THIS MONTH! Bumper-sized apocalyptic special issue!

GAMES WORKSHOP®

GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE

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WARHAMMER 40,000 APOCALYPSE™

GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE
WHITE DWARF 334 OCTOBER 2007
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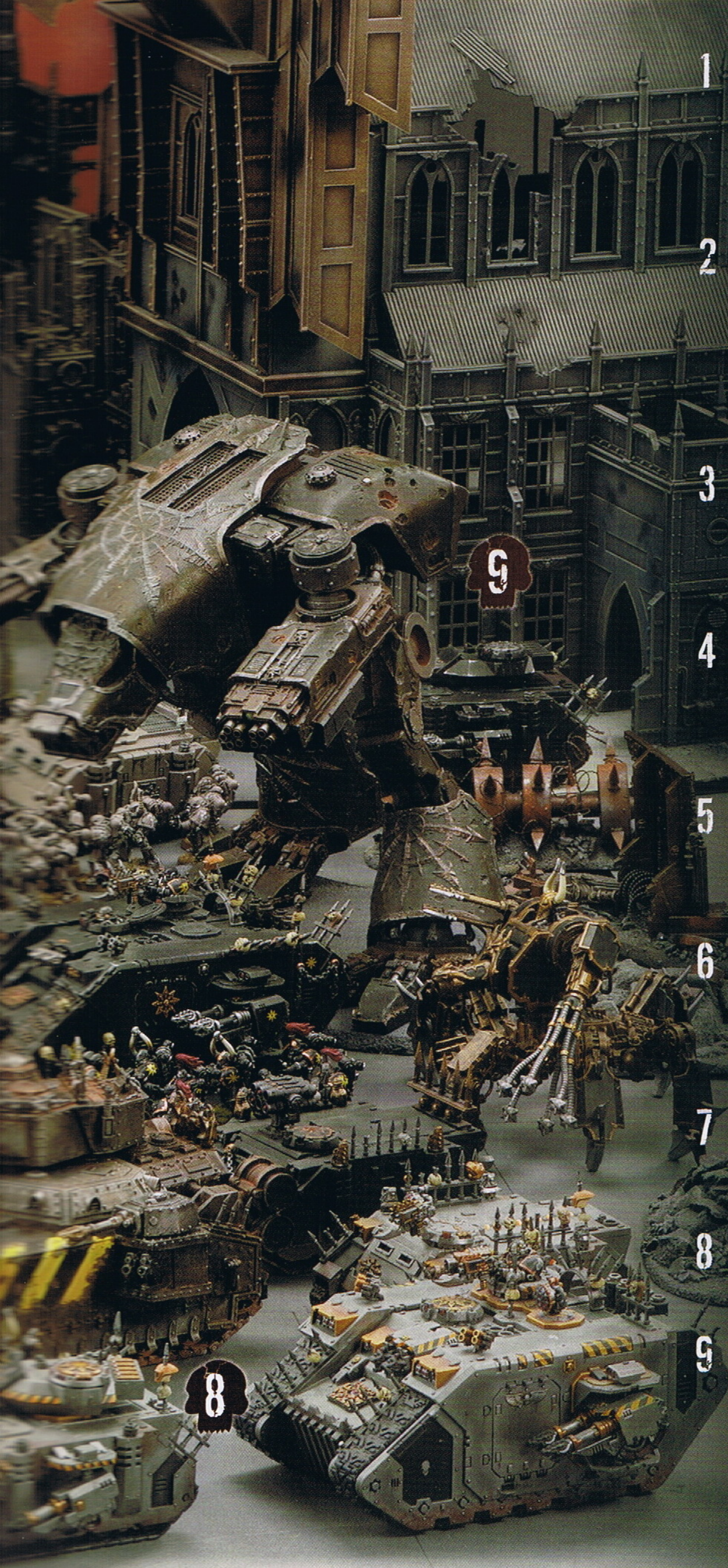


1 **Basilisk Artillery Battery.** There are many types of artillery in the arsenal of the Imperial Guard, of which the Basilisk is the most common. In large formations they are formed into batteries, and even Artillery Companies comprising of nine or more vehicles.

2 **Baneblade Super-heavy Tank.** Created using lost technology from the Dark Age, the Baneblade is one of the most powerful war machines in the galaxy. Their limited numbers are spread thinly across the battlefields of the Imperium, bringing hope to Imperial troops on the ground and destruction to the Emperor's enemies.

3 **Warhound Scout Titan.** Although a Warhound is a towering war machine of formidable power, they are the smallest class of Titan. Faster and more agile than other types of Titan, Warhounds are often used in a scouting role.

4 **Leman Russ Tank Company.** Often known as the Imperium's workhorse battle tank, The Leman Russ is a formidable war machine. A full Company of ten Leman Russ tanks can bring ten lascannons and ten battle cannons to bear.

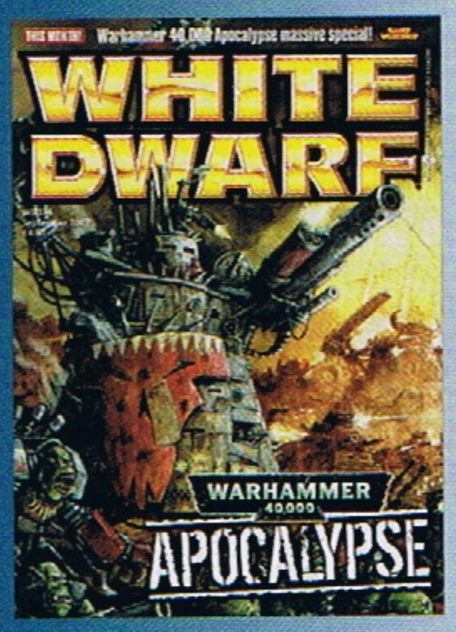
5 **Terminus Ultra Land Raider.** By forfeiting its troop-carrying capability, the Terminus Ultra can mount a battery of lascannons, capable of punching through the thickest armour.

6 **Marneus Calgar.** In such massive troop deployments even legendary figures participate. In the midst of battle are great Imperial heroes like Marneus Calgar, or infamous Chaos Champions such as Huron Blackheart, the Tyrant of Badab.

7 **Chaos Vindicator Linebreaker.** When three or more Vindicators combine their firepower they can topple fortifications in one devastating barrage.

8 **Chaos Baneblade.** Over the millennia many great Imperial vehicles have fallen into the hands of the forces of Chaos.

9 **Chaos Warhound.** During the Great Heresy, many of the Imperium's prized Titan Legions succumbed to the lure of Chaos. Ten thousand years later, traitor Titans can still be found on many battlefields across the galaxy.



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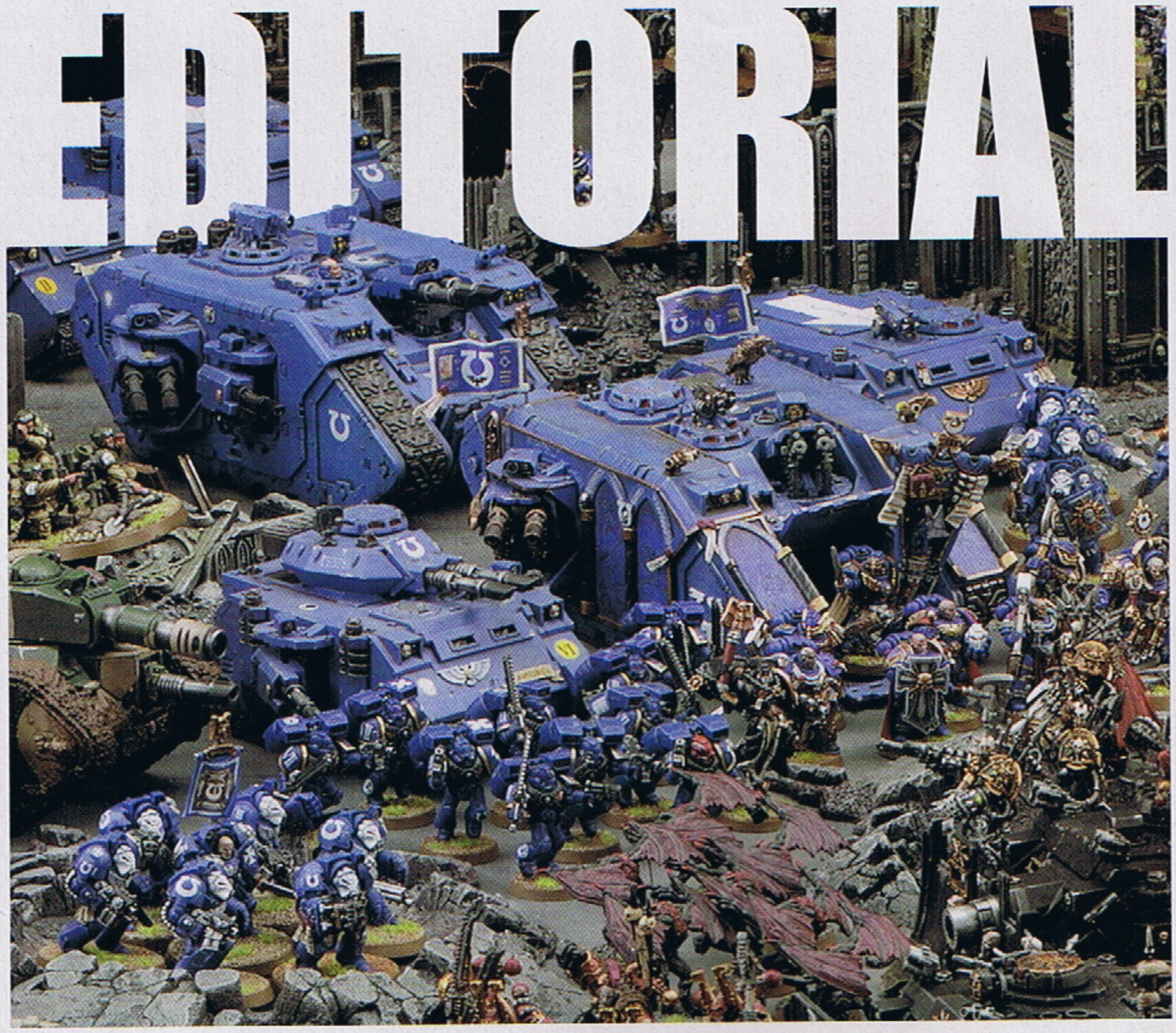
EDITORIAL



In the grim darkness of the far future, war rages eternally; war on an unimaginable scale.

Now, you can take part in that war like never before, for Apocalypse is here! As you'll have no doubt gleaned from the special fold-out front cover of this issue, and from the fatter-than-average magazine in your hands, the keyword for Warhammer 40,000 Apocalypse is "Big!" Why, there's barely room in one issue of White Dwarf to show you all the wonders that Apocalypse brings!

Apocalypse is all about playing gigantic games of Warhammer 40,000 with your friends, using every model at your disposal, with absolutely no limits on what armies or force organisation slots you can use. War on an epic scale means fun on an epic scale! To see what I mean, take a look at this issue's battle report. Ever wondered what a 40,000-point game looks like? You're about to find out. But skipping ahead means you'll miss some real delights, as Jervis Johnson lifts the lid on Apocalypse, and we take a close look at the biggest plastic kit we've ever made – the Baneblade.

And if that's not enough excitement, you'll find an 'Eavy Metal masterclass for The Lord of the Rings and a Warhammer Fast Cavalry Tactica, too! Truly, Grombrindal's flagon runneth over this month!

Grombrindal, The White Dwarf

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WARHAMMER 40,000

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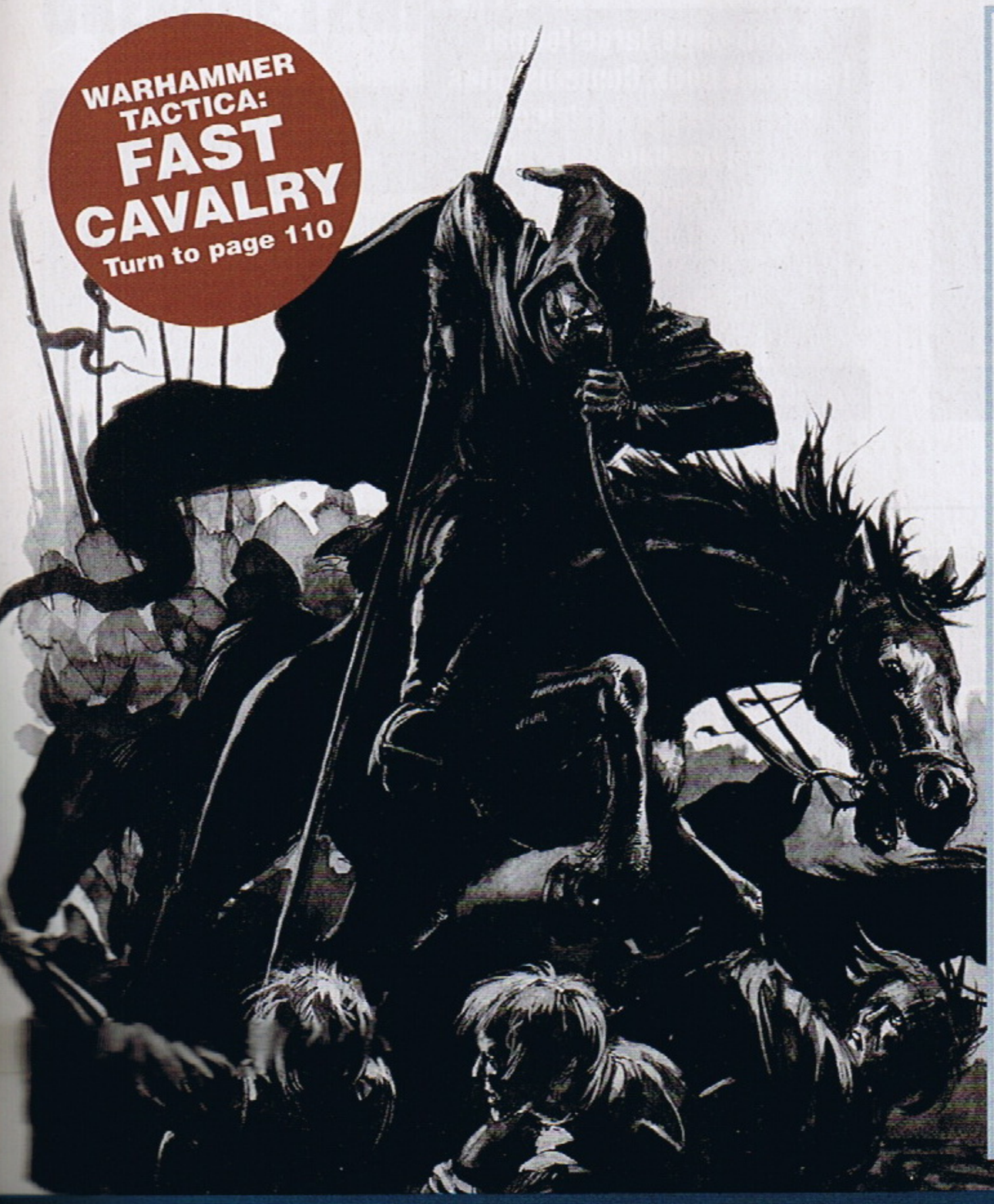
Apocalypse could change the way you play Warhammer 40,000 forever. Find out how and why.

