in its power fields.

The crest of the hill beside the Gargant was ripped apart by cannon fire from the Iron Eagle squadron, cutting down Snotlings and Mekboyz lugging their huge Shokk Attack Guns onto the summit.

In response the Gargant opened fire with its battlecannon. The air around the Gyrocopters rippled with shockwaves as the shells burst amid them and punched one Gyrocopter out of the sky. On the left a salvo from the Land Train crashed against the Mekboyz Gargant, but its shields held and pushed aside the shells with a mass of crackling blue sparks. More heavy shells burst amongst the woods, blasting apart mobs of Goffs unlucky enough to be in their path. From behind the hills a Pulsa Rokkit soared skyward on a tail of flames and sparks, arcing high above before plummeting down to impact in front of the Thudd guns and Mole Mortars lined up beside the fortress. Ripples of greenish light began to radiate from the battered form of the Rokkit accompanied by an ominous, rising hum.



TURN 1 VICTORY POINT TOTALS

ORKS: 20 VP

SQUATS: 25 VP

TURN TWO

The battered survivors of the Kult of Speed raced onward over the hill to burst upon the Baneblade's unprotected flank in a storm of hurtling machines and howling Orks. The Iron Eagles wheeled about and scudded back to help the Imperial tanks, only to fall into the trap as the waiting Speed Kult Nobz blasted them out of the sky with a devastating crossfire. The Guild bikers gunned their engines and roared out of hiding to crash into the oncoming Goff clan and the Wildboyz whooped with glee as they leapt into the fray. The Guild trikes bravely dashed out to face the towering Great Gargant as it rumbled forward but were devastated by a burst of fire from the Death Skulls Nobz around objective 6. The survivors let rip at the Gargant with their multi-meltas and skidded away.

The Overlord armoured airship slid over the valley full of burning Ork vehicles, dogged by ineffectual fire rising up from Ghazghkull and his retinue. By way of return, its guns smashed the retinue's battlewagons into junk and cut down Death Skull boyz as they swarmed down the hill towards the tower. Amongst the Squat artillery batteries confusion reined momentarily as the pulsa field in front of them suddenly expanded, tossing aside Mole Mortars and Thudd Guns with powerful ripples of energy. Far away the Ork's Shokk attack Guns whirled into life and hordes of crazed Snotlings appeared from nowhere, swarming in to attack the Squat gun-

crew under the shadow of the Goliath mega-cannon. The Squat artillery tenaciously clung onto their positions and sent barrage after barrage against the advancing Death Skulls.

The Mekboy Gargant halted and raised its rapid-fire kustom kannon, rattling off a salvo of shots against the distant Land Train and battering down half its void shields. A detachment of Squat Thunderers stationed in the fortress replied, hammering the Mekboy Gargant with missile launchers and lascannon. The kustom force field caught most of the rounds and shunted them aside, some rounds penetrating only to ricochet off the Gargant's patchwork armour. The Squat Land Train thundered on towards the pass and unleashed its own barrage against the battered Death Skulls advancing down the slope of the hill. The slope was a scene of bloody carnage with Death Skulls scuttling from shell hole to shell hole seeking shelter from the storm of shells. Dozens of boyz burned in the dazzling flare of a rad-bomb, and others were blown apart in a chain of huge explosions as the giant siege mortar and Doomsday shells struck home.

Behind the hill the Madboyz finally worked out which levers to press on their rokkit packs and leapt into the air with howls of idiot laughter, cork-screwing wildly before they came to earth again with resounding thump halfway up the hill.



GHAZGHKULL'S ORK HORDE

Goff Clan	Kult of Speed	Deathskull Clan
	 Nob Warbikes	
 Goff Nobz	 War Buggies	 Deathskulls Nobz
 Wildboyz Mob	 Evil Sunz Gobsmaشا	 Madboyz Mob
 Mekboy Shokk Attack Gun Team	 Evil Sunz Bowelburna	 Mekboy Pulsa Rokkit Battery
 Ghazghkull Thraka	 Wartrak Squadron	 Great Gargant
 Mekboy Gargant	 Hop-Splat Battery	
	 Scorcher Squadron	

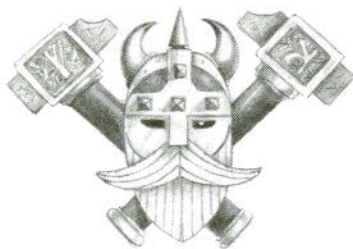
THE SQUATS OF GOLGOTHA

 Squat Berserkers	 Overlord Armoured Airship
 Squat Warriors	 Goliath Mega-Cannon
 Squat Thunderers	 Iron Eagle Gyrocopter
 Mole Mortars	 Squat Land Train
 Thudd Guns	 Squat Land Train Battlecar
 Squat Guild Trikes	 Squat Colossus
 Squat Guild Bikes	 Imperial Guard Baneblade
 Commissar Yarrick	



The Guild bikers struggle to the death with the Wildboyz and Goffs.

Another giant pulsa rokket shot skywards, this time crashing down squarely on the low roof of the tower. The tower shook as it exploded, unleashing a single pulse of force which tossed Squat warriors over the battlements to their death on the rocks below. The remaining Squat warriors angrily blasted at the shattered remnants of the Death Skulls on the distant slopes, but clouds of smoke and explosions hid their targets too well to cause any damage.



Ghazghkull gazed down from his lofty position and saw his followers embroiled in combat on left and right. He saw the Death Skulls wavering before him and decided the time was ripe to call on the Ork gods Gork and Mork and unleash the power of the Waaagh! Ghazghkull let out a mighty howl which echoed and re-echoed down the valleys, being returned and redoubled by the answering yells and screams of the horde as they ripped into their foes with reckless abandon.

Already hard pressed, the Baneblades were rapidly overrun by a torrent of red-painted vehicles, surrounded by churning clouds of dust. A Wartrak skidded to a halt beside one slab-sided Baneblade, a frothing Ork leapt aboard and pushed a bundle of Stikkbomz under the turret rim, cracking open the

mammoth tank with a gout of smoke and flames. The black-clad form of Yarrick leapt from the cupola of his Baneblade to meet the oncoming horde. With a sweep of his power claw he decapitated the driver of a speeding buggy, it skidded, rolled and burned. The surviving Baneblade cut down the offending Wartrak in a hail of bolter fire and crushed another war buggy beneath its broad tracks before slamming two more battlecannon shots into the distant form of the Great Gargant. The Kult of Speed whirled away for a moment on the verge of retreating but the power of the Waaagh! was on them and they drove back into the fray with renewed vigour.

In the woods mobs of Goff boyz readied their super stikkbomz. Some ambushed the Guild bikers as they sped down the narrow paths and others were caught unawares and wiped out in a blur of flashing chrome and chattering bolters. Many were blown apart by the dangerously unstable stikkbomz as they prepared to throw them, but everywhere the spirit of the Waaagh! drove the Orks onward in a killing frenzy. Towering like a metal mountain Great Gargant reared above the melee, crunching through the trees and shattering them like matchsticks. Its gatling cannon swung in an arc, riddling the area with shells and hosing it clear of bikers. The Squats were driven back from objectives 3 and 4 and victory seemed within Ghazghkull's grasp.

TURN 2 VICTORY POINT TOTALS

ORKS: 37 VP

SQUATS: 24 VP

TURN THREE



GHAZGHKULL'S ORK HORDE

Goff Clan	Kult of Speed	Deathskull Clan
	 Nob Warbikes	
 Goff Nobz	 War Buggies	 Deathskulls Nobz
 Wildboyz Mob	 Evil Sunz Gobsasha	 Madboyz Mob
 Mekboy Shokk Attack Gun Team	 Evil Sunz Bowelburna	 Mekboy Pulsa Rokkit Battery
 Ghazghkull Thraka	 Wartrak Squadron	 Great Gargant
 Mekboy Gargant	 Hop-Splat Battery	
	 Scorcher Squadron	

THE SQUATS OF GOLGOTHA

	Squat Berserkers		Overlord Armoured Airship
	Squat Warriors		Goliath Mega-Cannon
	Squat Thunderers		Iron Eagle Gyrocopter
	Mole Mortars		Squat Land Train
	Thudd Guns		Squat Land Train Battlecar
	Squat Guild Trikes		Squat Colossus
	Squat Guild Bikes		Imperial Guard Baneblade
	Commissar Yarrick		

Sallying forth once more, the surviving Guild bikers charged in amongst the remaining Goffs lined up at the edge of the wood. The Mekboy Gargant, its shields crackling with pent-up energy, whirled about and clattered down the hill to smash into the fresh wave of bikers. Squat Berserkers stormed through the pass with the Land Train close on their heels but arrived too late to save the Guild. Surrounded and outnumbered the bikers fought and died, their bolters stitching red ruin through the Goff horde until both sides had virtually wiped each other out. Mobs of cheering Wildboyz that had spilled out onto the plain suddenly disappeared in a torrent of flames belched from the Land Train. The Mekboy Gargant staggered under another volley of fire from the Squat Thunderers, its force field generator whined and smoked as it struggled to deflect the excess energy but still held against the onslaught. The Goffs dove back into the woods and wavered for a moment on the verge of full flight. They took fresh heart and turned back as the earth shook beneath the approaching tread of the Great Gargant tramping toward the pass.

High-arcing shells crashed down and the Gargant's power fields shook visibly as artillery pounded it from afar. A salvo from the Land Train smashed away the remaining fields and tore great rents in the Gargant's iron hide. Gouting great

clouds of steam from its breached boiler, the Great Gargant ground to a halt as it turned to face its tormentor. Grinding on its tortured bearings, the massive gutbuster gun angled round to level at the foe.

The gun shuddered with a deafening report and a ball round smashed into the Land Train Engine, bursting through its shields before ricocheting off its sloping, armoured prow. The shrieking metal sphere bounced up into the air before crashing down on one of the battlecars further down the train. The Great Gargant turned all its remaining guns on the Land Train, pounding it with salvo after salvo until it was reduced to fragments of twisted metal.

Fusion fire fell on mobs of Death Skulls as they tried to scuttle for cover, the two surviving Guild trikes had dodged around the Great Gargant while its guns were engaged and now hammered at the decimated Death Skulls. The Death Skulls would have vacated the hill then and there but under Ghazghkull's stern eye they dared not. Half of Ghazghkull's retinue were cut down in a lashing storm of shells as the Overlord airship swung towards the Death Skulls and Ghazghkull's retinue, guns blazing along the length of its hull, spitting death at the Orks below. The air filled with a crisscross tracery of fire as the Nobz opened up on the drifting

airship, shells drummed against its armoured hull until a lucky shot found its mark and tore a ragged hole along its length. Wallowing with deceptive grace the airship tumbled out of the sky trailing fire before crashing onto the hillside below in blazing ruin.

Near the tower there was a momentary lull as the wartraks and Nobz of the Kult of Speed veered away from Yarrick and the last Baneblade to race past to the artillery batteries. The Speed Freeks rampaged through a battery of Mole Mortars with reckless abandon, gunning down the Squat crews and crushing them under their tracks.

Suddenly another mob of Speed Freeks swept down on the beleaguered Commissar. One speeding buggy crumpled against the armoured flank of the Baneblade. A Gobsmasha charged at Yarrick with its wheels spinning on the soft turf. He hurled a krak grenade and its blocky hull seemed to collapse in on itself with the impact. Yarrick turned to fight his way back to the Baneblade only to see it explode with dull roar. As he tried to dodge another rushing Gobsmasha it smashed into him as it slewed past, knocking him back with the bone crushing impact. Yarrick struggled to stand, battling against the blackness that was engulfing him before falling back unconscious.

The Orks were triumphant, everywhere across the shell scarred battlefield they howled in triumph. Though virtually untouched the Squat Warrior Brotherhood had no hope of driving the foe back. But the fortress still stood and the Orks had suffered most of their casualties amongst their boyz, which ruled out an immediate assault. The Squat Warlord grimly ordered his warriors to retreat and defend the fortress. Ghazghkull's boyz settled in for a lengthy siege.....



TURN 3 VICTORY POINT TOTALS

ORKS: 52 VP

SQUATS: 42 VP



The victorious Goffs mop-up the last of the Guild bikers, while in the distance, the Kult of Speed crashes into the Squat Grand Battery.

CONCLUSION

So – glorious victory for the Orks and miserable defeat for the Squats. We decided that Ghazghkull would definitely take Commissar Yarrick prisoner and try to persuade him to join his retinue, Yarrick being one of Ghazghkull's *Grodz* (an Ork term meaning best friend or favourite enemy, to an Ork these are often the same thing!). Yarrick would, of course, rather die than join Ghazghkull and will attempt to escape at the first opportunity. Now we'll go on to play a Warhammer 40,000 game based on Yarrick attempting to escape from Ghazghkull's dungeons – the plot thickens!

'ERE WE GO 'ERE WE GO 'ERE WE GO! (Andy Chambers)



Hah! Gave those damnable stunts the drubbing they deserved. Of course it was a tight run thing, and it's worth noting that I lost the initiative roll on every turn, which combined with getting constantly clobbered by artillery and first firing units made life very uncomfortable. However, I resisted the temptation to hunker down and try to fire back because the Squat artillery would have

just annihilated me. Remember that Orks faced with artillery do best to get as close to the enemy as possible, preferably into close combat. That way at least he has to risk dropping barrages on his own men by accident! Still, if I hadn't been lucky enough to have Ghazghkull around I probably would have taken such a severe beating in turn two that I would have lost the game. Not only did he give all the Goffs and Speed Kultists in close combat an extra dice to roll at a vital time but the Waaagh! also kept the Kult of Speed in the fight at a point when they probably would have gone onto fall back orders and failed to carry through their attack. So Ghazghkull was well worth the extra 100 points he cost. How about everything else?

Well, the Kult of Speed more or less won the game for me by attracting so much attention as they swept round Jervis' flank. I was lucky that they weren't broken on the first turn of the game by the huge amount of artillery that was dropped on them – they lost twelve vehicles in those initial barrages! Fortunately I'd known this would probably happen and



Yarrick is overrun and captured by the Kult of Speed

reinforced them enough to absorb the damage. The Great Gargant also served me very well by destroying the Colossus and the Land Train as well as absorbing a lot of firepower. The fact it had a Mork head also kept the Goff's morale intact even when they were broken. I kept the Gargant on advance orders throughout the game so it could move up and bring all of its guns into range, putting more pressure on Jervis to try and take it out.

I didn't use the Mekboy Gargant quite so well. I had intended to keep it racing forward on charge orders so it could get into close combat as soon as possible, but on the second turn I wimped out and put it on first fire orders because I was worried about it being assaulted by the Guild bikers. In retrospect it would have been better to draw some of the bikers off the Goffs anyway. As it was, it did draw plenty of fire from the Thunderers but achieved little else. The Goffs did reasonably well, even though they suffered a lot of casualties, mainly from their own super stikkbomz!

The Death Skulls got a very raw deal because I deployed them stupidly. I should have placed them further to the left so they could use the cover offered by the woods. Caught on the exposed hillside they suffered horrendous casualties, a lot of them because the Land Train and Mole Mortars could see them and used direct fire barrages to punish them for my mistake. I also put them on advance orders on the second turn so they could shoot, always a dumb thing to do with Ork boyz. You should either first fire or charge like hell. Messing about on advance orders just leads to firing back after you've suffered loads of casualties from the enemy who are invariably on first fire orders themselves.

Ghazghkull would probably have been better off staying on the left as well, to throw some more weight into my assault – he and his Nobz didn't get to shoot anything much apart from the Overlord. Initially I had moved them over to try and deal with the Baneblades but much to my surprise the Baneblades were overrun by the Kult of Speed in short order. As a result, Ghazghkull and his Nobz were left with nothing to do unless they wanted to risk the same dash across open ground that the Death Skulls were attempting and dying in droves.

The Pulsa Rokkits and the Shokk Attack Guns did a reasonable job. The Pulsa Rokkit that landed in front of the artillery caused some disruption and the one which landed on the tower would've have been excellent if I hadn't rolled a 1 for its effect. I mucked up on the third turn by letting the Nobz get too far away to give orders to the the Mekboys, though another Rokkit would probably have made little difference at that stage. The Shokk Attack Guns got too badly shot up to do much but they kept the Goliath busy for a bit with Snotling attacks. Hop Splats just died horribly. And the Madboyz? Well they did absolutely nothing but they were free!

As for Jervis, I think that his deployment was just a little bit too predictable for once. He should have definitely put something out to contest objectives 7 and 8, probably the Iron Eagles or the Trikes – both of these units were destroyed pretty quickly when they were stuck in the front line. Placing some sort of opposition on my flank would have given me something else to worry about and might have stalled me longer. The Colossus and the Land Train should have taken great pains to stay clear of the Gargant's belly gun. They're both very vulnerable to it but are not too big to use cover in order to stay out of sight. Jervis also made the mistake of wavering for a while about whether to try and knock out the Great Gargant or not. This led him to waste a lot of his shots – he damaged the Gargant eventually but it was too little, too late.

SQUAT DEBRIEFING (JERVIS JOHNSON)



Oh well, another brilliant plan down the tubes... So what went wrong? On the whole I'm not that upset with the way that the battle went – apart from losing of course! My main failing and its one that I often make, was not maintaining my concentration all the way through the battle. This led to me making a number of stupid mistakes, like forgetting to fire the Thunderers on the first turn

and forgetting to move the Berserkers on the second. You never know, the Thunderers might have got lucky and taken out the Mekboy Gargant, while the Berserkers would have been in position to attack on the third turn and maybe even grab an objective counter off the Orks. Either of these events would at least have given me a draw, if not an outright win. One of Andy's main strengths as a player is that he rarely, if ever, makes mistakes of this kind because his level of concentration is so good.

This being said, there are a couple of changes to the way I'd have set-up and executed my plan if I was starting all over again. My use of the Iron Eagles was very poor, and I realise now that I should have used them to harry the flanks of the Ork advance, sending them round wide to my left so that they could also be used to threaten to capture the objectives on the left hand side of the table. Launching them into the middle as I did just resulted in their being shot down quickly. The same could be said of the way I used the Overlord Airship, although because it's slower it is less useful in this role. The other thing I would change is my positioning of the Land Train. Where it was, it had few targets to shoot at, and it would have been far

more useful in the fire base on my left flank. I could have debusseded the Berserkers at the start of the game and sent them off to join in the assault any way, and the short range firepower of the Land Train – the main reason for including it in the Assault Force – was never used anyway!

Turning to Andy's side of the table, it's difficult to find much to fault. The Palsa Rokkits could have been used more effectively (I'd have kept on shooting them at my artillery), and the Death Skulls would probably have been better off moving through the thick woods with the Goffs rather than advancing in the open as they did. As it was the Death Skulls got clobbered without having very much effect on the game at all. Still, when all's said and done, Andy's plan worked and mine didn't, so I can't go on too much about the mistakes he made! Instead I'll just have to figure out a way to get Yarrick out of that Orky dungeon....



The Overlord Armoured Airship looses a hail of fire into Ghazghkull's retinue positioned on the crest of the hill.

SPACE MARINE®

THE ASSAULT ON BARBARIUS

By Mark Watts and Richard Helliwell

This month's battle is a bitter struggle between an Imperial Guard army commanded by Mark Watts, and an Eldar Warhost led by Richard Helliwell. The battle took place near to the now devastated city of Barbarius Prime...

For a moment, after the preliminary bombardment ended, it was uncannily quiet. Now that the thunderous roar of the Basilisks had stopped, the silence seemed almost to ring in Kaminski's ears. He raised his lasgun nervously to his shoulder and, leaning forward against the rim of the foxhole, sighted along its barrel. As he scanned the open area between the city's edge and the rubble his stomach tightened with a mixture of fear and anticipation. The enemy were out there. He could sense it.

Behind Kaminski the air suddenly vibrated with the roar of engines as the crews of the Shadow Swords and Storm Hammers drove their super-heavy tanks into position. A hideous grating sound assaulted his ears as the vehicles crushed and powdered the rubble beneath their great tracks. The earth shook beneath the monstrous tread of a Reaver Titan. The canteen that Corporal Strega had left balanced precariously on the foxhole's edge tumbled and fell back into the pit. The little man cursed as his supply of purified drinking water puddled in the cold hard earth. Kaminski refused to be distracted. He continued to stare intently outward, as if his life depended on it.

All along the Imperial Guard line he knew his fellow troopers would be doing the same. It was their job to hold this patch of scorched earth against the foe whatever the cost. Each man would be quiet now, lost in his thoughts, wondering whether the next hour would bring death or glory. Each of them would be thinking of their homeworld Xenophon. Each of them would be wondering if they had crossed the cold gulf between stars only to die here in the frosty streets of Barbarius.

Across the open ground in front of the gutted and abandoned palace nothing moved save a torn scrap of parchment, blown by the chill northern wind. At this range Kaminski knew he could hit the paper easily, if he wanted to, but the ingrained caution acquired through endless streetfighting in the plasteel corridors of his hiveworld home warned against it. Years of gang war amid the shadowy man-made canyons of the Power Sector had taught him a simple rule: never give away your position. Still his finger twitched. Part of him craved any release from the dreadful tension. Any action seemed preferable to this endless waiting.

He watched the ruined building warily, wondering if the foe skulked inside them. Broken windows stared back at him like sightless mocking eyes. The skin between his shoulder blades crawled. His entire body felt rigid, locked, anticipating the shot that might kill him. He forced himself to let his breath out quietly, realising uneasily that he had been holding it in. The air tasted clean and cold and clear. He missed the metallic taint of the recycler, and the countless scents that filled the hive atmosphere. He missed having a metal roof over the world. He felt exposed here beneath the cruel blue of the open sky. He had been told to watch the sky. The enemy might descend from it.

The Eldar were out there, and they were alien, different, incomprehensible. They might look vaguely human, but they were not. They spoke differently, thought differently. They came from a different culture, and Kaminski belonged to a society that had taught him to be suspicious of people just from a different street. They were infidels; they did not believe in the Emperor. The thought of that blasphemy almost took Kaminski's breath away. He wondered what mercy he could expect to receive from a folk that did not believe in the Protector of Mankind. Not much, he thought, and that did not incline him to show any mercy himself.

"Look, there!" Strega shouted. Kaminski's gaze followed the corporal's pointing finger. Yes, things were moving. He could see small, sleek streamlined vehicles gliding unnaturally across the ground. Great tanks skimmed through the air. Strangely armoured warriors moved among the ruins. Shimmering fields of polychromatic light indicated the presence of something big in the distance, but even as he watched the fields danced and shifted, troubling the eye and making it virtually impossible to see what they concealed. The hair on the back of Kaminski's neck stood on end. In the middle of the enemy line he saw a giant figure clutching a blood-dripping spear. The huge alien thing turned its burning gaze on him and Kaminski's heart almost stopped. He knew that it knew he was looking at it and he sensed its terrifying fury and bloodlust. Kaminski whispered a prayer to the Emperor, uncertain even whether the Protector could save him from this apparition.

"Fire at will," Strega ordered. Kaminski needed no encouragement. His finger squeezed the trigger. The Battle of Barbarius had begun.



JOHN BLANCHE

THE GAME BACKGROUND

The exact reasons for the Eldar strike against the Imperial world of Barbarius are unknown. Random raids on human worlds by Eldar pirates are not uncommon, but the forces that launched this attack appear to have come from Alaitoc, one of the oldest and most respected of the Eldar craftworlds.

Who knows what provoked the Eldar of Alaitoc to move against a human world? Inquisition sources have speculated that the cause of the raid may be directly traced to the disturbance of certain archaic relics recently discovered on the planet.

A party of Tech-Adepts had broken open the ancient tomb-complex known as the Maze of Kulhucan and removed artefacts that appeared to have been of Eldar origin. Virtually every member of the exploratory party died under mysterious circumstances shortly afterwards. Within weeks civil disturbances had become endemic on Barbarius, necessitating the redeployment of elements of the Fifth Xenophonian Guard army and their supporting Titan legion. These were swiftly joined by warriors of the Ultramarines who put down the uprising with prompt and commendable dispatch.

Just as this crisis was averted the Eldar arrived and demanded the return of the artefacts, claiming that they were spiritually dangerous to their human finders. The Imperial governor quite rightly refused to surrender Imperial property to these arrogant interlopers and refused to listen to the words of infidels concerning spiritual dangers. With no provocation the Eldar forces launched an assault on the governor's palace in the capital city of Barbarius Prime, the very place where the Eldar relics were stored. Massive loss of life ensued. Planetary

Governor Hildemar Borgen was killed in the line of duty while leading his palace guard against the Eldar. The attack was driven off but heavy losses were incurred.

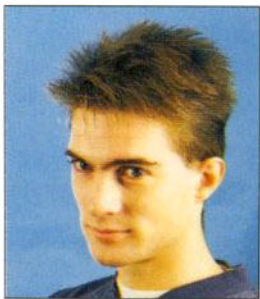
Reinforcements were rushed to Barbarius Prime in time to counter the second wave of the Eldar attack. This time the aliens had returned in massive force. Only prompt action by Imperial Field Commander Zhukov could save the day.



Since the release of Space Marine and its supplements, we've been playing lots of games at the Studio, some of which have been published in White Dwarf as battle reports. The last game between Mark and Richard pitted the forces of Chaos against an army of Space Marines. Mark usually fights with his own Imperial Guard army, and so when the opportunity arose to use his favourite Space Marine army against a force of Eldar, he jumped at the chance.

Like most of the Space Marine games we've played, this would be a 4,000 point game. The advantage of a game this size over larger point games is that it forces you to choose carefully the troops you really need to get the job done. This poses some interesting tactical problems, and the size of the game means you should be able to complete it over the course of an afternoon or an evening.

THE IMPERIAL GUARD ARMY (Mark Watts)



An Imperial Guard army is basically made up from large companies along with a range of accompanying support units. Top of my list was an Artillery company – with all those barrage weapons at my disposal I would be able to soften up areas of strong opposition at long range before my ground forces arrived. The great advantage

the Imperial Basilisks and siege mortars have over other races' artillery is their high save modifier. On average, half the buildings you hit with these weapons are likely to come crashing down. This factor alone should make your opponent think twice about deploying his infantry in the 'cover' of buildings. Attached to this company were my Deathstrike missiles, which were loaded with multi-barrage warheads. Although the results from these weapons are sometimes a little unpredictable, for a mere 250 points they are a must for any Imperial Guard army. To protect my artillery from fast-moving close combat troops like Eldar jet bikes I bought a detachment of Rough Riders. These would act as a mobile reserve, able to redeploy rapidly to engage any enemy units that got behind my lines.

My next two cards, the Tactical and Heavy companies, would provide the bulk of my considerable number of infantry. As long as I could get the heavy platoons into strong positions with good fields of fire they should be able to just sit tight on first fire and pick off Richard's vehicles if they try to make pop-up attacks. They would also have the job of laying down supporting fire for any attacks I made. The Tactical company alone consisted of thirty stands of infantry, plus the command stands, probably more infantry than the Eldar will be able to field for the whole battle! Despite their Close Assault Factor (CAF) of zero, they should be able to win any small combats simply by ganging up against the enemy stands. As the Tactical company was so large it would be able to soak up a lot of fire before it broke, making it an ideal (and expendable) unit to spearhead my attack. A Sentinel Support card for this company provided them with some speedy mobile forces and an Ogryn Support card toughened up their close combat ability.



What I really needed now was some weight to throw in with all these infantry. If you want weight you can't get heavier than Imperial super-heavy tanks. I decided to take two companies of these. The first would be a company of Storm Hammers, whose four battle cannons and vast array of bolters make them devastating at short range. These tanks would be used to advance alongside the Tactical company or act as mobile fortifications, remaining on first fire orders to hold any objectives I captured. For my other heavy tank company I chose Shadow Swords. These are one of my real favourites. Their awesome volcano cannons, with their high saving throw modifier and low to hit roll inspires an appropriate amount of



DAVE GALLAGHER

fear in any opponent with Titans in his army. No Imperial force would be complete without a Titan and as Neil, one of the 'Heavy Metal' miniature painters, had just finished a nice heavily armed Reaver, I opted to include that in my army for an additional bit of mobile firepower.

The only thing my army lacked now was a quick strike force, so I turned to the Space Marines and selected an Ultramarine Scout company supported by three Thunderhawk gunships. With a highly mobile force like this I could snatch objectives or make lightning attacks on any of Richard's weapons or vehicles that might be causing me problems. For each Imperial Guard Company card I selected (excluding the Scouts, as they are classed as Space Marines), I automatically received a free commissar stand with its accompanying Rhino. Not only can you use commissars to take control of any detachments whose command stands are killed, but as they are an exception to the normal Chain of Command rule they can lead attacks while the Company command stands stay safely at the back.

THE IMPERIAL BATTLE PLAN

One of the most important decisions for an Imperial Guard commander lies in the initial deployment of his troops. On the whole, the army is very slow moving and this means that it is very hard to correct any badly deployed units once the game has started. My basic plan was to move all my troops into the best positions for first fire by the end of Turn One. After this, the only units I intended to move were the companies and detachments I had chosen to be responsible for capturing objectives. As most of the Eldar army would be attempting to engage my detachments in close combat, the ones on first fire would have a better chance of killing off their opponents before the hand-to-hand combat took place. Failing this, my numerically greater Tactical infantry would simply attempt to



IMPERIAL GUARD ARMY



IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.



No. 1
HQ Tank



No. 2



No. 3

POINTS VALUE 500



IMPERIAL GUARD ROUGH RIDER SQUADRON

An Imperial Guard Rough Rider Squadron consists of 10 Rough Rider tanks including a reserve HQ tank.



POINTS VALUE 150



IMPERIAL GUARD SENTINEL SQUADRON

An Imperial Guard Sentinel Squadron consists of 5 Sentinels including a reserve HQ Sentinel.



POINTS VALUE 100



IMPERIAL GUARD COMMISSAR

For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card enables you to field a Commissar stand plus in Rhino transport.



POINTS VALUE - FREE!



IMPERIAL GUARD OGRYN PLATOON

An Ogryn Platoon consists of 4 Ogryn troop stands including an Broadhead section HQ.



POINTS VALUE 100



IMPERIAL GUARD TACTICAL COMPANY

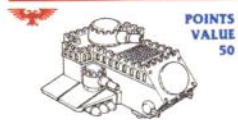
An Imperial Guard Tactical Company consists of 1 company HQ unit plus 3 tactical platoons.



POINTS VALUE 600



THUNDERHAWK GUNSHIP



POINTS VALUE 50

DEATHSTRIKE MISSILE BATTERY

An Imperial Guard Deathstrike Battery consists of 3 Deathstrike launchers, including 1 battery HQ launcher.



POINTS VALUE 250



IMPERIAL GUARD SHADOW SWORD COMPANY

An Imperial Guard Shadow Sword Company consists of 3 Shadow Swords. No. 1 Shadow Sword is also the company HQ tank.



No. 1
HQ Tank



No. 2



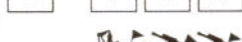
No. 3

POINTS VALUE 500



IMPERIAL GUARD ARTILLERY COMPANY

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

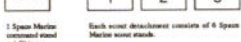


POINTS VALUE 600



SPACE MARINE SCOUT COMPANY

A Space Marine Scout Company consists of 1 HQ unit plus 3 scout detachments.

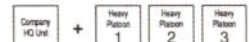


POINTS VALUE 450



IMPERIAL GUARD HEAVY COMPANY

An Imperial Guard Heavy Company consists of 1 company HQ unit plus 3 heavy platoons.



POINTS VALUE 600



SPECIAL CARD REAVER TITAN

POINTS VALUE 500



POINTS VALUE 500

swamp their opponents and win the combat by weight of numbers.

As I couldn't hope to match the Eldar army for speed, I knew it was likely that they would capture most of the objectives in the first turn, including the ones that appeared to be quite deep into my side of the board. However, I decided not to worry about this too much as I could always re-capture the lightly held ones later, as well as using the Thunderhawk gunships and Ultramarines to snatch any unguarded ones on the other side of the board.

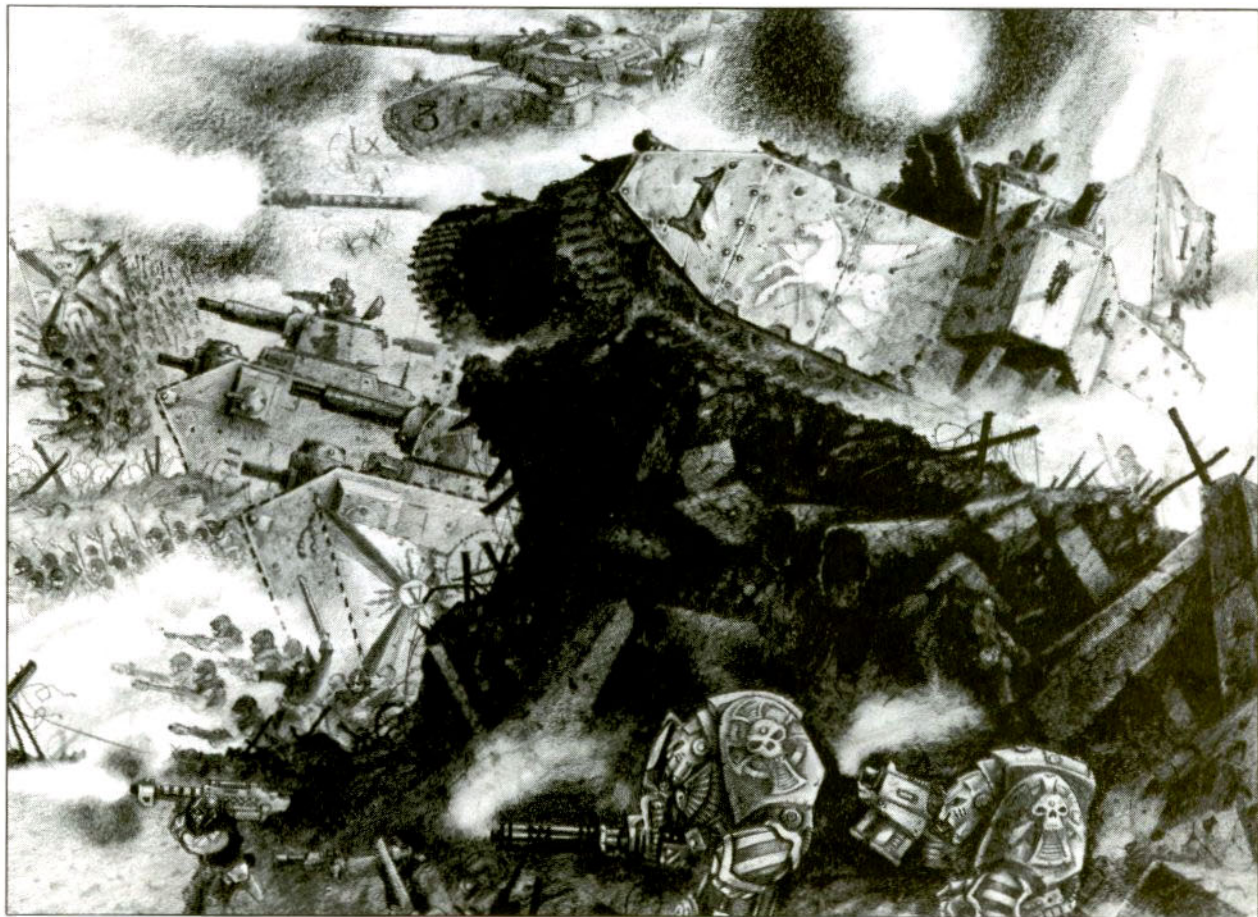
Having won the dice throw for choice of table edge I had to think long and hard about which side I wanted. Although it was tempting to go for the most cover I reasoned that as the Eldar were likely to be doing the attacking I would take the more open side to give my troops a better field of fire. Even though I had the far larger army, I decided to concentrate my forces where I felt the objectives were thickest, and drew up my battle plan accordingly.

I deployed the Artillery company and supporting Rough Riders in the centre (opposite the greatest concentration of buildings) on the very edge of the table in one long line with the Basilisk detachments on either end. By putting the maximum distance between each vehicle (6cm) I would be able to cut down on any losses caused by area effect weapons. By placing them as far back as possible, my artillery could still hit most of the table, while making it impossible for the Eldar jet bikes to reach me in the first turn. It was the task of the Tactical and Storm Hammer companies to capture Objectives 3 and 5, and I placed them to the right of Objective 6. Behind and to the right of these forces, the Deathstrike missiles waited for the order to send their multi-barrage warheads arcing towards the Eldar lines.

I placed one detachment from the Support company into the building containing Objective 6, while another detachment deployed outside in order to charge forward and take control of the building on the hill directly in front of them. The remaining detachment stood at the bottom of the hill on the left, beneath the shadow of the towering Reaver Titan. Although slightly exposed, both the Support detachment and the Reaver had sweeping fields of fire across the centre of the battlefield and around the open ground in front of the Imperial governor's palace. The Sentinels standing by the edge of the marsh were to advance on Objective 7 (with a commissar to lead them) in order to provide me with the few extra victory points that I was sure to need on the first turn.

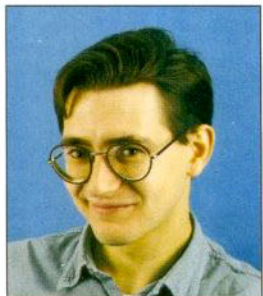
Behind these units sat the monstrous shapes of the Shadow Swords with their awesome volcano cannons. These super-heavy battle tanks would sit on first fire, taking out any armoured Eldar skimmers on pop-up attacks, or, should the event arise, to deliver the killing blow to any Titan that strayed within their range. The Ultramarines in their Thunderhawk gunships were in orbit above the planet waiting for orders from the commander on the battlefield.

This just left me to position my two close combat units, the Ogryns and the Rough Riders. I wanted the hulking Ogryns close to my Tactical infantry when they attacked the palace so that they could deal with any stubborn defenders as well as providing a formidable defence when the Eldar counter-attacked. All I had left to do was place my remaining commissars (that I got free with my Company cards) in positions where the fighting and casualties would be the thickest, to inspire my army should they start to doubt the omnipotence of the Emperor.



THE ELДАР WARHOST

(Richard Helliwell)



It's been four months since my last battle with Mark, and once again I have taken up the challenge of a game of Space Marine. This time the fight will be against Imperial forces, with me using the Eldar forces as described in the *Renegades* supplement.