70 BATTLE REPORT: THE DOOM OF VILIUS

The forces of Chaos battle the Imperium in an apocalyptic 40,000-point battle report!



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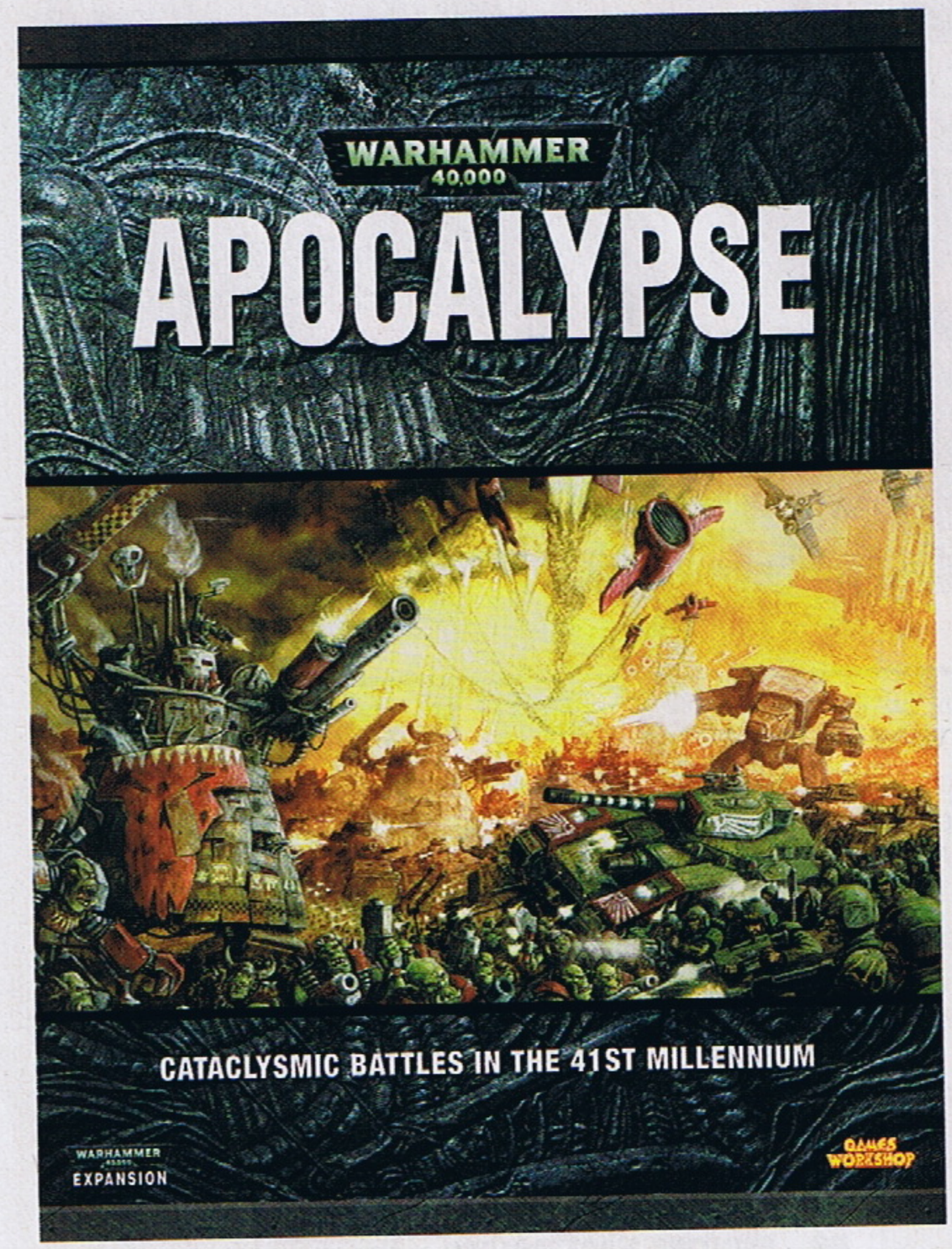
WARHAMMER 40,000™

APOCALYPSE



NEW EXPANSION

Apocalypse allows you to take your battles to whole new levels. Take command of legions of troops, entire armoured companies, giant war machines and super-heavy tanks. This Expansion for Warhammer 40,000 shows you how to fight massive battles!

The Apocalypse Expansion is a hardback, large-format, 200-page book containing four stunning gatefold spreads.

>>>TURN TO PAGE 41 TO LEARN MORE ABOUT APOCALYPSE

A 200-page, large-format hardback book. Contains rules, background and advice for playing Apocalyptic games

APOCALYPSE			£30
Denmark	350dkr	Euro	€50
Sweden	400sek	Norway	400nkr

Product code: 60040199018

ON SALE OCTOBER 13th

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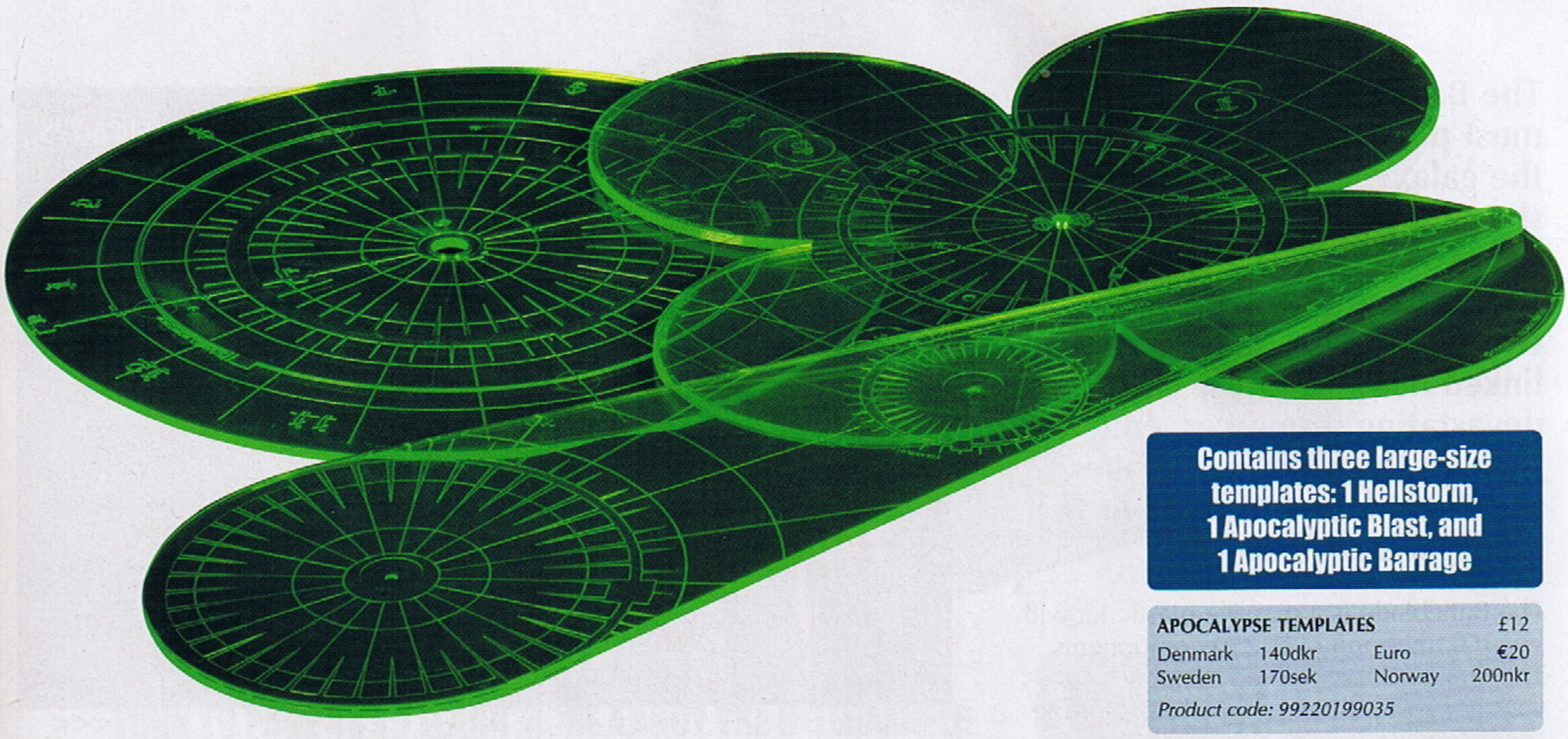
APOCALYPSE TEMPLATES

The new Apocalypse templates are multi-purpose gaming aids, having the standard template sizes engraved on them as well. For instance the Hellstorm template (large teardrop) also has the flamer and both standard blast templates engraved on its surface.



Contains three large-size templates: 1 Hellstorm, 1 Apocalyptic Blast, and 1 Apocalyptic Barrage

APOCALYPSE TEMPLATES			£12
Denmark	140dkr	Euro	€20
Sweden	170sek	Norway	200nkr

Product code: 99220199035

ON SALE OCTOBER 13th

>>>TURN TO PAGE 57 TO SEE JUST HOW BIG THESE ARE!

APOCALYPSE VORTEX GRENADE TEMPLATE

Contains one 3D domed vortex grenade template

APOCALYPSE VORTEX GRENADE TEMPLATE			£4
Denmark	45dkr	Euro	€6.25
Sweden	50sek	Norway	55nkr

Product code: 99220199036

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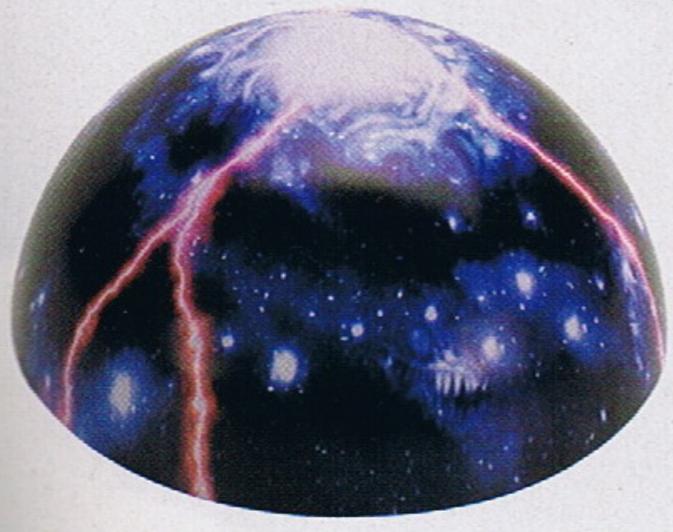

APOCALYPSE BIG GUN DICE

Tin contains six Apocalypse big gun dice and one scatter dice

APOCALYPSE			£7
Denmark	85dkr	Euro	€11.50
Sweden	100sek	Norway	100nkr

Product code: 99220199032

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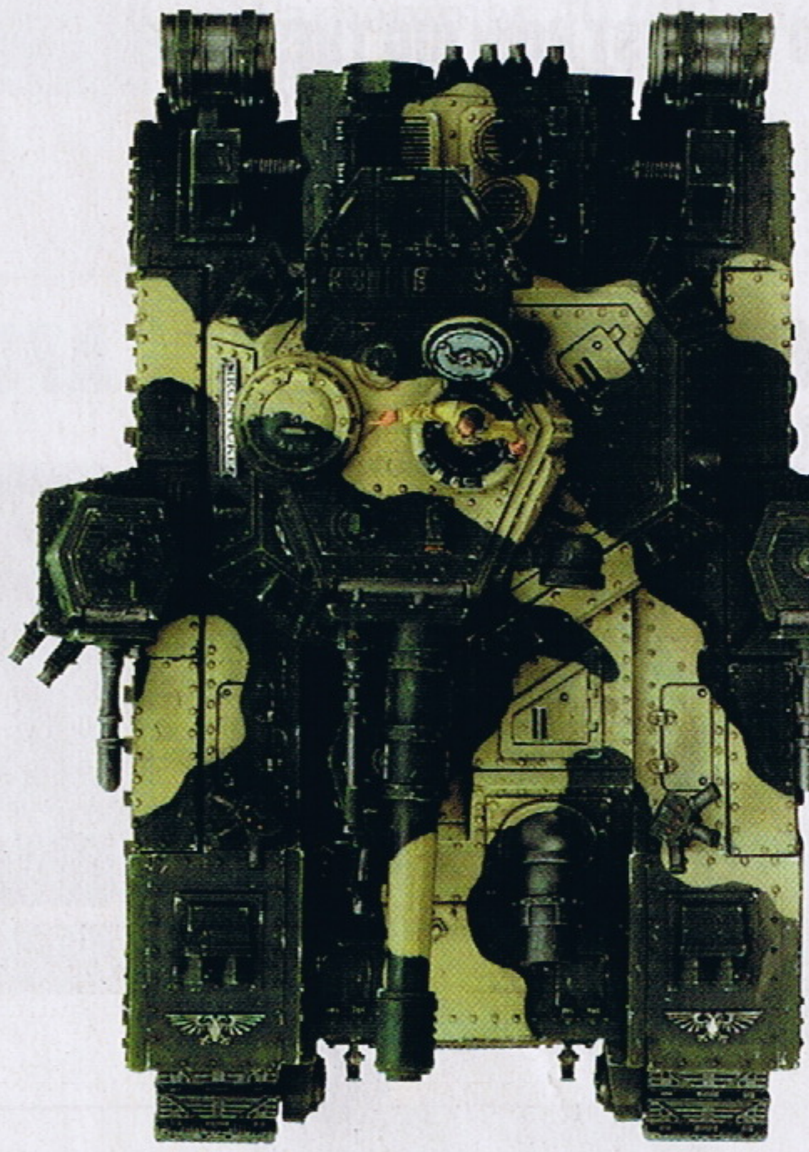
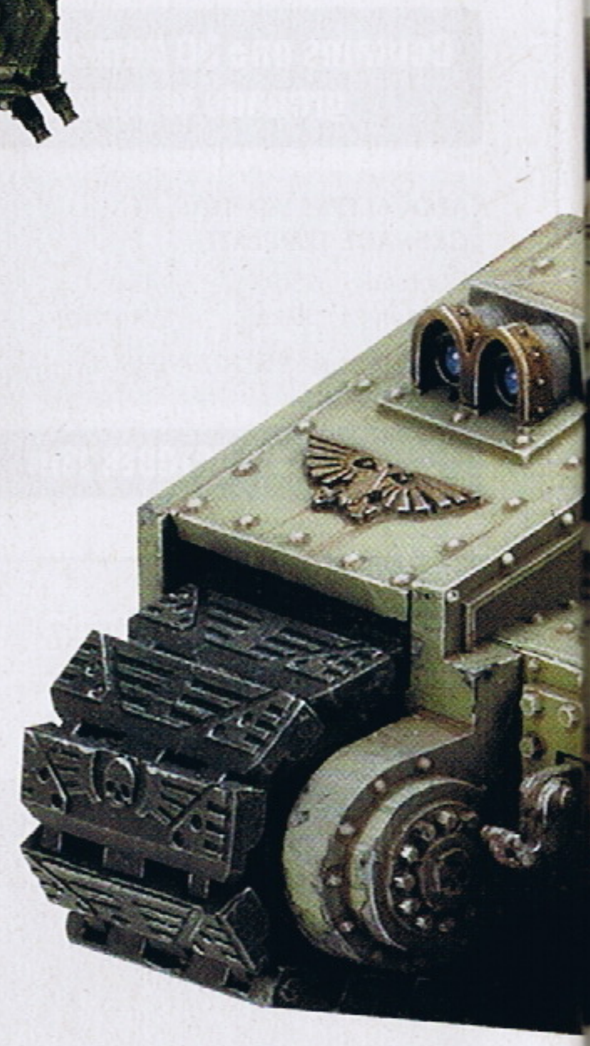
IMPERIAL BANEBLADE

The Baneblade is one of the most powerful war machines in the galaxy. In one round of shooting alone it can bring to bear the mighty baneblade cannon, a demolisher cannon, two lascannons, and three twin-linked heavy bolters. This devastating firepower, coupled with its thick armour, makes the Baneblade the pride of the Emperor's armies.

The Baneblade is a massive plastic kit with seven frames and over 250 components. The kit can be assembled in many variations with three optional slots for the sponson weapon mounts and all the components needed to make the Hellhammer anti-infantry tank.



INCLUDES TANK COMMANDER



This plastic box set will make one Baneblade or Hellhammer super-heavy tank. Also included is one plastic Tank Commander

APOCALYPSE TEMPLATES			£60
Denmark	750dkr	Euro	€95
Sweden	850sek	Norway	850nkr

Product code: 99120105023
Baneblade Designed by Tim Adcock.

Tank Commander designed by Mike Anderson.

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>>>TURN TO PAGE 48 TO LEARN MORE ABOUT THE HELLHAMMER

INCLUDES HELLHAMMER VARIANT PARTS

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SPACE MARINE MASTERS OF THE CHAPTER

On occasion, when the might of a Chapter is drawn up into a single confrontation, the Company Captains will fight together as one, near-unstoppable squad with an unrivalled mix of tactical acumen, advanced weaponry and elite warriors.

The Masters of the Chapter form a Legendary Unit. Fielding this unit in an Apocalypse game will give the Space Marines player the Precision Strike, Orbital Bombardment, Surgical Raids and Ambush strategic assets.

Master of the Fleet

This box set contains 1 Master of the Arsenal, 1 Master of the Fleet, 1 Master of Recruits and 1 Master of the Watch

MASTERS OF THE CHAPTER			£20
Denmark	225dkr	Euro	€30
Sweden	270sek	Norway	270nkr

Product code: 99110101331
Sculpted by Juan Diaz

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Master of Recruits

Master of the Arsenal

Master of the Watch

SPACE MARINE VETERANS MKII

This box set contains 5 Space Marine Veterans

SPACE MARINE VETERANS MKII			£18
Denmark	200dkr	Euro	€27.50
Sweden	250sek	Norway	250nkr

Product code: 99110101332
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Veteran with power weapon and plasma pistol

Veteran with power weapon and plasma pistol

Veteran with lightning claw

Veteran with bolter

Veteran with power fist

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VINDICATOR LINEBREAKER SQUADRON

This plastic box set contains 3 Vindicators and 1 Vehicle Command frame

VINDICATOR LINE BREAKER SQUADRON	£65		
Denmark	700dkr	Euro	€95
Sweden	850sek	Norway	850nkr

Product code: 99120101057

Sculpted by Tim Adcock

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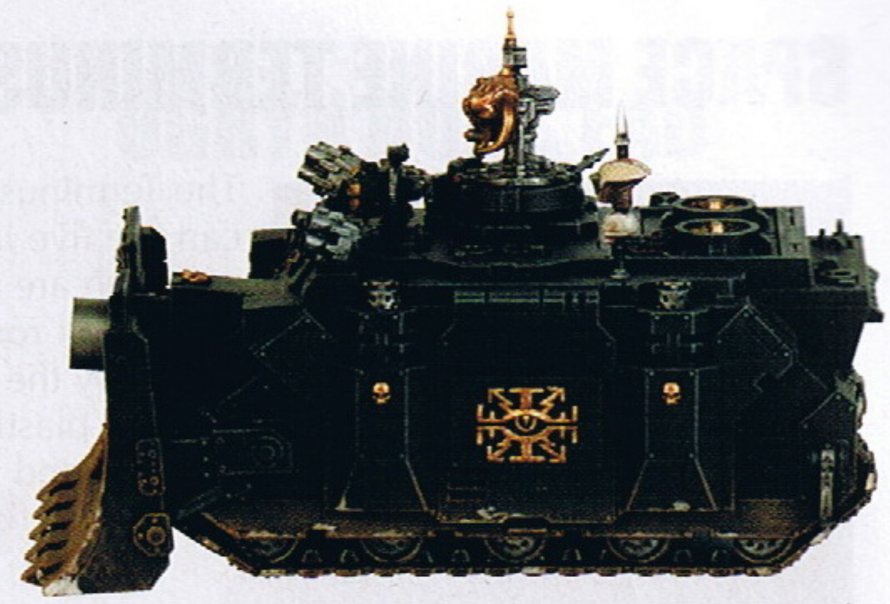
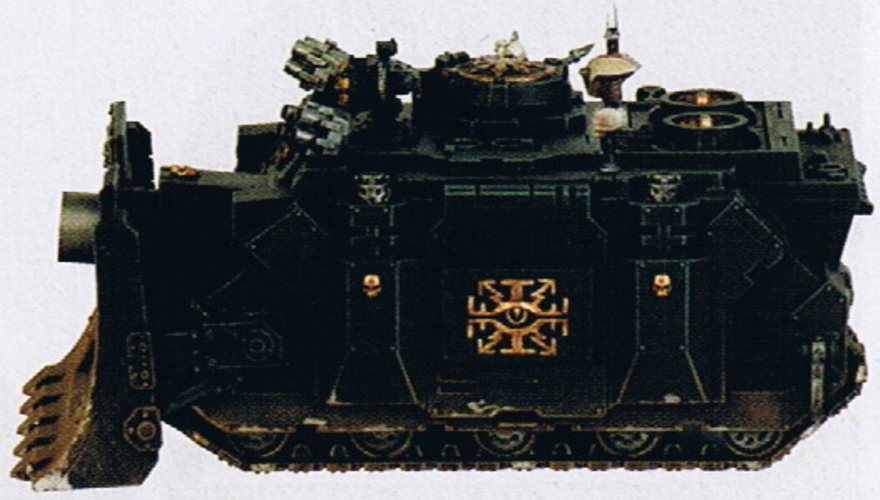
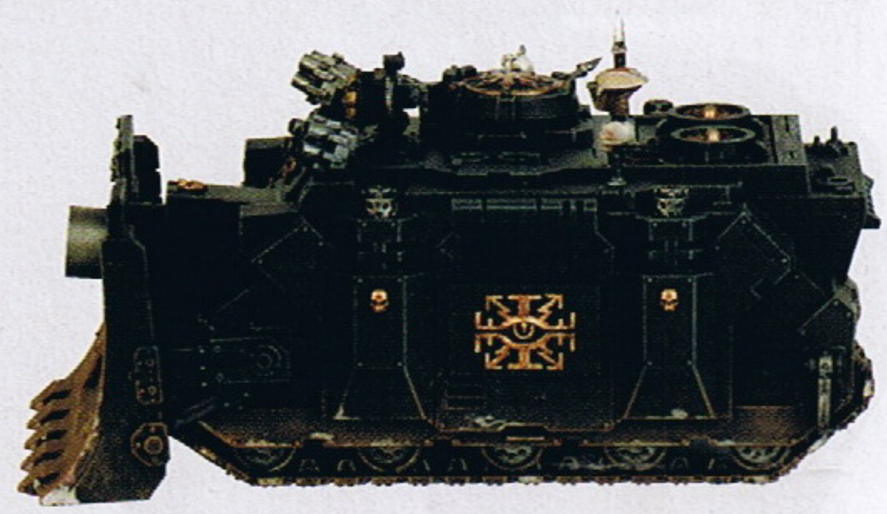
The Linebreaker Squadron is a Battle Formation comprising three or more Vindicators. When fielded in games of Apocalypse the combined firepower of the demolisher cannons can destroy any piece of terrain on the battlefield!



HQ VINDICATOR



VINDICATOR



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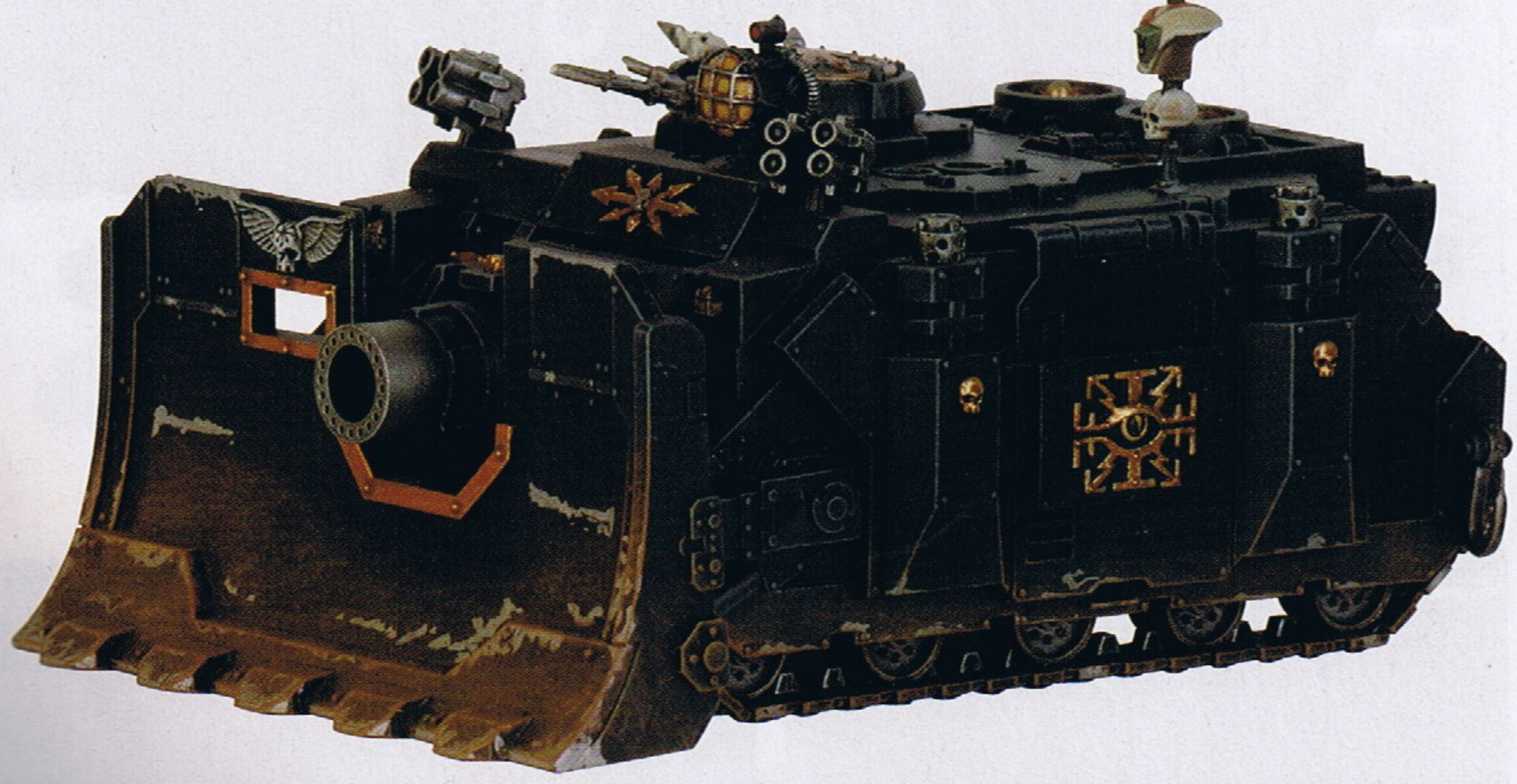

INCLUDES CHAOS SPACE MARINE AND SPACE MARINE ACCESSORIES

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SPACE MARINE TERMINUS PATTERN LAND RAIDER

The Terminus Ultra is a rare Land Raider variant that can fire five lascannons in one bout of shooting, three of which are twin-linked. As a Land Raider, with thick armour all round, the Terminus Ultra is a tank rightly feared by the Imperium's enemies.

This plastic box set contains the standard Space Marine Land Raider frames, complete with additional lascannons for the sponsons and hull.