Right from the start, I knew this game would be a major challenge. Mark is well-versed

in the use of Imperial Guard – his own Imperial Guard army has been tuned almost to perfection over countless battles, and his basic strategy of holding back and bombarding the hell out an opponent is tirelessly destructive. On the other hand, I'll be fighting with an army quite new to me. The Eldar are an army of awesome power with an array of unusual and deadly weapons, but these new powers must be mastered, tactics need to be changed and fresh strategies formed. This is an army very unlike my Blood Angel Space Marines. The Eldar seem to be a jack-of-all-trades and you must learn to master a combination of tactics in order to defeat your enemy. I practiced some new strategies by fighting a few battles with the Eldar before we played this game, which also gave me the chance to try out all the exotic Eldar weapons and work out which ones would be the most effective against the Imperial Guard.

The first company cards I picked were three Eldar Hosts: the Wind Rider Host, an Eldar Falcon Host and a Guardian Defender Warhost. These were to be the core of my army, and with the Wind Riders and Falcons I planned to attack the flanks of Mark's slow-moving Imperial Guard. I could have taken the Eldar Warhost in place of the Defender Warhost and the Eldar Falcon Host, but for the extra fifty points I decided to take the equivalent of the Warhost but in two separate parts. This allowed me to take an extra Special card, and it gave me the flexibility of transporting infantry stands in the Falcon grav-tanks without having to keep both the Guardians and Falcons together. Later in the game I could split off the Falcons for attacks elsewhere on the board.



With three Company cards I could now take up to three Special cards. I decided to take all three, and chose a Warlock with his potent psychic powers, and the Exarchs with their excellent close combat score and powerful ancient artefact weapons. The last Special card had to be a Titan, and for this battle I chose a Warlock Titan. The psychic attacks are worth the equivalent of a Warlock, and with the Psychic Lance the Warlock is a formidable war machine that can mind-wipe anything beneath its barrage. It should prove to be an excellent weapon against the Imperial Guard infantry and vehicles. The Titan will also be armed with lascannon, missile launcher wings and an Eldar power fist, enhanced by the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which gives it a potent ranged capability as well.



As the Eldar army is mainly painted in the colours of the Alaitoc craftworld I took the Alaitoc Scouts as a Free card. For my other Free card I chose an Avatar, living embodiment of the Eldar war god Khaela Mensha Khaine – the bloody-handed god.

Because I took the Exarch Special card I had to take at least two Aspect Warrior Support cards. This wasn't much of a restriction as I wanted to take the Dark Reapers anyway to cut down the Imperial Guard before they got into range with their own weapons, as well as the Striking Scorpions – troops the Imperial forces can't match in close combat. To provide the army with some barrage weapons I took one Warp Hunter and two Doomweaver squadrons. For both these vehicles there is always a high chance of their weapons deviating from their chosen targets, but this is no problem when fighting massed formations like Imperial Guard – the templates are more than likely to land on top of one enemy formation or another!

To provide my troops with some added firepower I chose two anti-grav lascannon Support cards. They are quite cheap, and would be able to keep to the back and provide covering fire. For the same reason I took a Deathstalker Prism Cannon, with its added ability to make pop-up attacks. To accompany my troops as they advanced into enemy positions I took the war walkers which can provide both long range fire as well as deadly short range fire with their scatter lasers.

The last two weapons are among my favourites – the vibrocannons which can plough through tanks, buildings and anything else in their way, and the Wave Serpents, which can be used for either of two roles: transporting troops in reasonable safety or in their weapon mode, firing off their shields and laying waste to all in their path.



ALAITOC CRAFTWORLD

DEATHSTALKER PRISM CANNON

Deathstalkers fight independently, so each Deathstalker is a discrete unit.



POINTS VALUE 50

SPECIAL CARD WARLOCK TITAN



POINTS VALUE 750



ELDER FALCON HOST

An Elder Falcon Host consists of three detachments, each composed of three Falcon Grav-tanks.

Detachment 1 Detachment 2 Detachment 3



POINTS VALUE 450



DARK REAPER ASPECT WARRIORS

A unit of Dark Reaper Aspect Warriors consists of four Dark Reaper troop stands.



POINTS VALUE 250



STRIKING SCORPION ASPECT WARRIORS

A unit of Striking Scorpion Aspect Warriors consists of four Striking Scorpion troop stands.



POINTS VALUE 150



SPECIAL CARD EXARCHS

The Exarchs form a command unit consisting of four Exarch stands.



MC	Size	CAD	Weapons	Range	Attack	Ball	Target's
Wave	4+	4	Aspects	1	3+	1	1

POINTS VALUE 400



FREE CARD ALAITOC SCOUTS

The Alaitoc Scouts are represented by a unit of four Scout stands.



MC	Size	CAD	Weapons	Range	Attack	Ball	Target's
Wave	4+	4	Lasguns	1	4+	0	0

POINTS VALUE 100



WAVE SERPENT SQUADRON

A Wave Serpent squadron consists of two Wave Serpents. A Wave Serpent can carry two troop stands.



POINTS VALUE 150



ELDER ANTI-GRAV LASCANNON

An Elder Anti-grav Lascannon unit consists of three lascannons mounted on anti-grav platforms.



POINTS VALUE 100



VIBRO-CANNON BATTERY

An Elder Vibro-cannon battery consists of three Vibro-cannons.



POINTS VALUE 100



WARP HUNTER SQUADRON

A Warp Hunter squadron consists of two Warp Hunters.



POINTS VALUE 100



DOOMWEAVER SQUADRON

An Elder Doomweaver squadron consists of two Doomweavers.

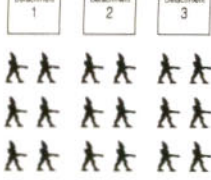


POINTS VALUE 150



DEFENDER WARHOST

A Defender Warhost consists of three units of six Guardian troop stands.



POINTS VALUE 450



SPECIAL CARD WARLOCK

The Warlock card is accompanied by its own Falcon grav-tank transport.



MC	Size	CAD	Weapons	Range	Attack	Ball	Target's
Wave	4+	4	Shurllan	1	3+	0	0

POINTS VALUE 100



WAR WALKER SQUADRON

An Elder War Walker squadron consists of three War Walkers.

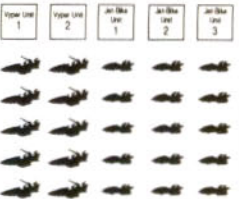


POINTS VALUE 150



WIND RIDER HOST

A Wind Rider Host consists of three Jet-bike units and two Wyper Jet-bike units. Each Jet-bike unit consists of five Jet-bike stands, and each Wyper Jet-bike unit consists of five Wyper Jet-bike stands.



POINTS VALUE 450



THE PLAN

I was undaunted after losing the dice roll for table edge, because in this instance both sides were very similar, and although Mark had gone for the side with the hills, this gave me the side with most cover (a much better place for pop-up attacks). The cover would also give me the opportunity to creep forward without becoming an obvious target.

My plan was reasonably simple. I would place the main part of my forces in the shelter of the buildings on the left, with a fast flanking attack force on the far right, to follow the edge of the cover and swoop round into my opponent's left flank.



I placed my main force of long range weapons, the Deathstalker, Doomweavers and Warp Hunters, behind buildings as close to the set-up line as possible (25cm from the table edge). All of these weapons were safe behind the buildings and could either make pop-up attacks or, in the case of Doomweavers, fire indirectly. The lascannons were placed between buildings on the left of the board, where they would be able to cover both the open ground and the hills in Imperial territory. The Dark Reapers waited in the cover of a wood. All of these models began the game with first fire orders.

My entire Wind Rider Host were mixed in with the front rank of my main force. It doesn't matter if you put troops like these out in the open on the first turn, because you will always get the chance to race them to cover before the firing begins, even if you don't get the initiative. My plan for these troops was for them to charge forward taking cover around the hill near Objective 5, bringing them into close combat on the second turn.

I planned to occupy the centre of the table with the Titan, and hold Objective 3. From this central position I could blast at the enemy troops as they come over the hills. To provide support and protect the Titan from suicide squads of Space Marines descending in their drop ships to engage it in close combat, I placed the war walker squadron and Warlock close at hand.

The Exarchs, two thirds of my Guardian Defender Warhost and the mighty Avatar would all begin behind the rubble surrounding Objective 2. Their orders were to advance forward to take the objective, and then cut down any troops foolish enough to cross the open ground in front of it.

For my high-speed flanking attack, I intended to use my entire Eldar Falcon Host on the far right of the table, supported by a Vyper jet bike unit. The Striking Scorpions and the remaining third of the Guardian Defender Warhost would be carried aboard the Falcons. These swift units would be able to follow the terrain along this edge of the board and attempt to capture Objectives 7 and 8.

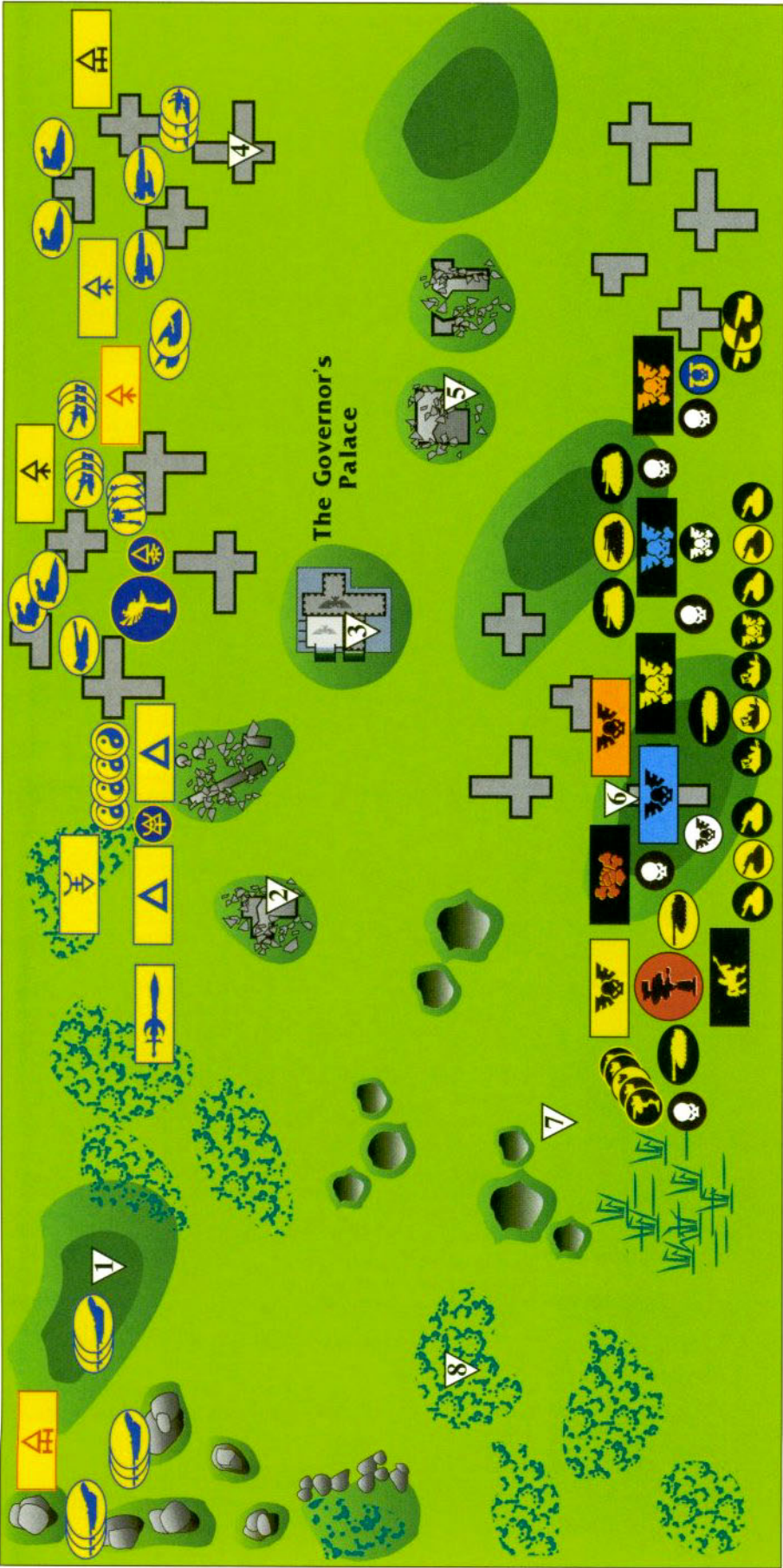
Last of all, I placed the free Eldar Scouts in the woods below Objective 1 where they could progress to firing positions on the edge of the open ground.

ELDAR WAVE SERPENTS

One of the Eldar's strangest and potentially best weapons is the Wave Serpent. This troop-carrying vehicle contains a powerful warp energy generator that forms a protective and impenetrable wall of force that it pushes out ahead of it. Alternatively, the Wave Serpent can forgo the protection of its shield for a turn and opt to use the warp wave as an offensive weapon. As the Wave Serpent fires in the orders phase, before any order counters are placed, it has the potential to cause immense disruption to your enemy's battle plan. With forethought it's possible to guess where your opponent will place his best units (like Titans) enabling you to deploy your Wave Serpents opposite them. With good dice rolls, the wave will hit them before they move and long before they can fire. Any models the wave passes over are pushed aside and may do nothing for the rest of the turn. In addition, the force of the wave will cause a hit on a D6 roll of 4, 5 or 6. Once the Wave Serpents have fired their shields it's best to move them into cover, possibly with some close combat troops around them as protection against vengeful aggressors.

Richard used this ability to good effect in our game when he found his Wave Serpents opposite my Deathstrike missiles. Not only did the resulting waves destroy two of the launchers, but by hitting part of the Tactical detachment in front, he prevented them and the command stands next to them from moving up and taking Objective 5. Luckily for me, a nearby commissar was able to speed over and secure it from the prowling Eldar jet bikes until I could move the infantry up in Turn Two.





ALAITOC CRAFTWORLD ARMY

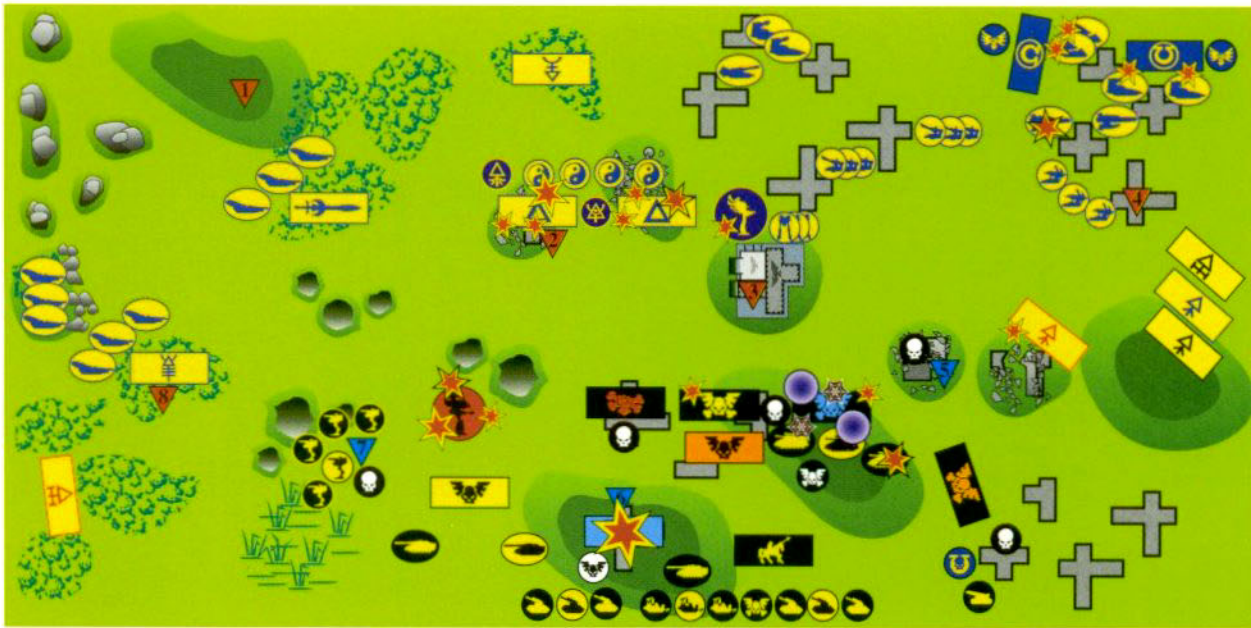
- | | | | |
|--------------|--------------|--------------|--------------------|
| Avatar | War Walker | Warp Hunter | Vyper Jet Bikes |
| Warlock | Lascannon | Dark Reapers | Striking Scorpions |
| Exarch | Vibro-cannon | Guardians | Scouts |
| Falcon | Wave Serpent | Jet Bikes | Warlock Titan |
| Prism Cannon | Doom Weaver | | |



IMPERIAL GUARD ARMY

- | | | | |
|---------------|---------------|------------------|-----------------|
| Commissar | Storm Hammers | Tactical Company | Support Company |
| Reaver | Bombards | | |
| Titan | Basilisks | | |
| Ogryns | Deathstrikes | | |
| Shadow Swords | Sentinels | | |
| | Rough Riders | | |
| | Ultramarines | | |





ALAITOC CRAFTWORLD ARMY

Avatar	War Walker	Warp Hunter	Vyper Jet Bikes
Warlock	Lascannon	Dark Reapers	Striking Scorpions
Exarch	Vibro-cannon	Guardians	Scouts
Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basilisks		
Shadow Swords	Deathstrikes		
	Sentinels		
		Rough Riders	Ultramarines

TURN 1



TURN 1: THE REAVER TITAN ADVANCES TOWARDS THE ELДАР GUARDIANS AND EXARCHS.

As the Imperial army rolled into the outskirts of one section of the city, the Eldar force swept down from the encircling mountains and hills towards the other. The Imperial Guard had barely got to their starting positions when a burst of warp energy from the Eldar Wave Serpents crashed into their lines. A Tactical infantry detachment that had been advancing through the streets towards Objective 5 never saw the shimmering wave of force as it lapped over and around a building to their front and crashed down, sweeping five of them aside as it rushed past. Behind them the air was rent by explosions as one of the waves struck the Deathstrike missile detachment, destroying two of them before it finally dissipated.

Their impenetrable shields temporarily gone, the Wave Serpents withdrew to the shelter of a building on their left. Dropping down from their position in low orbit two Thunderhawk gunships streaked over the battlefield towards the Eldar lines. With the precision that only years of training can achieve the gunships landed directly behind the Wave Serpents and a squadron of Doomweavers, sending the Ultramarine Scouts charging into combat. The following fight was short but bloody, and although all the Eldar vehicles were destroyed, the Scouts' casualties were higher than expected.

The Eldar Wind Host took to the air like a vast swarm of angry wasps as three units of jet bikes and one unit of Vypers sped across the open ground past Objective 4 and behind the cover of the hill beyond. One unit of jet bikes separated from the main body and dived in low towards the ruins of Objective 5.

As the skimmers approached, Commissar Volga leapt from his Rhino and dashed into cover amidst the ruins around the objective. As he ran, he squeezed off a burst of bolter fire that sent a jet bike spinning down to the ground in flames.

The remaining unit of Vyper jet bikes that had been deployed on the other flank by Objective 1 skimmed over the treetops before disappearing behind the woods on the Imperial side of the battlefield. Rising up from behind the hill with them, the Eldar Falcon Host moved towards their planned objectives. As one detachment of Falcons landed behind Objective 8, their hatches cracked open and the Striking Scorpions leaped out, scuttling forward into the cover of the trees. The other detachments of Falcons both peeled off and dropped out of sight of the Imperial army behind the woods in front of Objective 1.

In the centre, the Avatar stormed forward towards the ruins with his honour guard of Exarchs and two detachments of Guardians following in his wake. Towering above the battlefield, the Warlock Titan strode forward as the war walkers darted nimbly between its legs and sought out the protection afforded by the thick palace walls. The only other Eldar movement came from the anti-grav las and vibrocannon batteries as their crews guided them between the buildings and began setting their targeters on the distant Imperial forces.

On the Imperial right, with half of the Tactical detachment still stunned from the Wave Serpent attack, the remaining squads dashed forward to join Commissar Volga amidst the ruins around Objective 5. With a deafening rumble of engines the massive armour-clad forms of the Storm Hammers crested the hill, their turrets swinging round to bring their battle cannon to bear on the Eldar.

In the dark shadows of the towering Storm Hammers yet another detachment of Tactical infantry charged out from the buildings towards the palace. Hoisting their lascannons onto

their shoulders a detachment of Support infantry sprinted for the cover of the central buildings. Hot on their heels, the Ogryns led by Commissar Barak occupied the adjacent building. With the Sentinels skirting the edge of the marsh and securing Objective 7 on its left flank, the Reaver Titan strode forward towards the craters in order to get a line of sight on the shimmering form of the Warlock Titan.

Shuddering from the massive recoil of their high explosive shells, the Imperial Basilisks began to rain death upon the Eldar Guardians in an attempt to dislodge them from the ruins. The Eldar barely had time to take cover before the screeching shells rained down on their position blasting two Guardian squads and an Exarch from the rubble. The spirit of battle now began to flow through their blood as the surviving Exarchs poured fire into the Reaver Titan. With a blinding flare the energy beams took down one void shield after another, stripping the Titan of its protection. Taking advantage of this situation the Dark Reapers in the woods fired their missile launchers only to see their shots ricochet off the Titan's armour.

Vulnerable without its shields, the Reaver began to attract more fire. A shot from a distant Prism Cannon slammed into the Titan's leg, weakening its armour and causing extensive damage. The Warlock Karhedron tried to use a Psychic Lock to immobilise the Titan, but its size and complexity defeated him. A shot from the Warlocks accompanying the Falcon grav-tank met with similar failure.

An Imperial Support detachment in the building overlooking Objective 6 fired a hail of shots at the Eldar Titan but the deadly beams failed to find their target amongst the confusing multi-coloured shards of the Warlock Titan's holo-field. The awesome Titan returned fire on its aggressors with its wing missile launcher and succeeded in bringing the building crashing down, crushing all the troops inside it. The Warlock Titan's awesome pscannon and power fist Shuriken cannon



TURN 1: TACTICAL INFANTRY ACCOMPANIED BY A COMPANY OF STORM HAMMERS REACH THE CREST OF THE HILL.



TURN 1: THE WARLOCK TITAN AND AVATAR MOVE FORWARD UNDER COVER OF THE BUILDINGS.

only managed to kill a couple of Tactical infantry squads, although its wing-mounted lascannon managed to hit the exposed Reaver in its other leg, fusing the joints together and crippling it further.

In reply, crimson beams stabbed out from the Reaver's turbo lasers but only succeeded in incinerating some trees and raining flaming foliage on the Dark Reapers. The Gatling Blaster was equally unsuccessful at gunning down the few remaining Guardians in the ruins. The carapace-mounted warp missile sped towards the Warlock Titan but passed harmlessly through its holo-fields to explode in the distance.

The incoming fire against the Eldar in the ruins intensified as the shells from the other detachments of Basilisks and Bombards were joined by the lascannons of a Support detachment and two Shadow Swords, whose volcano cannons vapourised brick and flesh with equal ease. The ruins around Objective 2 became strewn with dead and dying Guardians as the ceaseless torrent of fire stripped away what little cover remained.

Rising slowly above the battlefield the Eldar Warp Hunters searched for a suitable target and began to bring their powerful weapons to bear on the Imperial line. With a great scream the air split open as a whirling black warp hole appeared amongst the massed Tactical infantry and Storm Hammers on the hill opposite. Despite its huge bulk, the command Storm Hammer was unable to escape the yawning abyss that opened up in front of it, and with a squealing of locked tracks it was slowly dragged forward. As suddenly as it had appeared the warp hole vanished, taking the super-heavy battle tank with it and leaving behind a few scattered infantry.

A rising howl preceded the opening of another warp hole further down the battle line, but apart from knocking a few men to the ground and giving the Tactical detachment reason to thank the Emperor it had little effect. Before the Warp Hunters could sink back down behind the buildings, one was engulfed by a massive explosion that sent burning debris raining down into the streets below, the volcano cannon from the Shadow Sword on the hill barking its defiant reply.

More trouble loomed for the Storm Hammers and Tactical infantry as the sunlight glittered off the mono-filament wire thread cast by the Doomweavers. As the thread slowly floated down panic broke out as infantrymen scrambled to avoid the deadly webs. One of the Storm Hammers remained undamaged as the thread sliced only partly into its thick armour, but the Tactical detachment commander was flayed alive by the descending web. The anti-grav lascannons unleashed a flickering storm of laser beams which blazed around the other Storm Hammer, scoring a succession of hits on its armoured hull as well as striking down one infantry squad. Some shots bounced off, but at least one found a weak spot, setting off a series of explosions that crumpled the giant vehicle like a child's toy.

TURN 1 VICTORY POINTS TOTAL

IMPERIAL GUARD: 20

ELDAR: 33



TURN 1: THE ULTRAMARINE SCOUTS OVERWHELM THE WAVE SERPENTS AND DOOMWEAVERS.

TURN 2

Knowing the Eldar Wind Host on their right flank was poised to strike, the order went out to protect the Imperial artillery and super-heavy battle tanks from any surprise attacks. Spurring their mounts into action, the Rough Riders raced across to form a protective screen around the closest detachment of Basilisks. Ultramarine Scout Commander Douval and Commissar Varl prepared to sell their lives dearly protecting the last Deathstrike launcher. As a unit of jet bikes skimmed in low, their Shuriken cannon kicked up gouts of earth around the feet of the Ultramarine commander. His own return fire failed to find any victims, as the Eldar skilfully dodged and weaved out of the way. Likewise the Artillery HQ drew in close around the Bombards in order to fend off any further jet bike attacks.



Two more units of jet bikes screamed out of the sky and dived down to engage the Tactical detachment that had moved up into the ruins containing Objective 5. The hopelessly outclassed infantry fell like wheat before the Eldar scythe as the riders gunned down their opponents. Unbowed amongst the massacre stood the stalwart figure of Commissar Volga. With controlled bursts of bolter fire he dispatched two bikers before neatly sidestepping and decapitating another with his chainsword as it sped past. Inspired by his heroic example, the surviving Tactical infantry leaped up from their cover and began firing back at the bikers, bringing down two more.

Having set down their squads, the Thunderhawk gunships flew off to look for suitable targets to strafe further along the Eldar line. Half the disembarked Ultramarine Scouts stormed

forward into the building containing Objective 4 while the others engaged the anti-grav vibrocannons outside. The building was taken without resistance, but the Eldar gun crew fought back furiously, killing one squad of the Scouts before two of the vibrocannon were destroyed.

Seeing the gunships hurtling towards them, the crew of the anti-grav lascannon spun their weapons to bear on the rapidly looming forms. Before they could fire, one of the gunships opened up with its rockets and battlecannon, blowing two of them to pieces, while its bolter shells harmlessly tore up the ground behind the last Doomweaver squadron. The remaining lascannons locked onto their targets and both gunships exploded in mid-air as the laser beams cut through their lightly armoured sides.

On the other side of the battlefield, the last Thunderhawk gunship streaked across the sky, landing on the hill and capturing the unguarded Objective 1. The Ultramarine Scouts spilled down from the access ramps as soon as the gunship touched down and took up defensive positions on the hilltop.

As the gunship passed overhead the Falcon detachment carrying the Guardians raced after them. When the Falcons landed, their lascannons provided covering fire for the Guardians as they joined in the attempt to clear the Scouts from the objective. Nearly invisible in their cameleoline coats, the Alaitoc Scouts lying concealed in the wood at the foot of the hill began picking off the surviving Ultramarine Scouts. Under this accurate and relentless fire the Space Marines were virtually wiped out with only one stand left by the end of the game.

On the Imperial right, the Vypers behind the hill broke off and hurtled back towards Objective 4 in an attempt to dislodge the Ultramarine Scouts in the building. Guiding their sleek skimmers in close, the gunners let loose a hail of fire from their Shuriken cannons, blasting out windows and riddling the walls but failing to inflict any casualties.



ALAITOC CRAFTWORLD ARMY

Avatar	War Walker	Warp Hunter	Vyper Jet Bikes
Warlock	Lascannon	Dark Reapers	Striking Scorpions
Exarch	Vibro-cannon	Guardians	Scouts
Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basilisks		
Shadow Swords	Deathstrikes		
	Sentinels	Rough Riders	Ultramarines

Once again, the Doomweavers cast their deadly webs against the last Storm Hammer and the remaining Tactical infantry positioned on the hill. Fate intervened and the Imperial force was saved from further casualties by a blast of wind which caught the cruel gossamer strands and blew them away from the Imperial line. The war walkers strode out from behind the palace, intending to gun down the Tactical infantry as they crossed the open ground. To ensure their survival, the Exarchs poured fire into the surviving Storm Hammer in an attempt to knock it out before it could annihilate the fragile walkers. Despite the fact that five shots crashed against its plated hull, they all failed to penetrate the battletank's thick armour.

As the Storm Hammer's guns began to swing round to bear on the war walkers, the Warlock Karhedron quickly summoned up an Eldritch Storm that hurled the super-heavy battletank to one side. A beam of utter darkness flashed from the last hovering Prism Cannon and punched through the tank's armour, causing a series of internal explosions that left the Storm Hammer a blackened wreck. Yet again a Shadow Sword's gun crew spotted the Eldar skimmer before it could drop back behind the building and an accurate shot from its volcano cannon blew the Prism Cannon out of the sky. The Warlocks' Falcon made a pop-up attack, snapping off a shot at one of the Shadow Swords but failed to hit it.

Once again the Imperial Artillery company opened up, this time switching their fire to the Warlock Titan. Repeated barrages from the two Basilisk detachments crashed around the towering giant. This time the Eldar Titan's sophisticated

holo-fields were no protection and it was caught by the thundering rain of high explosive shells. In a shower of sparks its right wing was blown off and sent spinning across the battlefield. Its holo-field generators destroyed, the Warlock Titan's form suddenly coalesced into a clear and solid shape.

In response, every available Imperial weapon turned to face this vulnerable new target. Just as the two Shadow Swords on the Imperial left opened fire, the one nearest the marsh was destroyed by a series of pop-up attacks from the Falcons around Objective 8. One of the shots from the Shadow Swords' volcano cannons passed harmlessly between the Warlock Titan's legs while the other scored a direct hit on the reactor. The impact of the shot cracked and buckled the armour plating, but miraculously did no other damage.

With the walls of the building recently pock-marked by a series of near misses from the Dark Reapers in the wood, the Support detachment added the hefty weight of fire from their lascannons to the attack on the Eldar Titan. Those unable to see the Titan clearly fired on the war walkers sending two of them toppling to the ground in sheets of flame. Five shots struck home on the Titan, hitting both of its arm weapons, but yet again the Titan's heavy armour prevented any damage.

Limping forward, the Reaver Titan's Gatling blaster stitched a line of smoking holes across the Warlock Titan's right hand side, shattering vital components and causing its power fist to seize up. Ravening beams lanced out from the turbo laser and punched through Warlock Titan's head, damaging the delicate infinity circuits.

Swarming out from behind the woods a unit of Vyper jet bikes flew past Objective 7 and engaged two Imperial Sentinels while the others rose up to attack the Reaver. The Titan swatted two of the bikes out of the sky like insects but the third managed to hit the reactor causing a temporary shut down. The Vypers destroyed both the Sentinels but a hail of fire from the unengaged survivors blew the bikes from the sky.



Battered but still standing, the Warlock Titan placed a *Doom* on the Reaver as it brought its remaining weapons to bear. The wing lascannons stabbed out, striking the Imperial Titan but glanced off its armour without causing any damage. The Psychic Lance sang as a burst of energy exploded in the bridge of the Imperial Titan wiping the brains of the crew completely clean. With an ominous groan the Reaver swayed and then pitched forward, crashing head first into the ground. With its remaining wing-mounted weapon the Warlock barraged the Tactical detachment scurrying across the open ground towards the palace, leaving a smoking hole where two squads had stood.

Eager for revenge, the Support infantry by the marsh concentrated their heavy weapon fire on the Warlock Titan. Once more, the Titan's armour saved it from the vast amount of shots but two managed to penetrate the already weakened plates of the reactor, causing it to overload. For what seemed

like an eternity the Titan's autosystems struggled to prevent a meltdown and eventually managed to bring the damaged reactor back under control.

Once again the form of a Warp Hunter appeared above the buildings, signalling the appearance of another warp hole. This time it burst into existence within the walls of the building on the hill. As the fabric of reality was torn apart, the fragile structure collapsed in on itself, killing the occupants instantly.

Amid the burning battle tanks and Doomweaver webs that littered the hillside the remnants of the Tactical detachment advanced down the slope, picking off the last war walker as they went.

Another shell from the Imperial bombards burst among the ruins around Objective 2, blowing apart an Exarch and a Guardian squad. The Guardians' return fire killed one of the exposed Tactical infantry squads in front of the palace. Howling out his frustration at not being able to reach his foe, the Avatar hurled his spear, scattering another squad. As the weapon returned to his hand, the Avatar screeched in fury as he heard the psychic message from the Warlocks ordering the retreat.

TURN 2 VICTORY POINTS TOTAL

IMPERIAL GUARD: 56

ELDAR: 26



TURN 2: THE IMPERIAL FORCES ADVANCE IN THE CENTRE, AS THE ELDAR RUSH OUT TO MEET THEM.



TURN 2: THE ULTRAMARINE SCOUTS SEIZE OBJECTIVE 1 UNDER HEAVY FIRE FROM THE ELДАР GUARDIANS AND SCOUTS.

CONCLUSIONS

THE IMPERIAL DEBRIEFING

Despite the seemingly large difference in victory point totals, the battle was a lot closer than it seems at first glance. All three of my Infantry companies were close to being broken and I would only have needed to lose one more Shadow Sword to lose my last heavy tank company as well.

One of the most important things when you play Space Marine is to stick to your original battle plan – maintenance of aim. Several times during the course of the game I resisted the temptation to deviate from my planned strategy and in the end I believe this paid off.



Losing the initiative in the second turn right when I needed it most was a bit of a blow, as I was forced to complete my movement with the Wind Host waiting on my flanks to pounce on any unprotected units. Luckily, having played Imperial Guard before, I was well used to playing opponents with faster-moving troops than myself (be they Space Marines in Thunderhawk gunships or Eldar with jet bikes). As a result I had planned for this sort of situation, and had held my Rough Riders back as a sort of mobile reserve to protect my artillery from surprise attacks. By using these and the command stands and Rhino from the Artillery company I was able to protect the vehicles that were within striking distance of Richard's jet bikes. This enabled them to continue firing throughout the

second turn and very nearly brought about the downfall of the Warlock Titan.

As my Tactical company had the ability to sustain a lot of casualties, and because I considered them my most expendable unit, they had been set the task of pushing forward and capturing Objectives 3 and 5. Despite their high losses they succeeded in taking the objectives and still remained unbroken by the end of the battle (not by much, though). The Support company was unlucky to suffer such high losses (mainly due to the two barrages that hit the buildings they were in) but still performed their part exactly as planned, laying down plenty of firepower just where I needed it most.

My only two major disappointments – the first I was unable to actually do anything about – was the Deathstrike missile launchers being destroyed before the game really started and before they could launch their missiles. Being armed with multi-barrage warheads they could have caused untold damage amongst the Wind Host or the Warlock Titan with their -2 save modifier. Obviously this was exactly the result Richard was playing for, so I take my hat off to him and look forward to my chance of revenge. The second was that the Ogrins never managed to get into combat. With the exception of engaging the Avatar (which would have meant crossing the open ground in full view of the enemy) none of the Eldar came close enough for me to let loose my elite combat troops.

I tend not to use Sentinels very much in my own army but after their sterling performance in this battle I may decide to reconsider my previous judgement. The commissars, particularly Commissar Volga who was singlehandedly responsible for holding onto Objective 5, did a great job, and had the advantage of being completely free!



ALAITOC CRAFTWORLD ARMY

Avatar	War Walker	Warp Hunter	Vyper Jet Bikes
Warlock	Lascannon	Dark Reapers	Striking Scorpions
Exarch	Vibro-cannon	Guardians	Scouts
Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basilisks		
Shadow Swords	Deathstrikes		
	Sentinels	Rough Riders	Ultramarines

The real ace in the hole of my army, and the one I looked forward to using most, was the Thunderhawk gunships and the Ultramarine Scouts (mainly because it would make a nice change from having them used against me). Although I had originally planned to save them until later on in the battle I committed two of them in the first turn. As it turned out, this was extremely fortuitous, what with my losing the initiative and the game ending in the second turn. The idea was that not only would I get rid of a Doomweaver and a Wave Serpent squadron (especially the Wave Serpents, after what they did to my Deathstrikes) but it would force Richard to bring back some of his bikes or face losing more vehicles and Objective 4. In the second turn I nearly landed the last gunship on my side of the board to protect an objective or my artillery but sticking to my battle plan I decided to take Objective 1 and go for broke.



Likewise, the Shadow Swords fulfilled their role admirably, using their volcano cannons' long range punching power to shoot down the Eldar vehicles making pop-up attacks, and were incredibly unlucky not to get the Eldar Titan. The Storm Hammers' fearsome reputation proved to be their bane, as

they came under such intense fire that one way or another they failed to fire a single shot all battle.

The Reaver Titan worked well enough. Although slightly outgunned and a little unlucky it nearly proved more than a match for the Warlock Titan. The important thing to realise about the Reaver and the Storm Hammers is that although the weapons they carried failed to make a great impact on the battle the amount of fire they attracted and absorbed was considerable. Without them I could well have lost the battle as the Eldar would probably have been free to concentrate their fire on my artillery and infantry instead.

ELDAR DEBRIEFING

At the start of the battle, when the screen we use to hide our set-up was removed, I was overjoyed to see one of the greatest threats to my army, the Deathstrike missiles, directly in front of my Wave Serpents, the one thing that could stop them before launch. This was the beginning of what started to look like an excellent first turn. I gained the initiative, the Deathstrike missiles were crippled and the Reaver Titan's shields were ripped away in a series of shots from my Exarchs.

However, exposed as it was, the Titan just stood there and took the punishment. Perhaps this was the first sign of my plan crumbling. Titans can be scary things, especially when they are pointing great big warp missiles at you. Looking back, I now realise that I became obsessed with destroying the Titan



TURN 2: VICIOUS HAND-TO-HAND FIGHTING ERUPTS AROUND OBJECTIVE 5.

early on in the battle. I had longed to see it crashing to the ground, and the fact that I had wiped out its shields lulled me into thinking its time had come and I was to be its nemesis. The Titan became a stumbling block to my plans; I wasted far too much energy blasting away at it. If the Titan had come toppling down at the start of the game when it was fated to, then my firepower could have been diverted to where it was badly needed, sorting out the heavy tanks and the Support infantry.

On my flanks both the jet bikes and Falcon grav-tanks took up excellent positions and I was very happy to swoop down from my advantage points onto the waiting enemy. Against the infantry the jet bikes did very well but ran out of luck when they came up against the commissar. As expected, the Rough Riders fled from my jet bike attack to protect the artillery making it almost impossible for me to target the artillery next. The Rough Riders will be high on my list for a heavy barrage the next time we play.



During the battle something was made quite clear to me – I needed some troops to act as a defence force against the swarm of drop ships. If I were playing the game again I would do two things differently. Firstly, I would leave a number of jet bikes behind my lines to protect the artillery vehicles vulnerable to drop ships, and secondly, I would have fewer vulnerable artillery pieces and a lot more troops and jet bikes.

By the end of the game, my plans had come crashing to the ground. A gamble to attack the Scouts holed up in the building with Objective 4, which would have given me a chance to break the Scout company and regain the objective, came to ruins when not one of shots against the two stands in the building hit. This last ditch scramble to regain victory points came too late. I should have targeted getting the objectives far more and although I find this a bit gamey, I should have kept notes on which Imperial companies were about to break and then concentrated on them. With the full attention of my weapons brought to bear I would have broken the companies and had a chance to send them into retreat.

The things I enjoyed the most about the Eldar army are the unusual weapons with the ability to make pop-up attacks, as these can cause great annoyance to the enemy. The weapons are strange and new and do take a while to get used to. I think each one has its own role to fulfill. Some are almost useless against certain opponents while they are brilliant against others.

For example, the Warp Hunters have a wide range of scatter. This could mean a Warp Hunter template going up to 24cm off course. If you're fighting an Ork or an Imperial Guard army this is not a problem as you are

bound to hit something in such a huge mass. Obviously, against a less numerous foe their effectiveness will be reduced – any Eldar player worth his salt has to learn these things early on and find the best weapons to use against different foes.

These unusual weapons are fairly cheap in points and flexible in the numbers you can buy. This means you can tailor your specialist weapons to be appropriate for each new opponent – and that's something other players would sell their grandmothers for.

Well, it's back to my Wraithbone chamber for me to contemplate my loss and Mark's well-won victory, and to think about our next battle and my next victory.



MARK GIBBONS

SPACE MARINE

ALAITOC CRAFTWORLD VS THE BLOOD ANGELS

AN EPIC BATTLE REPORT BY ANDY CHAMBERS & JERVIS JOHNSON

When Jervis and I started putting together armies for Space Marine, it seemed a natural progression to take the forces we'd already painted in 28mm and create Epic armies using the same colour schemes. These armies would also provide the opportunity for us to continue our bitter battles between the forces of the Alaitoc Craftworld and the Blood Angels Space Marines. For those of you who missed it, our last battle report in WD 141 detailed the narrow defeat of Jervis' Alaitoc forces by the Blood Angels under my command.

With the arrival of the new, improved Space Marine rules, Jervis and I both jumped at the chance to escalate our struggles on the Warhammer 40,000 battlefield up to the maximum mayhem quotient of Epic scale!



We wanted to make this a truly apocalyptic struggle so we decided to play the game with 6000 points a side. This comprised the entirety of Jervis' Alaitoc force and almost all of the Blood Angels. Under the new rules, Space Marine games are played until one player gains a preset number of points and achieves victory. Points are awarded for controlling objectives and breaking enemy units. In this game we would be playing to 55 victory points.

Once again we played the game here at the studio on one of our 8' x 4' tables, setting up the terrain using the random system included in Space Marine. The game itself took a full day to play to its conclusion and was a challenging one for both us, if only because of the mammoth forces we had to control.

In the battle Jervis used several of the new and exciting models that have been developed for the Eldar. Over the last few weeks, we've both been feverishly working on rules for these and we were eager to try them out. These new models consisted of an Eldar Avatar, the living embodiment of the shattered Eldar war god Kaela Mensha Khaine; two Warp Hunters, large grav-tanks built around huge distortion cannon and able to tear a gaping hole in the fabric of reality; a pair of Wave Serpents, special Eldar assault carriers which create a rippling bow-wave of energy that can be used both for

protection or as a weapon and finally two Prism Cannon, which concentrate and intensify the power of several smaller units such as lascannon into a single, devastating blast.

As in previous battle reports, we used a polaroid camera to take pictures throughout the game and kept notes on the moves and casualties for later reference. I then used these to re-shoot the photos for this article with proper lighting and cameras. Unlike previous battle reports, we've written up the events of the battle from a neutral standpoint, confining our own commentaries to the sections on planning, deployment and our post-battle conclusions.





JOHN BLANCHE

THE ELDAR PLAN

(JERVIS JOHNSON)

As we were playing a 6,000 point game my choice of which units to take was simple – I've only got a 6,000 point Eldar army so I took the lot! Now all I had to do was come up with my master plan...

After winning the deployment dice roll, I was presented with my first tactical decision: which table edge should I choose for my set-up? The most obvious edge to take was the top one. This half of the table contained five objectives and had plenty of cover. However, a large proportion of my force (the Jet Bikes, Vypers and Aspect Warriors) are at their best in close combat. My favourite tactic for these troops is to move them into dense terrain in the opponent's half of the table, from where they can employ their 'hit and run' close combat attacks without being gunned down as they move about.

With this in mind, I wanted to try and move them into the top-right quarter of the table, where the thick woods and large buildings would provide them with excellent cover. This would also block off most of Andy's lines of sight, cutting down the amount of incoming fire they would take. Therefore I plumped for the bottom edge of the table as my set-up zone.

For the reasons described above, I planned to use the Jet Bikes and Aspect Warriors on the right flank while the rest of my army would go in on my left where the more open terrain would suit their style of fighting.

When formulating your plan, it is vitally important to pick out which objectives you want to try and capture. Doing this in advance makes it easier to decide how best use your forces to achieve your ends. In order to win the game you really need to capture at least five objectives and probably six. Don't go for all eight – you'll just stretch yourself too thin and get gunned down early in the game. I usually pick five 'primary' objectives that I'll attempt to capture and hold at all costs, plus one or two 'secondary' objectives that I'll have go at if the circumstances are right.

I decided to place the Phantom and Wraithguard on the extreme left, where they could advance and capture objective 8. The War Host would capture objective 5 and then dismount to occupy the nearby buildings and woods. These forces would be supported by the bulk of my other 'long range' specialists – Tempests, Prism Cannon Guardians and Warp Hunters – plus the Harlequins, mounted in the new Wave Serpents. Most of these troops would be used to enter a firefight with whatever forces Andy had in the area, hopefully blowing enough of them away so that my Harlequins would easily capture objective 6 once they reached it.

I placed my Vypers towards the centre of my line. From here they could charge quickly into the woods on Andy's side of the table (capturing objective 3 in the process), or be redirected to my right or left flanks if needed. I also placed a Warlock and some Lascannon here, to provide a bit of long range firepower in the centre of the table.

The Aspect Warriors were placed behind the buildings on the right, along with all my Vibro-cannon and a small group of dismounted Guardians. The Guardians would be used to hold objective 1, while the Vibro-cannon would provide supporting fire and make Andy think twice about occupying any of the buildings around objective 2. I then planned to use the Aspect Warriors to work their way forwards through the woods and capture objective 2. Once this was safely in my hands, the

Aspect Warriors would swing left and try to capture objective 3 if the Jet Bikes had not already done so.

My plan was now complete. I had five 'primary' objectives (counters 8, 6, 5, 1, 2) and one secondary objective (counter 3). I would quickly seize the objectives on my half of the table, use the Harlequins to capture objective 6 supported by the bulk of my Guardians. The Aspect Warriors were set to capture objective 2 and the Jet Bikes, if the circumstances were right, to take objective 3. I hoped that this the plan would also allow me to use each troop type to their best advantage, emphasising their strong points and minimising their weaknesses.

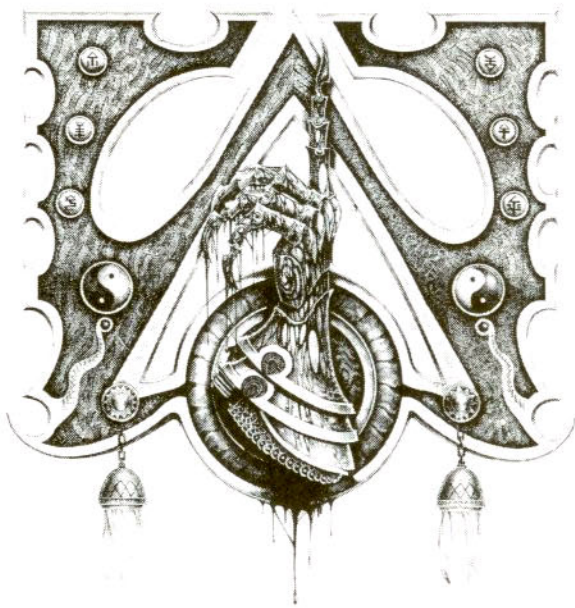
ARMY STRENGTHS & WEAKNESSES

It's important in Space Marine to keep in mind the strengths and weaknesses of *all* the units in your army. The Eldar are particularly interesting in this regard because each type of unit is quite specialised. However, it is possible to split the units into three broad categories; 'fast attack' units (Jet Bikes and Vypers), Aspect Warriors (including the Avatar, Exarchs and Harlequins) and Guardians (War Hosts, Tempests, Phantom Titans, Vibro-Cannon and other supporting units).

The Jet Bikes and Vypers make excellent 'fast attack' units. They are highly mobile and can be on top of your opponent before he knows what's hit him. Their close assault factor of +3 also makes them extremely good in close combat. On the other hand, they are very vulnerable to enemy fire and next to useless sent against infantry that are in woods or buildings.

The Aspect Warriors are awesome close assault troops, a match for even the dreaded Terminators. However, they are also very vulnerable to enemy fire and because they are not as fast as the Jet Bikes you must take care to move them up under cover. This means that they are very poor at fighting in open terrain.

The rest of the Eldar units are just about the opposite of the Jet Bikes, Vypers and Aspect Warriors. They excel in long range fire-fights, but suffer badly if the enemy manages to close in. For this reason you should get them into a good firing position as early as possible and then stick them on first fire orders so that they can blast away at the enemy to best effect.



STEPHEN TAPPIN

SPACE MARINE PLAN

(ANDY CHAMBERS)

Having six thousand points meant I would be able to field nearly the entire Blood Angels army. I therefore set about picking my force safe in the knowledge that for once I wouldn't have to compromise my choices due to lack of points.

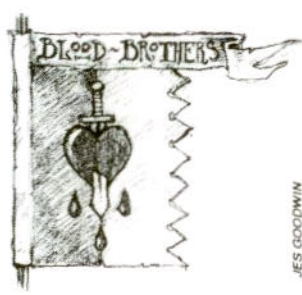
I started by selecting my company cards. I always prefer to field as many full companies as possible. The higher break point of these larger formations means they can survive casualties for much longer before having to check morale or give away any precious victory points to the opposition.

Of course when a company breaks, all of its detachments have to check their morale (not all of its stands like it says on the playsheet) and your opponent gets a whole bunch of victory points, something which could swing a whole battle. But the principle is that by the time your own companies are close to breaking, your opponent's formations should already be in little pieces on the floor.

The first two companies I chose were a Space Marine Tactical company and a Battle company. The Tactical company is reasonably cheap and supplies plenty of excellent Space Marine Tactical squads. The Battle company's mix of Tactical, Assault and Devastator Space Marines makes it an ideal formation for all occasions.

As I would be up against Eldar and their plethora of skimmers, I wanted plenty of Devastator stands to threaten the Falcon Grav-tanks when they started to make pop-up attacks. (Skimmers on first fire orders can make a special pop-up attack, rising up from behind cover to shoot in the first fire phase and then dropping out of sight again before the advance fire phase.) Hence the third company I selected was a Devastator company. Although expensive, the firepower of eighteen Devastator squads is quite phenomenal.

First of all I wanted some Whirlwinds. The indirect barrage support they can provide would come in very handy wherever I deployed them. Vindicators are a personal favourite of mine, so I took a squadron of them for old times' sake, though their monstrously potent gun demands the respect of any opponent. I also took an extra detachment of Space Marine Assault troops as their high close assault factor and jet-packs make them extremely good at storming objectives. Naturally, I couldn't fight such a major battle without taking some elements of the veteran no. 1 company along so I also bought a Terminator detachment.



JES GOODWIN

In an attempt to stop some of the inevitably numerous Eldar Jet Bikes swarming all over me, I took a single squadron of Land Speeders. In a similar vein I also took two squadrons of Bikes, slightly less mobile than Land Speeders but cheaper. It is incredibly easy to get both Bikes and Land Speeders killed quickly by charging rashly into the heart of the enemy. On the other hand, if used well, they can be devastating. In another of my recent battles, a squadron of five Land Speeders single-handedly destroyed a Reaver Titan by just outmanoeuvring the Titan and hitting it repeatedly with their potent Multi-Meltas. Two rounds of combat and the Reaver was a bubbling pool of plasma!

Another personal favourite of mine are Dreadnoughts and robots. I find them really handy for close support of infantry both in attack and defence. Though walkers aren't as tough as tanks, they are cheap, fairly numerous and tough enough to bolster up infantry. Although their limited programming can be frustrating, robots also have the advantage of only breaking once they've been completely wiped out. I therefore took a single Dreadnought detachment and two detachments of robots.

The total points value of my company and support cards so far was five thousand points, leaving me one thousand points to spend on up to four special cards (one per company). I already knew exactly what I wanted from the special cards: a Warlord Titan plus the Blood Angels' Chaplain and Medic. Total cost exactly one thousand points!

There's no way I would fight a battle this large without taking at least one Titan. All that yummy firepower, concentrated in one place and protected by void shields and hefty armour is just too useful to ignore. The Chaplain and Medic are relatively cheap and supplement the troops they accompany with a handy +1 close assault factor or 5+ saving throw respectively. So, with my forces all selected it was time to come up with a plan.

After examining the terrain and the positions of the objectives my initial thought was to mass my forces exclusively in the more open terrain on my right flank. The thing that made me



The fourth and final company I chose was a Land Raider company. Though the Land Raider company is rather brittle, with a break point of only five, Land Raiders are actually very tough tanks, with good firepower, armour and speed. These attributes, combined with the fact that they are relatively cheap at 600 points for a company of ten, makes them a very good buy. I knew that the Eldar would be using a Titan and the Land Raiders would be one of the few things in my army that could hope to penetrate a Phantom Titan's tough armour.

I now turned my attention to the support cards. Each full company in my force entitled me to use five support cards, so with four companies I could potentially purchase up to twenty cards! Obviously I didn't have anywhere near enough points to obtain all of these, but I could try and cover some types of units I didn't have at company strength.

BLOOD ANGELS SPACE MARINE ARMY



1 Chaplain
(1 Chaplain stand and 1 Rhino)



1 Medic
(1 Medic stand and 1 Rhino)



1 HQ Land Raider



3 HQ Units
(each with 1 Command stand and 1 Rhino)



1 Terminator detachment
(4 Terminator stands and 2 Land Raiders)



2 Assault detachments
(each with 6 Assault stands and 3 Rhinos)



4 Tactical detachments
(each with 6 Tactical stands and 3 Rhinos)



4 Devastator detachments
(each with 6 Devastator stands and 3 Rhinos)



1 Dreadnought detachment
(4 Dreadnoughts)



2 Robot Detachments
(each with 5 Robots)



1 Vindicator Squadron
(3 Vindicators)



1 Whirlwind Squadron
(3 Whirlwinds)



3 Land Raider Squadrons
(each with 3 Land Raiders)



1 Land Speeder Squadron
(5 Land Speeder stands)



2 Bike Squadrons
(each with 5 Bike stands)



1 Warlord class Titan

Total Points: 6000



uncomfortable about the centre and left was the relatively close terrain. The assortment of highly potent Eldar assault troops in Jervis' army – Striking Scorpions, Howling Banshees, Harlequins and Exarchs – are all virtually untouchable in close combat and would have plenty of cover to advance through. On top of this, his Jet Bikes would doubtless be dogging my every move and making the woods in the centre a very dangerous place to be.

Massing on my right would prevent me having to play hide-and-seek with Jet Bikes and Vypers amongst the woods in the centre and probably give me enough forces to overrun objectives 4, 5, 6, 7 and 8 relatively easily. The problem with this plan was that it would leave my left flank open to attack from whatever Eldar forces were left unchallenged on the rest of the table. I could leave a portion of my forces to guard the left, but that would reduce the amount of troops I had to attack objectives 5 and 8, potentially pushing my casualties up to an unacceptable level. The other problem with massing my forces exclusively on the right was the simple fact that it would be physically hard just to deploy them all efficiently in such a limited area.

So, after scrapping my first idea I decided to try a slightly more conservative deployment which stretched across the whole table, but still massed a significant portion of my forces on the right. The idea was to try and 'pin' the Eldar to prevent them redeploying forces against my main attack up the right flank. I would launch this attack as soon as I had weakened the Eldar defenders enough to move forward without taking horrendous casualties as I crossed the open ground.

It was still important for me to place a strong force on the right as three objectives lay easily within my reach and a fourth, objective 8, would be a relatively easy acquisition. Even if I decided not to attack objective 5 it would be essential to keep a strong grip on the area and deny these objectives to the Eldar.

The holding forces in the centre and left would advance and grab objectives 2 and 3 and then push forward to grab objective 1 if resistance turned out to be weak. If the holding forces came under too much pressure they would withdraw and try to inflict maximum casualties and slow the Eldar down while I put in a counterattack elsewhere.

The main advantage of this plan was that if the Eldar deployment proved to be completely incompatible with my fiendish plans I would be able to redeploy troops fairly easily. This would allow me to exploit weaknesses and cover gaps, instead of tying my fate inextricably to the action on the right flank.

You can see my overall position on the deployment map and a few points are worth noting. First of these is the placement of the robots in the centre. These robots were programmed with capture orders so they would advance up the hill and then go onto first fire orders and guard the objective. In this way, they would form a strong 'hinge' for my advance on the right and protect the objective at the same time.

The second is the placement of the assault troops in the centre. This was done for two reasons: to have them in a position to move and reinforce either flank and to make use of their jump packs to overcome the difficulties of moving through the heavily wooded area. Finally, I tried to place my devastators in areas where they could not only get into cover in the first turn, but also have reasonable fields of fire, thus allowing them to stay on first fire orders throughout the rest of the game.



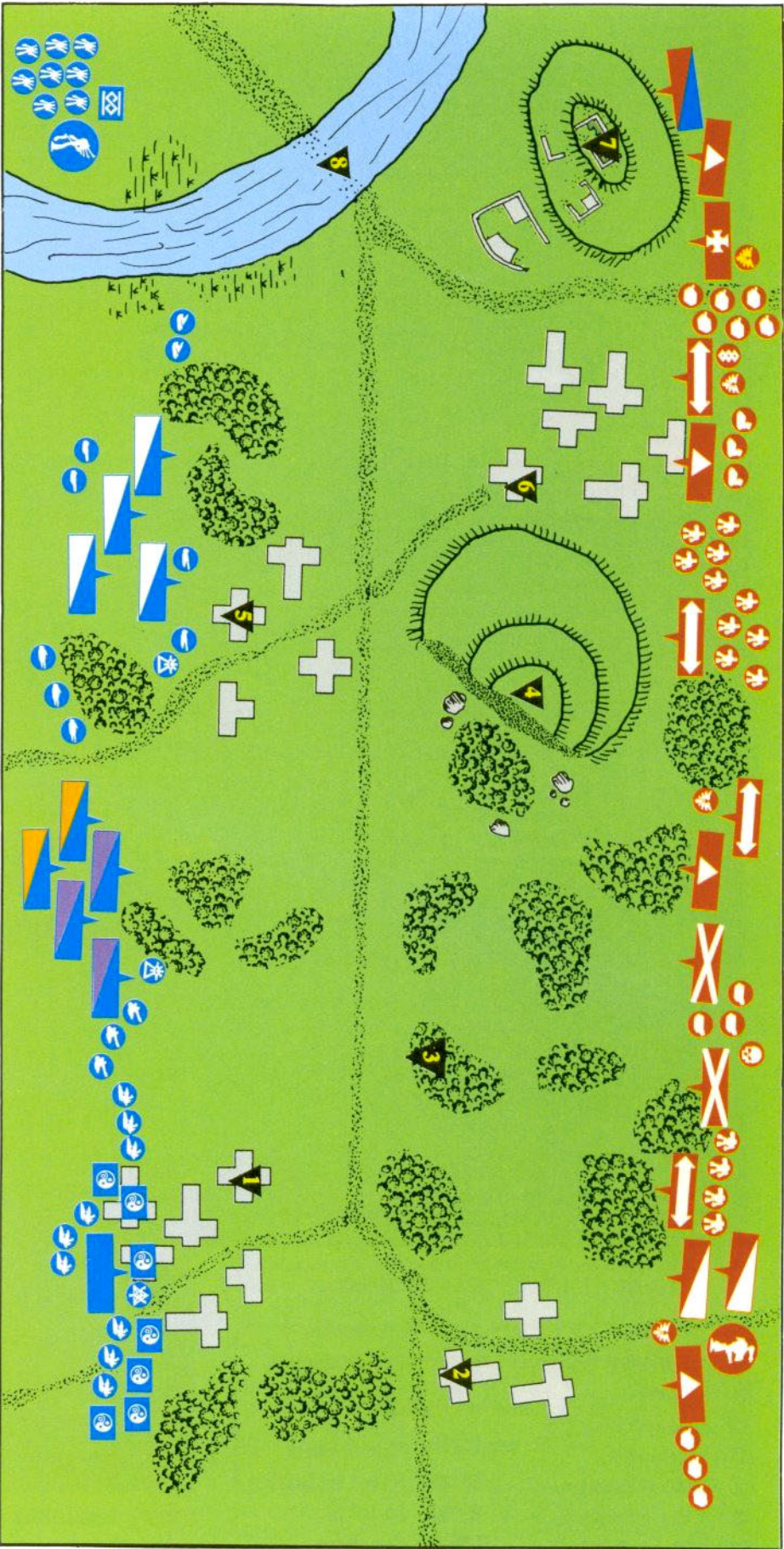
ARMY STRENGTHS & WEAKNESSES

The Space Marine army definitely benefits from having quality infantry. Even tactical squads have a close assault factor of +2 and a morale value good enough to turn opponents green with envy. In addition, these splendid troops come complete with Rhinos, whose high speed makes them invaluable for advancing forces onto objectives early in the game. Excellent specialised types of infantry also abound, with Assault troops, Devastators, Veterans and the much-feared Terminators available to fulfil any required task. The Space Marines have some excellent battle tanks in the Land Raider and Vindicator, both of which have a reasonable speed, solid armour and good firepower.

The Space Marines also have some good light equipment. Land Speeders and bikes are useful for their high speed and close combat ability, though they can be a little fragile. Barrage support is furnished by Whirlwinds, Mole Mortars and Thudd Guns.

Nonetheless the Space Marines' biggest strength is its infantry and consequently they are best used in terrain which affords plenty of cover.

The greatest failings of the Space Marines are their lack of heavy artillery and powerful, super heavy tanks, such as those used by the Imperial Guard. The nature of the Space Marines as a rapid deployment force makes it impossible for them to lug such hefty pieces of kit around the galaxy. Inevitably they can sometimes run into heavily armoured opponents, like Titans, which they have great difficulty dealing with. Hence it's always wise to include a Titan or two with a Space Marine force to handle the big stuff.



ELDAR ALAITOC CRAFTWORLD

- | | | | | | |
|--|-----------------|--|------------------------|--|-----------------|
| | Avatar | | Wraithguard | | Vyper Jet Bikes |
| | Warlock | | Dreadnoughts | | Jet Bikes |
| | Aspect Warriors | | Lascannon | | Guardians |
| | Tempests | | Prism Cannon | | Phantom Trian |
| | Warp Hunters | | Vibro-cannon | | |
| | Wave Serpents | | Guardian Shieldbearers | | |

BLOOD ANGELS SPACE MARINES

- | | | | | | |
|--|----------------|--|----------------|--|----------------|
| | Chaplain | | Tactical Det | | Land Raiders |
| | Medic | | Devastator Det | | Land Speeders |
| | HQ Land Raider | | Dreadnoughts | | Bike Squadrans |
| | HQ Units | | Robots | | Warlord Trian |
| | Terminators | | Vindicators | | |
| | Assault Det | | Whirlwinds | | |

TURN ONE

The Eldar won the initiative and forced the Space Marines to move first. The Blood Angels rumbled into the buildings and ruins on their left and advanced into firing positions according to plan. The forces in the woods and the buildings on the right deployed poorly, some impeded by the need to manoeuvre around the dense terrain and some slowed to a crawl by only having advance orders.

The Eldar moved decisively against the Blood Angels weakly deployed forces. On the right Exarchs pounced on the Space Marine bikes while Vyper Jet Bikes swept into the woods to attack the Space Marine Vindicators and Rhinos. On the left and right Eldar Guardians moved forward to occupy both towns. The Wraithguard with the Eldar Phantom in their midst strode forward along the left bank of the river towards the ford and objective 8.

During the combat phase a sharp exchange of fire on the left resulted in the destruction of one of the Terminators' Land Raiders by an Eldar Tempest and the demise of three Eldar Dreadnoughts, smashed by the Devastators' missile launchers. On the right the Exarchs demonstrated their crushing superiority in close combat and easily swept away four of the Space Marine bike squads. They then exhibited the one failing of such superlative troops by losing one of their squads to fire from the Land Raiders which had advanced behind the bikes, waiting for just such an opportunity.

The only exception to this confusion was the Blood Angels Assault troops who quickly negotiated the woods with the aid of their jump packs and seized objective 3. The Devastators on the right advanced to objective 2 but only managed to deploy two squads onto the objective, the rest dismounting into the building behind. The Space Marine Bike squadrons wheeled away further to the right, deviating from their intended route to avoid the massed Eldar firepower ahead of them.

The Space Marines' Titan and Devastators rained fire upon the approaching Eldar, wrecking three Vibro-cannon and killing a squad of Dark Reapers. One of the Devastator squads on objective 2 was destroyed by return fire. Close assaults by the two squadrons of Eldar Vypers in the woods destroyed the entire Vindicator squadron without a casualty as well as two of the Assault troops' Rhinos for the cost of one Vyper.



ELDAR ALAITOC CRAFTWORLD

	Avatar		Lascannon
	Harlequins		Prism Cannon
	Warlock		Vibro-cannon
	Aspect Warriors		Guardian
	Tempests		Shieldbearers
	Warp Hunters		Vyper Jet Bikes
	Wave Serpents		Jet Bikes
	Wraithguard		Guardians
	Dreadnoughts		Phantom Titan

BLOOD ANGELS SPACE MARINES

	Chaplain		Dreadnoughts
	Medic		Robots
	HQ Land Raider		Vindicators
	HQ Units		Whirlwinds
	Terminators		Land Raiders
	Assault Det		Land Speeders
	Tactical Det		Bike Squadrons
	Devastator Det		Warlord Titan



The opposing forces advance to seize their turn one objectives on the right flank

TURN 1 TACTICAL NOTES

CLOSE COMBAT

The Space Marines lost quite a lot of squads and vehicles in close combat on the first turn. This is because close combat in Space Marine is particularly deadly. Close combat occurs when squads or vehicles on charge orders end their movement in contact with enemy units. Both players roll dice and add their unit's close assault factor to the roll. The player with the lowest total loses the combat and is destroyed – no saving throw! As you can see, assault troops with jet packs, Bikes, Jet Bikes and Rough Riders - which all have high close assault factors and move fast, can be tremendously effective if they're used in the right way.



Eldar Exarchs ambush the Space Marine Bike Squadron

Many people throw their specialist close combat troops into a fight without much thought about the consequences. This usually results in the troops being gunned down by enemy fire in a number of ways. Vehicles or squads on first fire can shoot at close combat opponents before the combat is resolved and this can account for a lot of would-be attackers. If they manage to survive this fire and the subsequent close combat, they can still be attacked. Nearby enemy units on advance orders (or units which have first fire orders but have waited until the advance segment) can fire on enemy close combat troops after they've killed their opponents and should always do so unless they want to be next!

One way to avoid having your close combat troops shot at in this way is to use them to 'ambush' enemy units. This means that you pick out and attack small groups of enemy troops who are on their own, unsupported by other forces and preferably on advance or charge orders so they can't shoot back! The attack by the Eldar Vyper squadron on the Space Marines' Vindicators in turn one is an excellent example of a close combat 'ambush' attack.

TURN 1 VICTORY POINT TOTALS

Alaitoc Craftworld: 15 VP

Blood Angels : 26 VP

TURN TWO

The Space Marines won the initiative and forced the Eldar to move first. On the left the Wraithguard continued to advance and started to cross the ford. Meanwhile the Wave Serpents pushed forward along the right-hand bank, their distortion fields rippling like a bow-wave before them. On the right two squadrons of Jet Bikes which had transferred across from the Eldar centre engaged the surviving Space Marine Bikes while the Exarchs pushed on to attack the Land Raiders. The Swooping Hawks charged the handful of Devastators holding objective 2, but in the heat of battle Jervis forgot to give orders to the Vypers deployed in the woods, so they were unable to move and wouldn't be able to fire until the advance segment!

Taking advantage of this oversight, vengeful Space Marine Assault troops, led by the Chaplain, leapt on the milling Vypers and engaged them in close combat. Further to the right, Blood Angel reinforcements advanced to support the beleaguered Devastators while the Titan and the Dreadnoughts manoeuvred through the woods to the left of the contested buildings and the Battle company's HQ charged into the combat at objective 2. On the left the Space Marine forces halted to engage the Eldar on first fire, with the exception of two detachments of Land Raiders which advanced out of the town and onto the hill on the extreme left in an attempt to engage the approaching Wraithguard and avoid the oncoming Wave Serpents.

In the combat phase a ferocious firefight broke out on the left. The Space Marine Land Raiders fired on the Eldar Phantom

but were defeated by its holo fields, only a single strand of the criss-cross web of lascannon fire struck home to damage one of the Phantom's wing-mounted weapons. Eldar Falcons and Tempests executed their special 'pop-up' attacks, rising above cover to lash at the Space Marines' Land Raiders, almost wiping out one squadron and badly damaging another.

The Blood Angels' Devastators replied by downing a squadron of Falcons, a Warp Hunter and two of the Tempests before the remainder sank out of sight again. The Terminators mowed down four squads of Spirit Warriors as they splashed through the ford and the Eldar Guardian squads around objective 5 punished a Space Marine Tactical detachment for remaining positioned on the hill without cover.

In a roiling melee in the centre the Vypers were almost wiped out, though not without cost to the Assault squads attacking them. On the right the Exarchs lost another stand to the Land Raider's fire before they ripped one of the Land Raiders to pieces in close combat. At objective 2 the combined fire of the Devastator squad and the Company HQ succeeded in killing only a single Swooping Hawk squad and the Blood Angels were destroyed in the subsequent close combat, leaving the objective firmly in Eldar hands. The Eldar Warlock on the right succeeded in paralysing the Space Marines' Titan with a Psychic Lock and the remaining Eldar troops started pouring fire into the helpless Titan, downing most of its void shields.



ELDAR ALAITOC CRAFTWORLD

- | | |
|-----------------|-----------------|
| Avatar | Lascannon |
| Harlequins | Prism Cannon |
| Warlock | Vibro-cannon |
| Aspect Warriors | Guardian |
| Tempests | Shieldbearers |
| Warp Hunters | Vyper Jet Bikes |
| Wave Serpents | Jet Bikes |
| Wraithguard | Guardians |
| Dreadnoughts | Phantom Titan |

BLOOD ANGELS SPACE MARINES

- | | |
|----------------|----------------|
| Chaplain | Dreadnoughts |
| Medic | Robots |
| HQ Land Raider | Vindicators |
| HQ Units | Whirlwinds |
| Terminators | Land Raiders |
| Assault Det | Land Speeders |
| Tactical Det | Bike Squadrons |
| Devastator Det | Warlord Titan |



Eldar Wraithguard storm across the river into the teeth of Blood Angels' fire – and die!

TURN 2 TACTICAL NOTES

FIGHTING IN BUILDINGS

Fighting close combats in buildings poses special problems. A clever opponent will move into the building to use its 'to hit' modifier to minimise the effects of defensive first fire. The easiest way to avoid this is to space the defending stands throughout the building to prevent attackers moving inside.

In the attack by the Swooping Hawks on objective 2 the Devastator squad and the HQ stands only killed one of the Swooping Hawk squads in spite of rolling a total of four attack dice (the HQ stand could also shoot in the first fire segment because it didn't move at more than its normal rate of 10cm). This was because Jarvis sensibly moved inside the building increasing the score the Blood Angels needed from a 5 or 6 to a 7 (a roll of 6 rerolled and scoring 4, 5 or 6).

TURN 2 VICTORY POINTS TOTAL

Alaitoc Craftworld: 29 VP

Blood Angels : 29 VP



TURN THREE

The Eldar won the initiative and forced the Blood Angels to move first. The Space Marine Devastators on the right withdrew from the buildings into the woods, abandoning objective 2 completely. One detachment of Assault troops moved up to support the weakened Blood Angel right flank and a squadron of Land Speeders also arrived having transferred from the left. The remaining Space Marine Assault troops moved in to tackle the two surviving Vypers. On the left a Space Marine Tactical company launched an attack against the Eldar Guardians in the buildings, supported by the Devastators and the robots, which had finally reached the crest of the hill and objective 4.

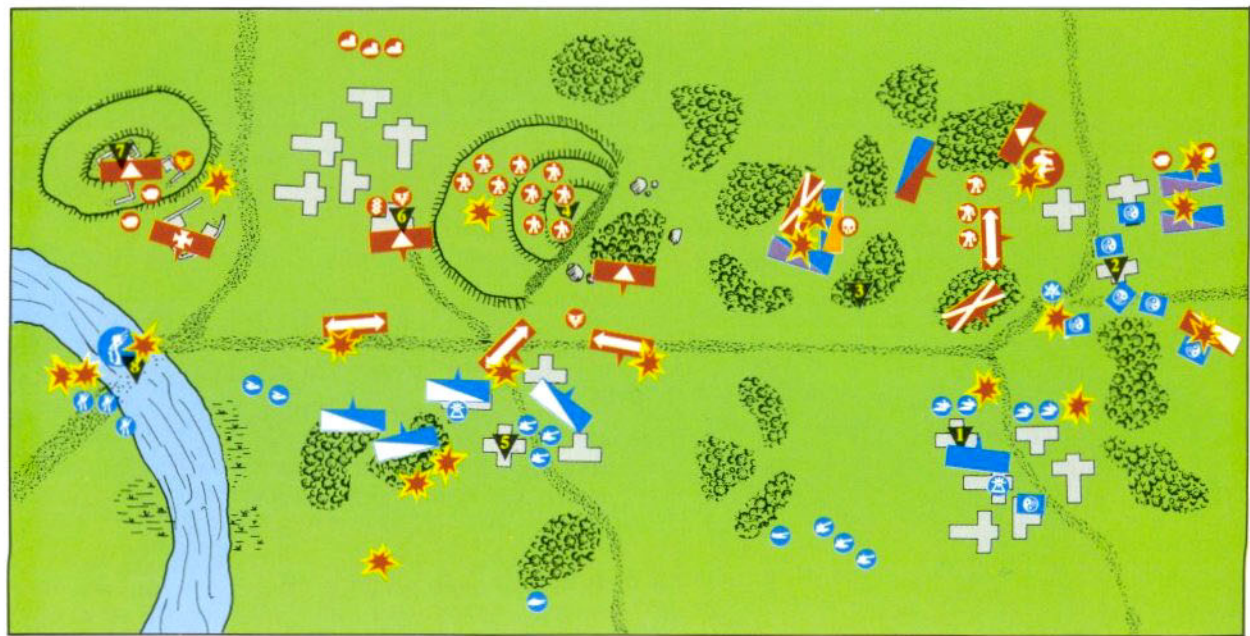
The Eldar Jet Bike squadrons on the right swooped on to attack the Land Raider squadron while the Exarchs moved in to secure objective 2. The Striking Scorpions then charged in to finish off the handful of surviving Marine Bikes. A third squadron of Jet Bikes careened in to extricate the beleaguered Vypers and grab objective 3, left unattended by the Space Marine Assault troops. The surviving Eldar Prism Cannon swept out of the firefight on the left and moved across to try and reach the Space Marines' now vulnerable Warlord. On the right, the Eldar Phantom Titan waded to the midpoint of the ford establishing tight control of objective 8.

On the right, the Jet Bikes attacking the Land Raiders suffered sufficient casualties from the Land Raiders' first fire to finally break the entire company. They then failed their morale check

and were subsequently hammered by the Land Raiders in close combat. In the centre only one of the Vyper units broke, and although the remaining Jet Bikes and Vypers were badly battered by the Blood Angels' Assault troops, they inflicted sufficient casualties to break the Space Marine's Battle company. Fortunately for the Blood Angels only the Assault detachment failed its morale check.

On the left the Guardians switched their attention to picking off the Tactical squads which were storming towards them, but with only limited success. The Devastators surrounding objective 6 supplied some lethal supporting fire to their tactical brethren, downing four more Falcons and another Warp Hunter. A Land Raider was destroyed by the surviving Falcons, breaking the Land Raider company and causing the Land Raiders on the extreme right to go onto fall back orders when they failed their morale check.

Both the Phantom and the Warlord Titans fared badly on this turn. The Space Marine Warlord had its shields knocked down again and the Avatar hurled his Suin Daele damaging the Warlord's mind impulse unit. The Titan was then caught in a hail of fire as numerous shots from the Dark Reapers and Guardians gathered around objective 1, splattered off its heavy armour. The Phantom tried to dodge and weave through the combined fire of Terminators, Devastators and Land Raiders, but the pattern was too complex and inevitably the Phantom was hit. The Terminators struck first and damaged



ELDAR ALAITOC CRAFTWORLD				BLOOD ANGELS SPACE MARINES			
	Avatar		Lascannon		Chaplain		Dreadnoughts
	Harlequins		Prism Cannon		Medic		Robots
	Warlock		Vibro-cannon		HQ Land Raider		Vindicators
	Aspect Warriors		Guardian		HQ Units		Whirlwinds
	Tempests		Shieldbearers		Terminators		Land Raiders
	Warp Hunters		Vyper Jet Bikes		Assault Det		Land Speeders
	Wave Serpents		Jet Bikes		Tactical Det		Bike Squadrons
	Wraithguard		Guardians		Devastator Det		Warlord Titan
	Dreadnoughts		Phantom Titan				



Blood Angels No 6 Tactical Company push forward to assault the town

the Phantom's holofields allowing the other Space Marine units to attack it more easily. The Phantom then suffered a crippling leg hit and its Power Fist was blown off in a gout of flame.