This plastic box set contains 1 Terminus Ultra Land Raider

SPACE MARINE TERMINUS PATTERN LAND RAIDER			£35
Denmark	350dkr	Euro	€50
Sweden	400sek	Norway	400nkr

Product code: 99120101055
Sculpted by Jes Goodwin and Tim Adcock

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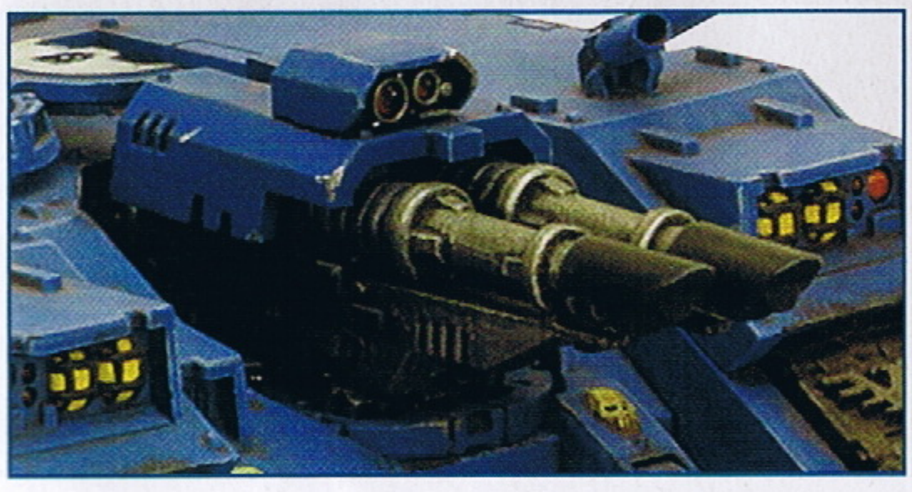
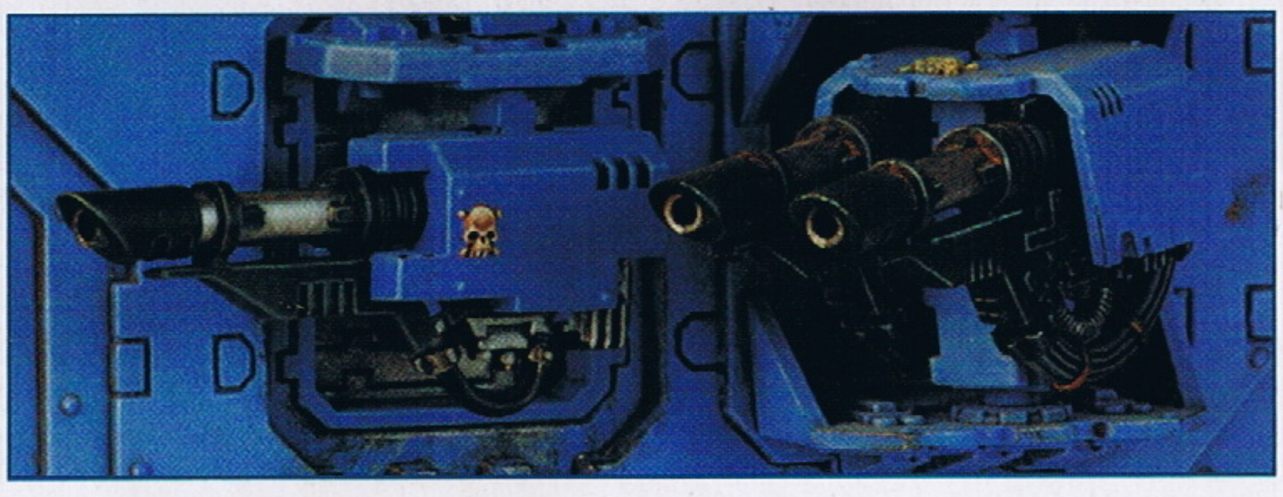
>>>TURN TO PAGE 55 FOR THE TERMINUS ULTRA DATASHEET





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OGRYNS

This blister pack contains 1 metal Ogryn with ripper gun

OGRYN			£10
Denmark	115dkr	Euro	€15
Sweden	140sek	Norway	150nkr

Product code: 99060105204
Sculpted by Mark Harrison

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OGRYN BONE 'EAD

This blister pack contains 1 metal Ogryn Bone 'Ead

OGRYN BONE 'EAD			£10
Denmark	115dkr	Euro	€15
Sweden	140sek	Norway	150nkr

Product code: 99060105205
Sculpted by Mark Harrison

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COMMISSARS

This blister pack contains 1 Imperial Guard Commissar

COMMISSAR			£6
Denmark	70dkr	Euro	€9
Sweden	80sek	Norway	85nkr

Product code: 99060105206
Sculpted by Juan Diaz

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ORK BIG MEK WITH BOSSPOLE

This blister pack contains 1 Ork Big Mek with Bosspole

ORK BIG MEK WITH BOSSPOLE			£10
Denmark	115dkr	Euro	€15
Sweden	140sek	Norway	150nkr

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IMPERIAL CITY

The Imperial City box set is back this month by popular demand. The City Ruin frames can be assembled in many different configurations.

This plastic box set contains 28 City Ruin frames (Citadel miniatures and battlemat not included)

IMPERIAL CITY			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

Product code: 99120199007

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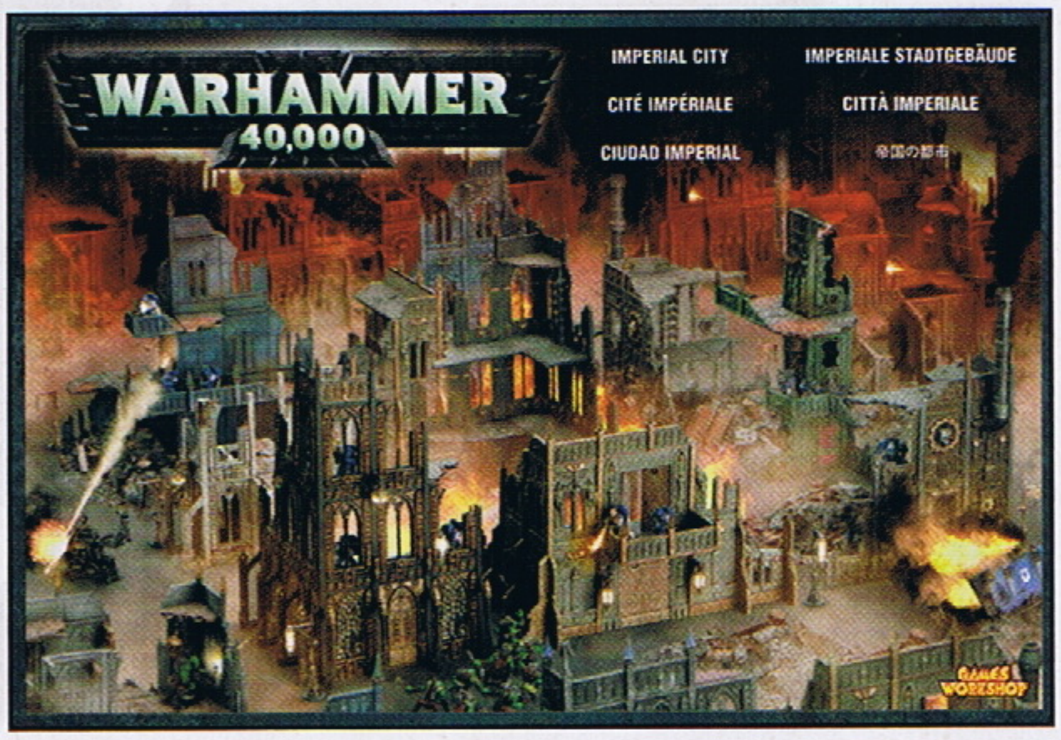
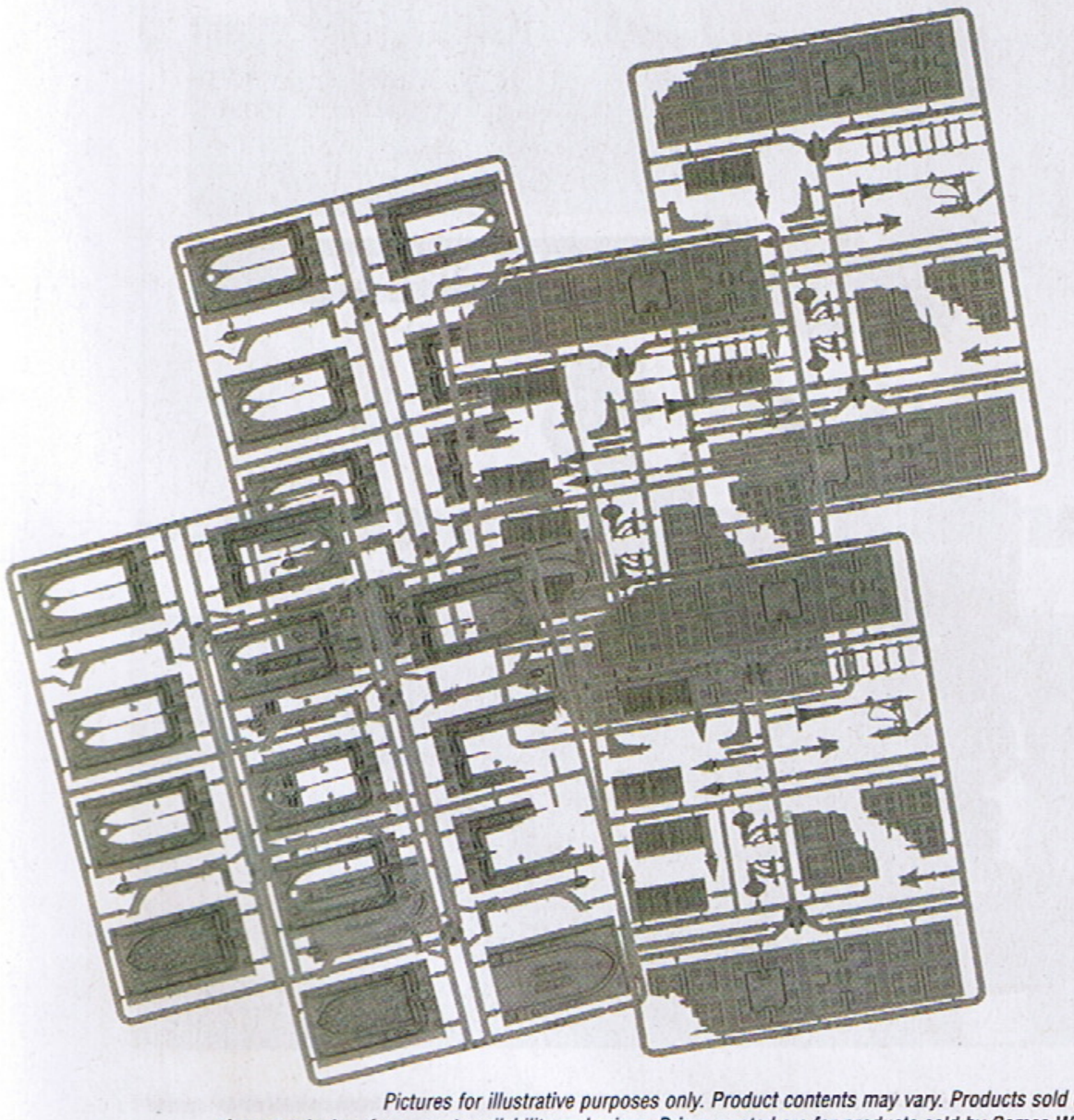
MAKE ALL THE BUILDINGS SEEN HERE FROM JUST ONE BOX!





GAMES WORKSHOP TAPE MEASURE

TAPE MEASURE			£3
Denmark	40dkr	Euro	€4
Sweden	50sek	Norway	50nkr

Product code: 99239999035

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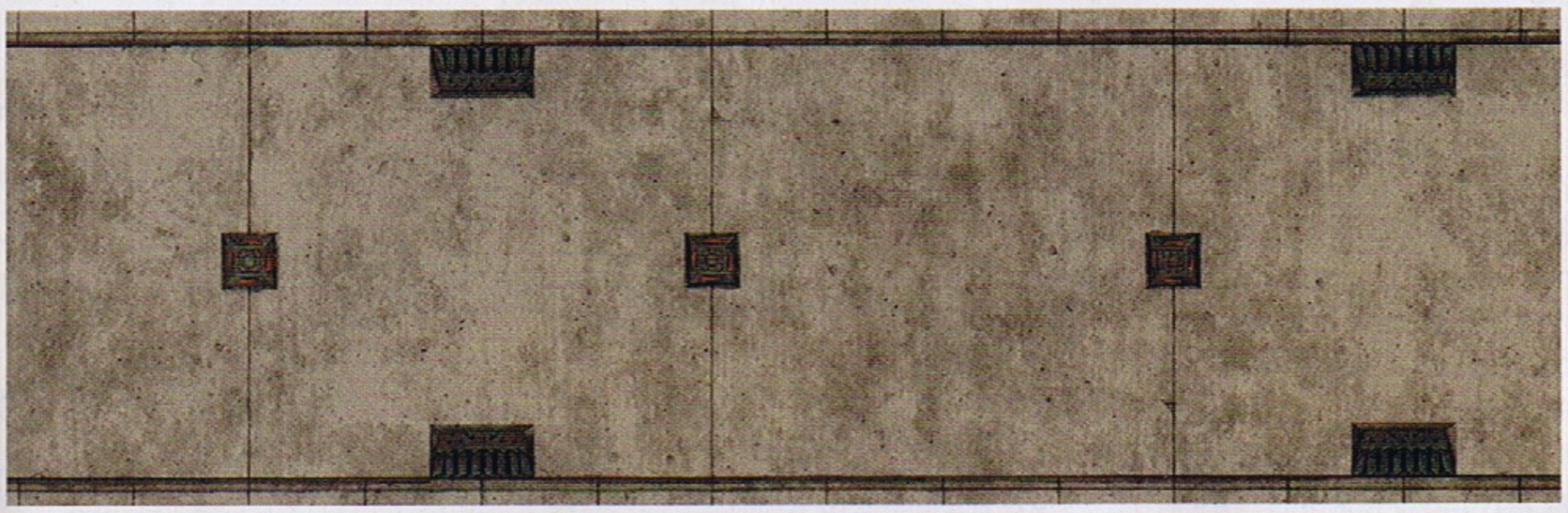
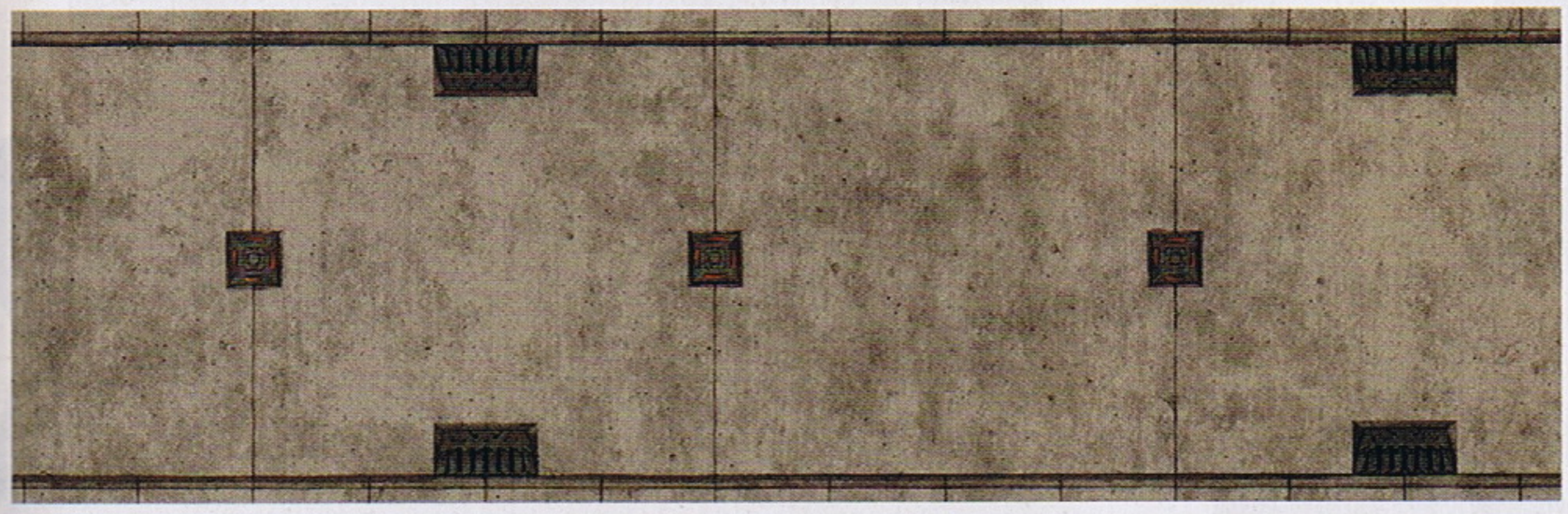
URBAN ROADS

>>>SEE MORE OF THESE NEXT ISSUE!