In the end phase the Space Marine Titan succeeded in repairing its damaged mind impulse unit but was still unable to shake off the Warlock's psychic lock.

TURN 3 TACTICAL NOTES

DESIGNATING TARGETS

When rolling attack dice you're supposed to designate the targets for all your dice before you measure range or roll. In particularly big games things can bog down with endless pondering about how to split up attack dice. To save time Jervis and I usually just indicate one or more target detachments and assume that each dice is being rolled against a separate target. In cases where there are more dice than targets, we specify where the extra dice are going to attack before we roll. When the Devastators fired on the Falcons in turn three, I picked the Falcons and the Warp Hunter as targets and specified two dice against each. I was lucky enough to score at least one hit on each and Jervis was good enough to have his usual misfortune and fail all his saving throws, destroying all four Falcons and the Warp Hunter!

CONCENTRATION OF FORCE

Concentration of force means exactly what it says - concentrate your troops so that you can apply the maximum amount of firepower against only a part of the enemy line. Lets take a hypothetical example. Two players have 10 Space Marines each. One spreads out in a long line right across the table. The other concentrates his men on one flank. Only 3 of the opponent's Marines are in range and can fire causing, say, 1 casualty. All 10 of the second player's Marines can shoot, and they cause 3 casualties, wiping out their opponents. By concentrating his force the second player has overwhelmed part of the enemy line and caused a 3-1 kill ratio!

Of course, concentration of force will be affected by other factors.

Sticking your troops shoulder to shoulder can be dangerous if your opponent has area effect weapons, for example, or you may have to spread out in order to capture widely separated objectives. However, you should aim to concentrate your force as much as you possibly can.

TURN 3 VICTORY POINTS TOTAL

Alaitoc Craftworld: 49 VP

Blood Angels : 32 VP

TURN FOUR

The Space Marines won the initiative and made the Eldar move first. To the Blood Angels' horror the hitherto-ignored Wave Serpents lunged forward and disgorged four troupes of brightly patterned Harlequins, who leapt forward to attack objective 6. The Devastator detachment was caught badly off balance, unable to defend itself, as it had been preparing to advance in support of the Space Marines' own attack.

In the centre the remaining Eldar Jet Bikes pulled back to surround objective 3 in an attempt to hold it for another turn, while the Swooping Hawks leapt across to aid the Jet Bikes by engaging part of the surviving Blood Angels Assault detachment. On the right the Howling Banshees and Striking Scorpions followed the Exarchs through the cover of the buildings towards the woods. The Fire Dragons also moved up into the buildings, trying to work their way round the immobilised Warlord Titan.

The Blood Angels pressed on with their attack against objective 5 on the left, storming in and engaging some of the defenders in close combat. On the right the Devastators provided covering fire as the Tactical detachment withdrew deeper into the woods. The Land Speeder squadron which had been moving across to reinforce the faltering right, was diverted to strafe the Eldar Jet Bikes surrounding objective 3. The Blood Angels also threw in the Chaplain and the single Assault squad which could extricate itself from the Hawks to engage the Jet Bikes in close combat.

The Eldar Guardians and Dark Reapers lashed the Warlord with fire again, scoring several hits. Although all the shots were aimed at the Titan's plasma reactor most were deflected by the reactor's armoured housing or flew wide, smashing into the Warlord's arms and destroying both its Gatling Blaster and Power Fist. A flashback from the Gatling Blaster then caused a temporary reactor shutdown to the Warlord and to add insult to injury the wreckage of the Power Fist span off and landed squarely on one of the Dreadnoughts nearby.

The Space Marines slackened their fire against the crippled Phantom as they lent more supporting fire to the attack on the town. Even so, the Phantom had its Pulse Laser blown off by the Terminators, who had narrowly avoided being fried by it on the two previous turns. The Blood Angels assaulting the town got off with remarkably light casualties, although the Tactical company's HQ was gunned down by Eldar first fire as it close assaulted a building. On the right the Devastators picked off some of the Aspect Warriors gathering in the buildings, but the Eldar still refused to be distracted and concentrated most of their fire on the hapless Warlord. The Space Marines retook objective 3 with a combination of Assault troops and the Land Speeders' lethal melta fire, wiping out the Jet Bikes and most of the Swooping Hawks in the process. But, in their moment of success, a distant battery of Eldar grav-mount lascannon blasted the surviving assault squads and killed the Chaplain.



ELDAR ALAITOC CRAFTWORLD

- | | |
|-----------------|-----------------|
| Avatar | Lascannon |
| Harlequins | Prism Cannon |
| Warlock | Vibro-cannon |
| Aspect Warriors | Guardian |
| Tempests | Shieldbearers |
| Warp Hunters | Vyper Jet Bikes |
| Wave Serpents | Jet Bikes |
| Wraithguard | Guardians |
| Dreadnoughts | Phantom Titan |

BLOOD ANGELS SPACE MARINES

- | | |
|----------------|----------------|
| Chaplain | Dreadnoughts |
| Medic | Robots |
| HQ Land Raider | Vindicators |
| HQ Units | Whirlwinds |
| Terminators | Land Raiders |
| Assault Det | Land Speeders |
| Tactical Det | Bike Squadrons |
| Devastator Det | Warlord Titan |



A Blood Angels' Devastator Detachment from No 9 Company moves up in support of No 6 Tactical Company

On the left the Harlequins easily took objective 6 and killed the Medic and Devastator company HQ, though two Harlequin troupes were subsequently killed by fire from the remaining Devastators. The robots' autocannon finally found their mark and killed the Eldar Warlock who was rather foolishly standing closest in the building opposite. The Space Marines assaulting the town around objective 5 broke one detachment of Eldar Guardians and captured two of the buildings. The Space Marines Rhinos also overran a battery of lascannon in the streets and destroyed it.



In the end phase the Warlord finally shook off the psychic lock which had stopped it moving or firing for the past three turns. Unfortunately it failed to repair its reactor damage and remained helpless!

TURN 4 TACTICAL NOTES

MOVING INTO CLOSE COMBAT

When the Blood Angels made their desperate counter-attack against objective 3 the Assault squad could theoretically have simply jumped past the Jet Bikes and got closer to the objective. Why didn't they?

Close combat is one of the most complicated things you will do in a game of Space Marine, and it calls for a certain amount of common sense on your part when you interpret the rules.

Returning to our example, we say that when you enter close combat you should move straight into close combat by the shortest route. After all, this is only logical. The only exceptions to this are when your prospective opponent has already been engaged by another model or when you attack squads in a building. We also rule that models have to be able to actually physically touch their opponent - stacking models on top of each other is not allowed!

TURN 4 VICTORY POINTS TOTAL

Alaitoc Craftworld: 54 VP

Blood Angels : 41 VP

TURN FIVE

The Eldar player won the initiative and opted to move first. On the right the Aspect Warriors held back and stayed amongst the buildings until the Warlord had been safely dealt with. On the left flank, part of the Guardian War Host charged back to defend objective 5, the remaining Guardians going onto first fire. The handful of remaining Eldar Dreadnoughts crossed the river.

The Blood Angels threw all they could muster into the town, with the handful of surviving tactical squads charging objective 5. The Land Speeders sped up the centre, the Devastators which had advanced out of the woods on the previous turn, charged into the town and even the Whirlwinds moved onto the hill to give direct barrage support. On the right the Tactical detachment moved into the woods surrounding objective 3, with the Devastators once again covering their retreat.

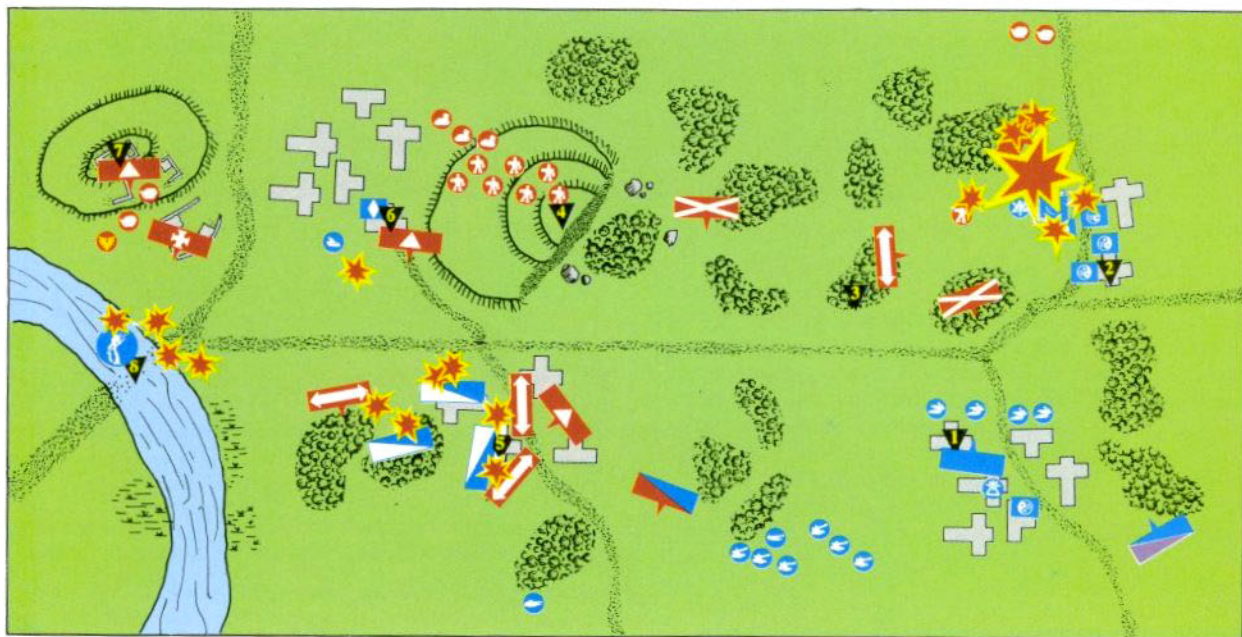
The combat phase opened with the Eldar Dark Reapers hammering at the Warlord again. Their missiles scored four hits, three of which struck the reactor. The Warlord's battered armour finally collapsed under this weight of fire, the reactor split open and the mighty Titan was vapourised in an all-consuming plasma meltdown. To everyone's horror the ball of white fire expanded to engulf a massive area; scouring clean the nearby buildings and woods of both Eldar Aspect Warriors and Blood Angels Devastators!

The Terminators cut down the last of the Eldar Dreadnoughts on the river bank. The Space Marine Land Speeders ran across the surviving Eldar Tempest and two of them were blown apart by its lasers. The Robots turned on the Harlequins and sprayed them with autocannon fire but to no effect. The Devastators ignored the Harlequins and gave deadly accurate supporting fire to the assault on the town. One of the few surviving Land Raiders succeeded in punching a shot into the Phantom's reactor housing, but only caused it to temporarily shut down.



The Space Marine Tactical squads attacking objective 5 did all they could and killed everything they could reach. However, a single Eldar Guardian squad eluded their grasp and by denying them the objective made the final victory point total for this turn – Alaitoc Craftworld: 71, Blood Angels Space Marines: 61.

In the event of both players exceeding the required number of victory points in the same turn the game is a draw, with both sides armies considered too shattered to continue the battle.



ELDAR ALAITOC CRAFTWORLD

	Avatar		Lascannon
	Harlequins		Prism Cannon
	Warlock		Vibro-cannon
	Aspect Warriors		Guardian
	Tempests		Shieldbearers
	Warp Hunters		Vyper Jet Bikes
	Wave Serpents		Jet Bikes
	Wraithguard		Guardians
	Dreadnoughts		Phantom Titan

BLOOD ANGELS SPACE MARINES

	Chaplain		Dreadnoughts
	Medic		Robots
	HQ Land Raider		Vindicators
	HQ Units		Whirlwinds
	Terminators		Land Raiders
	Assault Det		Land Speeders
	Tactical Det		Bike Squadrons
	Devastator Det		Warlord Titan



The Space Marines' Warlord Titan is destroyed in a spectacular reactor meltdown

TURN 5 TACTICAL NOTES

SUPPORTED ATTACKS

As we mentioned earlier, close assaults can often be costly unless you resort to 'ambushing' lone enemy units. But often you have to conduct close assaults in the middle of the enemy lines in order to capture objectives. So how do you do it?

By using supporting units on first fire to shoot up any enemy units near the close combat, you can try to destroy enough of the enemy to cut down your casualties. Even if you fail, you might annoy your opponent enough to force him to fire back. A further refinement is the use of a second wave of advancing troops to mop up survivors of the close combat and give support fire. The Space Marines assault on objective 5 is an example of a supported attack (just not a very successful one).

MAINTENANCE OF AIM

So why did the Space Marines continue their attack on objective 5 right to the end of the game? The answer is maintenance of aim. Maintenance of aim means 'make a plan and then stick to it'. If you are going to win any games at all you must have a plan. Keep it simple, and make sure that you have it clear in your mind before the game starts. Then, barring an absolute major disaster, stick to your plan through thick and thin. If you don't you'll find yourself simply reacting to your opponent's moves, which means that you have started playing for a draw rather than going for a win!

THE RIGHT TOOLS FOR THE JOB

In Space Marine, certain kinds of troops are usually good at one kind of job, but almost useless at another. To win battles, one of the most important skills you must learn is how to deploy the right units, in the right place, at the right time, in order to accomplish the task in hand. In other words – make sure that you have the right tools for the job.

An example of how important this is, can be seen in Jervis's poor use of his Prism Cannons. The Prism Cannon is the Eldar equivalent of the Imperial Volcano Cannon – one hit can destroy almost anything, even a Titan. At the start of the game Jervis had his Prism Cannons positioned on his left flank. What he *should* have done, was transfer them straight away to the right where they could have joined in the attack on the Warlord. His failure to do so, meant that the Titan survived for five turns under a hail of fire, when a single hit from a Prism Cannon could have finished it off. Destroying the Warlord on turn four would have won the game for the Eldar, and so this proved to be a very costly mistake indeed.

TURN 5 VICTORY POINTS TOTAL

Alaitoc Craftworld: 71 VP

Blood Angels : 61 VP

CONCLUSION

So a draw, with laurels going to Alaitoc for being furthest past the finishing line. We'd wanted an apocalyptic battle and we certainly got one. Losses on both sides were horrendous and each of us had only a handful of unbroken forces left by the end of the game. When it was all over, Jervis and I both sat down, and prepared a commentary on our performances, with the lessons learned and future plans.



BLOOD ANGELS DEBRIEFING (ANDY CHAMBERS)

Hmmm. So, where did I go wrong? I've spent a long time in the Reclusiam chastising my unworthy self and contemplating the reasons for my lack of success. So that you can learn by my follies, I've summarised my reasoning for each one and the lesson it taught me.

Given Jervis' actual deployment on the day I think I would have been better off with the plan that involved piling everyone up my right flank. This would have left all those Aspect Warriors plodding down the table to try come to grips with me, while I concentrated my entire force on wiping out the Wraithguard and the Guardians. Of course, I would have been 'bounced' by the Jet Bikes from the centre, but it seems to me that Jet Bikes are pretty fragile and get used up quite quickly, so I think they would have caused limited damage. So much for what might have been, what about what was?

Given a lack of hindsight for a moment I think dismissing the idea of going up one flank exclusively was wise. My huge mistake was not thinking about the deployment of my units enough. For example the Terminators ended up pinned down by the Wraithguard in a small settlement on an extreme flank position – they should have been centrally placed either to lead the attack on objective 5 or to plug gaps and bolster up the line. Their short ranged lethality and high close assault factor should have been put to good use in close terrain not stuck out in the most open area of the table!

The Vindicators which were 'ambushed' by Jet Bikes before they got anywhere should have headed into the Terminators' position, ready to blast away at objective 5 and not been left stuck in the middle of a wood!

Things like these are minor details of course, but a plan is only ever as good as it's execution. Throughout the game I continually found myself struggling to redeploy troops into different areas to fend off the Eldar and stabilise my line. This forced me into a position where I was meeting the Eldar on their terms and responding to threats as they occurred instead of moving decisively and making ground. Its worth noting that I didn't capture any objectives after the first turn, I only just managed to recapture objective 3 and prevent myself losing entirely on turn 4.

So what did I learn?

1] Not thinking at the start of the game and randomly stuffing your troops into battle in a big long line is not a good idea.

In the early stages of the game I made the mistake of only moving up at advance rate on a few occasions. The few extra shots I actually got for this didn't really pay off: I would have been better off using charge orders to get my troops into the right positions from the word go. This tendency to use advance orders too much also delayed my attack on objective 5, a delay which increased casualties and caused the attack to run out of time on the very threshold of success.

2] Decisive action, even if it isn't the right action, is preferable to inaction. Bimbling around too much is not a good idea.

Another thing I did was fail to use the Space Marine Rhinos. I always stick to a golden rule of never, never keeping troops inside Rhinos after the first turn's movement, because any opponent that's awake will snap at a chance of wiping out a Rhino and two infantry squads with one shot. But in this game I think the risks would have paid off, several units spent quite some time tramping towards the enemy when I could have safely kept them mounted in Rhinos for a much swifter deployment. The devastator and tactical detachments in the woods in the centre would definitely have been better off charging forward in their Rhinos for a couple of turns before leaping out.

3] Though it's good to use guidelines about good tactics every game is different and should be viewed as such, not as an exercise followed through by rote. Mindlessly sticking to 'Golden Rules' is not a good idea.

I felt overall that I fought reasonably well but my poor deployment led to me constantly fighting an uphill battle against Jervis' better positioned Eldar. I was surprised just how far the ragtag assortment of tactical squads I threw in to attack objective 5 got, though I must say I was lucky. My Titan? Well I think the less said about him the better, though I do think that even if he had escaped the Warlock's tricks earlier he probably would have copped it from something else – it was just one of those days. Still, I'll be back.



ALAITOC DEBRIEFING (JERVIS JOHNSON)

Curses! Victory was in my grasp, but I let it slip away. If I had just paid a little bit more attention to what I was doing I could well have pulled off a win on turn 4.

So where did I go wrong?

Well, I still think that my plan was sound and I wouldn't change that at all. My deployment was perfectly acceptable, though knowing what I do now I would have placed the Eldar's very long range weapons (such as the Tempests and new Prism Cannon) closer to the centre of the table where they could have covered both flanks rather than just one.



JOHN BLANCHE

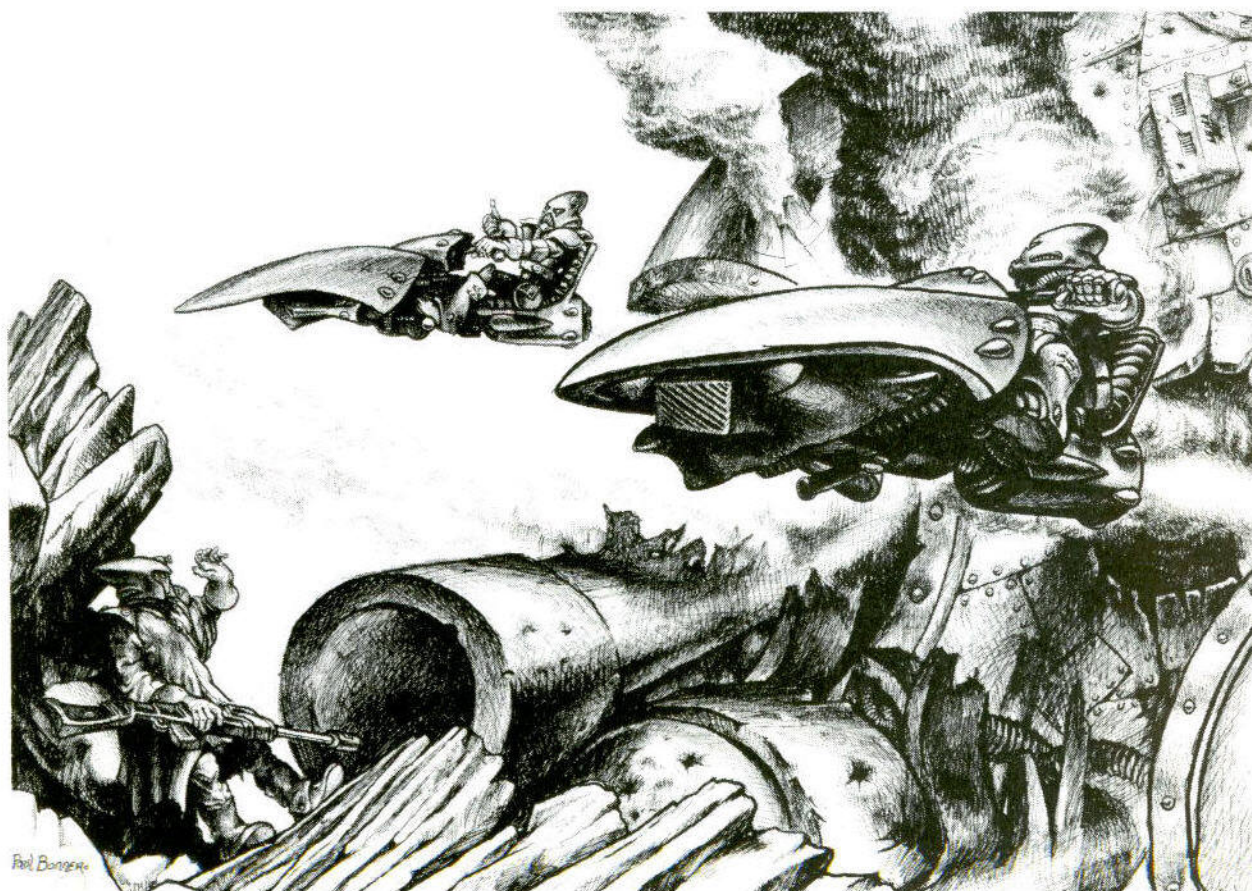
One point that was driven home to me was the need to keep Windriders operating as a large group which can overwhelm an isolated part of the enemy line and then move on. In this game I once again succumbed to the temptation to scatter them all over the battlefield, with the result that they were wiped out in penny packets. The one and only game in which I remembered to use them 'en masse' they charged across the table, caught a Space Marine detachment and some Vindicators in the process of deploying, wiped them out in close combat, all on the first turn, and then proceeded to rampage around my opponent's rear areas causing panic and destruction wherever they went. Now that's the way to use Windriders.

However, my real failure was allowing my concentration to slip about half way through the game. It's easy to do this, especially in a large game, especially if you are doing well. The most notable examples of this lapse was my failure to give orders to the Vypers on turn 2 and the Harlequins (Wave Serpents) on turn 3. This spelt the doom of the Vypers as it allowed Andy's Assault detachment to catch them, and it also meant that I ended up diverting my reserve Jet Bikes to the centre rather than the flanks where they might have been of more use. In the case of the Harlequins it slowed down their assault on objective 6 which in turn allowed the Space Marines around that objective an extra turn's fire against my Falcons, with suitably devastating results (no pun intended). Other foolish mistakes that could have been avoided were moving my Phantom Titan too close to Andy's Terminators so they were able to shoot it up, and failing to get my Prism Cannon and lascannon into a position where they could attack Andy's Titan.

On a more positive note I learnt valuable lessons about the new Eldar Wave Serpent, Prism Cannon and Warp Hunter.

The Wave Serpent is an excellent assault vehicle, and this is what you should use it for. It is easy to get side-tracked into thinking of interesting ways of firing off its distortion fields; try to remember that their primary function is to protect the Wave Serpent, not kill the enemy! The Prism Cannon fills the niche occupied by the Shadow Sword in the Imperial army: it is an awesome anti-Titan weapon. If you include any in your army you should manoeuvre them so that you can use them to blow away enemy Titans first, use them against enemy vehicles second, and enemy infantry last of all. The Warp Hunter has to be used against large concentrations of targets due to its inherent inaccuracy but it is not affected by the targets cover, which makes it an excellent choice for winking out infantry massed in buildings or woods. I can't wait to try out the Warp Hunter against an Imperial Guard or Ork army!

Turning my attention to the other side of the table, I was surprised at how cautious Andy's moves were. On the whole I got the impression that he was reacting to my plan rather than following one of his own, and he certainly seemed to act very defensively throughout the game, which is not like Andy at all. The only exception was his sudden charge towards my War Host and objective 5 which I must admit caught me completely by surprise, but which I doubt would have made much difference even if he had captured the objective as it occurred too late in the game. Where Andy excelled, as ever, was in his concentration and attention to detail, the area where I really blew it. This probably doesn't show up all that well in the broad sweep of a battle report, but I've been on the receiving end enough times now to know that Andy very, very rarely makes foolish mistakes like forgetting to give a unit its orders for the turn! In this game, as in so many others, Andy's thoroughness made all the difference between victory and defeat.



NEW RULES



SPACE MARINE®

DAEMON ENGINES OF TZEENTCH

By Andy Chambers

The daemon engines of Tzeentch are awesome instruments of destruction. An unholy fusion of hell-wrought metal and daemonic power, they cast their terrifying shadows across the battlefields of the 41st millennium. In a nightmare of death they destroy untold thousands for the greater glory of their master, Tzeentch the Lord of Change.

Tzeentch is the dark Chaos god of Change. His twisted motives are often unfathomable and his weapons are many but warfare is a powerful instrument of change and the followers of Tzeentch are often at its forefront.

Sorcery also falls within the auspices of Tzeentch and many of the most potent psykers and mystics sacrifice to him. Welded together from the soul-stuff of daemons, the war engines of Tzeentch are arcane creations which fly above the battlefield

on the unseen tides of the warp. Power draws power and the very presence of the daemon engines of Tzeentch strengthens the grip of Chaos on the material universe. To represent this extra flow of warp energy, a Chaos player who has daemon engines of Tzeentch in his force is allowed to draw additional Chaos cards at the beginning of the battle. For each minion card which consists of daemon engines of Tzeentch in the Chaos player's force, deal one extra Chaos card.

— THE SILVER TOWERS OF TZEENTCH —

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield. Each tower contains dozens of Tzeentchian Thrall-wizards who focus their powers to rain magical destruction on



Tzeentch's foes. Most potent of all are the wardings woven about the towers, so that as they advance, a wall of magical energy springs into being between each tower and its neighbour.

Silver Towers are not given orders like other models. Because of their unique form of propulsion Silver Towers can move up to 20cm in any direction. Whilst moving, a Silver Tower counts as a skimmer so it ignores the terrain it passes over. This means difficult and impassable terrain aren't a barrier to its movement.

As long as Silver Towers of the same detachment are within 10cm of each other, a magical warding exists between them. The warding is like a wall which runs between the models and allows them to move further apart than the normal 6cm unit formation distance. Place the special warding template between the two models to show where the warding is. Any shooting by the enemy which passes through the warding template suffers a -1 modifier on its to hit rolls. This modifier even applies to indirect firing and other high trajectory attacks. However, the modifier does not apply to shots at the towers themselves

A Silver Tower is an extremely stable firing platform, so it always fires in the first fire segment of the combat phase. However, unlike a skimmer, a Silver Tower can't gain or lose height very quickly so it can't make pop-up attacks. The cannon mounts on a Silver Tower are placed all over it so they can fire in any direction. The sorcerous Beam of Power attack can also be made in any direction.

A Silver Tower can only be pinned in close combat by another skimmer, otherwise it can simply drift over its opponent when it moves. Fighting a Silver Tower in close combat is dangerous because it always fires in the first fire segment. This means that the tower will get a chance to rake its opponents with gunfire before the combat is fought.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20cm	2+	+3	Cannon	50cm	4	5+	-1	See above for special rules
	max	All round		Beam of Power	75cm	1	3+	-2	

DOOM WING



Doom Wings are fast attack craft which streak across the skies on glittering metal wings. They are driven by three powerful engines and are armed with a deadly underslung flame-cannon for strafing ground targets and attacking airborne opponents. The tremendous speed of the Doom Wing makes it difficult to fight against, but also limits its manoeuvrability so that it has to make long straight attack runs against its targets.

buildings, woods and hills. Alternatively you can place them on top of cups or similar objects to show that the detachment is climbing high up in the air (you may want to make your own tall flying stands using brass rod or thick wire for this but up-ended plastic cups work just as well). When a Doom Wing is at high level, anybody shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Doom Wing's height and the effects of gravity make it even harder to hit.

Doom Wings must make a minimum move each turn, so a detachment of them can never be given first fire orders. When a Doom Wing moves it must travel at least 20cm during the movement phase and its entire move must be made in a straight line. A Doom Wing can turn by any amount at the beginning or end of its move. A Doom Wing ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it. All firing at a Doom Wing suffers -1 to hit modifier because of its great speed.

As long as a Doom Wing is at high level, it can see and be seen by everything on the table. If you choose to keep a Doom Wing at low level, it can see whatever you can see from the model's eye view, just like anything else in Space Marine. The flame-cannon on the Doom Wing is fixed so that it only fires forward, but the magically energised firebolt it unleashes decimates a broad area ahead of the war engine. The firebolt is represented by the flame template.

At the end of its movement, you can leave a detachment of Doom Wings on their flying stands to represent them staying at low level so they can take advantage of cover such as

To fire the flame-cannon, place the template so that the pointed end is touching the Doom Wing's nose and the rest of the template projects straight ahead of it. Anything under the template will be hit on a roll of 4, 5 or 6 on a D6. Models hit suffer a -1 saving throw modifier.

A flame-cannon can also be used to destroy buildings. Any buildings that are hit by a flame-cannon and fail their saving throw collapse into flaming rubble. Unlike most weapons which use the flame template (Hellhound firethrowers and the Cauldron of Blood) the flame-cannon's shot does not ignore cover modifiers. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level and if it is at low level, it can only hit things at low level.

A Doom Wing can never be pinned in close combat by another unit because it's just too fast. In close combat against skimmers or other flying units such as Thunderhawk gunships or Overlord armoured airships, the Doom Wing doubles its close assault factor from +3 to +6 because it's better in air-to-air combat. The Doom Wing can attack enemies such as the Overlord armoured airship at high level.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Wing	20-75cm	4+	+3	Flame-cannon	Template		4+	-1	See above for special rules

FIRE LORD



Fire Lord heavy assault bombers are a soul destroying sight as they rumble through the skies towards their targets. The jewel encrusted hulls of these mighty daemon engines are studded with swivelling lascannon. From their majestic wings two more flame-cannon jut forward like the pinions of some flying monster of legend, while beneath their span a deadly cargo of firestorm bombs cluster, ready to rain down a maelstrom of death on their helpless foes below.

A Fire Lord must make a minimum move each turn so it can never be given first fire orders. When a Fire Lord moves it must move at least 20cm during the movement phase and its entire move must be made in a straight line. The Fire Lord can turn by any amount at the beginning of its move but not at the end. A Fire Lord ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it.

At the end of its movement you can leave a Fire Lord on its flying stand to represent it staying at low level in order to take advantage of cover such as buildings, woods and hills. Alternatively you can place it on top of a cup or similar object to show that it is climbing high up in the air. When a Fire Lord is at high level, any unit shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Fire Lord's height and the effects of gravity make it even harder to hit. Any shooting by the Fire Lord is unmodified because it has height working for it rather than against it. As long as a Fire Lord is at high level, everything on the table can see a Fire Lord and the Fire Lord can see anything on the ground. If you choose to keep a Fire Lord at low level, it can see whatever you can see from the model's eye view just like anything else in Space Marine.

Like the cannon on the Doom Wing, the twin flame-cannon on the Fire Lord are fixed so that they only fire forward. The

firebolt is represented by the flame template. To fire the flame-cannon, place the template so that the pointed end is touching one of the Fire Lord's flame-cannon and the rest of the template projects straight ahead of it. Anything under the template is within the area struck by the bolt and will be hit on a roll of 4, 5 or 6 on a D6. Repeat this process with the other cannon before resolving hits. Models hit suffer a -1 saving throw modifier. Buildings can also be destroyed by the flame-cannon. Any buildings which are hit and fail their saving throw collapse into flaming rubble. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level, and if it is at low level it can only hit things at low level. The lascannon on the Fire Lord are mounted so that they can fire all round and can fire down at ground targets even from high level.



A Fire Lord can drop clusters of firestorm bombs as it moves. It can drop three barrage templates of bombs directly beneath itself as it moves. These must be in a straight line with each template touching at least one other. If the Fire Lord ends its move at high level, scatter the bomb templates D6 cm in a random direction. The templates are then left in place until the close combat phase and their effects are calculated then. This is so units on first fire orders have a chance to fire at the Fire Lord as it passes over them. If the Fire Lord is destroyed, take off all three bomb templates – the Fire Lord was shot down as it tried to make its attack run. If the Fire Lord survives, calculate the damage from the bombs. Each model touched by a bomb template suffers a hit on a roll of 3 or more on a D6. Models hit suffer a -3 saving throw modifier.

A Fire Lord can never be pinned in close combat by another unit because it's too big and fast. The Fire Lord can attack enemies such as the Overlord armoured airship at high level in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Lord	20-60cm	2+	+3	Lascannon	50cm	4	5+	-1	See special rules
		All round		Flame-cannon	Template		4+	-1	
				Firestorm Bombs	Template		3+	-3	

SPACE MARINE®

RAGNAR BLACKMANE, NJAL STORM CALLER & ULRIK THE SLAYER IN SPACE MARINE

By Jervis Johnson

Ragnar Blackmane, Njal Storm Caller and Ulrik the Slayer may be included in any Epic scale army that also includes one or more Great Companies of Space Wolves. The Special Cards and Epic scale banners for these characters are included in this article, along with a special *wind blast* template which only Njal Storm Caller may use. As Ragnar and Njal belong to the same Great Company, they must be bought together (both must be taken if you want to use them) but still only count as

one Special Card. Ulrik can fight with any Great Company and so is represented by his own card.

The stands for Ragnar, Njal and Ulrik may be made up from normal Space Marine miniatures, with an officer to represent the main character himself – the remainder are his bodyguard. The appropriate banner should be attached to the character's Rhino to identify the stand on the tabletop.

NJAL STORM CALLER



Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lord's impetuosity with wisdom and knowledge gleaned from the runes and the sagas. Through the purity of his spirit he learned how to protect himself and his battle brothers against psychic attack and how to resist the constant, whispered temptations of Chaos.

Njal is counted as a command unit and so never has to be given orders and never has to check morale. Note that although Njal and Ragnar are counted together as one special card he remains a separate unit and does not have to stay within 6cm of Ragnar during the battle.

Njal is allowed to make one special psychic attack in the combat phase in the same way as a normal Space Marine Librarian. The rules for Space Marine Librarians can be found on page 15 of *Armies of the Imperium*, and are summarised on Njal's special card. In addition to the three psychic attacks allowed to all Librarians, Njal has two additional abilities that only he may use.

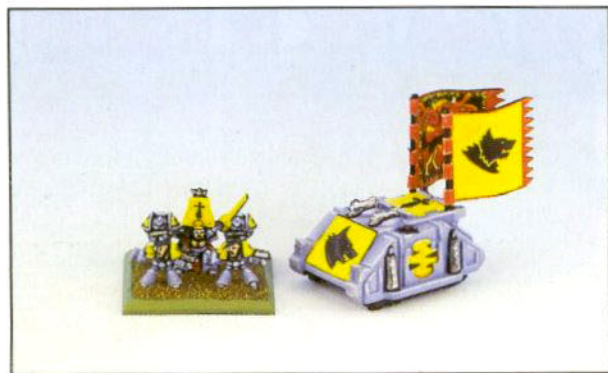
Psyber Raven. 'Night Wing' is Njal's eyes and ears. Soaring high above the battlefield nothing can avoid Night Wing's piercing gaze and so Njal is well aware of everything that is happening around him. Because of this, Njal does not need a line of sight to a target in order to make a psychic attack, although the target must be within range of the psychic attack as normal. Night Wing's powers only apply to psychic attacks, so Njal must have a line of sight to use his bolt pistol.

Wind Blast. Njal can project a whirlwind of psychic energy that can pin enemy units to the ground and make it impossible for them to move or shoot. The area affected by the wind blast is represented by the special wind blast template printed below. The template may be placed anywhere within 25cm of Njal instead of making one of the other psychic attacks listed in *Armies of the Imperium*. Any stand or vehicle under the template that does not have a saving throw is pinned by the wind blast and is not allowed to move or shoot. It also has its close assault factor reduced by -2. Units that do have a saving throw are too powerful to be effected by the wind blast, and so may move and attack normally. The wind blast template remains in place until the start of the combat phase of the following turn and is then removed. Any stand or vehicle that would be affected by the wind blast may not move into or through the template while it is in play. Stands or vehicles trapped by the wind blast are given orders normally and are allowed to fire in the combat phase when the template is removed.

Njal is very tough and is protected by power armour and a conversion field. To represent this, Njal has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Njal Storm Caller	10cm	Fixed 5+	+7	Bolt Pistol	15cm	1	4+	0	See special rules

RAGNAR BLACKMANE



Ragnar is the youngest Wolf Lord in the long history of the Space Wolves. A brilliant if unorthodox commander, he leads from the front and has already had a highly successful and heroic career. The Great Wolf often chooses Ragnar's company to spearhead planetary assaults and spaceship boarding actions. Ragnar and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check morale. To represent Ragnar's superior

leadership abilities, as long as he is still alive, you are allowed to add +1 to your score when you make the dice roll to see who has the initiative at the start of the turn.

Even for a Space Marine, Ragnar is incredibly agile and able to dodge out of the way of most attacks. To represent this, Ragnar has an armour saving throw of 4, 5 or 6 on a D6. Furthermore, because of the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 4 or more.

Ragnar is famed for his ferocious battle cry, which inspires his men and strikes terror into the heart of his foes. Once per game, at the start of any movement phase, Ragnar can utter his blood-chilling howl. When he does so, any Space Wolf infantry units (not bikes or other vehicles) that have at least one stand within 35cm of Ragnar immediately have their orders changed to charge orders. Such is the speed and ferocity of this charge that the Space Wolves movement rate is tripled instead of being only doubled. Only Long Fangs have sufficient restraint to remain unaffected. They do not have to go on to charge orders unless you wish them to do so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ragnar Blackmane	10cm	Fixed 4+	+8	Bolt Pistol	15cm	2	4+	-1	See special rules

ULRIK THE SLAYER



Ulrik is the oldest surviving Space Wolf who doesn't dwell within a dreadnought. He has served the Chapter loyally over the centuries and is now a Wolf Priest, charged with the responsibility of recruiting new Space Wolves and turning them into true Space Marines. Now, over six hundred years old, this gnarled, dauntless, plain-speaking old man is the Chapter's longest serving Wolf-Priest.

Ulrik and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check

morale. Ulrik is extraordinarily brave, even by Space Wolf standards, inspiring tremendous loyalty and fighting fury in the troops around him. Any Space Wolf stands within 15cm of Ulrik may add +1 to their close assault factor to represent this. In addition Ulrik is a highly skilled medic, and so any Space Wolf troop stand that is within 15cm of him may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6, Ulrik has managed to save some or all of the casualties and the troop stand fights on as normal. On a roll of less than 5, the stand is removed.

In battle Ulrik wears the fabled Wolf Helm. This ornate helmet is one of the Space Wolves' most ancient and revered artifacts and was said to have been worn by Leman Russ himself. As long as Ulrik is alive, any Space Wolves can re-roll failed morale checks. What is more, any Space Wolves who have a line of sight to Ulrik will automatically pass any morale checks that they are called to take.

Ulrik is very tough and is protected by power armour and a conversion field. To represent this, Ulrik has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ulrik The Slayer	10cm	Fixed 5+	+7	Combi-weapon	15cm	1	4+	-2	See special rules

SPACE MARINE[®]

COMMISSAR YARRICK AND WARLORD GHAZGHKULL MAG URUK THRAKA

By Jervis Johnson

GHAZGHKULL MAG URUK THRAKA, MIGHTY ORK WARLORD AND LEADER OF THE WAAAGH!

**"He was an avalanche from an unexpected quarter.
He was a thunderbolt from a clear sky."
Commissar Yarrick, on Ghazghkull Thraka**

Ghazghkull Mag Uruk Thraka started his career as a common Ork trooper on the backwater planet of Urk. During the course of a raid a bolter shell pulped a large area of his cranium and he suffered extensive brain damage. An Ork painboy called Dok Grotsnik replaced part of his cerebellum with a bionic device.

It may be that this device somehow triggered latent psychic powers or it may be that Ghazghkull simply suffered from

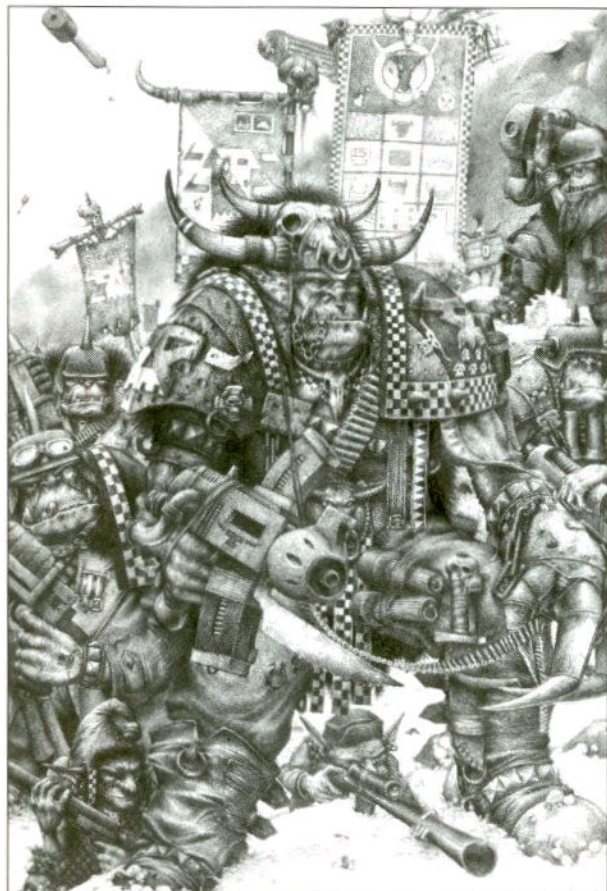
delusions, but, for whatever reason, he claimed to be in contact with the Ork deities Gork and Mork.

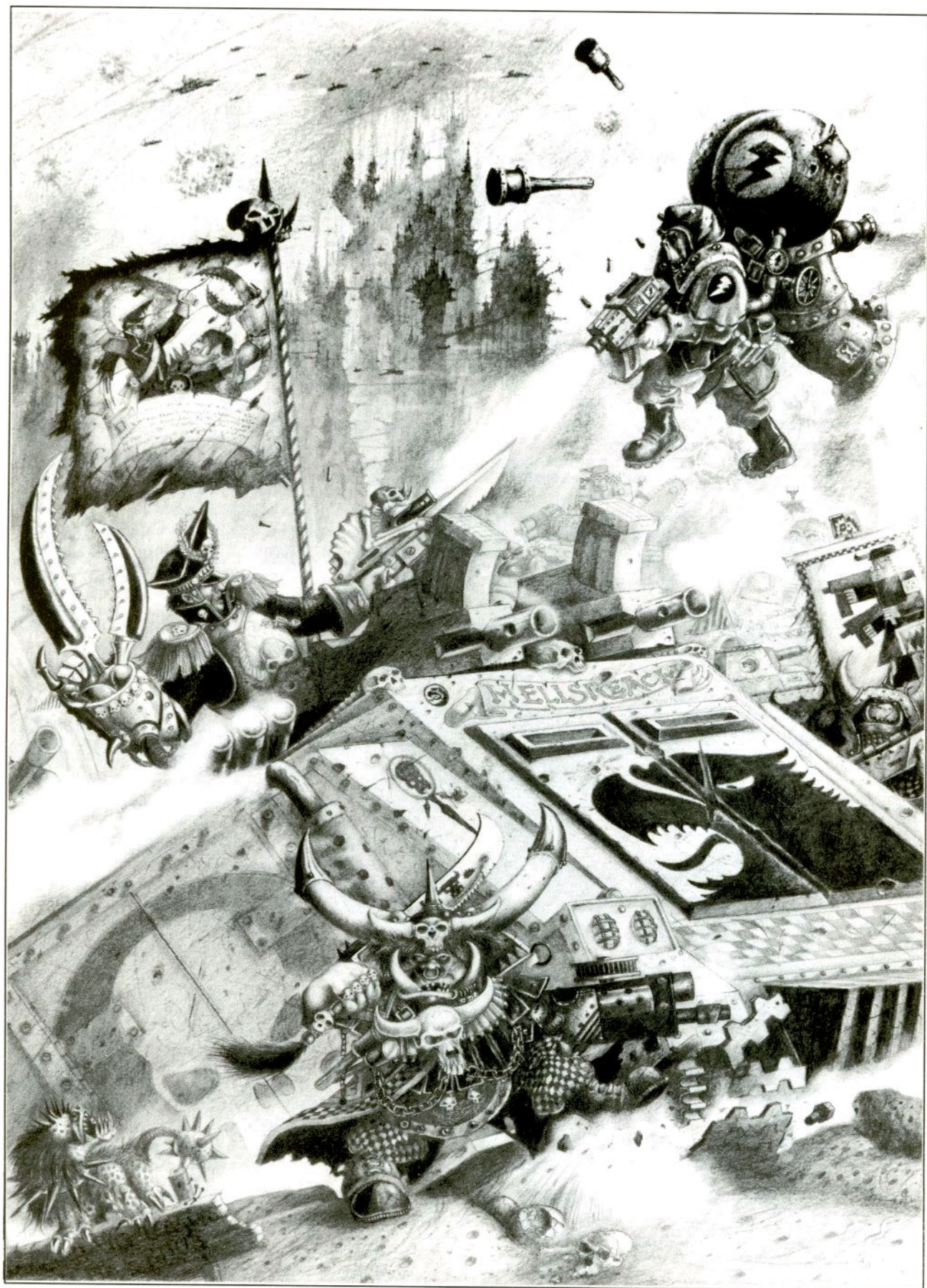
Some dark power certainly favoured him, for his rise to prominence among the Orks of Urk was meteoric. He swiftly fought his way through the ranks till he achieved the position of supreme planetary boss. Orks are simple, brutal creatures, respecting little apart from courage and battle prowess. It cannot be doubted that Ghazghkull possessed both these qualities in abundance. In addition he had something most Orks lack: he had vision. He stirred the Orks with impassioned speeches telling them that it was their mission to conquer the galaxy, to force all others to bow before them and pay tribute. He gave them a common purpose and an overwhelming sense of destiny.

All this might of come to nought had not Urk's sun started to flicker and die. Ghazghkull told the Orks that this was a sign from the Gork that the time had come to launch the Waaagh! Those who wanted to join the great crusade would follow Ghazghkull. Those who wished to disobey their gods would die. To an Ork they chose to follow Ghazghkull. They would conquer the galaxy or die in the attempt!

The first Imperial planet to be attacked by Ghazghkull's hordes was the hive world Armageddon. The full story of the cataclysmic conflict that ensued can be found in the Games Workshop game of the same name, but for the moment suffice to say that Ghazghkull's hordes were defeated and he was presumed killed. However, it is now known that he managed to escape, and is at large within the Imperium. He is rumoured to have been spotted at over half a dozen battles fought in recent months, lending his support to local Ork Warbosses in return for pledges of their support for him in the future. The galaxy has not heard the last of Ghazghkull Thraka!

In battle Ghazghkull is a masterly opportunist and a great tactician, ever ready to exploit any weakness an opponent might present. His only real flaw as a commander is his respect for a particularly courageous or cunning opponent and he has often been known to spare their lives and offer them positions in his retinue. Once combat is joined Ghazghkull will always be found in the thick of the fighting, roaming the battlefield in his highly mobile battlewagon so that he can ensure that everything is going according to "da plan", joining in the fighting at a critical moment, and then moving on quickly to the next crisis point. In close combat Ghazghkull is a truly awesome





COMMISSAR YARRICK AND ORK WARLORD GHAZGHKULL THRACA

opponent, gunning down his enemies with his specially kustomised kombi-weapon and demonstrating the devastating effects of his stainless steel skull when the fighting gets 'up close and personal'.

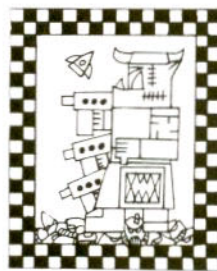
RULES

Ghazghkull may be included in any epic scale Ork army by using the new special card printed below (a card version of which is provided at the back of the book). He should be represented in the same way as a Warboss or Warlord stand (see page 40 of the Space Marine rules). The banners opposite are for Warhammer 40,000 miniatures, but a reduced size photocopy will provide you with an excellent epic scale banner for your Ghazghkull stand.

Ghazghkull and his retinue are counted as a command unit and so never have to be given orders and never have to check morale, even if broken. Ghazghkull and his retinue can give orders to other Ork units that are within 10cm in the same way as any other Ork command unit. In addition, any Ork units within 25cm of Ghazghkull's stand may add +1 to any morale rolls they have to make.

Once per game Ghazghkull may invoke the power of the Waaagh! As soon as this is declared any broken Ork units immediately rally, and for the remainder of the turn Ghazghkull is immune to any damage and all Orks roll an extra dice in close combat. However, the Orks are far too excited to aim very carefully and so suffer a -1 to hit modifier with any ranged weapons. The effect lasts for one turn, and then fades away and all of the Orks return to normal.

Ghazghkull is very tough and is protected by an excellent suit of extra-special power armour. To represent this,



TOP - GHAZGHKULL'S BACK BANNER
BOTTOM: GHAZGHKULL'S BOSSPOLE

Ghazghkull has an armour saving throw of 4, 5 or 6 on a D6. Furthermore, because of the special nature of his armour, as well as the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 4 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ghazghkull Thraka	10cm	4+	+8	Kustom Kombi Weapon	25cm	2	4+	-2	May use the power of Waaagh! (see above)

COMMISSAR YARRICK, DEFENDER OF HADES HIVE AND HERO OF THE IMPERIUM

**"There will be no retreat from Hades Hive.
We will fight to the end."**

Commissar Yarrick was an old man when the siege of Hades hive began. He had a long career of distinguished service in the Planetary Defence Force behind him and was scheduled for retirement at the Feast of the Ascension. Yarrick had a reputation for being utterly loyal to the Imperium and an inspiring leader of men. In his youth he had learned the language of the Orks from a captured Ork raider and he was an expert on the way the Ork mind worked. A better leader than Herman von Strab - Imperial Overlord of Armageddon - would have paid more attention to what Commissar Yarrick said, but instead von Strab grew angry with the old man for daring to contradict his

views of what the Orks planned to do and banished him to Hades Hive. As it turned out, this was one of the few wise decisions that von Strab made during the campaign.

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

At this vital moment Ugulhard and Yarrick met. With a mighty roar the Ork Warboss threw himself at Yarrick, his battle claw snickered and snapped, and Yarrick's right arm was torn off at the elbow. But Ugulhard's bellow of triumph quickly turned to a scream of horror.

Ignoring pain so intense that any normal man would have passed out instantly, Yarrick swung his chainsword and with one slice lopped off Ugulhard's head. The Ork's body stood upright for a moment, fountaining green blood, and then crashed to the ground. Yarrick calmly bent down, pulled the power claw from the Ork's body, and held it above his head in triumph. For a moment a hush fell over the battlefield. Then with a huge cheer the Imperial troops crashed into the stunned Orks and hurled them back. Only once he was sure that Hades had been saved did Yarrick allow himself to pass out.

The events of that day gave Yarrick a terrifying reputation among the Orks, and he was to become one of the very few humans that ever inspired fear (or something like fear) in that warlike and brutal race. It was a commonly held Ork belief that Yarrick could not be killed, and that he had the 'evil eye' which could kill an Ork with a glance.

Yarrick understood Ork psychology well, and played on these primitive fears. He kept Ugulhard's battle claw and had it specially modified so that he could use it. Whenever he entered battle he wore the battle claw, and it quickly became a symbol that inspired fear in the Ork attackers and steadfastness in the Imperial defenders. He even had his own left eye modified with a special bionic implant that could fire a powerful pulse of laser energy. If the Orks thought he had the evil eye then, by the Emperor, an evil eye he would have!

For six months the defenders of Hades hive held out. Who knows what feats of heroism and horror took place in that place, at that time? Those who survived do not talk much about it, save to praise the bravery of Yarrick. In those dark days he seemed to be everywhere, raising the people's spirits with his own unquenchable belief in ultimate victory. Amazingly he welded together a ragtag army capable of standing off the invaders.

The time they bought in blood and death allowed fresh Imperial forces, including three chapters of Space Marines, to arrive and turn the tide against the Orks. Even as the final assault on Hades began a relief force headed by the Salamanders, Blood Angels and Ultra-Marines raced in an effort to relieve the hive. But tragically, just as the Space Marines broke through the Ork lines, Hades fell. Commissar Yarrick was one of the few survivors. His terribly wounded body was found in the ruins, dozens of Ork bodies heaped at his feet.

It took Yarrick many months to recover from his wounds, and by the time he had done so the Battle For Armageddon was over. At last he was able to retire, and for a brief period he was able to find some peace tending the small garden that was the only luxury he allowed himself. Even so, he was deeply troubled by the memories of what had happened at Hades hive, and nearly every night he woke screaming from nightmares spawned by those terrible times.

When the news of Ghazghkull's survival reached him, it is said that the look of fury and hatred that crossed his face was so terrible that the messenger cowered and grovelled before him, fearing for his own life. But Yarrick's hatred was reserved for one being, and one only: Ghazghkull. Spinning on his heel he ordered his valet to bring his famous black uniform and battle claw. Yarrick was coming out of retirement, and he would not rest until he had avenged the brave defenders of Hades hive by spilling the life blood of Ghazghkull Thraka...

RULES

Yarrick may be included in any epic scale Imperial Guard army by using the new special card printed below. He should be represented in the same way as a Commissar stand (see page 57 of the Armies of the Imperium rules). An example of the banner used for the Warhammer 40,000 Yarrick miniature is included, and a reduced size photocopy will provide you with an excellent epic scale banner for your Yarrick stand.

Yarrick plus his attendant Rhino are counted as a command unit and so never have to be given orders and never have to check morale, even if broken. Yarrick can give move to within 6cm of any Imperial Guard unit and give them orders in the same way as any other Commissar. In addition, any Imperial Guard units that can see Yarrick's stand automatically pass any morale rolls that they are called to take, including broken units that are on fall back orders and that are attempting to rally.

Any Ork units that are attacked by Yarrick in close combat must take a morale test. If the Orks fail the test then they go onto fall back orders and suffer a -2 penalty to their close assault factor. See the main Space Marine rulebook for details of the fall back rule.

Yarrick is extremely tough, ignoring wounds that would have killed a lesser man. To represent this, Yarrick has an armour saving throw of 3, 4, 5 or 6 on a D6. Furthermore, because of the special nature of this saving roll, as well as the benefit of small size and agility, the save never drops below 3, 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other such powerful weapon can be saved on 3 or more.



Commissar Yarrick's personal back banner

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Commissar Yarrick	10cm	3+	+8	Storm Bolter	25cm	2	4+	0	See above

SPACE MARINE[®]

IMPERIAL TITAN WEAPONS

BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads which vapourises the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the burst template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of *extra* templates. These may be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a *grab attack* with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the

damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets which it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will *not* scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlords fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers always fire in the First Fire phase and have a range of 15cm with 2 attack dice each. A 5+ is required to hit. Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way.

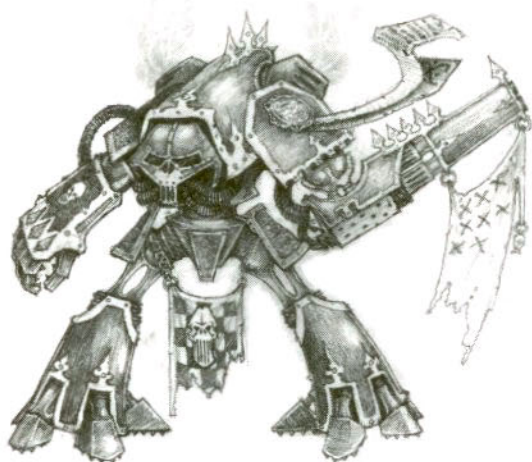
CHAOS ENERGY WHIP

This close combat weapon is used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 void shields if hit. If the Titan has fewer shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A Titan fitted with a tail may add +2 to its close assault factor.



CORVUS ASSAULT POD

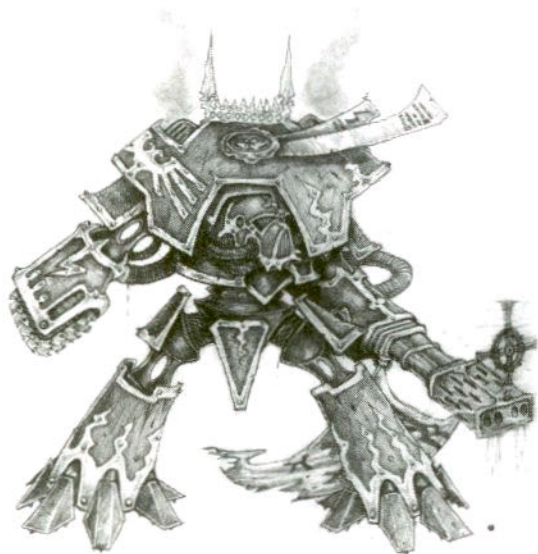
The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly into the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centreline cannon mount. The deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.



Carrying a deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie the weapon must be pointing straight at the target it is attacking).

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the vortex missile, the harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single void shield to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function, on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the controlling player can even make the Titan attack its own side.

INFERNO GUN

The inferno gun fires a jet of super-heated fuel to devastating effect.

To use the inferno gun you will need to make a triangular flame template 25cm long and 6cm wide at the far end. The template is positioned with the pointed end touching the firing Titan and the other covering the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flame laps round any cover.

NEW TITAN HEADS

The head of a Titan is its control bridge, and in the event of catastrophic damage it can be ejected to carry the Titan's bridge crew to safety. A wide range of variant heads is used by different Titan Legions, some mounting heavier weapons or fitted with various devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat. Many of the most common Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by one point

Weapon Head. Other Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by one point but gains an extra attack. This has a 25cm range, 5+ to hit, and -1 save.

PLASMA BLASTGUN

The plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power up these weapons.

The plasma blastgun works by siphoning off small amounts of plasma and storing them in special cooling chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish one dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish *two* dice worth of energy.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier.

POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry this weapon roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

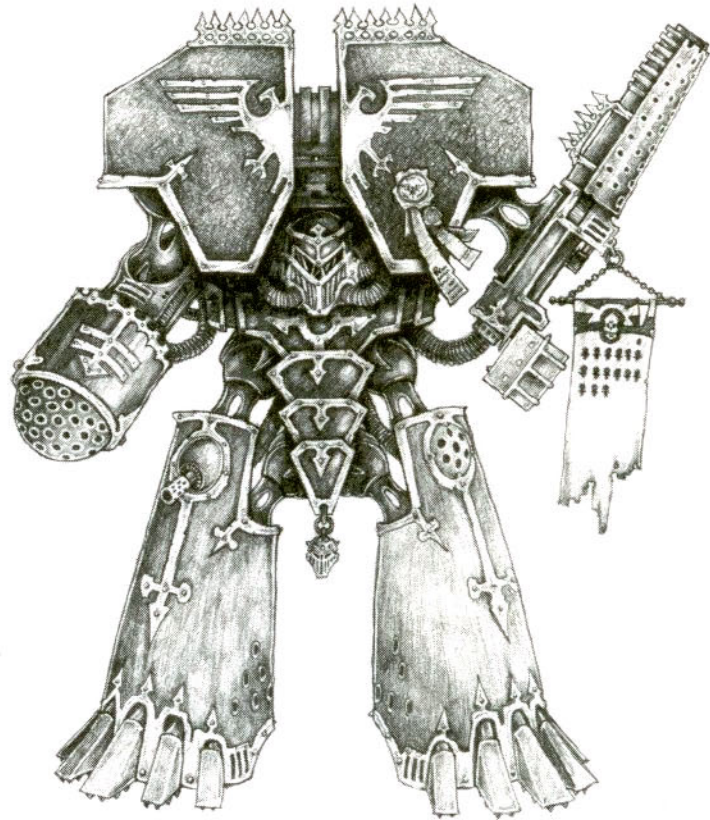
TRIDENT

The trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity void and power shields do not stop it.

The trident has a range of 25cm and hits on a 3+. If the trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The trident has no effect on infantry at all, though it can be used to attack vehicles.

As the trident closes on its target and the Titan which fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the trident loses its grip and does no damage. If the Titan using the trident loses the tug of war his opponent breaks the chain attaching the power winch to the



trident, rendering the weapon useless for the rest of the battle. Unless the trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.

TURBO-LASER DESTROYER

The turbo-laser destroyer is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

VULCAN MEGA-BOLTER

The vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of 25cm but a massive 8 attacks, hitting on a 4+.

WARP MISSILE

The warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the vortex missile, the warp missile is a one shot weapon and can only be used once per game. A warp missile will hit a Titan or building automatically but smaller targets such as

troop stands or vehicles will only be hit on a roll of 3+ on a D6. A vehicle, building or infantry model hit by a warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its

tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base to base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

IMPERIAL TITAN WEAPON DATA

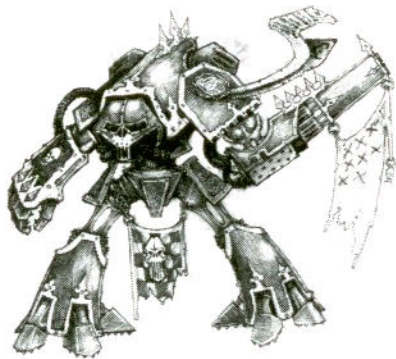
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Barrage Missile Launcher	Unlimited	8 BP's	-	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent - causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chaos Energy Whip	Close combat weapon. Enemy models hit on 4+, before combat.				
Chaos Titan Tail	+2 to CAF				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	-	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Harpoon Missile	Unlimited	-	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score.				
Trident	25cm	1	3+	-	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	-	Auto/3+	-	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				

IMPERIAL TITAN DATA CARDS

To make your data cards, cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards in your games of Space Marine.

SPECIAL CARD

REAYER TITAN



POINTS VALUE 500

REAYER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights like a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.



VICTORY POINTS 5

Victory points are awarded when the Titan is destroyed.

SPECIAL CARD

2 WARHOUND SCOUT TITANS



**POINTS VALUE 500
FOR 2 WARHOUNDS**

WARHOUND TITANS

Warhound Scout Titans are the eyes and the ears of the Titan legions. Fast and agile, they perform dangerous reconnaissance missions and raids behind enemy lines. Each Titan fights as a single unit which cannot be broken and so does not need to take morale checks. Victory points are awarded to the opposing player as soon as one of the Titans is destroyed.

VICTORY POINTS 5

Victory points are awarded once one Warhound has been destroyed.

WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR
25cm	+8

The Warhound Titan has two void shields and capacity to mount two weapons.

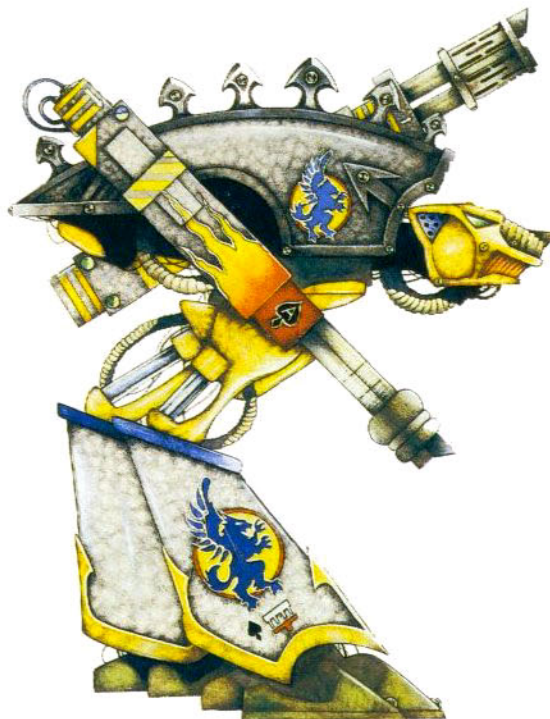
Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Inferno Gun, Plasma Blastgun, Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

HIT LOCATION TEMPLATES

FRONT

WEAPON	HEAD	WEAPON
2+	2+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
	LEG	
	3+	
	LEG	
	2+	

REAR

WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

REAYER TITAN

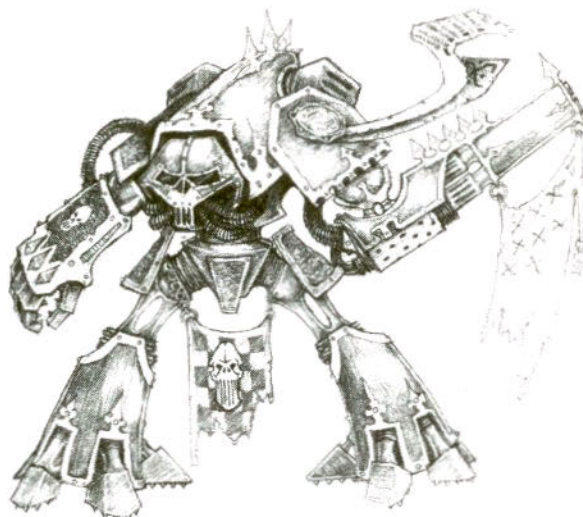
MOVE	CLOSE ASSAULT FACTOR
20cm	+12

The Reaver Titan has four void shields and capacity to mount three weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Record shield loss using markers on the Reaver Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
PLASMA REACTOR	WEAPON	HEAD
3+	2+	1+
	WEAPON	WEAPON
	2+	2+
LEG		
3+		
LEG		
2+		

REAR

	WEAPON	
	2+	
WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

REAVER AND WARHOUND TITAN DAMAGE TABLE

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3 Reactor

4-6 Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps
If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

SPACE MARINE[®]

GARGANTS

By Andy Chambers

At the heart of the Ork expansion throughout the universe is the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.

At the very core of the Waa-Ork lies the construction gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol in the image of the

Ork gods of war. Each Gargant the Orks build is an act of worship of the primal Ork gods; they are idols of the gods that stand for all that is Orky. Gork and Mork, the Ork gods epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of these strong, carefree gods.

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower, heavy cannon and giant flamethrowers are mounted in turrets on the Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming Power Field generators and thick armour. Their heavily armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast Krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Gargant to fix bits and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical, Ork Mekboyz commonly build one of two distinct sorts of Gargant; the short, fast Slasher Gargant and the larger, more heavily-armed Great Gargant.

In Space Marine an individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of Furst Mate (who shouts at the Krew) Gunboss (who shouts at the gunners) and Flagboss (who's in charge of the signal flags Gargants use in battle – as well as shouting of course!). The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.



GARGANT BIG MOBS

In the build-up to the Waa-Ork all Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many Gargants. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargants' Big Mobs usually comprise three Gargants, either Slasher Gargants or Great Gargants or a mix of the two types. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The best (in other words the biggest) Gargant in the mob is commanded by the Warlord and is known as the Boss-Gargant. The other Gargants are both commanded by the Warlords most trusted Nobz. In battle, all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant, these tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the Orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do, so roll a D6 for him. On a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally, Nobz in command of Gargants consider themselves well above the rest of the Nobz, so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks – they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant **is not a command unit**, it must be given orders like any other unit and it can be singled out by the enemy and shot at – the banners, trophy poles and graffiti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed, all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

THE GREAT GARGANT DATACARD

A datacard for the Great Gargant is supplied at the end of this article. You should photocopy one of these for each Great Gargant in your army and fill it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the data card to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

POWER FIELDS

Gargants are protected by banks of power field generators. These project layers of invisible force around the Gargant which absorb the energy of shots that hit them. The Gargant has lots of power fields – one beneath the other, like the layers of an onion. When each power field absorbs a hit it is knocked down but the hit does no further damage.

Unlike Void shields power fields can't be repaired as the generators burn out when the field collapses. Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks. It's not unknown for

shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this, roll a D6 for each shot that hits a Gargant which still has its shields up – on a 1-5 the shot hits the shields and one power field collapses as usual, on a 6 the shot penetrates the shields without knocking down any power fields, work out hit location, saving throws and damage as normal.

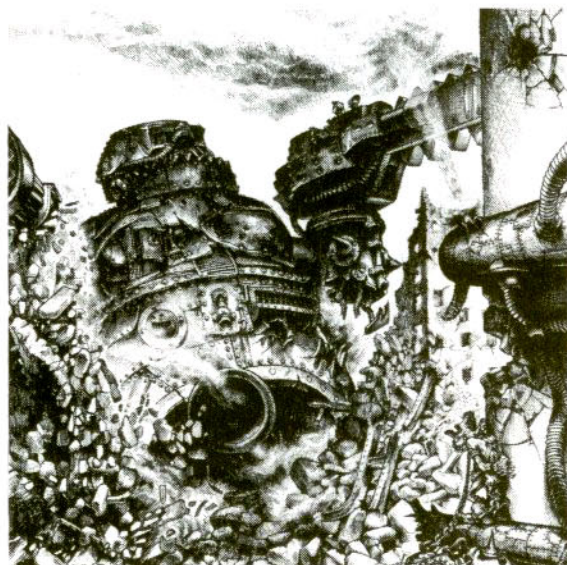
When Gargants go into battle they often have less than their full complement of shields. This might be because some of the generators have broken down and burnt out before the Gargant got to the battle or the Mekboyz haven't got round to fixing them after the last one. You'll need to roll dice to find out how many power fields each Gargant has before the start of the game.

Great Gargants have many banks of generators so they get a D6 plus 6, giving them between 7 and 12 power fields. Keep a note of how many power fields each Gargant has remaining on its datacard. The Mekboyz always repair the power fields on the Warlord's Boss Gargant first (if they know what's good for them) so the Boss Gargant always has the maximum number of shields at the start of a game.

BATTLE DAMAGE

Great Gargants are big and very solidly built so they can take a lot of punishment before they're destroyed. It's unlikely that a Gargant will be destroyed by a single hit, rather accumulated damage from numerous hits will gradually blow pieces off a Gargant until it's totally crippled. However, unlike Eldar and Imperial Titans, Gargants lack sophisticated auto-repair systems so they can't fix damage until after the battle.

As more and more shots slam into a Gargant its solidly welded plates start to buckle and cracks start to twist open the innards of the great metal monster. To represent the accumulated wear and tear a Gargant suffers from a sustained pounding a number of damage results add bonuses to future rolls against a particular location, increasing the chances of catastrophic damage occurring if the area is struck again. For example, on the weapon damage table a roll of 3 or more will destroy the weapon but a 1 or 2 gives a result of 'Add +1 to any future damage rolls against this location'. This means that if you hit the same weapon again and it fails its saving throw you add one to your damage roll, so this time the weapon will be destroyed on a roll of 2 or more.



It's important to keep a note of what areas have been damaged on a Gargant — the easiest way to do it is by marking the areas hit on the Gargant's datacard in pencil or using counters. It's worth noting here that, unlike weapon locations, damage bonuses accumulated against a Gargant's hull affect the whole hull and not just the particular square hit.

FIRES

Lacking a dangerous plasma reactor to meltdown or vulnerable legs to cripple, a Great Gargant can survive almost any amount of punishment without being destroyed. When a Great Gargant finally blows it's almost always because fires have caught a hold throughout its gigantic structure and blazed out of control.

Some damage results will cause fires to break out. Teams of Gretchin and Snotlings dash through the Gargant and try to douse down fires before they become too fierce. Unfortunately, damaged areas can catch fire all too easily as explosions ignite ammunition or fuel and the fire fighters can find themselves fighting a losing battle. Keep track of the number of fires burning on a Great Gargant on its datacard. In the end phase of each turn, every Gargant which has any fires burning on it has to make a roll on the fire table, adding +1 to the dice for every fire burning in excess of one. Some particularly dangerous hits can send flames shooting through the Gargant and cause an immediate roll on the fire table.

GARGANT WEAPONS

DA GAZE OF GORK

Gork is one of the two great gods of the Orks. Gargants are gigantic representations of Gork and Mork so it is quite common for them to have specially made heads to make them look more life-like. Gargants with Gork heads are often fitted with a pair of heavy Traktor Kannon in place of their eyes so the Orks can terrify their foes with the mighty gaze of Gork.

The Traktor Kannon can fire all round because they are fitted in the head. When they shoot they fire a strong pulse of Traktor energy which slams into the target, and immobilises or crushes it.

The following special rules govern the use of Traktor Beams. Roll to hit your chosen target as with any other weapon — the gaze of Gork has 2 attack dice and a basic hit roll of 4 or more is required. If the target is hit it takes a saving with a -2 modifier. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* (in which case it cannot move, shoot or do anything else in its next turn), or *squashed* in which case it is destroyed.

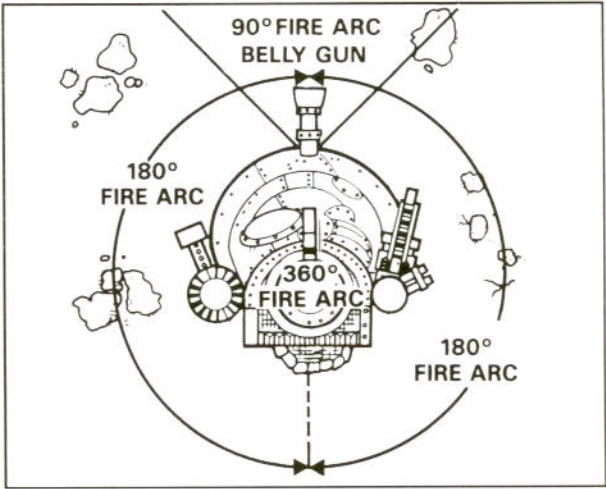
Roll a D6 to determine the result and add +1 if the target has no saving throw (most infantry units, for example, have no saving throw and therefore are more likely to be squashed).

D6	Result
1-4	IMMOBILISED – May do nothing next turn.
5+	SQUASHED – Destroyed

An Imperial Titan's void shields do not protect it from a Traktor Beam, an Eldar Titan's holo-fields work as normal. Titans always count their highest saving throw out of all of their areas against Traktor Beams. This makes them very hard to hit effectively. If a Titan is immobilised its shields still operate but nothing else works, so they cannot repair damaged

GREAT GARGANT FIRE ARCS

Because Gargant weapons are mounted rather differently to those on Imperial or Eldar Titans they have different fire arcs, these are shown on the diagram below. The belly mount has a 90° arc of fire forward, the left and right arms have a 180° field of fire to the left and right respectively. The Gargant's head has a 360° field of fire.



shields or locations. Other immobilised models can do nothing — they can't give orders or repair vehicles or heal wounded or use psychic powers for example. Immobilised models are exempt from formation rules until they can move again.

A Gork head also emphasises the idol-like nature of an Ork Gargant. Any Orks within 25cm of a Gargant with a Gork head are whipped into a religious frenzy and automatically pass their morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off its very demoralising for any Orks nearby to see their Idol's head flying through the air, so all Ork units within 25cm have to take an immediate morale check.

GUTBUSTER MEGA-CANNON

The Gutbuster or belly gun is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game, the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase. Often gutbusters are also fitted with extra battle cannon which keep the chief gunner amused while the Boyz are sweating to reload the belly gun. The battle cannon have a range of 75cm, 3 attack dice, and hit on a 5+ with a -2 saving throw modifier. A Gargant can fire the battle cannon **or** the belly gun, it can't fire both in one turn. Gutbuster rounds comprise three types.

Ball rounds are like immense cannonballs. A special 3cm template is supplied for the ball round. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. A template which represents the rolling ball is also supplied. Place the template so that its cupped end is around the ball and align it so that it's pointing

directly away from the Gargant, then roll the dice to see how far along the template the ball rolls. Anything that is rolled over is hit automatically and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains. When it is fired the chainshot spreads out and spins like bolas. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons their must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter of effect, fully twice as large as a normal barrage attack! High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means just that — the opposing player adds +1 to the dice when he makes his armour saves.

MAGNUM MEGA-CANNON

The Magnum Mega-cannon is a monster gun which fits on the lower arm mount of the Gargant. The magnum can fire different rounds in the same way as the gutbuster, though its choice is limited to a solid armour-piercing shot or a large high explosive shell. Unlike the gutbuster the Magnum can fire every turn but you must pick which can of shell it's going to fire at the start of the turn during the orders phase.

Armour piercing shots (or Klangerz) roll one attack dice with a to hit roll of 3+ and a saving throw modifier of -3.

High Explosive shells (or Bangerz) fire a barrage template with 8 barrage points and a 0 saving throw modifier. Because Orks aren't into the fiddly bits of indirect fire high explosive shells can only be fired at targets the Gargant can see. Because this is a direct shot there is no chance of the barrage template scattering.