CONTAINS TEN FEET OF ROAD

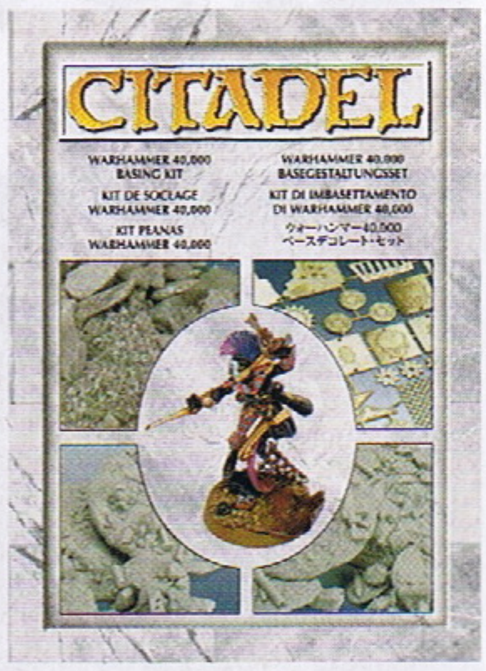
Contains 10' of urban road, plus hobby guide

URBAN ROADS			£15
Denmark	175dkr	Euro	€22.50
Sweden	200sek	Norway	225nkr

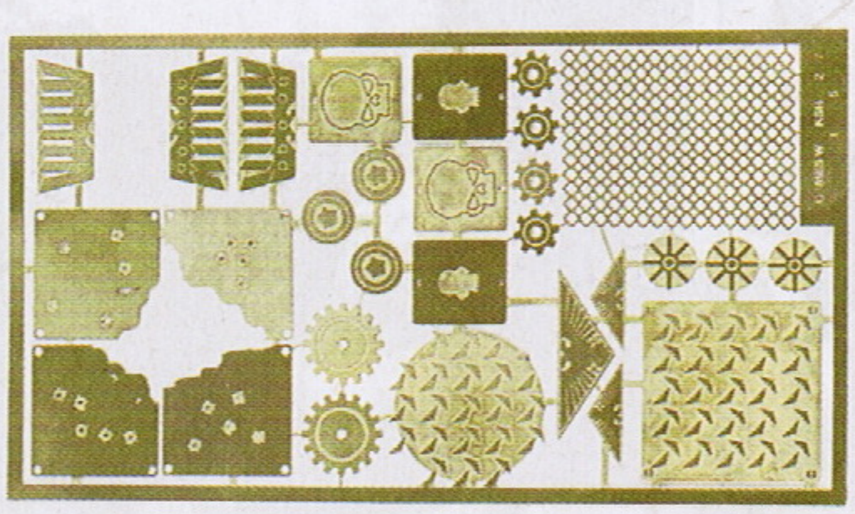
Product code: 99220199033

ON SALE OCTOBER 13th

CITADEL WARHAMMER 40,000 BASING KIT



CHECK OUT PAGE 103 FOR TIPS



This box set contains 2 pots of slate, 2 pots of resin details, 1 spare tub and 1 brass etched frame

WARHAMMER 40,000 BASING KIT			£12
Denmark	135dkr	Euro	€17.50
Sweden	160sek	Norway	175nkr

Product code: 99220199034

ON SALE OCTOBER 13th

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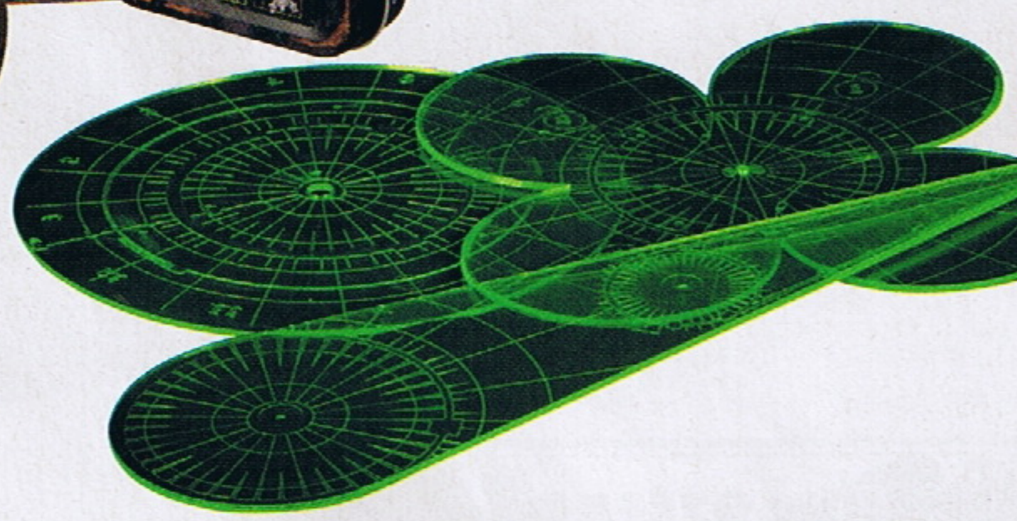
APOCALYPSE GAMERS' EDITION

The Apocalypse Gamers' Edition is the ultimate hobby accessory. In the kit you get the Apocalypse book, big gun dice and templates, all in an exclusive Imperial Guardsman's backpack! The backpack is a fantastic piece of kit with specific pockets for all the templates, two dice tin pockets and enough space to accomodate a figure case (not included). There's even a pocket to house your MP3 player! You can display your allegiance to either the Imperium or Chaos with the removable velcro insignia patches.

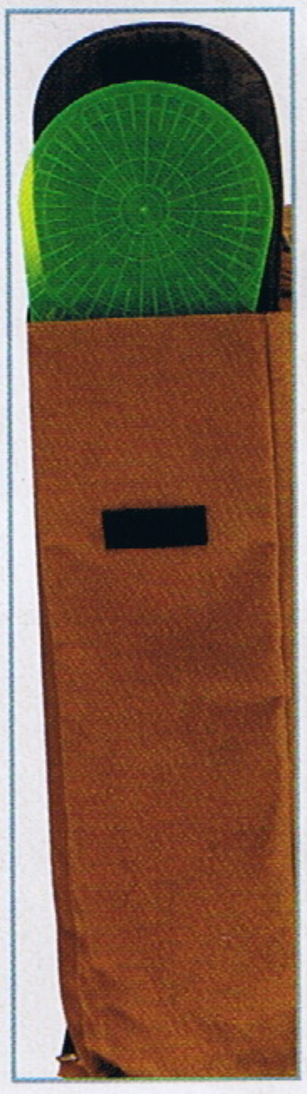


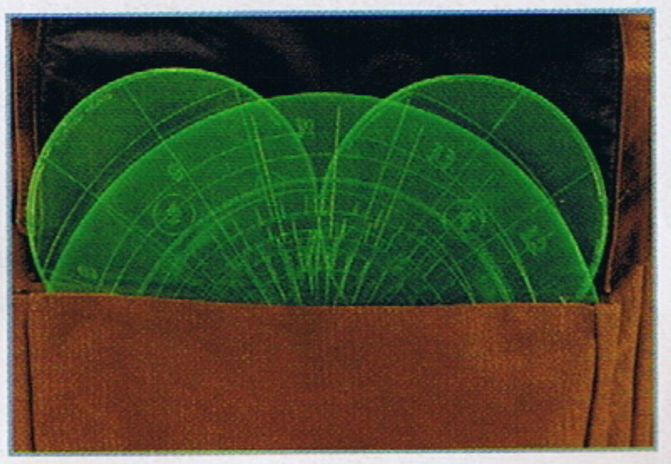
Contains Apocalypse book, Big Gun dice, Apocalypse Templates and Backpack

APOCALYPSE GAMERS' EDITION			£60
Denmark	750dkr	Euro	€95
Sweden	850sek	Norway	850nkr

Product code: 60020199033

ON SALE OCTOBER 13th





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START YOUR GAMING!

Prepare to enter the grim darkness of the far future, relive the harrowing journey through Moria or wage war in a world of dark fantasy. Our boxed games provide you with all you need to get started in a whole world of hobby gaming.

WARHAMMER 40,000™

BATTLE FOR MACGRAGGE

This hobby set contains 92-page Warhammer 40,000 rulebook, 34 plastic Citadel miniatures, detailed scenery and dice.

BATTLE FOR MACRAGGE			£40
Denmark	350dkr	Euro	€50
Sweden	400sek	Norway	400nkr

THE LORD OF THE RINGS STRATEGY BATTLE GAME

MINES OF MORIA

This hobby set contains a 112-page The Lord of the Rings rules manual, 34 plastic Citadel miniatures, detailed scenery and dice.

MINES OF MORIA			£40
Denmark	350dkr	Euro	€50
Sweden	400sek	Norway	400nkr

WARHAMMER®

BATTLE FOR SKULL PASS

This hobby set contains a 128-page Warhammer rulebook, 110 plastic Citadel miniatures, detailed scenery, dice and gaming markers.

BATTLE FOR SKULL PASS			£40
Denmark	350dkr	Euro	€50
Sweden	400sek	Norway	400nkr

APOCALYPSE BATTLE FORMATIONS

This month, to celebrate the launch of the Apocalypse expansion, we're releasing a whole host of massive box sets. Each set represents a complete Battle Formation, containing all the miniatures you'll need from the Citadel range conveniently packaged together.

Battle Formations are not only a great way to expand your army to make them "Apocalypse-ready", but also grant your force the use of one or more special rules or Strategic Assets. For more information on the benefits of Battle Formations, turn to page 54.

IMPERIAL GUARD LEMAN RUSS TANK SQUADRON

This plastic box set contains 3 Imperial Guard Leman Russ tanks and 1 Vehicle Command frame

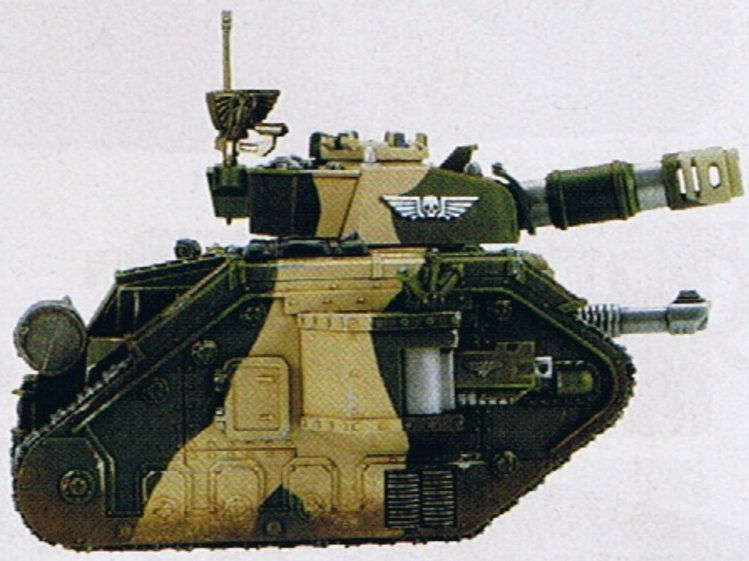
LEMAN RUSS TANK SQUADRON			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

Product code: 99120105020

ON SALE OCTOBER 13th

INCLUDES THE VEHICLE COMMAND FRAME. SEE PAGE 104

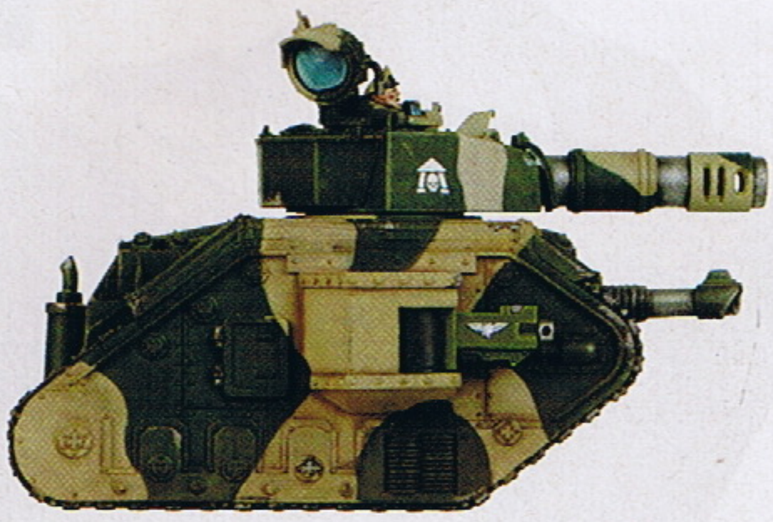
The Leman Russ Tank Squadron is a Battle Formation. Fielding this in an Apocalypse game gives the formation the Squadron Command Tank special rule, so all the tanks in the squadron can ignore "Shaken" damage results.



SQUADRON HQ LEMAN RUSS

LEMAN RUSS

SQUADRON HQ LEMAN RUSS



LEMAN RUSS

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EMPEROR'S FIST TANK COMPANY

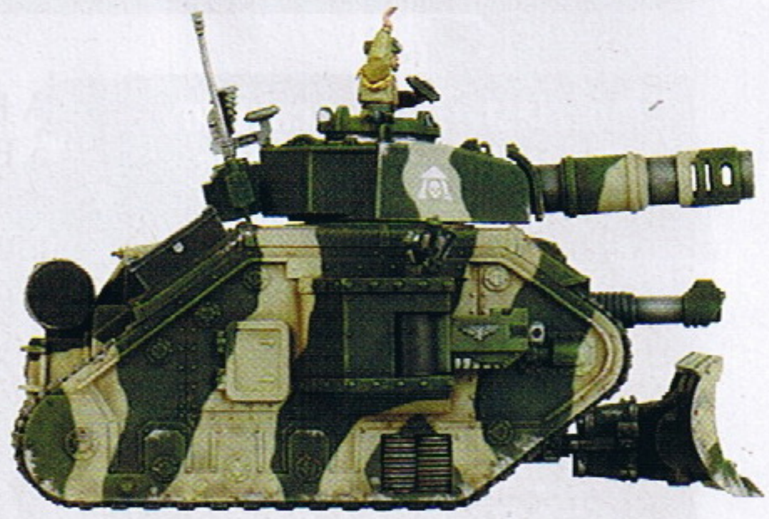
The Emperor's Fist Tank Company consists of three Leman Russ Tank Squadrons and a Leman Russ Command tank. An Emperor's Fist Tank Company is a Battle Formation. Fielding this in an Apocalypse game gives the vehicles the ability to count as a scoring unit even if immobilised, and to ignore "Shaken" results on the damage tables.