SUPER LIFTA-DROPPA

The Lifta-Droppa is a Mekboy invention which uses Traktor beam technology in a radically different way to a Traktor Kannon. Instead of flattening a single target with a beam of energy, the super Lifta Droppa latches onto an area of ground and pulls the lot up into the air. The immensely powerful beam lifts up trees, rocks, earth and screaming victims all at the same time. The boom carrying the projector is swung upwards and its entrapped victims swing helplessly upwards too. Then, with a little bit of jiggling of the controls, the Meks controlling the beam drop the whole lot on some unfortunates nearby.

The super Lifta-Droppa has a range of 75cm and 'fires' a barrage template. Note that unlike most barrage weapons the Lifta-Droppa must be able to see its target in order to fire at it and can never fire indirectly. Place the barrage template anywhere in sight and within range of the super Lifta-Droppa. Anything even partially under the template is hit on a roll of 4, 5 or 6 on a D6. If a target is hit it has to make a saving throw

with a -4 modifier, a failed save means the target is latched on to and lifted high up in the air. Anything which isn't latched on to or makes its armour save is lucky enough to avoid the beam and unaffected by the attack. Titans are too big to be picked up by the super Lifta Droppa as explained below.

After finding out what's caught in the beam the Ork player can designate where he wants to drop the contents of the beam within 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target — a 'hit' indicates they're bang on target, an arrow means the template flies 2D6cm in the direction of the arrow before plummeting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not. Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template — so for example, Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed. If a Baneblade was struck by debris from a Lifta Droppa template carrying Land Raiders it would survive.

Titans are too big and heavy to be picked up even by a super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a template, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the biggest model on the hitting it. A building hit by a super Lifta Droppa beam or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

The super Lifta-Droppa arm is cunningly constructed so that it also works as a monstrous grabber filled with whirling steel teeth. In close combat a Great Gargant armed with a super Lifta-Droppa arm can make a special grab attack if it wins. The grab attack only affects Titans and buildings. Against enemy Titans the Mekboy Gargant can grab any location shown on the hit location chart and try to tear it off. Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponents the location is torn off and suffers maximum damage as if a 6 had been rolled on the location damage chart. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles completely out of the Gargant's grasp and no damage is done. A building hit by the grab attack suffers a hit with a -4 saving throw modifier.

OBSERVATION TURRET

The Observation Turret is mounted on one the upper arm positions on the Gargant. It is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target fired at each turn. This bonus only applies to weapons fired at that target by the Gargant.

SCORCHER TURRET

The Scorcher Turret is also mounted on one the upper arm positions on the Gargant. The scorcher fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winking out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Gork Head	Any Orks within 25cm ignore morale tests.				
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	-	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Gutbuster Battle Cannon	75cm	3	5+	-2	
Observation Turret	Adds +1 to any to hit rolls versus <i>one</i> target.				
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Magnum Mega-cannon					
Armour Piercing	100cm	1	3+	-3	
High Explosive	75cm	8 Barrage Points		0	Fires Barrage May not fire indirect



ORK GREAT GARGANT



ORK GOFF BANNERS



GREAT GARGANT

CLOSE ASSAULT FACTOR: +15

MOVEMENT

A Great Gargant's move is determined by its orders:

Orders	Effect	Fire
Charge	Must move between 11-15cm towards the nearest enemy formation	The Great Gargant may not fire
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge	The Great Gargant may fire in the Advance Fire segment
First Fire	No move or turn	May fire in the First Fire segment.

POWER FIELDS

The Great Gargant is protected by 6+ (1D6) power fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega Cannon	Armour piercing:	100cm	1	3+	-3
	High explosive:	75cm	8 Barrage points	0	Fires barrage. May not fire indirect.
Scorcher turret	35cm	2	3+	0	Ignore to hit modifiers for cover
Observation turret	Adds +1 to any to hit rolls versus one target				
Gork Head	Any Orks within 25cm ignore morale tests				
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster	Ball:	100cm	Ball	3cm template	-4
	Chain:	75cm	Chain	3+	0
	Explosive:	100cm	8 BPs	8BPs	+1
					Ball template skids 4D6cm Only affects Titans 12cm barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON		HEAD		WEAPON
2+		2+		2+
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	2+	3+	
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	3+	3+	3+

SIDE

	WEAPON	
	2+	
HULL	WEAPON MOUNT	HULL
3+	2+	3+
HULL	WEAPON	HULL
3+	3+	3+
HULL	BOILER	HULL
3+	3+	3+
HULL	FOOT	BELLY GUN
3+	3+	2+

REAR

WEAPON		HEAD		WEAPON
2+		2+		2+
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	3+	3+	
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	3+	3+	3+

GREAT GARGANT DAMAGE TABLES

MAGAZINE DAMAGE TABLE - Roll D6

- 1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.
- 4-6 The magazine detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.
- 4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

BOILER DAMAGE TABLE - Roll D6

- 1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.
- 3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.
- 5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

WEAPON MOUNT DAMAGE TABLE - Roll D6

- 1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.
- 3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.
- 6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed.

HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.
- 3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
- 5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders next turn, and any weapons mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Great Gargant's orders:

- | | |
|-----|----------------------------|
| 1-3 | May not change orders |
| 4-6 | May change orders normally |

BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The battle cannon is destroyed and may no longer be used.
- 3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

- 1-5 The hull is weakened. Add +1 to any future rolls against the hull.
- 6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1-3	A few scorched Gretchin manage to bring the fire under control and put it out.
4-5	The fire is getting out of control. The Great Gargant may not move, but may fire normally.
6	The fire is out of control! Add +1 to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
7	The fire reaches the magazines! Roll on the Magazine Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 6 above.
8	Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
9+	A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

ORK GARGANT SPECIAL CARDS

SPECIAL CARD GREAT GARGANT



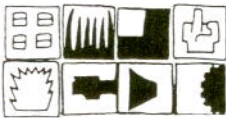
POINTS VALUE 850



GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork War Gods, it personifies the Waa-Ork.

A Great Gargant fights as a single unit which is commanded by a Warboss so it is not subject to the Ork command rule and can always be given orders. Because the Warboss is on board the Ork player can give orders to any Ork units within 10cm of the Gargant. The Great Gargant cannot be broken and always passes morale checks. Victory points are awarded to the opposing player once the Great Gargant is destroyed.

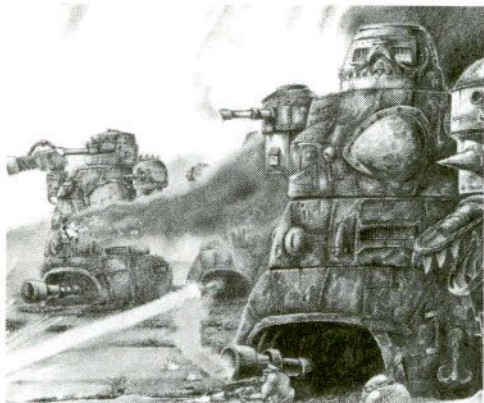


VICTORY POINTS 9

Your opponent gains 9 VPs when the Great Gargant is destroyed.

SPECIAL CARD ORK GARGANT BIG MOB

A Gargant Big Mob consists of one command unit - the Boss Gargant - and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.



POINTS VALUE 1700

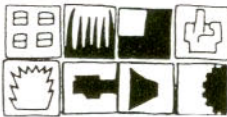


ORK GARGANT BIG MOB

In the build-up to a great Waa-Ork Mekboyz throughout Ork space enter a frenzy of Gargant construction. As a result most Warbosses will have at least one mighty Gargant to fight in the Waa-Ork. Some of the most powerful Warlords might be lucky enough to have a whole Mob of Gargants to lead their clans to war - an awesome Gargant Big Mob.

The Boss Gargant is a command unit and always has the maximum number of power fields. The other two Gargants in the Big Mob may only be given an order if the Boss Gargant is within 20cm in the orders phase, otherwise roll a D6 for the Gargants' orders: 1-2 = first fire; 3-4 = advance; 5-6 = charge.

Gargants cannot be broken and so do not need to take morale checks. Victory points are awarded to the opposing player as each Gargant is destroyed - 9 VPs for a Great Gargant and 6 VPs for a Slasher Gargant.



VICTORY POINTS 9 or 6

Your opponent gains 9 or 6 VPs as appropriate when each Gargant is destroyed.



SPACE MARINE[®]

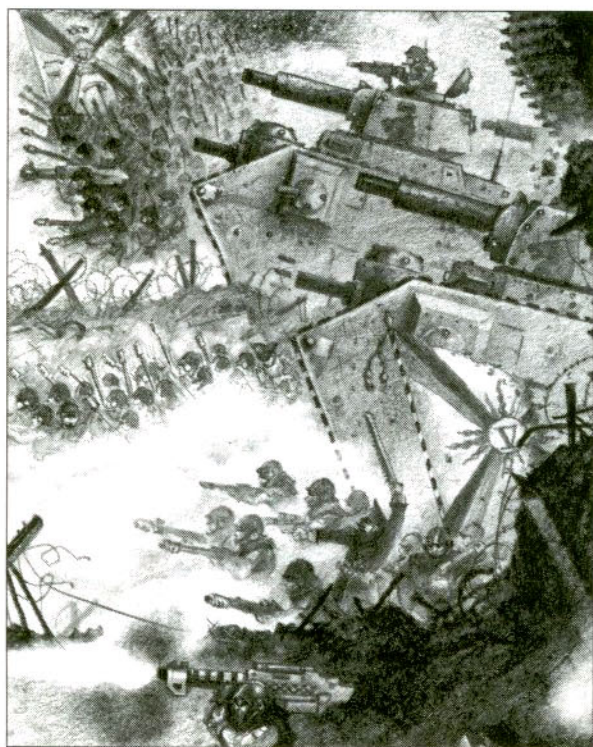
ASSAULT!

NEW RULES FOR ATTACK AND DEFENCE SCENARIOS IN SPACE MARINE

By Jervis Johnson & Andy Chambers

In the 41st millennium wars smoulder and flare across a thousand worlds in the Imperium of mankind. The vast forces of the Imperial Guard and the Space Marines are in constant battle against Orks, Eldar, Chaos, rebellious humans and Squats.

Not all of these battles are fought between equally balanced forces. More often than not a battle will be fought between a vastly superior attacking force and a well dug-in but heavily outnumbered defender. The following rules allow you to fight these desperate assaults against trenches and bunkers, heavily defended by wire and mine fields. Assault scenarios provide you with a new and exciting set of tactical problems to face. Can the attacker overwhelm or out-manoeuvre the cunningly-laid defences of the beleaguered garrison, or will the defender be able to destroy enough of the advancing attackers to stand a chance of survival in the deadly hand-to-hand combat which follows?



When playing assault scenarios, one player is called the *attacker* and the other the *defender*. The two players have quite different forces and victory conditions. The attacker must seize a set of objectives that are hidden deep in the defender's half of the table without taking too many casualties in the process. The defender is heavily outnumbered and must make use of cover and field fortifications to protect his meagre forces, while inflicting as many casualties on the attacker as possible.

In order to play an assault scenario, first decide on a points value for the game and then set up the terrain as normal. Note that you do this *before* you know who will be the attacker and who will be the defender, which should encourage you to set up the terrain so that neither side has an advantage. After you have set up all the terrain both players roll a D6. Whoever scores higher gets the choice of attacking or defending. Both players can then choose their forces.

Assault scenarios introduce a new kind of epic battlecard – the **fortification** card. These cards allow players to purchase entrenchments, bunkers, razor wire, minefields and strongpoints to use in their games. Both players can purchase fortification cards, but in assault scenarios the following special rule applies:

All of the defender's cards, with the exception of fortification cards themselves, cost **double points**. This means that the defender will be outnumbered two to one or more – but he does receive a number of special advantages to even the odds in his favour!

After both players have chosen their armies, the defender chooses a table edge and sets up his forces up to half way in from his edge of the table. In an assault scenario only four objective counters are used, and they are all placed by the defender when he sets up his army, using the normal placement rules for objective counters. This means that all four objectives will be deep in his half of the table and heavily defended.

All defending units use the *hidden set-up* rules and count as *dug-in* (see below). After the defender has set up his army and objective counters, the attacker sets up his army anywhere within 15cm of the opposite edge of the table. Because the attacker and the defender set up one after the other there is no need for either player to make a map or to use a screen when setting up.

The number of victory points each side needs to win is decided in the normal way. However, in an assault scenario the defender receives **double** VP's for breaking enemy units and the attacker receives **double** VP's for capturing objectives. This means that the defender must do his best to cause as many casualties to the attacker as possible, while the attacker must try his hardest to capture the objectives held by the defender.

You'll find a set of card hidden set-up counters and fortification cards for bunkers, minefields, razor wire, strongpoints and entrenchments at the back of this book. Later on in this article you will also find colour razor wire and minefield counters that you can back onto card and use in your games of Space Marine.

Note that fortification cards do not have a break point and do not give victory points to the attacker if they are destroyed.



HIDDEN SET UP

Defending forces invariably take great pains to conceal the disposition of their units as much as possible. Both physical camouflage and powerful sensor-scramblers are used to fool the enemy. This is done to prevent the attackers using heavy artillery barrages to disrupt the defenders. It also allows the defending commander to conceal the actual composition of his force until he can unleash them to the most devastating effect.

When you use hidden set-up your units are not set up directly on the table at the start of the game. Instead you take a *hidden set-up counter* for each unit and place this on the table roughly where you want the unit to go. Make a note of which unit the counter represents by recording the number on the counter and the name of the unit on a piece of scrap paper. Make sure that you keep this list secret from your opponent!

As long as the unit remains hidden none of the models are put on the table and they may not be attacked in any way. Neither are they allowed to make attacks themselves. The only exception to this rule are Titans and Gargants which are far too large to be set up hidden.

Units can be hidden in any terrain, including in the open. Remember that the defender has had a long time to prepare his defences and will have carefully camouflaged all of his positions, which will make his troops very hard to spot. However, if an enemy unit is within 25cm of the hidden set-up counter when it finishes its move, it is close enough to spot the hidden positions and the whole unit is revealed at the start of the combat phase.

Hidden units count as being on first fire orders, and do not need to be given any order counters. If you want to give them charge or advance orders you must reveal the whole unit in the orders phase at the time that you give them the orders. Similarly, if you want to fire with any model in a unit that is hidden, you must reveal the whole unit at the start of the combat phase before you can fire. However, you can use the hidden set-up counter as an 'observer' for indirect barrage attacks without revealing the unit.

When the unit is revealed, one model (owning player's choice) is placed at the point occupied by the counter. The remaining models may be set up as you wish, provided normal formation rules are obeyed. You may even place the units straight into close combat if you want! The hidden set-up counter is flipped over onto its other side to show that the unit is 'dug-in'. Once revealed, a unit will be continually tracked by the commander of the attacking forces so it is impossible for a unit to become hidden again during the course of the game.

DUG-IN COUNTERS

Defending units will also spend time reinforcing and fortifying their positions as much as possible. This will comprise building proper bunkers and fortification if time permits, and also digging fox holes and weapon pits for individual troops and vehicles.

You will notice that the back of the hidden set-up counter says 'dug-in'. When the hidden unit is revealed, flip the counter over so that this side is showing. Having a dug-in counter means that the unit does *not* have to be given an order counter; they are treated in all ways as if they have first fire orders.

As long as the unit remains dug-in, all enemy attacks suffer a -1 to hit modifier. This modifier applies in addition to any other modifiers, so a model that is dug-in in a building or behind a fortification, for example, will be at -3 to be hit. (It may seem funny that a unit can be dug-in in a trench, but this simply represents the fact that it has spent time reinforcing its position, adding extra sandbags and so on.)



A unit can remain dug-in for as long as you like. However if you want to move any of the models in the unit you will have to give them advance or charge orders as normal, and these orders will replace the dug-in counter. Also, if the unit is forced to fall back, the fall back order counter replaces the dug-in counter. Once a dug-in counter has been removed for any reason it is assumed that the unit has moved out of its fortified positions. This means that the dug-in counter is lost and cannot be replaced during the game.

ATTACK AND DEFENCE TACTICS IN SPACE MARINE

By Andy Chambers & Robin Dews

The aim of this article is to give Space Marine players some hints and tips on how to attack and defend fortifications on the tabletop. You might think that with minefields, razor wire and bunkers your troops would be virtually invulnerable to attack, but in fact nothing could be further from the truth.

The history of the Imperium is littered with examples that demonstrate how a seemingly impregnable force, buried deep in their bunkers and fortresses, became literally buried in them by a more mobile and adventurous attacker. Or tales of huge attacking forces cut down in swathes while they struggled through a maze of minefields and razor wire to reach the enemy. So what's the best way of stopping an attacking horde, or digging the defenders out of their bunkers? We've put together some useful strategies to help both attackers and defenders achieve their objectives.

DEFENCE STRATEGIES

The defending player really has his work cut out for him. If the defences are poor there is a chance that the attacker can overwhelm them by sheer weight of numbers. The defender has fixed defences on his side, but the problem with fixed defences is that unless the defender manages to cover every possible line of approach, the enemy force can probe them for the inevitable weak spots.

Once the enemy has breached the defensive line, the attackers' superiority in numbers can be brought to bear and the defenders will soon be overrun. This is particularly true in Space Marine where a number of specialised units such as assault squads, skimmers and tunnellers can move under, over or around your carefully prepared positions with ease.

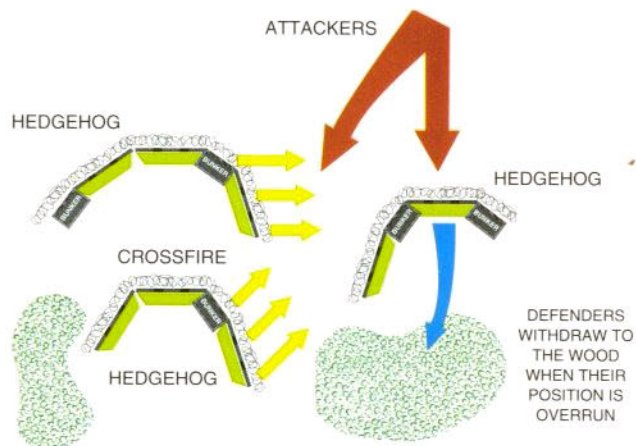
So how do you make the most of your static defenses? There are two main techniques that you can employ when you set up and man your defences: 'defence in depth' and 'channelling'. Used in combination they provide a solid defensive structure that even the best troops will find hard to crack.

The underlying principle behind defence in depth is that by sheer weight of numbers and firepower, the attacker will always eventually overpower and break through the lines of a static defender.

DEFENCE IN DEPTH

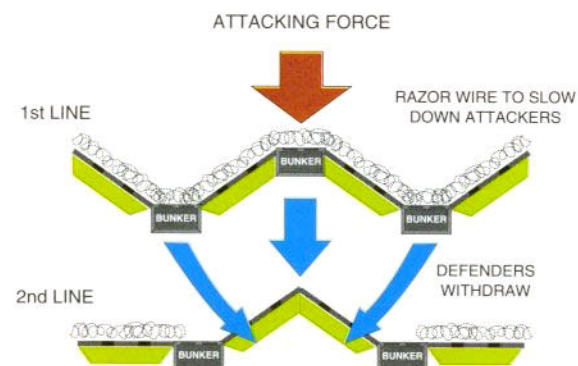
To counter this, the defender must construct not a single defensive line, but a series of prepared positions, one behind the other. As the first position gives way under the pressure of the assault, the defenders can fall back to the previously prepared next position to reinforce the defenders already waiting there.

In the case of a defence in depth, maximum use must be made of natural cover when creating the defensive lines. This is in order to cut down on the amount of bunkers and redoubts you'll need – after all, some points have to be left to buy troops with! If, for some reason, it's not possible to create several defensive lines (such as unsuitable terrain or low points), another approach is to create a number of fortified positions or 'hedgehogs'.



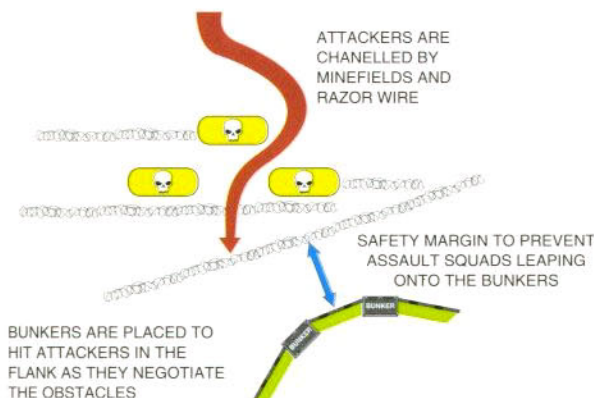
These fortified positions are placed so that an attacker going up against one will be caught in a crossfire from the others. As with defensive lines, the idea is not for each position to stand and die to the last man. If the position is in danger of being overwhelmed the surviving defenders fall back to another position. You could even build a defence around each objective marker, though you should always resist the temptation to put all your objectives in a small area as this will make life very easy for the attacker.

The idea of a defence in depth is to wear the attacker down. In each successive assault, the attacker will lose more amounts of men and equipment. Even when they eventually break through, they will have gained little advantage because they will immediately have to repeat the process against the new defensive line. Eventually the attacker will run out of reserve troops to throw into the battle and the attack will lose its momentum. At this point, the defender will be able to launch a well-timed counter attack and drive back the remaining attackers. This principle works well in Space Marine as the defending player scores double victory points for breaking attacking units.



CHANNELLING

The principle of channelling lies in allowing the attack to flow in through pre-determined and strengthened channels, and so dissipate its energy harmlessly. The best use of minefields and razor wire is not to create a solid wall behind which your troops stand and wait, but to create channels of advance for your opponent which will lead him into your carefully prepared killing zones.



Their main effect should always be to break up the enemy formations and prevent them overpowering your own forces by sheer weight of numbers. If by the careful construction of your defences you can force your opponent to commit his forces in a piecemeal fashion, then you should be able to exchange fire with him on a shot for shot basis. So long as your troops are entrenched or in bunkers then you will definitely have the advantage.

You should be able to see how by combining the strategies of channelling and defence in depth, a small but well prepared force should always be able to see off a larger and even more heavily equipped attacker. For the defender, the key to success lies in timing and patience. Always withdraw from a position while your troops are in good order. Don't get drawn into a sustained firefight with superior forces. Be patient with your second and possibly third lines of troops. In the heat of battle, don't be tempted to rush them forward in an attempt to bolster up your front line. Let the enemy come on, conserve your strength and strike when he is exhausted and off balance.

ATTACK STRATEGIES

Now let's turn to the role of the attacker. If your opponent has followed the above guidelines and constructed a defence in depth by his positioning of bunkers, minefields and wire, just how do you penetrate and roll-up such a defence?

First of all there is the choice of what kind of forces to use. Obviously, any units that are able to breach the defences are going to be essential. Tunnellers can dig under minefields and wire, enabling the attacker to get an assault force into close combat with the defenders. This will tie them down while the main body advances in support. Similarly, assault squads can use their jump packs to leap over obstacles and engage the enemy. Support can be provided by skimmers such as land speeders or grav-tanks which are able to pass over razor wire and obstacles to engage the enemy at close quarters. Always remember however, that unless these attacks are executed on a massive scale they will need support from conventional troops to capitalise on the break through.

The other indispensable weapon in the arsenal of an attacker is artillery. By keeping the defenders under constant pressure with barrages of artillery you should be able to force them to abandon their front line and throw them off balance. As your infantry and vehicles move forward to engage the defenders, you should advance your barrage to bring down fire on the defender's second line and so on. This technique is known as a 'creeping barrage'.

Your artillery should target specific groups of defenders who are likely to give your advancing forces problems. Try artillery on first fire so you can hit the defender before he hits you. Then follow up with advancing fire from your assault troops thus keeping the defenders under extreme pressure.

One word of warning about the use of a creeping barrage. Unless your artillery is firing direct, there is a real possibility that your own fire can deviate onto your attacking units. Nothing is more disheartening for you or more hilarious for your opponent than blasting your troops with their own supporting artillery!

Overall, as the attacker, you should try to achieve the following combination of forces and strategy:

- 1 Locate the weak points in the enemy line, where you can bring superior firepower to bear and make these the focus for your attack. If the enemy has a real strongpoint, try to think of a way to avoid it by moving round the sides and isolating it rather than taking it head on
- 2 Use your artillery to batter the enemy's front line and as your forces move into close combat shift the focus of the barrage onto the defender's second line or reserve forces. You should also use your artillery in an attempt to knock out any strongpoints and disrupt the movement of enemy reserves.
- 3 Try to move up your main force under cover until they are as close to the defenders as possible, but don't let the terrain bog you down or force you to go where you don't want to go.
- 4 Make use of tunnellers and skimmers to breach the defender's lines and engage them in close combat before your main body of troops moves in to mop up.
- 5 Don't attack piecemeal. It's fine to attack at several points at once to overstretch the defenders but ensure that attacks are co-ordinated properly.
- 6 If things look grim and the casualties are piling up keep going forward. Unless you can capture enemy objectives you have no chance of victory.

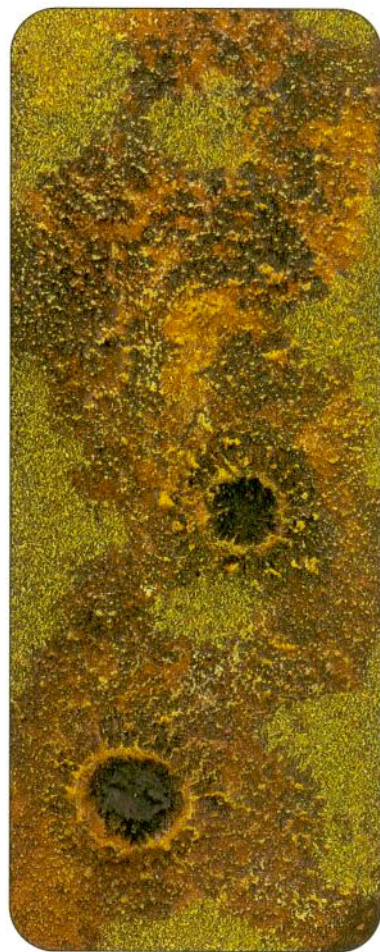
IN CONCLUSION

Fortifications and defenses provide a whole new range of tactical and strategic options for Space Marine games.

Assault scenarios make for very tense, nail-biting games, giving players the chance to either sweep to victory with an overwhelming attacking force or to gloriously stave off the enemy horde with a heroic defence. There are no sure-fire strategies for either defenders or attackers, making each game a new challenge. Of all the assault scenarios we've played so far an equal amount have been won by attackers and defenders. Often the defender appears doomed to disappear under the first wave of attackers, but a cunning defender can leave the assaulting force hamstrung and out-manoeuvred in the middle of his killing ground.

RAZOR WIRE & MINEFIELD COUNTERS

Carefully remove this page (or photocopy it if you don't want to cut up your copy of Space Marine Battles) and glue it onto stiff card. When the glue is dry you can cut out the razor wire and minefield sections and use them in your games of Space Marine. The pieces on these pages will provide you with sufficient sections for 150 points worth of minefields and 75 points of razor wire.



SPACE MARINE FORTIFICATION CARDS

At the back of this book you will find a set of pre-printed card fortification cards. If you need more cards, remove this page (or photocopy it if you don't want to cut up the book). Fold each card along the dotted line, printed sides out, and glue the two halves together on the inside. For added strength you could 'sandwich' a piece of thin card between the two halves when you stick them together.

FORTIFICATION - ENTRENCHMENTS

This card entitles you to place a set of entrenchments up to 50cm long anywhere in your set-up area.



POINTS VALUE 150

Entrenchments are battlefield fortifications designed to shield infantry from the worst effects of artillery or incoming fire. They range from hastily improvised foxholes and trenches to well prepared concrete fortifications protected by minefields and razor wire.

Entrenchments provide cover with a -2 to hit modifier against any incoming fire that traces a line of sight across the front of the entrenchment.

Infantry stands or models that are attacked either from the side or from behind the entrenchment do not benefit from this modifier.

FORTIFICATION - BUNKERS

This card entitles you to place up to five bunkers anywhere in your set-up area.



POINTS VALUE 150

Each bunker can hold up to two stands. The bunker's thick walls confer a -2 to hit modifier and a saving throw of 4+ to any stands inside it. If the model already has a saving throw, use the better of the two.

While in a bunker both of the stands have their fire are reduced to 180° through the front of the bunker, just like a vehicle. Bunkers can be destroyed in the same way as a building, and have a saving throw of 3+ on 2D6.

FORTIFICATION - RAZOR WIRE

This card entitles you to place razor wire entanglements up to 100cm by 2.5cm wide anywhere in your set-up area.



POINTS VALUE 150

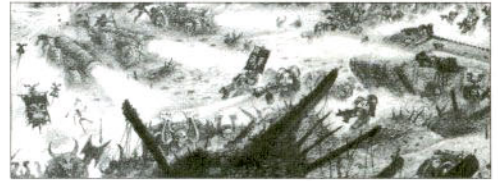
Razor wire can only be crossed by units that have advance orders. Units with charge orders may not cross razor wire entanglements.

The sole exception to this rule are models that clear a path through difficult terrain such as Gorgons or surfaced tunnellers. These may pass through the razor wire while on charge orders. Once these models have passed over the razor wire they leave a gap wide enough for a single infantry stand or model to pass through.

Skimmers, Titans and Gargants can pass directly over the wire and therefore ignore it.

FORTIFICATION - STRONGHOLD

This card enables you to place a single Stronghold or Fortress, up to 15cm square, anywhere in your set-up area.



POINTS VALUE 150

The Stronghold is essentially a large building and all the normal building rules apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the Terrain Effects Table for being inside a building.

Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6.

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1.

FORTIFICATION - MINEFIELDS

This card entitles you to place four minefields, each 12.5cm long by 5cm wide, anywhere in your set-up area. The minefields are not secret and must be shown on the table. You must leave a gap of at least 5cm between each minefield.



POINTS VALUE 150

Any model that enters a minefield is immediately attacked and will be hit on a roll of 4+ with a -2 save modifier if hit. Units that start a turn in a minefield will be attacked as soon as they move. If they remain stationary they will be safe from further minefield attacks.

Minefields can attack any number of different models in a turn, but will only attack each model once. The mines spring into the air before they explode so they can hit skimmers and any location on a Titan. Mine attacks ignore power fields and void shields as they explode inside them. Choose the location on the Titan and roll the aiming dice as normal. The Titan is still allowed an armour saving roll on that location but with the -2 modifier.

Models that clear a path through difficult terrain such as Gorgons and surfaced tunnellers are still attacked by mines. If they survive the attack, they leave a gap through the mines wide enough for a single infantry stand or model to pass through.

MODELLING WORKSHOP

EPIC FORTIFICATIONS

by Robin Dews, Mark Watts
and Richard Helliwell

The battlefields of the 41st Millennium are a deadly place where survival depends upon moving fast and staying low. Many varieties of battlefield fortifications have been constructed and deployed over the centuries, both to provide protection to the defending troops and to hamper and disorganise the attacking forces. In this article, we provide some techniques for constructing the most common types of fortifications and defenses for use in your Space Marine games.

Elsewhere in this issue of White Dwarf, Jervis Johnson has provided new rules for attack and defence scenarios in Space Marine. In these games, the defender can purchase a variety of battlefield fortifications – entrenchment, razor-wire, minefields, bunkers and fortresses with which to disrupt the enemy attack. In this article, we show you how to create epic scale models of these fortifications that will look great on the tabletop and add a lot of excitement to your battles.

It goes without saying, that like any other miniature, these models deserve to be assembled and painted to the best of your ability. We all know of the psychological advantage that comes from laying out a really well painted army on the tabletop. Imagine the expression on your opponent's face when he comes to plan his assault against your detailed miniature fortifications. It could well mean the difference between victory and defeat!



TRENCHES, REDOUBTS AND FORTIFICATIONS

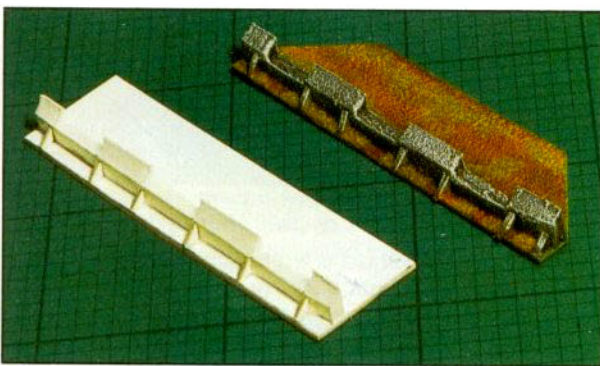
Part of the fun of the Games Workshop hobby lies in the fact that there are as many different ways of making a model as there are modellers! The ideas and techniques in this article are just a few suggestions as to how you can set about making your own fortification models.

Trenches consist of a long channel dug into earth with barricades made from the excavated soil thrown up on both sides. They are designed to conceal groups of infantry and provide them with protection from the worst effects of barrages and other incoming fire. Trenches can vary widely, from a hastily dug hole in the ground, to a sophisticated system of strongpoints, reinforced with concrete and protected by razor wire.

Redoubts are a simpler form of battlefield defence which consist of a single barricade thrown up in front of the defending forces. Its up to you whether you want to build trenches or redoubts. For our models, we decided to build up the barricade on one side of the base only. This made it easier to place infantry stands into the fortifications and also avoided the problem of them looking unrealistically wide. It also made it easier to link the sections together and place them around woods and other terrain features. However, there's no reason why you shouldn't build up the barricades on both sides of your fortifications, it's really up to you.

After experimenting with a lot of different techniques, we came up with the idea of the concrete fortifications you can see in the photograph. We wanted to design a model that was reasonably simple to make, looked good on the tabletop and fitted in well with the gothic background and atmosphere of the Warhammer 40,000 universe.

The rules for purchasing fortifications state that for each 150 points you spend, you can place up to 50cm of fortification anywhere in your half of the table. With this in mind, we made all of our fortification sections 12.5cm long by 3cm wide. Later on we intend to make a few 6cm pieces to give us a little more flexibility with our layouts.



An assembled and completed fortification model

The materials we used to make the fortifications were: 5mm foamcard, cardboard or plasticard for the bases, and some bits of card for the buttresses. The models were assembled using PVA glue and a solvent based adhesive. Once they were dry, we brushed them with textured paint to conceal any gaps in the construction and give them the look of rough concrete.

We've provided full templates for the fortifications elsewhere in this article, and the construction of these is really very simple.

TOOLS AND MATERIALS

We used the following tools and materials to make our fortifications. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Card. We used foam card for the bunkers and fortifications. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we find that the 5mm (1/4") is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm.

In place of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy, but if it's all you've got you could try gluing two sheets of card together to make a stiffer, thicker card.

Mounting board or thick card for the base can be bought at most art shops for around £1.50.

Balsa wood is readily available from most model shops. We used strips of approximately 1.5mm (1/16") thick balsa wood for making the wire supports.

All-purpose glue suitable for card, plastic, balsa wood, etc.

Modelling knife with replaceable blades (remember to always work with new sharp blades, because they're much safer than blunt blades).

Packs of **modelling clay** can be bought in most art suppliers. Make sure you get the self-hardening variety which sets without being heated.

Steel ruler (a plastic or wooden ruler would be ruined very quickly).

Sand or flocking is easily available from DIY stores or model shops for texturing the base.

PVA glue. This is the white glue used for woodworking, available from DIY stores and hardware shops.

Masking tape or sellotape.

Emery board, fine grade sandpaper or a nail file.

Scrap pieces of balsa wood, cardboard, plastic shields and bases etc from your bits box.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember that they're very sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is to **make all cuts away from your fingers**. It's much safer to cut through a sheet of card with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new blade. Sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

All Games Workshop stores are involved with terrain building, so if you need some advice or information on where to get materials, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

First cut the base out of fairly thick cardboard or 1mm thick plasticard. As you'll probably want to make a number of fortification sections (four 12.5cm sections will provide you with 150 points worth) its worth cutting all of these out at the same time so you can work on more than one model at once.

Take your 5mm foamcard and slice it into 10mm x 125mm lengths like those shown on the template and mark out the areas that you're going to cut out to make the battlements.

Now place your foamcard on your cutting mat or on a well protected surface and shave the foamcard at a 45° angle along the length of each strip. Don't press down too hard, and make sure your fingers are well clear of the blade as you do this. Finally, carefully cut away the marked sections to make the battlements.

Glue the foamcard to the base with the slope facing outwards. You should leave a gap of about 5mm between the foamcard and the edge of the base for the buttresses to fit into. Now cut out a number of triangular pieces (you'll need 6 for each fortification section) and carefully glue these to the front of the wall. This can be a bit fiddly as you tend to get glue all over your fingers, but I found the best way to do this was to spread the glue onto the baseboard and up the front of the wall and then press the buttress firmly into place.

You should now put the whole model on one side to dry. You can see now how it makes sense to work on a number of models at the same time so that you're not sitting around twiddling your thumbs before you can move onto the next stage.

Once your fortification models are thoroughly dry, you can move onto the final stages – texturing and painting the models.

We used textured masonry paint on our models, but thinned down all purpose filler works just as well. Have a hunt around in the garage or shed at home to see if there are materials left over from decorating before you rush out to your local DIY store to buy some. We applied the paint with an old brush and worked it carefully over the whole model and base.

PAINTING

Once this had dried, all the models were sprayed black using matt black spray paint and then drybrushed, first with Space Wolf Grey and then with Space Wolf Grey mixed with Skull White.

The bases were first painted with Snakebite Leather and when dry, we gave them a Brown ink wash. This was then highlighted by drybrushing with Snakebite Leather mixed with Orc Brown. As a final touch, we dabbed some PVA glue onto the base and sprinkled some modellers flock onto the wet glue. Then all of the edges of the base were carefully painted with Goblin Green to blend in with the colour of our gaming tables.

You'll notice that on some of the fortification sections, we've cut away the corners at an angle of approximately 45°. We did this so we could butt the pieces together at an angle and bend them around woods, buildings or other pieces of terrain.

BUNKERS

Bunkers are specially strengthened fortifications designed to protect infantry from the worst effects of bombardment and attacking fire. The new rules on assault scenarios allow

bunkers to be purchased by the defending side before the game starts. These bunkers can then be placed anywhere in the defenders half of the table.

You can make bunkers in a variety of different ways, depending upon how many you want and your level of experience and modelling skill.

Like the fortifications, we made our bunkers out of 5mm foamcard, some scraps of cardboard and a 25mm x 50mm Citadel cavalry slottabase. We wanted the bunker to fit in with the style of the fortifications so they'd look really impressive together on the tabletop.