This plastic box set contains 10 Imperial Guard Leman Russ tanks and 4 Vehicle Command frames

EMPEROR'S FIST TANK COMPANY			£150
Denmark	1600dkr	Euro	€225
Sweden	1900sek	Norway	1900nkr

Product code: 99120105022

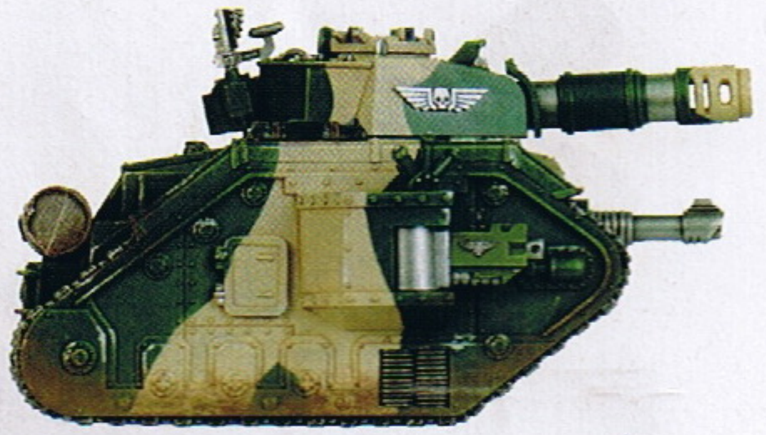
ON SALE OCTOBER 13th



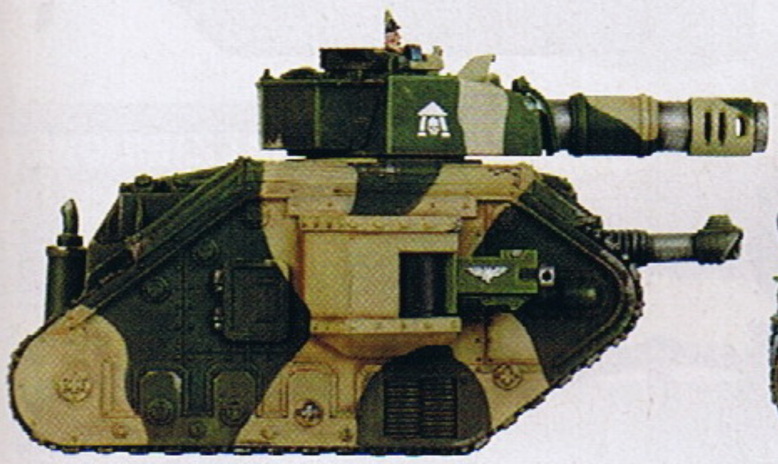
COMPANY HQ LEMAN RUSS

SQUADRON HQ LEMAN RUSS

SQUADRON HQ LEMAN RUSS

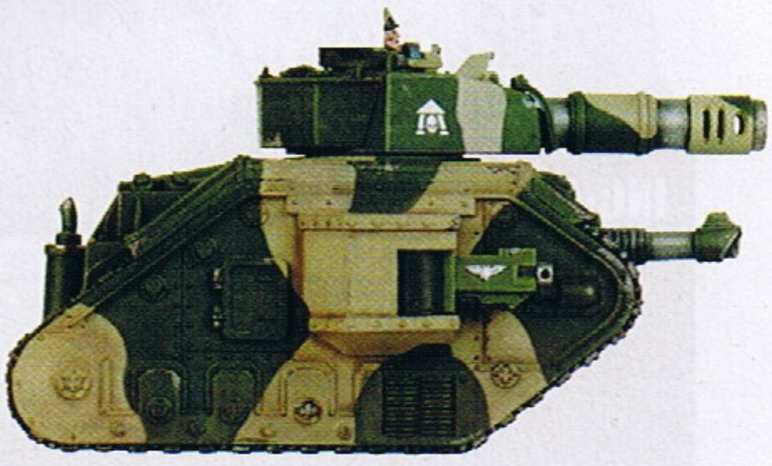


SQUADRON HQ LEMAN RUSS

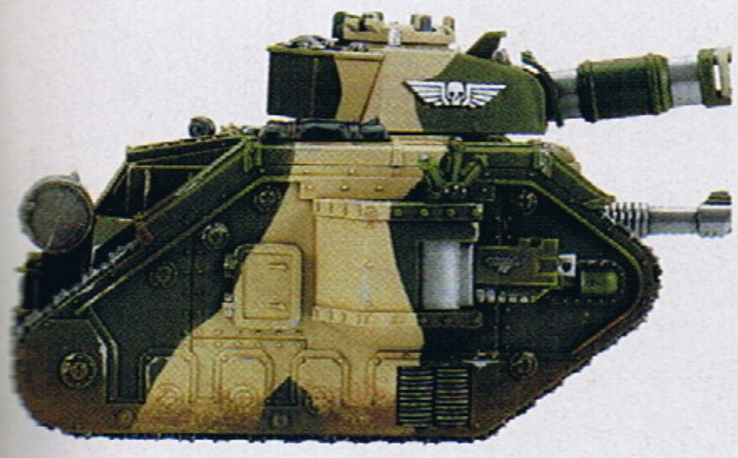


LEMAN RUSS

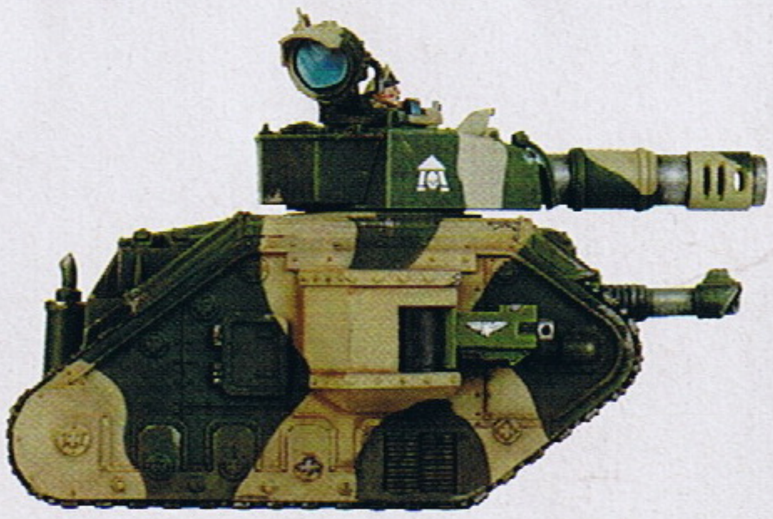
LEMAN RUSS



LEMAN RUSS



LEMAN RUSS



LEMAN RUSS

LEMAN RUSS

INCLUDES FOUR VEHICLE COMMAND FRAMES! SEE PAGE 104

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IMPERIAL GUARD BASILISK BATTERY

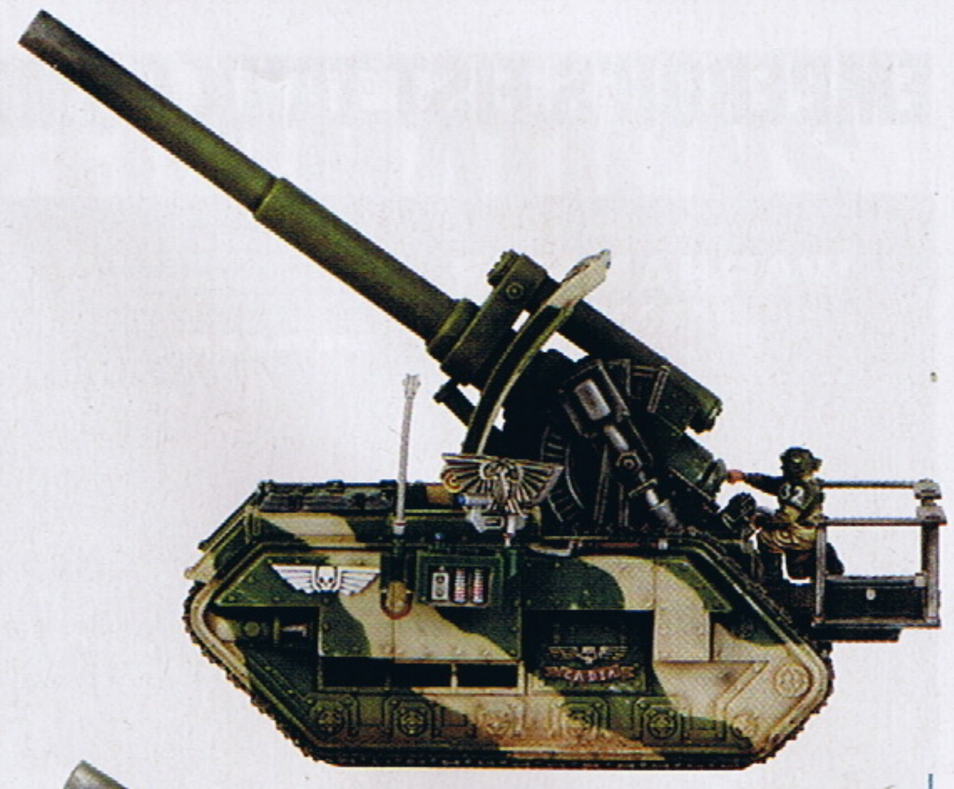
This plastic box set contains 3 Basilisks and 1 Vehicle Command frame

IMPERIAL GUARD BASILISK BATTERY			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

Product code: 99120105021

ON SALE OCTOBER 13th

A Basilisk Artillery Battery is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to fire spotting rounds, making subsequent earthshaker cannon shots far more accurate.

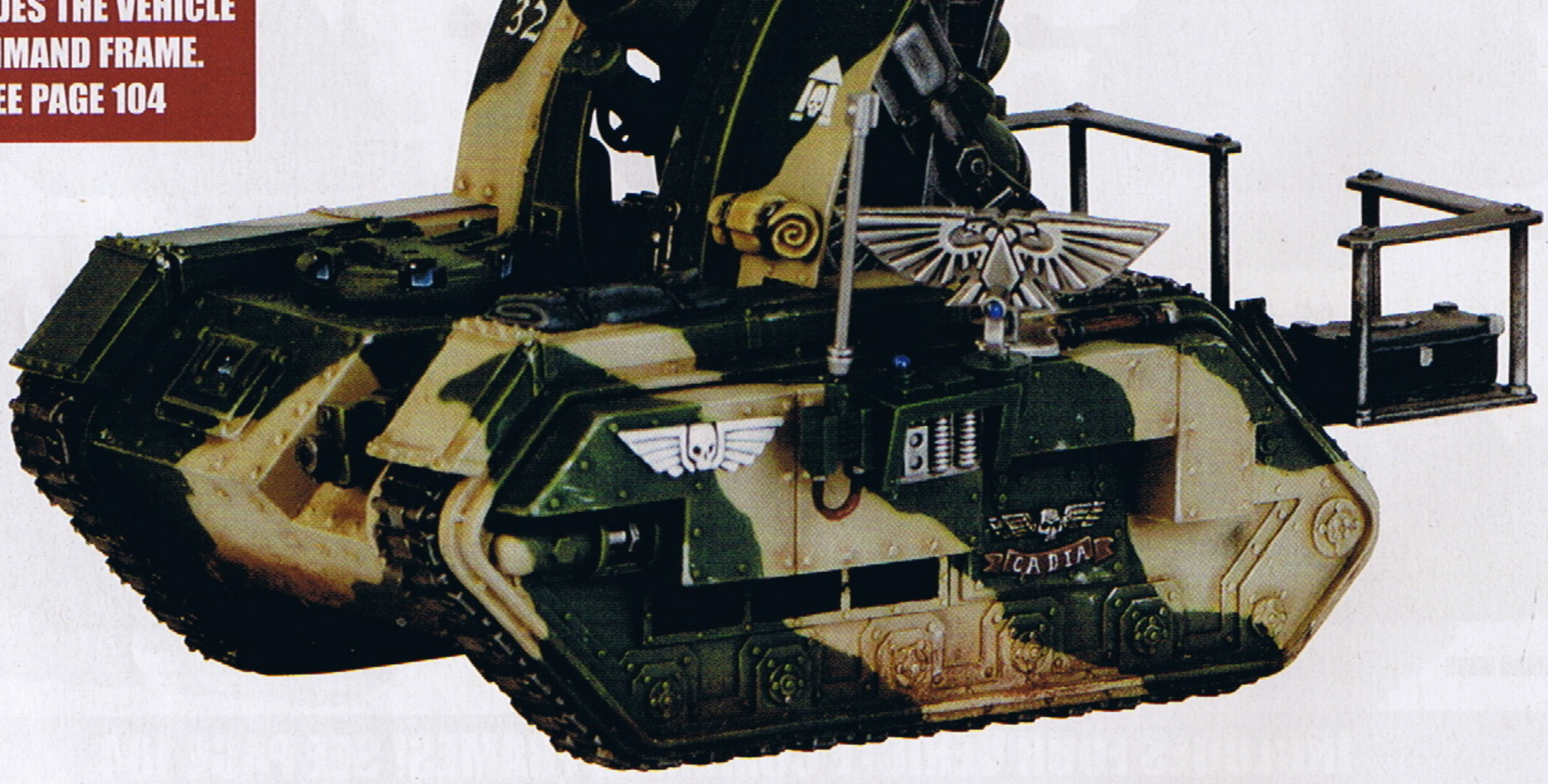


SQUADRON HQ BASILISK

BASILISK

BASILISK

INCLUDES THE VEHICLE COMMAND FRAME.
SEE PAGE 104



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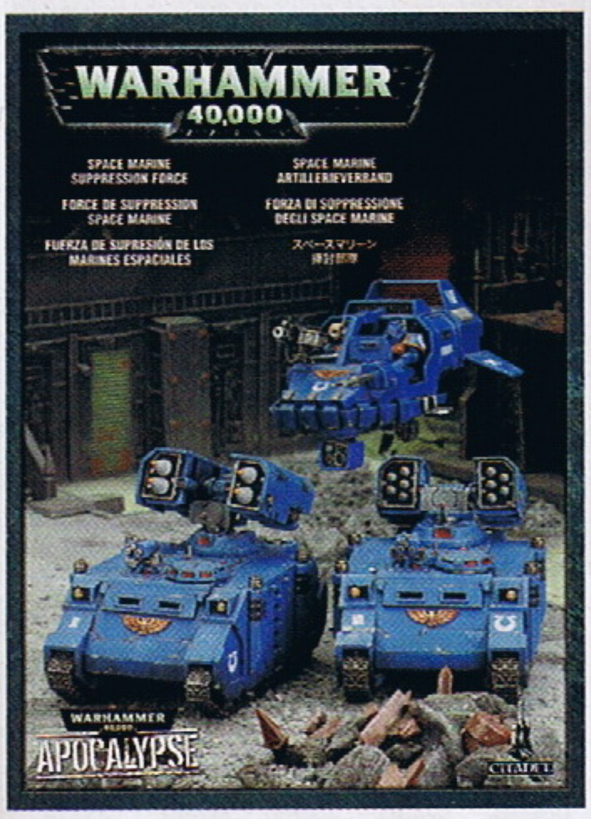
SPACE MARINES SUPPRESSION FORCE