Each bunker was really simple to build. The templates over the page give you the sizes for all the separate pieces. Depending upon which Space Marine armies you have in your collection, you might have to adjust the height of your bunkers to make sure that your infantry stands will fit inside. We made ours so that any Imperial Guard or Space Marine stands would fit inside them, but we later discovered that they only came up to chest height on an Ogryn!

First of all, you should cut out all of the parts for your model. The base and buttresses were made from plasticard or stiff cardboard and the walls were cut out from 5mm foamcard. Like the fortifications, its a good idea to work on several models at the same time, so that you can get on with the next stage of construction, while the glue or paint is drying on the other models. With this in mind, its a good idea to cut out enough pieces for several models at the same time. If you want to, you can use the 'dot-to-dot' technique we've described before for transcribing the templates onto your building materials, but to be honest, the templates for these models are so simple that you should be able to easily adapt or copy them onto your own preferred materials.



Gluing the walls to the base

First of all, glue the front of the bunker to the base. It should be located about 5mm back from the front edge. When working with foamcard, avoid using a solvent based glue as it will melt the polystyrene and cause the cardboard sandwich to collapse.

Now glue the sides of the bunker to the base. Make sure that the corners butt up neatly against the front wall. Place two epic infantry stands inside it to check they'll fit. Once you're certain you have everything in the right place, put this model on one side to dry and move onto the next one.

The next stage is to attach the buttresses. The easiest way to do this is to spread the glue onto the model and carefully push the card into place. We attached seven buttresses to each of our models – three along the front and two on each side, but you can vary this in any way you choose.



Fixing the buttresses to the bunker

The final step before texturing and painting the model is to attach the roof. We made this quite simply from a 25mm x 50mm Citadel cavalry slottabase with some masking tape stuck down on top to cover the slots.

The models that you can see in the photographs were all made by Robin, Richard and Mark and you can see how they've each added their own individual touches. One of the models has an observation turret made from several Citadel and Marauder plastic shields, another one is plain and the third has a radar dish on its roof, again constructed from a Marauder Shield.



Painting the bunker with textured paint

If you want to adapt your model in this way, to make it look like a communications bunker or command centre, then you should do it at this stage. Before you paint your model, you should completely cover it with a coat of textured paint or thinned down all-purpose filler. As well as giving your model a rough surface like concrete, it also covers any rough edges and joins between the different pieces.



Drybrushing the model

The bunkers were painted in exactly the same way as the fortifications. First of all we gave them a coat of matt black spray paint. Each bunker was then drybrushed, first of all with Space Wolf Grey. Increasing amounts of Skull White were then added to this colour and brushed onto the model, until the last highlights were drybrushed on with almost pure Skull White. On the bunker with the observation turret, the turret itself was given a final drybrush with Mithril Silver to give it a metallic look.

There are loads of different ways in which you can construct bunkers for your games and I'm sure that once you've built a few models with the techniques shown here, you'll want to design your own.

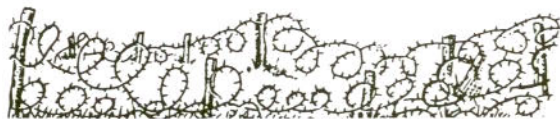
The bunkers that we built were all designed to take two infantry stands, but there's no reason why you shouldn't construct emplacements for your tanks or artillery, or combine a number of bunkers and fortifications to make a mini-fortress.

RAZOR WIRE

The third type of defensive fortification we modelled for our Space Marine games was razor wire. As you can see from the new rules, placing razor wire in front of your units prevents the enemy from attacking you in close combat. This is because you can only move into hand-to-hand combat if you have charge orders and neither infantry nor vehicles are allowed to use charge orders to cross razor wire.

In this copy of White Dwarf, we've provided you with several photographs of one of our razor wire sections that you can cut out and stick onto card. These will enable you to try out the rules and use these sections in your games. However, many of you will want to construct your own razor wire to go with the fortifications and bunkers.

We've made our razor wire using the kind of aluminium mesh used for filling holes in car bodies. This is available from shops like Halfords or garages and costs about £1.00 for a large sheet. This should be more than enough to make all the wire you'll need for your games.



We made our razor wire, by first of all, modelling a wire base and then attaching rolled up coils of aluminium mesh to it. If you look at the Epic fortifications cards elsewhere in this issue, you'll see that you can buy up to 100cm of razor wire for 150 points. We constructed our wire sections in 12.5cm lengths, but you should feel free to build yours to go with whatever terrain you have in your collection.

The wire base was made by cutting out a piece of plasticard or cardboard to the appropriate size. We preferred to use plasticard for these models, because cardboard has a tendency to warp when it is coated with textured paint or all-purpose filler.



Texturing the base and fixing the wire supports

Cover the base with a liberal coat of textured paint or all-purpose filler and leave it for five or ten minutes until it begins to harden. While you're waiting, take some balsa wood, matches or cocktail sticks and cut them into small sections with your modelling knife. Now press these pieces of wood into the still soft texture on the base. You should aim to get two or three rows of wire on each base, so place the wire supports about 10-15mm apart in long rows like fence posts. Don't worry if some of them tilt over at odd angles or fall over altogether. You can see from our models that once they are painted and the wire has been added, the random effect will make your model look even more realistic. Once you've got the all of the wire supports in place, put the section on one side to dry, and move onto the next piece.



Painting and drybrushing the base

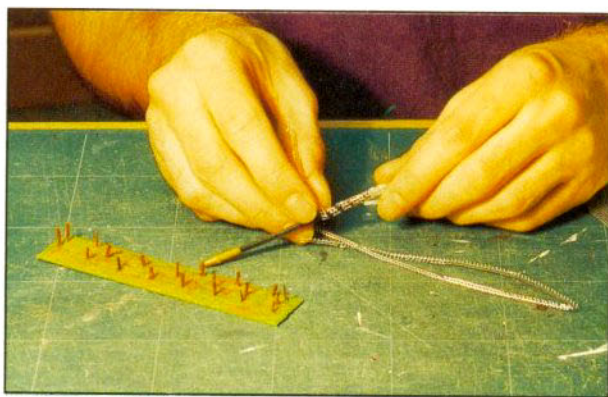
As soon as all the bases were dry, they were prepared for painting. As with all the models featured in this article we started off by spraying them with matt black car paint. This not only provides a good surface on which to paint, but also helps to create areas of dark shadow on the models which really brings them alive. This is particularly important when modelling in this small scale, when all you are really going to see from a distance on the tabletop is the contrast between the shadows and the highlights. After the basecoat, we gave the whole model a coat of Snakebite Leather. This was followed by a wash of Brown ink and the wire supports were drybrushed with Spearstaff Brown. The base and the wire supports were finally drybrushed with Orc Brown mixed with Skull White and some Goblin Green was spattered onto the base. If you want, you can also dab some PVA onto the base and then sprinkle it with modellers flock. Once finished, you should place your wire bases on one side to dry thoroughly, preferably overnight.

To make your wire, cut long strips of car body mesh and then bend them round a tube to produce the coils. You can cut the mesh very easily using a modelling knife. Slice the mesh diagonally, cutting two strands at a time. The barbs created by the cut ends of the mesh make for a very realistic effect.



Cutting the razor wire strands

I used the tube from the inside of a plastic ball point pen to bend the mesh around, but there's no reason why you shouldn't make your coils larger or smaller than this by using a thicker or thinner tube. It's really a matter of personal taste and what tools and equipment you have to hand.

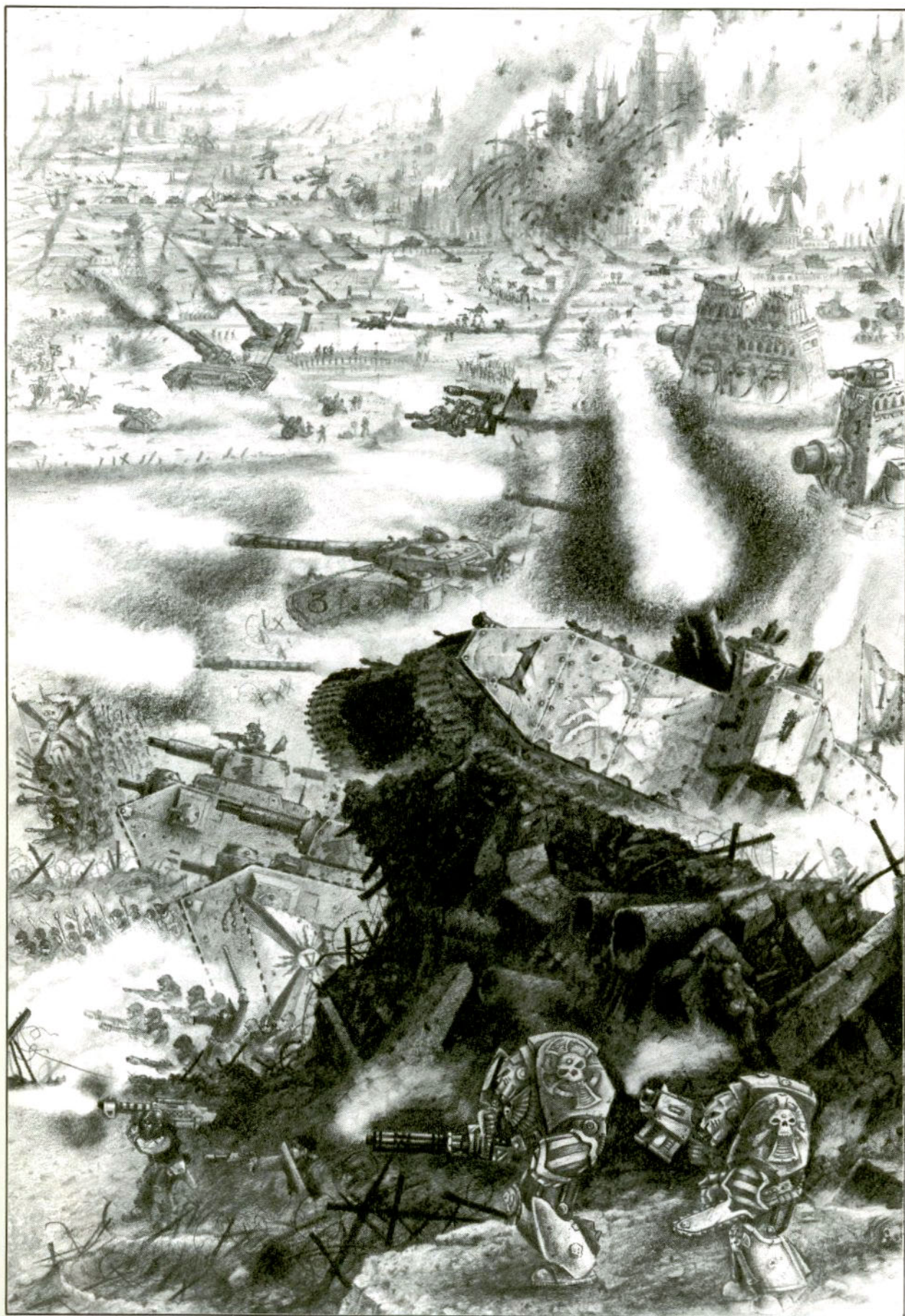


Rolling the mesh into coils

Before attaching the wire to the base, we sprayed it with matt black paint. Once you've stuck it down onto the base you can drybrush it with Mithril Silver. It may seem a bit strange to spray silver mesh black, only to drybrush it silver again, but you'll find that if you don't paint your wire in this way it looks too shiny on the tabletop – a bit like cut aluminium mesh in fact – so we think it's well worth the extra effort.



Attaching the coiled mesh to the support



With any modelling project, you can go on adding detail almost indefinitely. For example, a thin wash of Chestnut ink will make the wire look old and rusty. Once a section has thoroughly dried, you can add further detail by adding tiny blobs of PVA glue and dipping this into coarse sand. The sand can then be painted and drybrushed to look like areas of stones or gravel.

MINEFIELDS

The final scenic model we want to deal with is minefields. These were very easy and a lot of fun to make. First of all we cut the card bases into 125mm by 5mm sections. Making them in this way allows you to be a bit more flexible with your layouts on the table. Using this size, you'll be able to put two sections together to run around a wood, or follow the contour line around a hill (Note however, that in the rules for minefields, each 25cm section must be separated from the next minefield by at least 10cm of open ground.).

The craters were made by rolling out some DAS modelling clay or epoxy modelling putty and bending it round to make a small ring. This was then stuck down gently onto the card and the edges carefully smoothed down with the end of a matchstick. We particularly like to use matchsticks for our modelling work, because their rough ends give a coarse texture to the putty. If you can't get hold of any DAS or modelling putty, then plastiscene will do just as well, but as it doesn't dry hard, you'll have to handle your finished model just a bit more carefully.

Once the putty had hardened we carefully painted the craters with Snakebite Leather, gave them a quick wash with brown ink and when this was dry highlighted them by drybrushing with Spearstaff Brown and finally with Bleached Bone. We then spattered the base with Woodland Green and put the whole thing on one side to dry.

Because Robin's Imperial Guard army plays lots of games against Space Marines, he decided to place a wrecked Rhino on to one of his minefield sections. He took a plastic Rhino from the Space Marine set and carefully shaved away one of the sides with a modelling knife to make it look as if it had hit a mine and had its track blown off. You could do exactly the same thing with an Ork Battlewagon, or Eldar Gravtanks. It's these kind of touches make all the difference to the look of a scenic model.

The models in this article are all simply designed, the materials are cheap and they are great fun to make. Best of all is the fact that you can use them all straight away in your games of Space Marine, by using the Epic Fortification Battle cards that we've printed elsewhere in this issue.

We hope that the techniques have also given you lots of ideas of your own. The Bunkers and fortifications are particularly Imperial looking and it would be really fun to see what kind of models an Ork Warboss would come up with for his Boyz.

The final model on the fortification cards is the Stronghold and we've already got some great ideas for building these which we'll bring you in the next Modelling Workshop.

Epic Fortifications – Stronghold Card

You can use this card together with the others printed elsewhere in this issue to purchase Strongholds and Fortresses for use in your games of Space Marine

POINTS VALUE 150



This card enables you to place a single Stronghold or Fortress up to 15cm square, anywhere in your set up area.

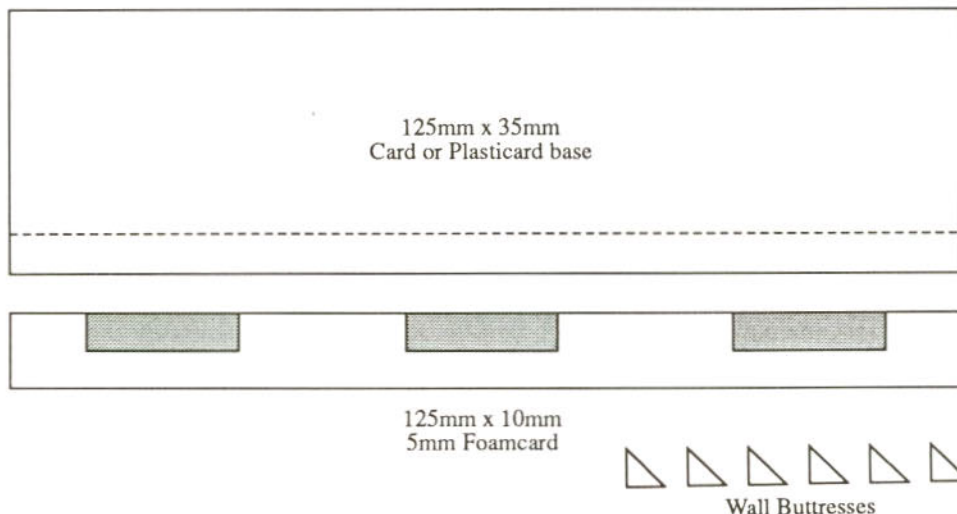
FORTIFICATION – STRONGHOLD

The stronghold is essentially a large building and all of the rules that attach to buildings also apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the terrain effects table for being inside a building.

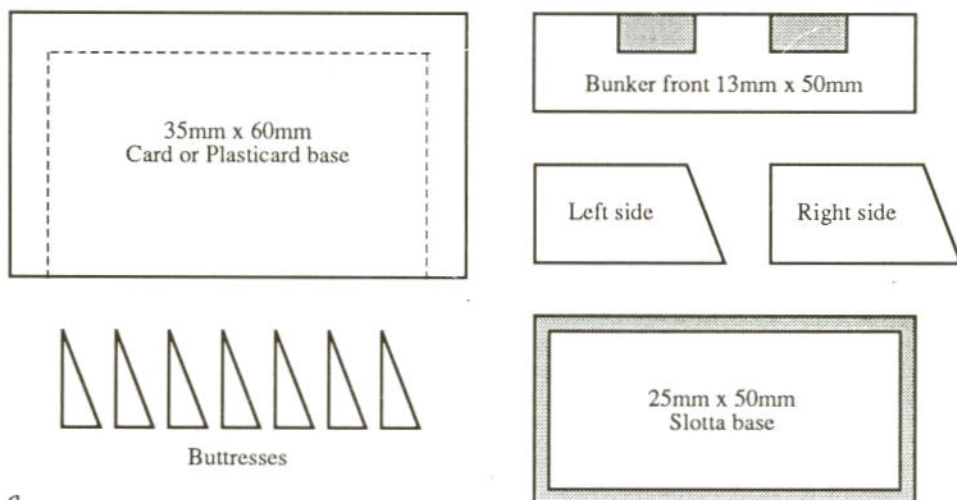
Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1

SPACE MARINE ENTRENCHMENT TEMPLATE



SPACE MARINE BUNKER TEMPLATE



SPACE MARINE BUNKERS AND ENTRENCHMENTS

Photocopy or cut out the templates and place them on top of your foamcard or cardboard. Press a compass point or needle through the corners of the templates so that shapes are transferred onto your material. Remove the template and join up the dots. You can now cut the shapes out of your card or foamcard.

Both of the model templates shown on this page can be readily adapted to suit your own Epic army.

SPACE MARINE

STRONGHOLDS

by Robin Dews

Across the universe of the 41st Millennium, a myriad of castles, fortresses and strongholds stand guard at the fringes of the Imperium. In the last issue we talked about different ways of constructing bunkers, minefields, entrenchments and razor wire for Space Marine. This month, we finish our look at epic fortifications by discussing some different ways of building strongholds to use in your games.

Strongholds are specially constructed fortifications, designed to withstand the fiercest assaults and bombardments. Last month's article covered a variety of different techniques for constructing epic fortifications. To conclude this special epic scale Modelling Workshop, we're going to cover some of the different ways of representing strongholds on your tabletop.

The rules for strongholds state that you can purchase a single stronghold or fortress up to 15cm square for 150 points. The stronghold can then be placed anywhere in your set-up area. Strongholds, and indeed any epic fortifications, are not limited to attack/defence scenarios. You can purchase these cards for use in any of your games so long as you have the models to represent them on the tabletop. I can imagine lots of situations where a strategically positioned stronghold, such as one covering a river crossing or guarding a flank, could make all the difference to the outcome of a game.

By their very nature, strongholds and fortresses seem to attract enemy attention. In this respect they are a bit like

Titans. Whenever a Titan appears on the tabletop you can almost guarantee the enemy will throw everything within range at it, regardless of the real danger. A stronghold will often cause your opponent to overcommit his forces in an attempt to destroy it, leaving him vulnerable elsewhere. A careful commander will always consider alternatives, such as infiltrating troops past the stronghold through woods and gulleys before committing his troops to a bloody frontal assault against such a position.

There are of course occasions when you have no choice but to tackle a stronghold head-on. For example, it might be guarding a vital terrain feature or objective counter. If this is the case then make sure that you bring the appropriate weaponry to bear. Strongholds have a saving throw of 2+ on 2D6 and so you're going to need something with a hefty save modifier to have any effect.

DESIGNING YOUR STRONGHOLD

There are many different ways to represent strongholds on the tabletop. You could just take one of the buildings from the Space Marine game and simply designate it as a stronghold or you might have some other buildings in your collection that you could use. In either case make sure that you agree with your opponent before the battle starts just what each model represents.

This is what we did when we developed the rules for strongholds, but it wasn't long before many of the Studio staff started to design and construct their own epic scale strongholds and fortresses.

There are no hard and fast rules as to how to go about building your own models. The photos and templates in this article are really just to get you started. Once you begin to experiment with different techniques and materials, you'll find the ideas come thick and fast.



A completed stronghold model.

BUILDING THE STRONGHOLD

The rules specify a base size of up to 15cm square for a stronghold or fortress model so we started off by cutting a square of cardboard to this size. We'd decided to use one of the building roofs for our stronghold because we wanted to retain the gothic feel of the battlements. You could use one of the roofs from your Space Marine game, but this isn't essential. You could just as easily cut a piece of card into the same shape and use that instead.

The walls were all cut from 5mm foam card. This is an extremely useful material that you can buy from art shops or graphic suppliers. It consists of a foam 'sandwich' with thin card on the outside. It's available in different thicknesses, but we find that the 5mm ($\frac{1}{4}$ ") is the most useful. If you can't get hold of any foamcard, don't worry, any reasonably thick card will do.

Before you glue your model, first try out all of the pieces to ensure that they fit together snugly. You can use bits of tape to hold the different sections together while you do this. Once you are certain that they all fit and you like the look of the model, glue the pieces together. The end walls were cut out from the same card as the base. This was so that they would cover the ends of the foam card and create a neater finish.

Once the glue had dried, we textured the model by brushing on textured masonry paint. You can buy this from DIY or hardware stores. As an alternative you can use a plaster filler such as tetrion or polyfilla mixed to a slightly thinner consistency than usual. We texture our models in this way to enhance their appearance, it makes them look as if they are built out of rough concrete or stone, and also to conceal any gaps in the construction. You can of course paint directly onto your model, it's really up to you.

The final stage is to paint the model. First of all we gave our stronghold an undercoat by spraying it with matt black car paint. This was then drybrushed with Space Wolf Grey. The highlights around the corners and edges of the roof were created by mixing increasing amounts of Skull White to the grey until the final highlights were almost pure Skull White. The base was



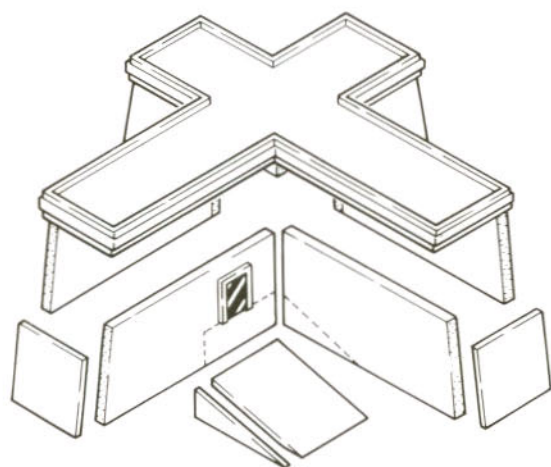
A stronghold model ready for painting

brushed with PVA glue and then sprinkled with modellers flock. This was done so that the model would blend in with the gaming table we use for doing photography. When you make your own model you can finish it off so that it fits in with your own gaming set-up.

The final details are really up to you. In the photograph on this page, you can see how we've sloped the sides of the stronghold, added a tower and mounted a Titan weapon on the top. Clever use has also been made of a few spare wheel plates from an Ork Battlewagon kit. On the other model, the turret was made from a few spare slottabases and firing slits and a ramp were added to the sides and back of the stronghold. Later on we want to design a model that will allow us to clip the roof on and off. This is so we can place infantry stands inside the stronghold when we're fighting battles.

You can go on adding detail to your model almost endlessly. Observation towers, weapon mounts and radar dishes can be made from spare plastic shields. Razor wire or entrenchments could be built onto the base. It really is a case of how far you want to go.

Because we're currently collecting and painting an Imperial army, the models we've made all have a strong Imperial feel. If you're collecting a Chaos, Eldar or Ork army then you feel free to experiment with these ideas and come up with a range of models that really add to the character and atmosphere of your force.



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Long Wall x 4
5mm foamcard or thick cardboard

Stronghold templates and assembly diagram

Short Wall x 4
5mm foamcard
or cardboard

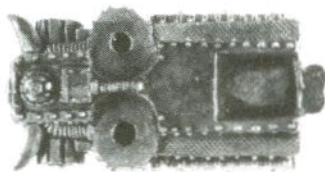
End Wall x 4
thin card

ORK WAR MACHINES



SKULL HAMMA

THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



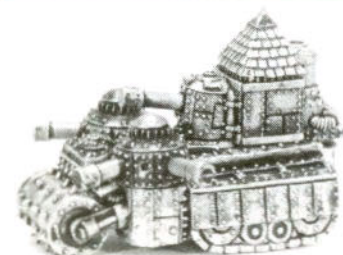
**SKULL HAMMA
CHASSIS**
076247/1



BOILER
076247/2

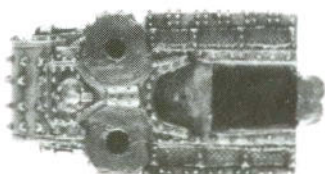


**SKULL HAMMA
TURRET**
076247/3



GIBLEY GRINDA

THE COMPLETE GIBLEY GRINDA CONSISTS OF:
1 x GIBLEY GRINDA CHASSIS
2 x GIBLEY GRINDA TURRETS
1 x GIBLEY GRINDA OBSERVATION TOWER



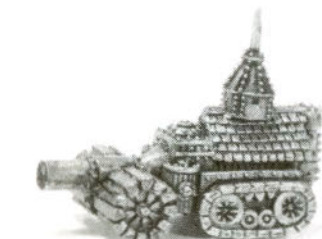
**GIBLEY GRINDA
CHASSIS**
076247/4



**GIBLEY GRINDA
TURRET**
076247/6

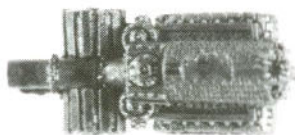


**GIBLEY GRINDA
OBSERVATION TOWER**
076247/5



BRAIN CRUSHA

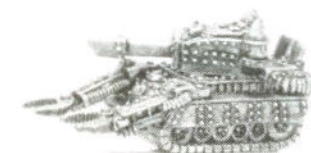
THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER



**BRAIN CRUSHA
CHASSIS**
076250/7

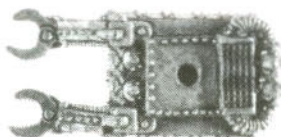


**OBSERVATION
TOWER**
076250/8



GUT RIPPA

THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



**GUT RIPPA
CHASSIS**
076250/2

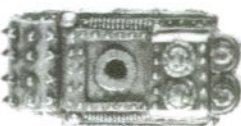


**GUT RIPPA
TURRET**
076250/3



BONE CRUNCHA

THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



**BONE CRUNCHA
CHASSIS**
076250/4

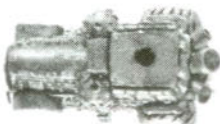


**DUAL AUTO
CANNON TURRET**
076250/5



BOWEL BURNA

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



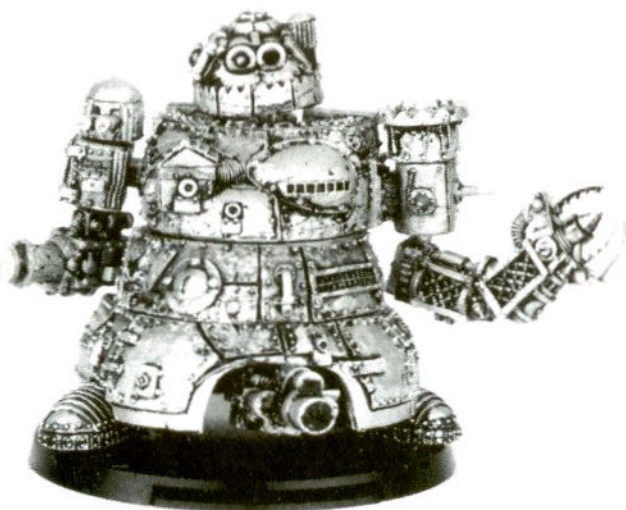
**BOWEL BURNA
CHASSIS**
076250/9



**BOWEL BURNA
TURRET**
076250/10

EPIC ORK

GREAT GARGANT



EXAMPLE OF COMPLETED ORK GARGANT

THE COMPLETE ORK GREAT GARGANT CONSISTS OF:

- 3 x BODY SECTIONS
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDER MOUNTS
- 1 x OBSERVATION TURRET
- 1 x SCORCHER GUN
- 1 x FURNACE DOOR
- 1 x SUPER LIFTA DROPPA
- 1 x GUTBUSTER MEGA-CANNON
- 1 x MEGA-CANNON
- 1 x BALCONY



BALCONY
076208/9



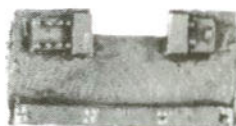
SCORCHER
TURRET
0827/14



OBSERVATION
TURRET
0827/13



MEGA-CANNON
0827/26



FURNACE DOORS
0827/22



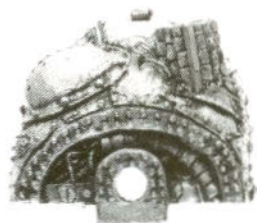
WEAPON
MOUNT 2
0827/12



WEAPON
MOUNT 1
0827/11



SUPER LIFTA DROPPA
0827/24



BODY SECTION 5
0827/21



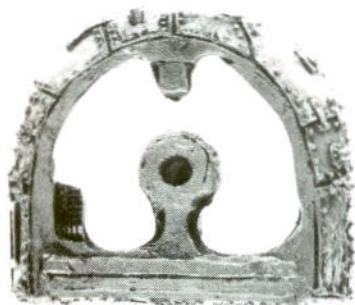
FOOT
0827/10



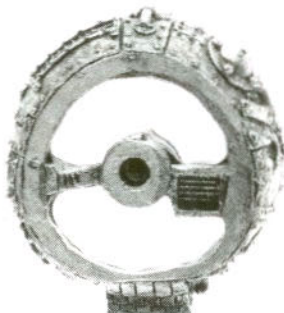
GUTBUSTER
MEGA-CANNON
0827/25



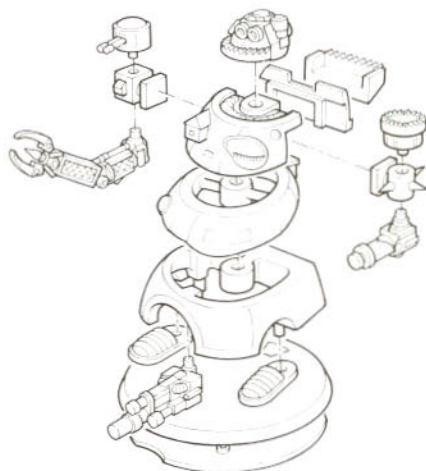
GORK HEAD 2
0827/23



BODY SECTION 4
0827/20



BODY SECTION 2
0827/5



Designed by Kev Adams

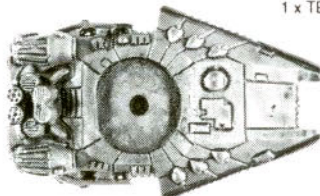
EPIC ELDAR

ELDAR TEMPEST GRAV TANK

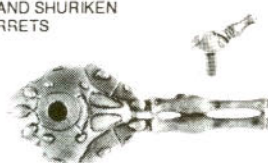


THE COMPLETE TEMPEST CONSISTS OF:

- 1 x TEMPEST CHASSIS
- 1 x TEMPEST LASER AND SHURIKEN CANNON TURRETS

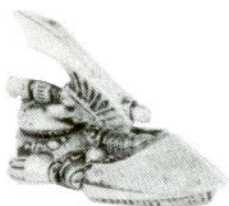


TEMPEST CHASSIS
076429/1



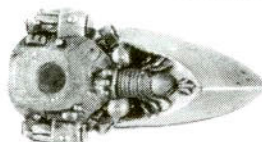
TEMPEST LASER AND SHURIKEN
CANNON TURRETS
076429/2

ELDAR WAVE SERPENT



THE COMPLETE ELDAR WAVE SERPENT CONSISTS OF:

- 1 x WAVE SERPENT HULL
- 1 x WARP ENERGY GENERATOR

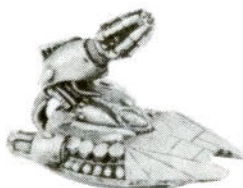


WAVE SERPENT HULL
076429/6



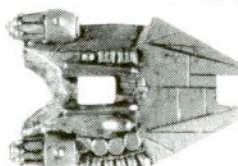
WARP ENERGY GENERATOR
076429/7

ELDAR DOOM WEAVER



THE COMPLETE ELDAR DOOM WEAVER CONSISTS OF:

- 1 x DEATHSTALKER / DOOM WEAVER HULL
- 1 x DOOM WEAVER WEB SPINNER



DEATHSTALKER / DOOM WEAVER HULL
076429/4



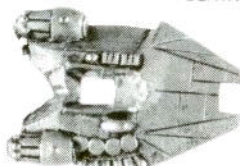
DOOM WEAVER WEB SPINNER
076429/8

ELDAR DEATHSTALKER



THE COMPLETE ELDAR DEATHSTALKER CONSISTS OF:

- 1 x DEATHSTALKER / DOOM WEAVER HULL
- 1 x PRISM CANNON



DEATHSTALKER / DOOM WEAVER HULL
076429/4



PRISM CANNON
076429/5

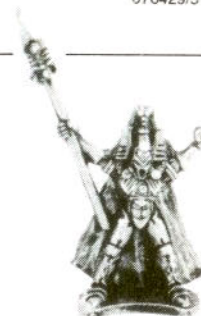
ELDAR WARP HUNTER



WARP HUNTER
076429/3



ELDAR WAR WALKER
076431/4



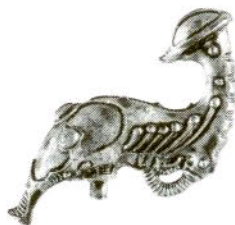
ELDAR AVATAR
076404/17



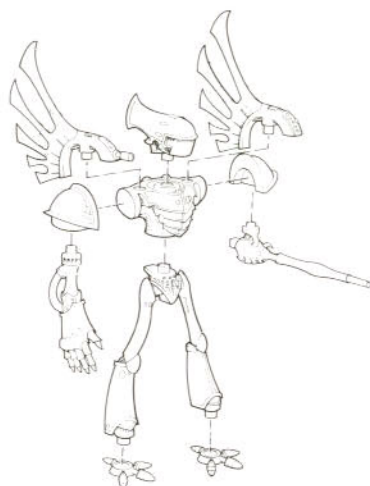
ELDAR TITANS



LAS CANNON WING
076404/2



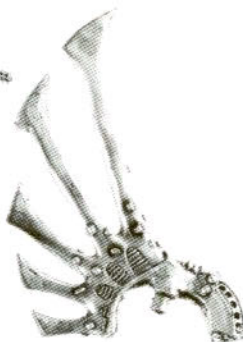
WARLOCK TITAN HEAD
076404/14



EACH COMPLETE ELDAR TITAN CONSISTS OF:

- 2 x WINGS
- 1 x LEGS
- 1 x TORSO
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDERS
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU
REQUIRE WHEN YOU ORDER



MISSILE LAUNCHER WING
076404/3



HEAD 1
076404/12



LEGS
076404/1



HEAD 2
076404/8



FOOT
076404/7



SHOULDER 1
076404/5



TORSO
076404/4



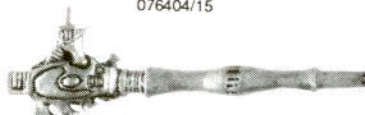
SHOULDER 2
076404/6



HEAT LANCE
076404/16



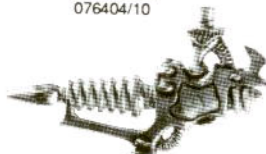
PSY CANNON
076404/15



PULSAR
076404/9



D-CANNON
076404/10



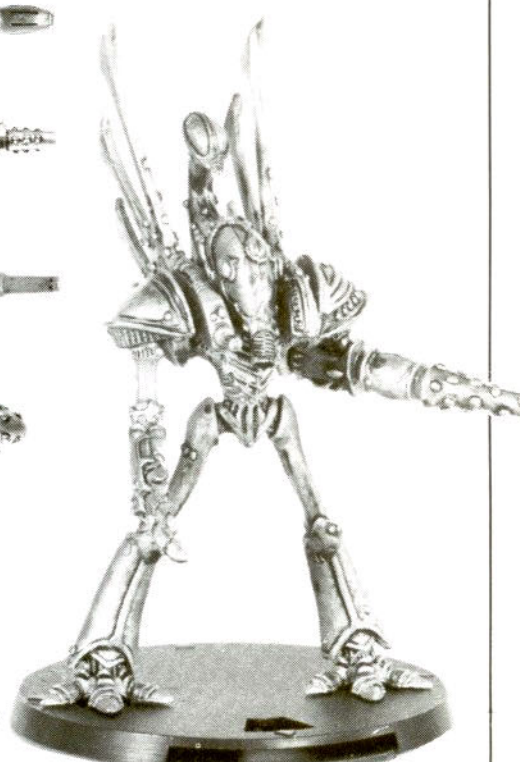
TREMOR CANNON
076404/13



POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE WARLOCK TITAN

REAVER TITANS



**TURBO-LASER
DESTRUCTOR**
076015/4



PLASMA BLASTGUN
076015/6



VULCAN MAGA-BOLTER
076015/6



**MULTIPLE ROCKET
LAUNCHER**
076015/14



DEVOTION SEALS
076015/11



INFERNO GUN
076015/5



POWER FIST
076015/18



**SHOULDER
GUARD 1**
076015/13



HEAD 1
076015/17



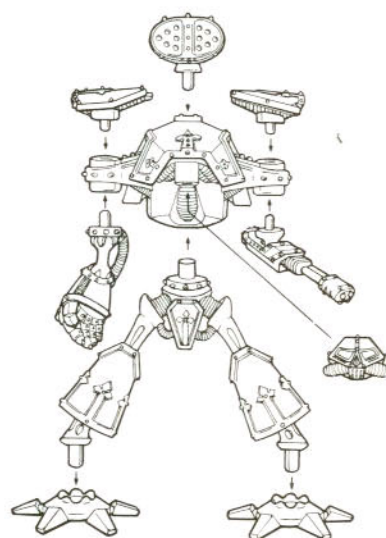
HEAD 2
076015/15



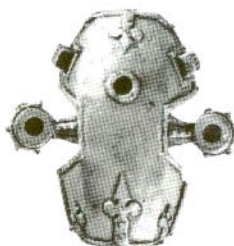
CHAIN FIST
076015/16



**SHOULDER
GUARD 2**
076015/12



EACH COMPLETE REVER TITAN CONSISTS OF:
 1 x CARAPACE
 1 x HEAD
 2 x SHOULDER GUARDS
 1 x DEVOTION SEALS
 1 x LEGS
 2 x FEET
 3 x WEAPONS
 YOU MAY CHOOSE TO HAVE A BANNER
 POLE INSTEAD OF ONE OF THE WEAPONS
 PLEASE STATE WHICH ITEMS YOU
 REQUIRE WHEN ORDERING



CARAPACE
076015/8



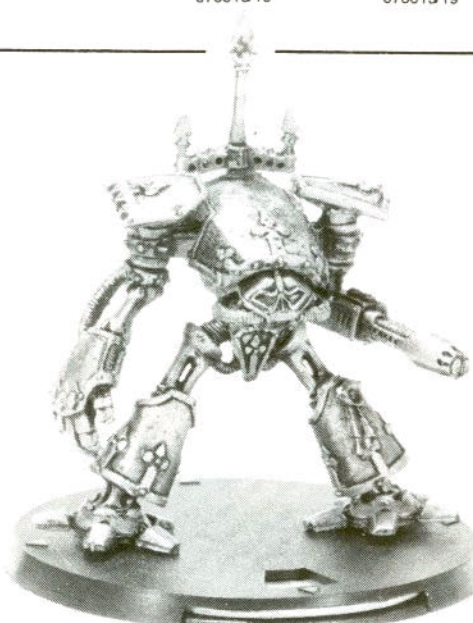
LEGS
076015/9



FOOT
076015/10

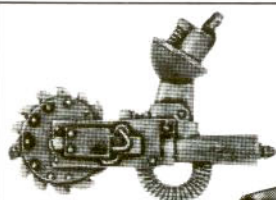


BANNER POLE
076015/19

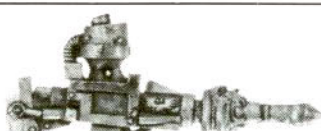


THESE ARE EXAMPLES OF COMPLETE REVER TITANS

TITAN HEADS AND WEAPONS



POWER SAW*
076027/39



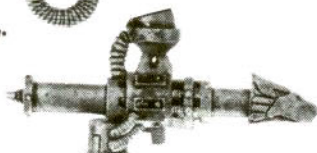
**WARP*
MISSILE**
076027/25



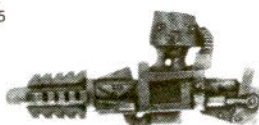
**CARAPACE
LANDING PAD 1**
076027/22



**CARAPACE
LANDING PAD 2**
076027/33



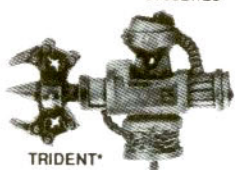
POWER RAM*
076027/26



**HARPOON*
MISSILE**
076027/43



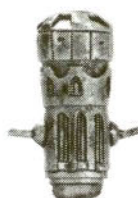
**FIRE CONTROL
PLATFORM**
076027/34



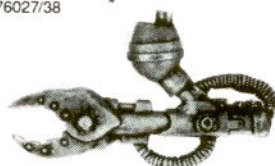
TRIDENT*
076027/38



**BARRAGE MISSILE*
LAUNCHER**
076027/35



**FIRE CONTROL
TOWER**
076027/28



BATTLE CLAW*
076027/44



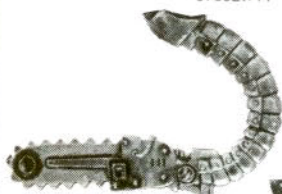
**CORVUS*
ASSAULT POD**
076027/31



WRECKER*
076027/30



CHAOS ENERGY WHIP*
076027/29



CHAOS TITAN TAIL 1
076027/44



CHAOS TITAN TAIL 2
076027/41



CHAOS TITAN TAIL 3
076027/40



CHAOS TITAN TAIL 4
076027/42



CARAPACE MULTI-LASERS*
076027/36



DEATHSTRIKE CANNON
076027/32



**RUBBLE CLAW
(ALTERNATIVE FOOT TYPE)**
076027/37



DEVOTIONAL BELL
076027/27



TITAN HEAD 1
076027/15



TITAN HEAD 2
076027/8



TITAN HEAD 3
076027/3



TITAN HEAD 4
076027/17



TITAN HEAD 5
076027/5



**BANNER
POLE 1**
072812/23



**WEAPON
HEAD 1**
076027/14



**WEAPON
HEAD 2**
076027/12



EAGLE HEAD
076027/6



DRAGON HEAD
072812/7



**BANNER
POLE 2**
076027/24



**CORVUS
ASSAULT HEAD**
076027/19



CUSTODIAN HEAD
076027/13



COMMAND HEAD 1
076027/11



COMMAND HEAD 2
076027/1



**CLOSE COMBAT
HEAD 1**
076027/2



**CLOSE COMBAT
HEAD 2**
076027/18



**HORNED
HELM HEAD**
076027/20



**KHORNE
SKULL HEAD**
076027/21



SLAANESH HEAD
076027/9



NURGLE HEAD
076027/16



TZEENTCH HEAD
076027/10



**KHORNE
HOUND HEAD**
076027/4

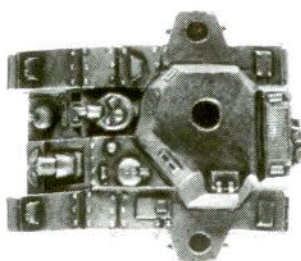
ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS. THOSE MODELS WITH AN ASTERISK ALSO FIT THE REAVER TITAN.

IMPERIAL WAR MACHINES

BANEBLADE SUPER HEAVY BATTLETANK



THE COMPLETE BANEBLADE CONSISTS OF:
1 x BANE BLADE CHASSIS
1 x BANEBLADE TURRET
1 x SPONSON TURRETS 1



BANEBLADE CHASSIS
076054/1



BANEBLADE TURRET
076054/3

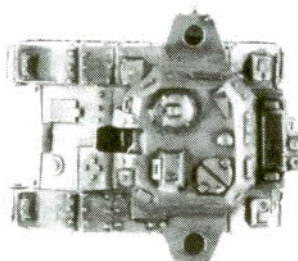


SPONSON
TURRETS 1
076054/2

SHADOWSWORD SUPER HEAVY TANK DESTROYER



THE COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
1 x SPONSON TURRETS 2



SHADOWSWORD CHASSIS
076054/4



VOLCANO CANNON
076054/5



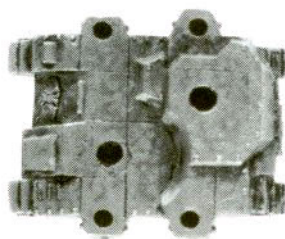
SPONSON TURRETS 2
076054/6

THE COMPLETE STORM HAMMER CONSISTS OF:

1 x STORM HAMMER CHASSIS
2 x STORM HAMMER TURRETS
2 x SPONSON TURRETS 2



STORM HAMMER



STORM HAMMER CHASSIS
076054/7



STORM HAMMER TURRET
076054/8

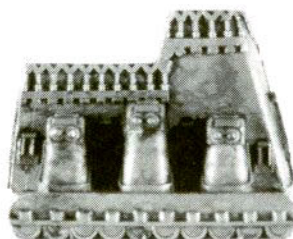


SPONSON TURRETS 2
076054/6

IMPERIAL LEVIATHAN



THE COMPLETE LEVIATHAN CONSISTS OF:
1 x LEVIATHAN RIGHT SIDE
1 x LEVIATHAN LEFT SIDE
1 x DOOMSDAY CANNON
1 x LEVIATHAN TURRET
1 x LEVIATHAN TOWER



LEVIATHAN RIGHT SIDE
076113/2



LEVIATHAN LEFT SIDE
076113/1



DOOMSDAY CANNON
076113/3



LEVIATHAN TOWER
076113/5



LEVIATHAN TURRET
076113/4

WAR HOUNDS



INFERNO GUN
076015/5



VULCAN MAGA-BOLTER
076015/6



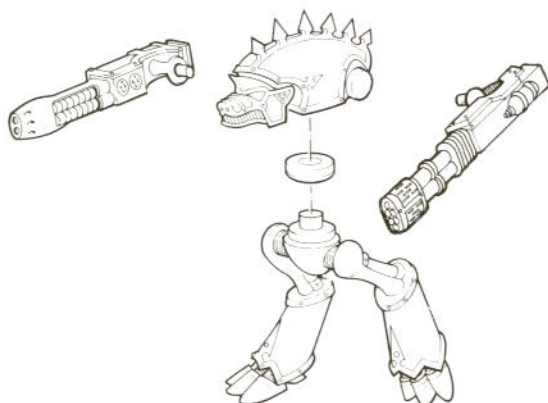
MULTIPLE ROCKET LAUNCHER
076015/14



TURBO-LASEK DESTRUCTOR
076015/4



PLASMA BLASTGUN
076015/6



EACH COMPLETE WAR HOUND CONSISTS OF:
1 x LEGS
1 x HEAD AND TORSO
1 x CONNECTING RING
2 x WEAPONS

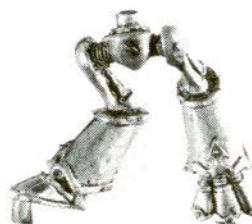
**PLEASE STATE WHICH WEAPONS
YOU REQUIRE WHEN ORDERING.**



HEAD AND TORSO
076015/2



CONNECTING RING
076015/3



LEGS
076015/1

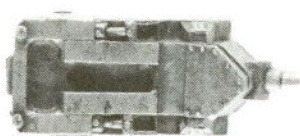


THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

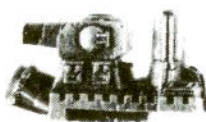
Designed by Jes Goodwin

EPIC SQUATS

SQUAT LAND TRAIN



LAND TRAIN
ENGINE CHASSIS
076707/1A



LAND TRAIN ENGINE
SUPERSTRUCTURE
076707/2



BATTLECAR
CHASSIS 1
076707/3A



BATTLECAR
CHASSIS 2
076707/3B



LAND TRAIN
ENGINE CHASSIS
076707/1B



BERSERKER
BATTLECAR
076707/4



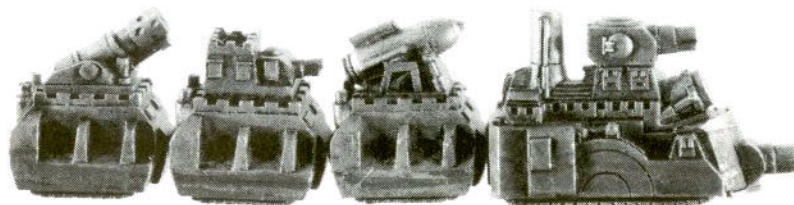
DRAGON
BATTLECAR
076707/5



BOMB
BATTLECAR
076707/6



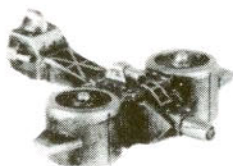
MORTAR
BATTLECAR
076707/7



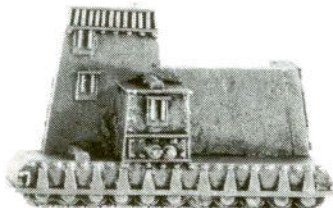
EXAMPLE OF A SQUAT LAND TRAIN WITH TWO EXTRA BATTLE CARS

THE COMPLETE LAND TRAIN
CONSISTS OF:
1 x LAND TRAIN ENGINE SUPERSTRUCTURE
1 x RANDOM BATTLECAR WEAPON
1 x LAND TRAIN ENGINE CHASSIS
1 x BATTLECAR CHASSIS

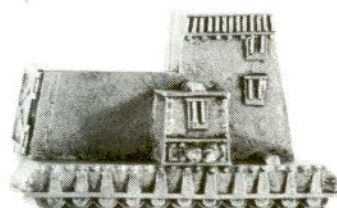
IRON EAGLE GYROCOPTER



SQUAT GYROCOPTER
076722/8

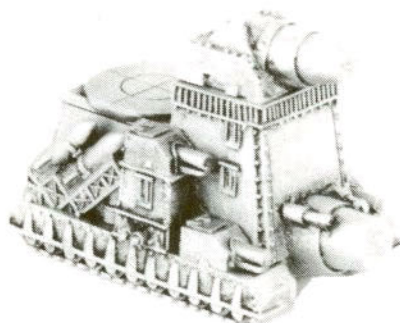


COLOSSUS LEFT SIDE
076722/1



COLOSSUS RIGHT SIDE
076722/2

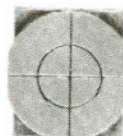
SQUAT COLOSSUS



COLOSSUS
THUNDER CANNON
076722/4



COLOSSUS
DOOMSDAY CANNON
076722/3



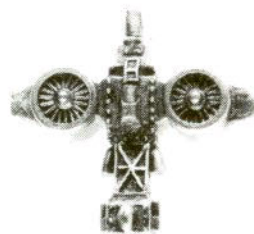
LANDING PAD
076722/5



MISSILE RACKS
076722/7



BATTLE CANNON
TURRETS
076722/6



SQUAT GYROCOPTER
076722/8

THE COMPLETE SQUAT COLOSSUS
CONSISTS OF:
1 x COLOSSUS THUNDERER CANNON
1 x COLOSSUS DOOMSDAY CANNON
1 x IRON EAGLE GYROCOPTER
1 x PLASTIC FLYING BASE
4 x BATTLE CANNON TURRETS
1 x COLOSSUS RIGHT SIDE
1 x COLOSSUS LEFT SIDE
2 x MISSILE RACKS
1 x LANDING PAD



FIRELORD FIRESTORM TEMPLATES

TZEENTCH FIRELORD

The Tzeentch Firelord consists of one Firelord model.



 **POINTS VALUE 300** 

DOOM WING SQUADRON

A Doom Wing squadron consists of three Doom Wings.



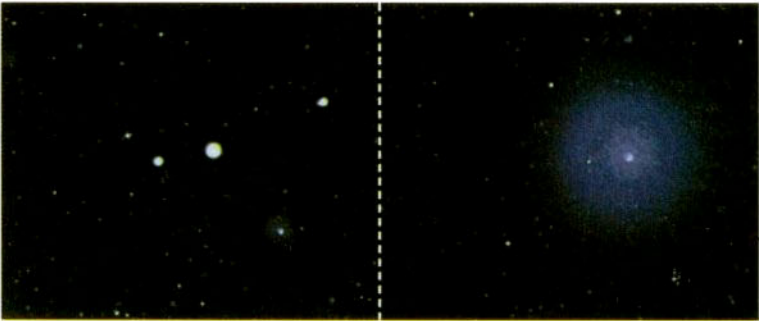
 **POINTS VALUE 250** 

SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch consist of two towers.



 **POINTS VALUE 350** 



SILVER TOWER OF TZEENTCH WARDING TEMPLATE

TZEENTCH FIRELORD

BREAK POINT 1: As a single vehicle the Fire Lord has no break point. Victory points are only awarded when the Fire Lord is destroyed.

MORALE VALUE 1: The Fire Lord must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the Fire Lord is destroyed.



DOOM WING SQUADRON

BREAK POINT 2: The Doom Wing squadron is broken once it has lost two attack craft.

MORALE VALUE 1: The Doom Wing squadron must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when this squadron is broken.



SILVER TOWERS OF TZEENTCH

BREAK POINT 1: The Silver Towers of Tzeentch are broken they have lost one Tower.

MORALE VALUE 1: The Silver Towers of Tzeentch must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the Silver Towers are broken.



**SILVER TOWER
OF TZEENTCH WARDING
TEMPLATE**

WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR
25cm	+8

The Warhound Titan has two void shields and capacity to mount two weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Inferno Gun, Plasma Blastgun, Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

HIT LOCATION TEMPLATES

FRONT

WEAPON	HEAD	WEAPON
2+	2+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
	LEG	
	3+	
	LEG	
	2+	

REAR

WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

REAVER AND WARHOUND TITAN DAMAGE TABLE

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3 Reactor

4-6 Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

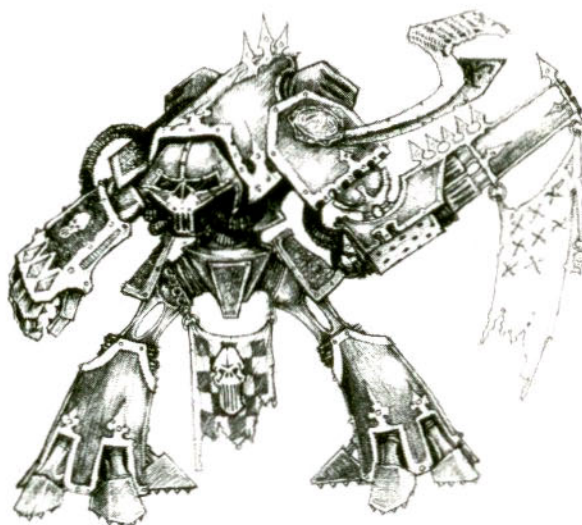


LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.
If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

REAYER TITAN

MOVE	CLOSE ASSAULT FACTOR
20cm	+12
The Reaver Titan has four void shields and capacity to mount three weapons. Note down the details of the weapons mounted on your Titan in the spaces given below. A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons. Record shield loss using markers on the Reaver Titan's base.	



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
PLASMA REACTOR	WEAPON	HEAD
3+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	3+	
	LEG	
	2+	

REAR

	WEAPON	
	2+	
WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

REAVER AND WARHOUND TITAN DAMAGE TABLE

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3 Reactor

4-6 Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.
If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIDDEN SET-UP AND DUG-IN COUNTERS

HIDDEN SET-UP 1	HIDDEN SET-UP 2	HIDDEN SET-UP 3	HIDDEN SET-UP 4	HIDDEN SET-UP 5	HIDDEN SET-UP 6	HIDDEN SET-UP 7	HIDDEN SET-UP 8	HIDDEN SET-UP 9	HIDDEN SET-UP 10
HIDDEN SET-UP 11	HIDDEN SET-UP 12	HIDDEN SET-UP 13	HIDDEN SET-UP 14	HIDDEN SET-UP 15	HIDDEN SET-UP 16	HIDDEN SET-UP 17	HIDDEN SET-UP 18	HIDDEN SET-UP 19	HIDDEN SET-UP 20
HIDDEN SET-UP 21	HIDDEN SET-UP 22	HIDDEN SET-UP 23	HIDDEN SET-UP 24	HIDDEN SET-UP 25	HIDDEN SET-UP 26	HIDDEN SET-UP 27	HIDDEN SET-UP 28	HIDDEN SET-UP 29	HIDDEN SET-UP 30

FORTIFICATION CARDS

FORTIFICATION - STRONGHOLD

This card enables you to place a single Stronghold or Fortress, up to 15cm square, anywhere in your set-up area.



POINTS VALUE 150

FORTIFICATION - RAZOR WIRE

This card entitles you to place razor wire entanglements up to 100cm by 2.5cm wide anywhere in your set-up area.



POINTS VALUE 150

FORTIFICATION - MINEFIELDS

This card entitles you to place four minefields, each 12.5cm long by 5cm wide, anywhere in your set-up area. The minefields are not secret and must be shown on the table. You must leave a gap of at least 5cm between each minefield.



POINTS VALUE 150

FORTIFICATION - BUNKERS

This card entitles you to place up to five bunkers anywhere in your set-up area.



POINTS VALUE 150

FORTIFICATION - ENTRENCHMENTS

This card entitles you to place a set of entrenchments up to 50cm long anywhere in your set-up area.



POINTS VALUE 150

FORTIFICATION - ENTRENCHMENTS

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POINTS VALUE 150

HIDDEN SET-UP AND DUG-IN COUNTERS

DUG-IN 10	DUG-IN 9	DUG-IN 8	DUG-IN 7	DUG-IN 6	DUG-IN 5	DUG-IN 4	DUG-IN 3	DUG-IN 2	DUG-IN 1
DUG-IN 20	DUG-IN 19	DUG-IN 18	DUG-IN 17	DUG-IN 16	DUG-IN 15	DUG-IN 14	DUG-IN 13	DUG-IN 12	DUG-IN 11
DUG-IN 30	DUG-IN 29	DUG-IN 28	DUG-IN 27	DUG-IN 26	DUG-IN 25	DUG-IN 24	DUG-IN 23	DUG-IN 22	DUG-IN 21

FORTIFICATION CARDS

RAZOR WIRE

Razor wire can only be crossed by units that have advance orders. Units with charge orders may not cross razor wire entanglements.

The sole exception to this rule are models that clear a path through difficult terrain such as Gorgons or surfaced tunnellers. These may pass through the razor wire while on charge orders. Once these models have passed over the razor wire they leave a gap wide enough for a single infantry stand or model to pass through.

Skimmers, Titans and Gargants can pass directly over the wire and therefore ignore it.

The Stronghold is essentially a large building and all the normal building rules apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the Terrain Effects Table for being inside a building.

Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6.

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of 1+.

BUNKERS

Each bunker can hold up to two stands. The bunker's thick walls confer a -2 to hit modifier and a saving throw of 4+ to any stands inside it. If the model already has a saving throw, use the better of the two.

While in a bunker both of the stands have their fire arc reduced to 180° through the front of the bunker, just like a vehicle. Bunkers can be destroyed in the same way as a building, and have a saving throw of 3+ on 2D6.

Any model that enters a minefield is immediately attacked and will be hit on a roll of 4+ with a -2 save modifier if hit. Units that start a turn in a minefield will be attacked as soon as they move. If they remain stationary they will be safe from further minefield attacks.

Minefields can attack any number of different models in a turn, but will only attack each model once. The mines spring into the air before they explode so they can hit skimmers and any location on a Titan. Mine attacks ignore power fields and void shields as they explode inside them. Choose the location on the Titan and roll the *aiming dice* as normal. The Titan is still allowed an armour saving roll on that location but with the -2 modifier.

Models that clear a path through difficult terrain such as Gorgons and surfaced tunnellers are still attacked by mines. If they survive the attack, they leave a gap through the mines wide enough for a single infantry stand or model to pass through.

ENTRENCHMENTS

Entrenchments are battlefield fortifications designed to shield infantry from the worst effects of artillery or incoming fire. They range from hastily improvised foxholes and trenches to well prepared concrete fortifications protected by minefields and razor wire.

Entrenchments provide cover with a -2 to hit modifier against any incoming fire that traces a line of sight across the front of the entrenchment.

Infantry stands or models that are attacked either from the side or from behind the entrenchment do not benefit from this modifier.

ENTRENCHMENTS

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GREAT GARGANT

CLOSE ASSAULT FACTOR: +15

MOVEMENT

A Great Gargant's move is determined by its orders:

Orders	Effect	Fire
<i>Charge</i>	Must move between 11-15cm towards the nearest enemy formation	The Great Gargant may not fire
<i>Advance</i>	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge	The Great Gargant may fire in the Advance Fire segment
<i>First Fire</i>	No move or turn	May fire in the First Fire segment.

POWER FIELDS

The Great Gargant is protected by 6+ (1D6) power fields.



WEAPON		RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega Cannon	Armour piercing:	100cm	1	3+	-3	Fires barrage. May not fire indirect.
	High explosive:	75cm	8 Barrage points		0	
Scorcher turret		35cm	2	3+	0	Ignore to hit modifiers for cover
Observation turret		Adds +1 to any to hit rolls versus one target				
Gork Head		Any Orks within 25cm ignore morale tests				
Da Gaze of Gork		50cm	2	4+	-2	
Gutbuster	Ball:	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
	Chain:	75cm	Chain	3+	0	Only affects Titans
	Explosive:	100cm	8 BPs	8BPs	+1	12cm barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
		HULL 3+	BOILER 2+	
			HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 3+	HULL 3+	FOOT 3+

SIDE

	WEAPON 2+	
HULL 3+	WEAPON MOUNT 2+	HULL 3+
HULL 3+	WEAPON 3+	HULL 3+
HULL 3+	BOILER 3+	HULL 3+
HULL 3+	FOOT 3+	BELLY GUN 2+

REAR

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
		HULL 3+	BOILER 3+	
			HULL 3+	
FOOT 3+	HULL 3+	HULL 3+	HULL 3+	FOOT 3+

GREAT GARGANT DAMAGE TABLES

MAGAZINE DAMAGE TABLE - Roll D6

- 1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.
- 4-6 The magazine detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.
- 4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

BOILER DAMAGE TABLE - Roll D6

- 1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.
- 3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.
- 5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

WEAPON MOUNT DAMAGE TABLE - Roll D6

- 1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.
- 3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.
- 6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed.

HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.
- 3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
- 5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders next turn, and any weapons mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Great Gargant's orders:

- 1-3 May not change orders
- 4-6 May change orders normally

BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The battle cannon is destroyed and may no longer be used.
- 3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

- 1-5 The hull is weakened. Add +1 to any future rolls against the hull.
- 6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted D6 Roll

Effect

- 1-3 A few scorched Gretchin manage to bring the fire under control and put it out.
- 4-5 The fire is getting out of control. The Great Gargant may not move, but may fire normally.
- 6 The fire is out of control! Add +1 to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
- 7 The fire reaches the magazines! Roll on the Magazine Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 6 above.
- 8 Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
- 9+ A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

SPECIAL CARD
COMMISSAR YARRICK

Commissar Yarrick is one of the bravest heroes in the Imperium. He is represented by a single unit consisting of a Commissar stand and a Rhino.



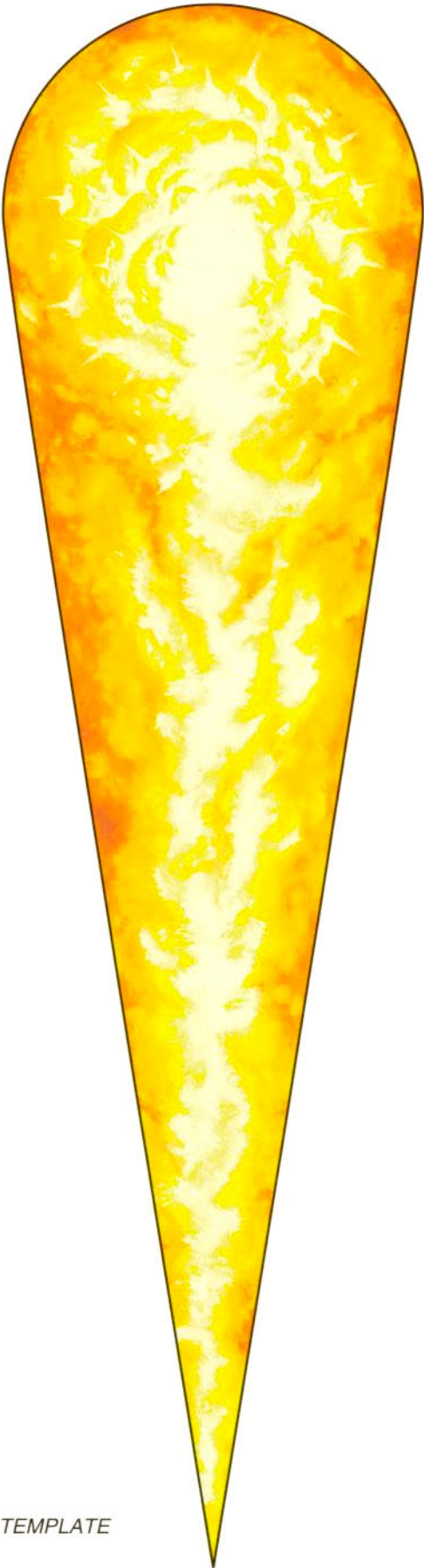
POINTS VALUE 150

SPECIAL CARD
GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest Ork Warlords of all time. He and his retinue are represented by a single unit consisting of Ghazghkull's stand and five Nobz stands with two battlewagons.



POINTS VALUE 350



FIRELORD FIREBOLT TEMPLATE

**FIRELORD
FIREBOLT TEMPLATE**

COMMISSAR YARRICK

Yarrick plus his attendant Rhino are counted as a command unit and so never have to be given orders and never have to check morale.

Yarrick can give orders to any Imperial Guard unit within 6cms. Any Imperial Guard units that can see Yarrick's stand automatically pass any morale rolls.

Any Ork units that are attacked by Yarrick in close combat must take a morale test to avoid going onto fall back orders.

Yarrick has a fixed armour saving throw of 3, 4, 5 or 6 on a D6. The saving throw never drops below this score.

BREAK POINT: Yarrick's unit is only ever broken if Yarrick is killed; the unit cannot be broken by the destruction of the accompanying Rhino.

VICTORY POINTS 2

Your opponent gains 2 VPs when Yarrick is killed.

ORK WARLORD GHAZGHKULL THRAKA

Ghazghkull and his retinue form a single command unit and so do not need orders and never check morale. Any Ork units within 25cm of Ghazghkull's stand may add +1 to any morale rolls that they have to make.

Once per game Ghazghkull may invoke the power of the Waaagh! The Waaagh makes Ghazghkull immune to any damage. In addition, all Orks on the table suffer a -1 modifier to hit them with ranged fire and they roll an extra dice in close combat. The Waaagh lasts for one turn and then fades away and all the Orks return to normal.

Thanks to his special armour and the benefits of relatively small size compared to a vehicle, Ghazghkull's armour saving throw never drops below 4+ on a D6.

BREAK POINT: Ghazghkull's unit is only ever broken if Ghazghkull is killed; the unit cannot be broken by the destruction of the accompanying retinue.

VICTORY POINTS 4

Your opponent gains 4 VPs when Ghazghkull is killed.

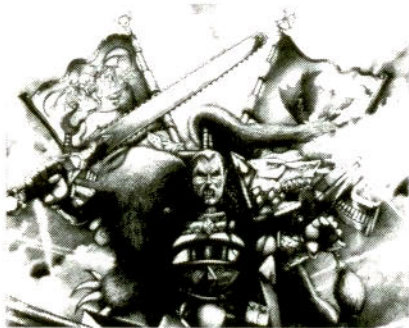
SPACE WOLVES

Ragnar and Njal are both members of the same Great Company and are often on the battlefield together. Even though a Company card normally only permits you to choose one special card, you are allowed to take **both** the Ragnar and Njal special cards for a single Great Company. This rule applies to Ragnar and Njal only. If you also want to include Ulrik in your force, you **must** be able to field an additional Great Company of Space Wolves.

SPECIAL CARD

RAGNAR BLACKMANE

Ragnar is a brilliant if unorthodox commander who has already had a highly successful and heroic career. He is represented by a single stand accompanied by a Rhino. Although Ragnar and Njal are bought as one special card they count as separate units and do not have to remain within 6cm of each other during the battle.



POINTS VALUE 150

SPECIAL CARD

NJAL STORMCALLER

Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lord's impetuosity with wisdom and knowledge gleaned from the runes and the sagas. Although Ragnar and Njal are bought as one special card they count as separate units and do not have to remain within 6cm of each other during the battle.



POINTS VALUE 150

SPECIAL CARD

ULRIK THE SLAYER

Ulrik is the Space Wolves' longest serving Wolf Priest and is charged with the responsibility of recruiting new Space Wolves and turning them into true Space Marines. Ulrik is represented by a single stand accompanied by a Rhino.



POINTS VALUE 150



NJAL STORMCALLER –
WIND BLAST TEMPLATE

NJAL STORMCALLER

Njal is a command unit and therefore needs no orders and never checks morale. Njal may make one psychic attack in addition to fighting. Thanks to his Psyber Raven, Njal does not need a line of sight in order to use any of the psychic attacks.

MIND BLAST: Range 25cm. Kills the target on a D6 roll of 4+.

PURGE PSYKER: Range 50cm. Use to attack a psyker. Roll 2D6 against targets 1D6. Target is killed if Njal scores higher. Njal is killed if target rolls double his score. Otherwise, no effect.

DESTROY DAEMON: Range 25cm. Njal rolls 2D6. Target rolls: 1D6 (Daemon stand or Chaos Android), 2D6 (Wraithguard or Dreadnought), 3D6 (Greater Daemon or Avatar). Target is killed if Njal scores higher. Njal is killed if target rolls double his score. Otherwise, no effect.

WIND BLAST: Range 25cm. Any stand or vehicle under the template that does not have a saving throw may not move or shoot and has its CAF reduced by 2 points.

BREAK POINT: Njal's unit is only ever broken if he is killed; the unit cannot be broken by the destruction of the accompanying Rhino.

SAVE: Due to his special conversion field and relatively small size compared to a vehicle, Njal's armour saving throw never drops below 5+ on a D6.

VICTORY POINTS 2

Your opponent gains 2 VPs when Njal is killed.

**NJAL STORMCALLER –
WIND BLAST TEMPLATE**

RAGNAR BLACKMANE

Ragnar is a command unit and so never has to be given orders or check morale.

INITIATIVE BONUS: As long as Ragnar is alive you are allowed to add +1 to your dice roll to see who has the initiative at the start of each turn.

BATTLE CRY: Once per game, at the start of any movement phase, Ragnar can utter his battle cry. When he does so, any Space Wolf infantry units (not bikes or other vehicles) that have at least one stand within 35cm of Ragnar immediately have their orders changed to charge orders. Such is the speed and ferocity of this charge that the Space Wolves' movement rate is tripled instead of being only doubled.

SAVE: Thanks to his special armour and relatively small size compared to a vehicle, Ragnar's armour saving throw never drops below 4+ on a D6.

BREAK POINT: Ragnar's unit is only ever broken if he is killed. The unit cannot be broken by the destruction of the accompanying Rhino.

VICTORY POINTS 2

Your opponent gains 2 VPs when Ragnar is killed.

ULRIK THE SLAYER

Ulrik is a command unit and so never has to be given orders or check morale. Most Space Wolves were recruited by Ulrik and in battle he can whip them into a fighting frenzy. Any Space Wolf stands within 15cm of Ulrik may add +1 to their close assault factor to represent this. In addition, Ulrik is a brave and battle-hardened warrior whose expert medical knowledge has saved many stricken comrades. Any Space Wolf troop stands that are within 15cm of him may take a special saving throw if they are slain. On a D6 roll of 5 or 6 Ulrik has managed to save some or all of the casualties and the troop stand fights on as normal.

WOLF HELM: As long as Ulrik is alive, any Space Wolves can re-roll failed morale checks. In addition, Ulrik himself and any Space Wolves who have a line of sight to his stand will automatically pass any morale checks that they are called to take.

SAVE: Thanks to his conversion field and relatively small size compared to a vehicle, Ulrik's armour saving throw never drops below 5+ on a D6.

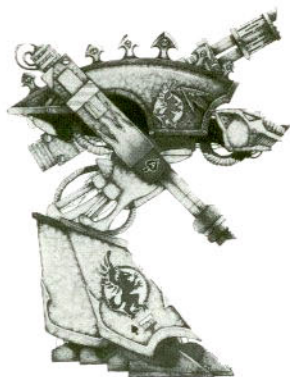
BREAK POINT: Ulrik's unit is only ever broken if he is killed. The unit cannot be broken by the destruction of the accompanying Rhino.

VICTORY POINTS 2

Your opponent gains 2 VPs when Ulrik is killed.

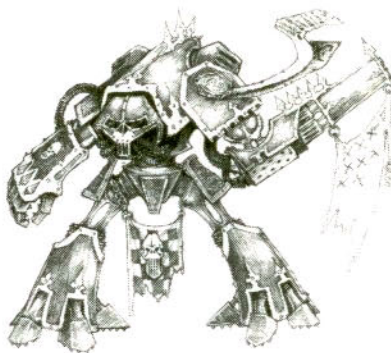
IMPERIAL TITAN DATA CARDS

SPECIAL CARD
2 WARHOUND SCOUT
TITANS



POINTS VALUE 500
FOR 2 WARHOUNDS

SPECIAL CARD
REAVER TITAN



POINTS VALUE 500

ORK DATA CARDS

SPECIAL CARD
GREAT GARGANT



POINTS VALUE 850

SPECIAL CARD
ORK GARGANT BIG MOB

A Gargant Big Mob consist of one command unit – the Boss Gargant – and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.



POINTS VALUE 1700

REAYER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights like a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.



VICTORY POINTS 5

Victory points are awarded when the Titan is destroyed.

WARHOUND TITANS

Warhound Scout Titans are the eyes and the ears of the Titan legions. Fast and agile, they perform dangerous reconnaissance missions and raids behind enemy lines. Each Titan fights as a single unit which cannot be broken and so does not need to take morale checks. Victory points are awarded to the opposing player as soon as one of the Titans is destroyed.



VICTORY POINTS 5

Victory points are awarded once one Warhound has been destroyed.

ORK GARGANT BIG MOB

In the build-up to a great Waa-Ork Mekboyz throughout Ork space enter a frenzy of Gargant construction. As a result, most Warbosses will have at least one mighty Gargant to fight in the Waa-Ork. The most powerful Warlords might be lucky enough to have a whole Mob of Gargants to lead their clans to war – an awesome Gargant Big Mob.

The Boss Gargant is a command unit and always has the maximum number of power fields. The other two Gargants in the Big Mob may only be given an order if the Boss Gargant is within 20cm in the orders phase. Otherwise, roll a D6 for the Gargants' orders: 1-2 = first fire, 3-4 = advance, 5-6 = charge.

Gargants cannot be broken and so do not need to take morale checks. Victory points are awarded to the opposing player as each Gargant is destroyed: 9 VPs for a Great Gargant and 6 VPs for a Slasher Gargant.

VICTORY POINTS 9 OR 6

Your opponent gains 9 or 6 VPs as appropriate when each Gargant is destroyed.

GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork war gods, it personifies the Waa-Ork.

A Great Gargant fights as a single unit which is commanded by a Warboss, so it is not subject to the Ork command rule and can always be given orders. Because the Warboss is on board the Ork player can give orders to any Ork units within 10cm of the Gargant. The Great Gargant cannot be broken and always passes morale checks. Victory points are awarded to the opposing player once the Great Gargant is destroyed.

VICTORY POINTS 9

Your opponent gains 9 VPs when the Great Gargant is destroyed.

SPACE MARINE[®]

BATTLES



The Space Marine Battles compilation features some of the most sought after Space Marine articles from White Dwarf magazine. The book contains four Epic battle reports featuring the forces of the Eldar, Orks, Squats, Space Marine warriors, Chaos and Imperial Guard. It also features brand new tactics articles for many of these armies, plus special rules for fighting attack and defence games in Epic scale including: bunkers, razor wire, minefields and fortifications. In addition, there are full rules for all of the awesomely destructive Imperial Titan weapons and full-colour card data sheets, rules and army cards for the Imperial Reaver and Warhound Titans, the Ork Great Gargant, Tzeentch Daemon Engines and mighty heroes such as Ghazghkull Thraka, Commissar Yarrick and Ragnar Blackmane.

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MINIATURES