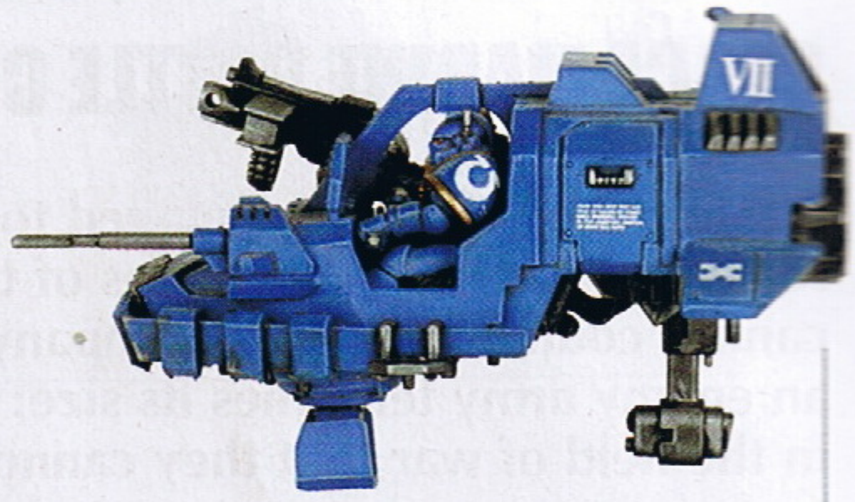
This plastic box set contains 1 Land Speeder, 2 Whirlwinds and 1 Vehicle Command frame

SPACE MARINE SUPRESSION FORCE			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

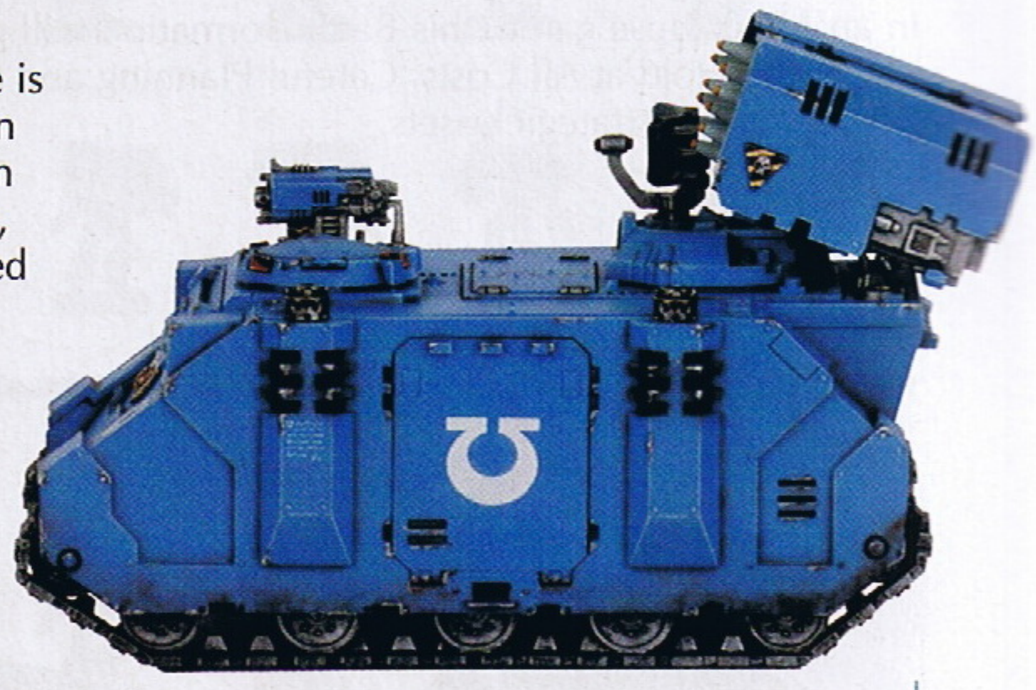
Product code: 99120101054

ON SALE OCTOBER 13th

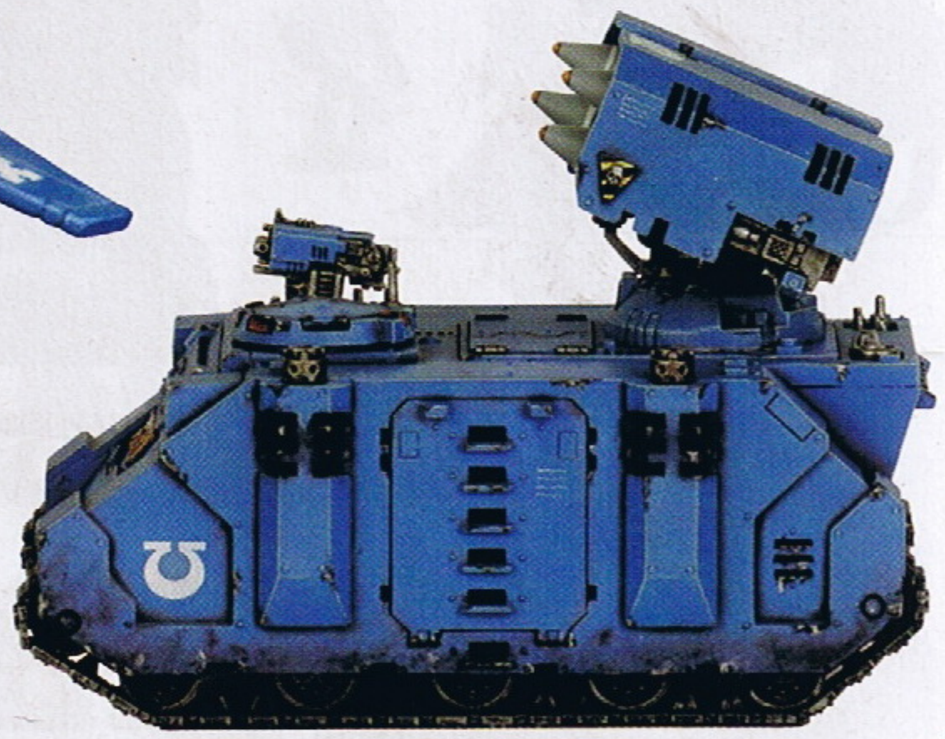
The Space Marine Suppression Force is a Battle Formation. Fielding this in an Apocalypse game gives the formation the Long Range Spotting special rule, affording the Whirlwinds an unlimited range and more accurate fire.



Land Speeder



Whirlwind 1



Whirlwind 2

INCLUDES THE VEHICLE COMMAND FRAME. SEE PAGE 104

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SPACE MARINE BATTLE COMPANY

Battle Companies are deployed to meet full-scale threats that other forces of the Imperium cannot counter. A Battle Company can defeat an enemy army ten times its size; there is little in the field of war that they cannot achieve.

A complete Battle Company is an awe-inspiring sight on the tabletop. This massive box set contains six Tactical Squads, two Assault Squads, two Devastator Squads and a Command Squad. In an Apocalypse game, this Battle Formation will give the player the Hold at All Costs, Careful Planning and Orbital Bombardment strategic assets.

Commander

Company Champion

Devastator with multi-melta

Assault Marine

Razorback

INCLUDES THE VEHICLE COMMAND FRAME. SEE PAGE 104

This box set contains 1 Space Marine Commander, 5 Command Squad Space Marines, 6 Tactical Squads, 2 Assault Squads, 2 Devastator Squads, 1 Razorback, 8 Rhinos and 1 Vehicle Command frame

SPACE MARINE BATTLE COMPANY			£275
Denmark	3000dkr	Euro	€400
Sweden	3500sek	Norway	3500nkr

Product code: 99120101056

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>>>TURN TO PAGE 70 TO SEE THE BATTLE COMPANY IN ACTION!

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Commander

Command Squad

Razorback

1st Tactical Squad

Rhino

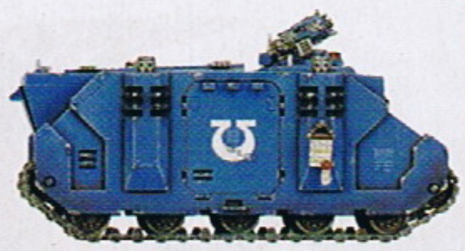
1st Assault Squad

2nd Tactical Squad

Rhino

2nd Assault Squad

3rd Tactical Squad

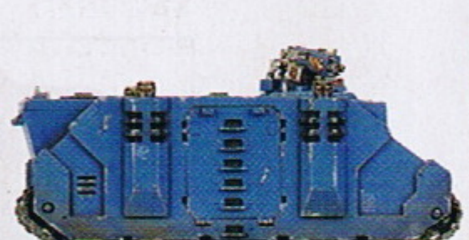


Rhino

Rhino

1st Devastator Squad

4th Tactical Squad



Rhino

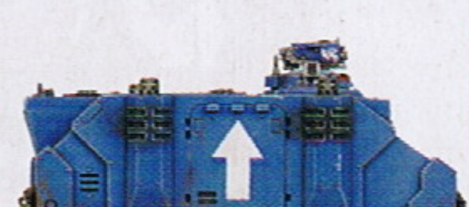
Rhino

2nd Devastator Squad

5th Tactical Squad

Rhino

6th Tactical Squad



Rhino

INCLUDES 106 SPACE MARINES AND NINE TRANSPORTS

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ELDAR WIND RIDER HOST

This box set contains 1 metal Autarch on Jetbike, 9 Eldar Jetbikes and 2 Vyper Jetbikes

ELDAR WIND RIDER HOST			£75
Denmark	900dkr	Euro	€120
Sweden	1000sek	Norway	1000nkr

Product code: 99110104114
Sculpted by Jes Goodwin and Juan Diaz

ON SALE OCTOBER 13th

The Wind Rider Hosts use the Eldar way of war that focuses on speed and the concentration of force. The most famed of the Wind Rider Hosts come from the Wild Rider clans of Saim-Hann.

The Eldar Wind Rider Host is a Battle Formation. Fielding this in an Apocalypse game allows the formation to use the Outflank and Strategic Redeployment strategic assets.

VYPER JETBIKE

First chance to get the new Autarch on Eldar Jetbike. This miniature will be available separately from December.

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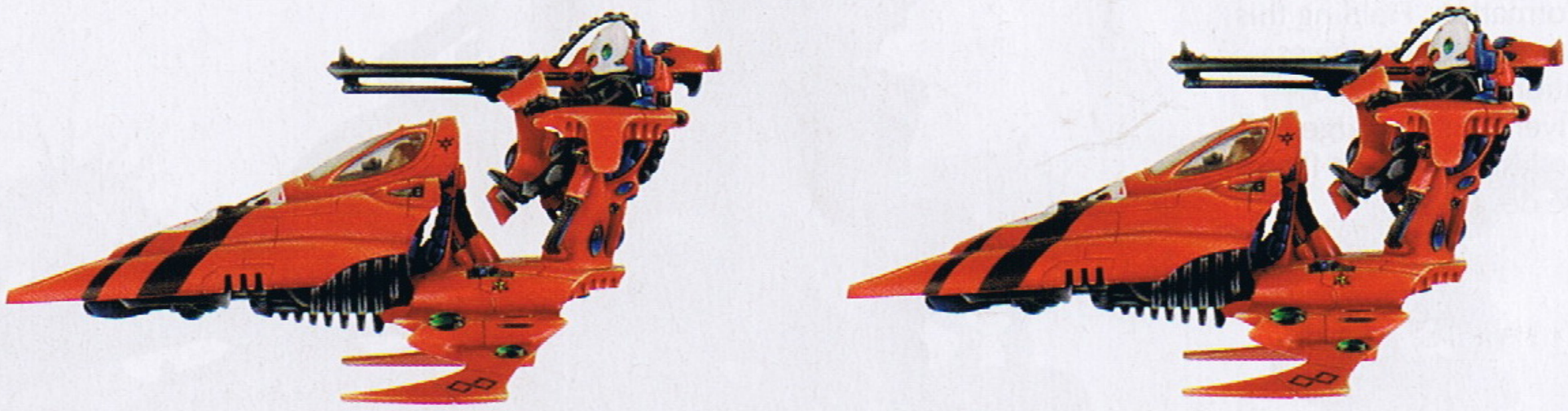
AUTARCH ON JETBIKE

JETBIKE SQUADRON

JETBIKE SQUADRON

JETBIKE SQUADRON



VYPER JETBIKE SQUADRON

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ELDAR CLOUDSTRIKE SQUADRON

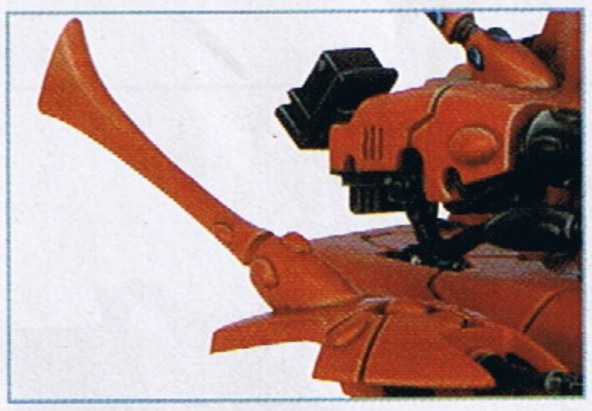
This plastic box set contains 3 Eldar Falcon grav tanks

ELDAR CLOUDSTRIKE SQUADRON			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

Product code: 99120104020

ON SALE OCTOBER 13th

INCLUDES THE VEHICLE COMMAND FRAME



Cloudstrike squadrons are famous for their stealth and lethal fusillades of heavy weapons fire. A Cloudstrike Squadron's target will often meet its doom before it even realises that it is under threat.

The Cloudstrike Squadron is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to become flyers, and "charge up" their pulse lasers to make them even more devastating.

SQUADRON HQ FALCON

FALCON

FALCON

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CHAOS TIDE OF SPAWN

When the forces of Chaos gather in great numbers they attract the attention of their patron Gods. As the battle progresses, more and more mutations will be bestowed on a favoured squad. Soon, all that remains is a tide of mindless spawn, with only the bitter desire to destroy.

The Tide of Spawn is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to exchange a unit of Chaos Space Marines for a unit of Chaos Spawn, which then move as one living tide.

10 CHAOS SPACE MARINES

This plastic box set contains 10 Chaos Space Marines, including Champion and Icon Bearer, and 10 Chaos Spawn

CHAOS TIDE OF SPAWN			£60
Denmark	750dkr	Euro	€95
Sweden	850sek	Norway	850nkr

Product code: 99120104026

ON SALE OCTOBER 13th

10 SPAWN

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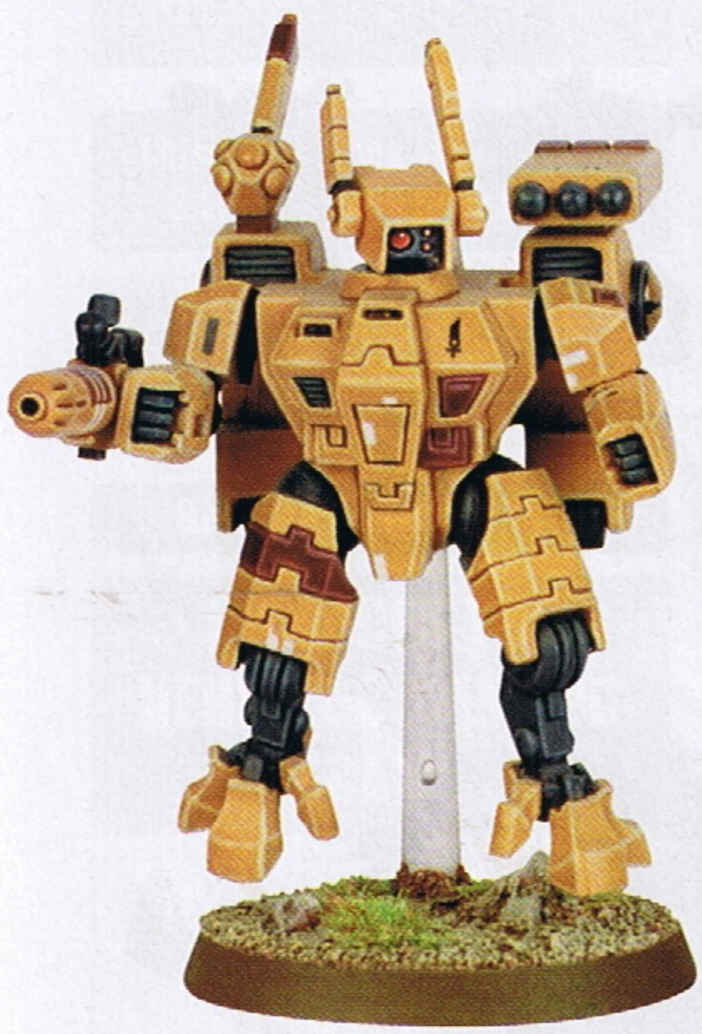
TAU RAPID INSERTION FORCE

The Rapid Insertion Force is a specialised formation that strikes suddenly against key enemy units or establishes a perimeter to hold ground until other Fire Caste squads arrive. The entire force trains together, delivering a swift, effective attack that stuns the enemy, allowing Tau forces to advance unmolested.

The Rapid Insertion Force is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to Deep Strike with a high degree of accuracy, and then effectively pin enemy forces.



XV8 BATTLESUIT WITH PLASMA RIFLE, MISSILE POD AND DRONE CONTROLLER

XV8 BATTLESUIT WITH FLAMER, FUSION BLASTER AND SHIELD GENERATOR

XV8 BATTLESUIT WITH BURST CANNON, PLASMA RIFLE AND DRONE CONTROLLER

XV25 STEALTHSUIT WITH BURST CANNON

XV25 STEALTHSUIT WITH FUSION BLASTER

MARKER DRONE

This plastic box set contains 9 Crisis Battlesuits, 3 Stealth suits and 19 Drones

TAU RAPID INSERTION FORCE			£75
Denmark	900dkr	Euro	€120
Sweden	1000sek	Norway	1000nkr

Product code: 99120113015

ON SALE OCTOBER 13th

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XV25 STEALTH TEAM AND MARKER DRONE

XV8 BATTLESUIT TEAM AND GUN DRONES

XV8 BATTLESUIT TEAM AND GUN DRONES

XV8 BATTLESUIT TEAM AND GUN DRONES

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TAU ARMOURED INTERDICTION CADRE

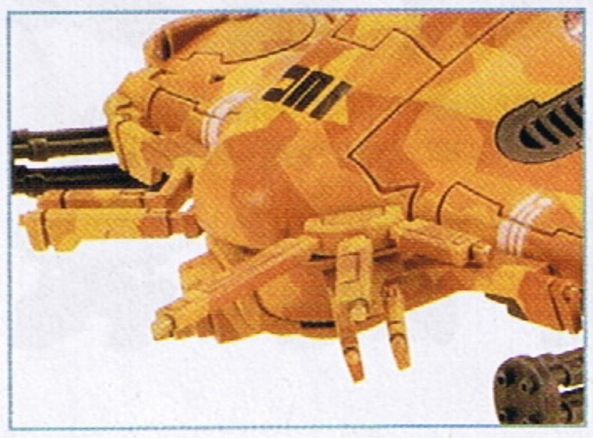
This plastic box set contains 2 Hammerhead tanks, 1 Sky Ray, and 1 Vehicle Command frame

TAU ARMOURED INTERDICTION FORCE			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

Product code: 99120113016

ON SALE OCTOBER 13th

INCLUDES ONE VEHICLE COMMAND FRAME



The Armoured Interdiction Cadre is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to fire extra Markerlight "Hit Markers" in every Shooting phase, making the cadres deadly accurate.

CADRE HQ HAMMERHEAD

SKYRAY

HAMMERHEAD

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NECRON MONOLITH PHALANX

The Monolith Phalanx is a Battle Formation. Fielding this in an Apocalypse game gives the formation the ability to cast a "Nightshroud", a field of energy that dissipates the strength of enemy fire.

This box set contains 2 Necron Monoliths

NECRON MONOLITH PHALANX			£50
Denmark	650dkr	Euro	€80
Sweden	750sek	Norway	750nkr

Product code: 99120110007
Sculpted by Tim Adcock

ON SALE OCTOBER 13th

x2

NECRON LORD

This blister pack contains 1 Necron Lord with resurrection orb

NECRON LORD			£8
Denmark	100dkr	Euro	€12.50
Sweden	115sek	Norway	125nkr

Product code: 99060110022
Sculpted by Juan Diaz

ON SALE OCTOBER 13th

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DIRECT ONLY FORMATIONS

There are so many Battle Formation box sets available this month that there's not enough space on our Hobby Centre shelves to stock them all! However, there are lots more Battle Formation packages available from Games Workshop Direct, covering pretty much every army in the Warhammer 40,000 game. Below is the Space Marine Armoured Spearhead, which is just an example of the great sets available. Check out page 130 for even more!

SPACE MARINE ARMOURED SPEARHEAD

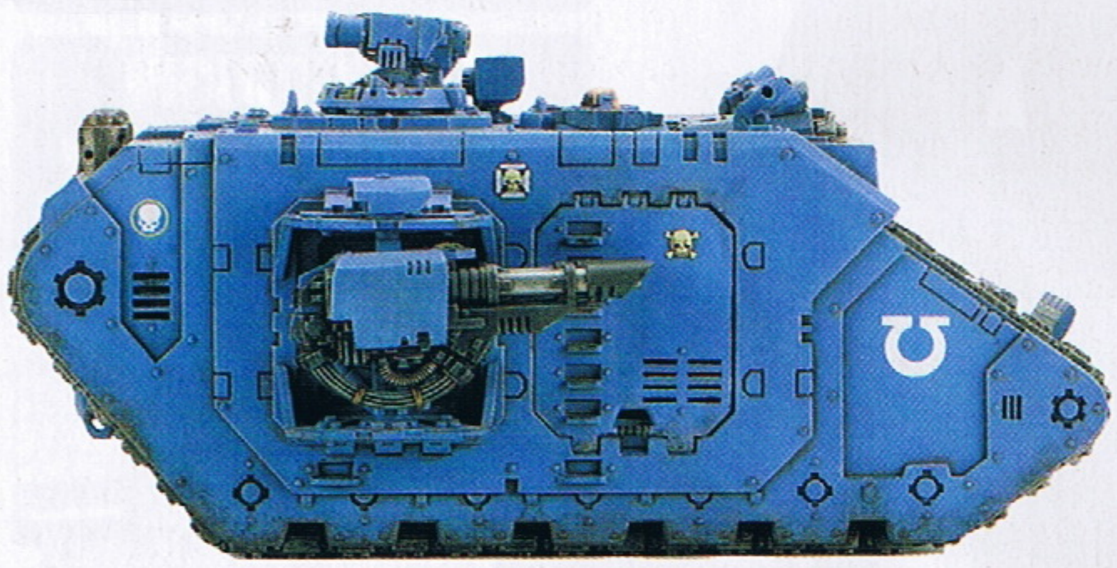
This box set contains 2 Land Raiders, 1 Terminus Pattern Land Raider, 1 Land Raider Crusader and 2 Vehicle Command frames

SPACE MARINE ARMOURED SPEARHEAD			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

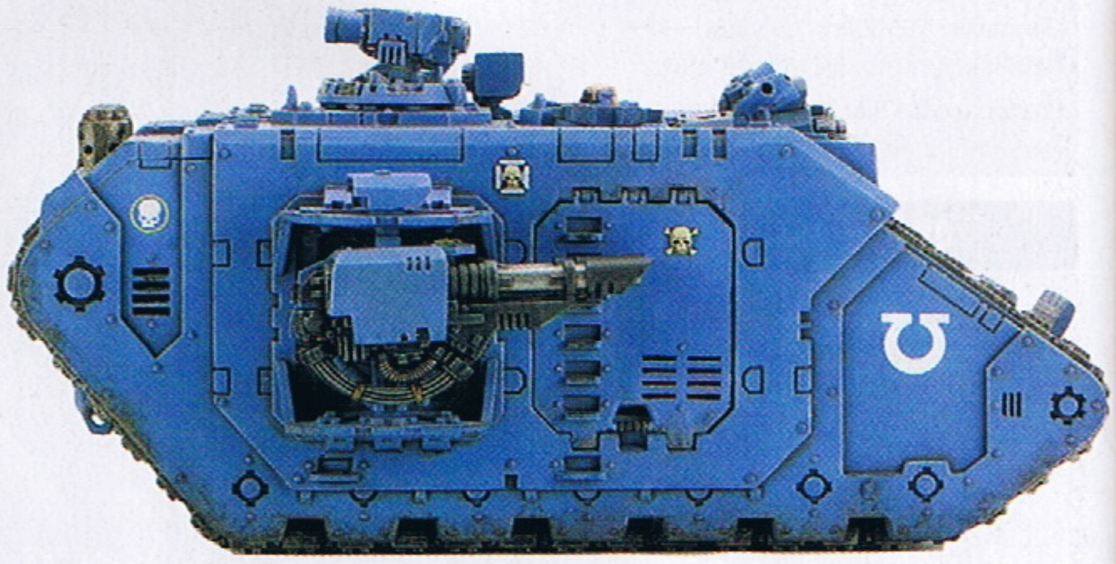
ON SALE OCTOBER 13th

DIRECT ONLY

INCLUDES TWO VEHICLE COMMAND FRAMES



LAND RAIDER



LAND RAIDER

TERMINUS PATTERN LAND RAIDER

LAND RAIDER CRUSADER

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BLACK LIBRARY

Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com

DESCENT OF ANGELS

The sixth novel in the ground-breaking series that tells the story of the civil war that nearly tore apart the Imperium of Man.

Descent of Angels delves deep into the early history of the Dark Angels Space Marine Legion and their Primarch, Lion El'Jonson. When news of Horus' treachery reaches Caliban, the loyalties of this proud and mysterious Legion are tested to the limit, with tragic consequences...

DESCENT OF ANGELS **£6.99**
by Mitchel Scanlon

Denmark	100dkr	Euro	€12.50
Sweden	115sek	Norway	125nkr

ISBN 1-84416-508-7

MANSLAYER

Nathan Long follows the huge success of Orcslayer with another action-packed installment!

Now back in the Empire, Gotrek and Felix head north, to aid the men of the Empire in their fight against the invading Chaos hordes. They meet up with Dwarf engineer Malakai Makaisson. After a series of accidents, it becomes clear that saboteurs are at work – can our heroes find the villains in time to save the day?

MANSLAYER **£6.99**
by Nathan Long

Denmark	100dkr	Euro	€12.50
Sweden	115sek	Norway	125nkr

ISBN 1-84416-509-4

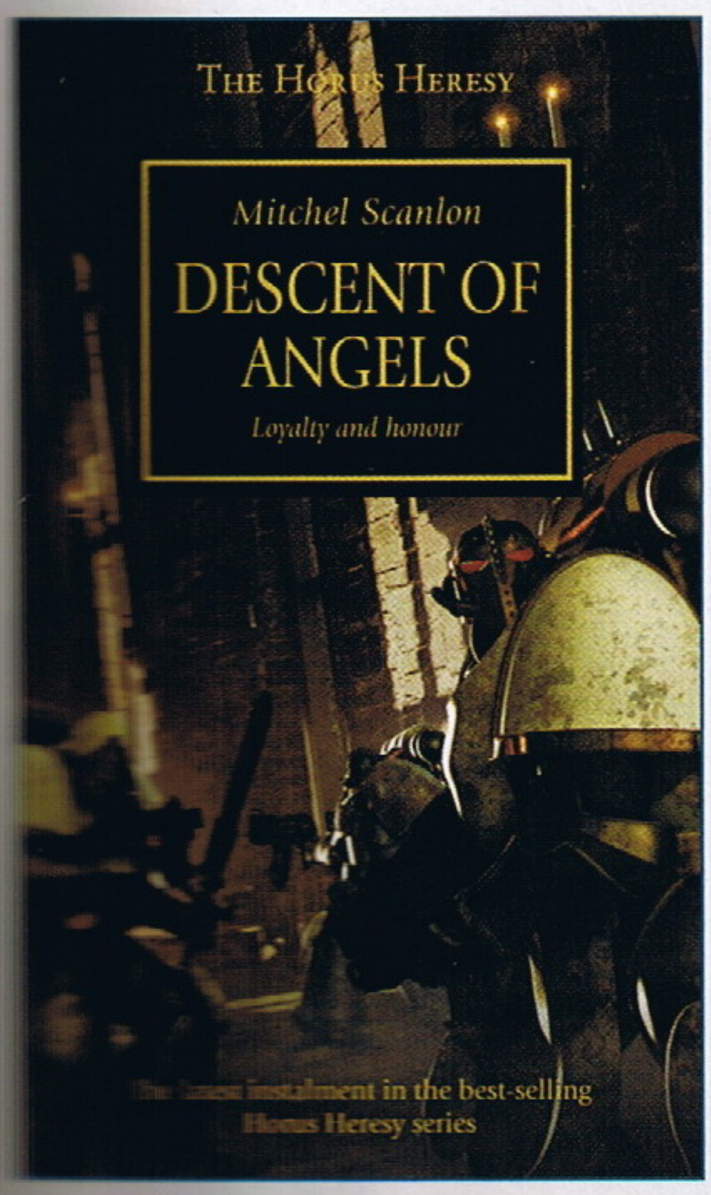
THE IMPERIAL MUNITORUM MANUAL

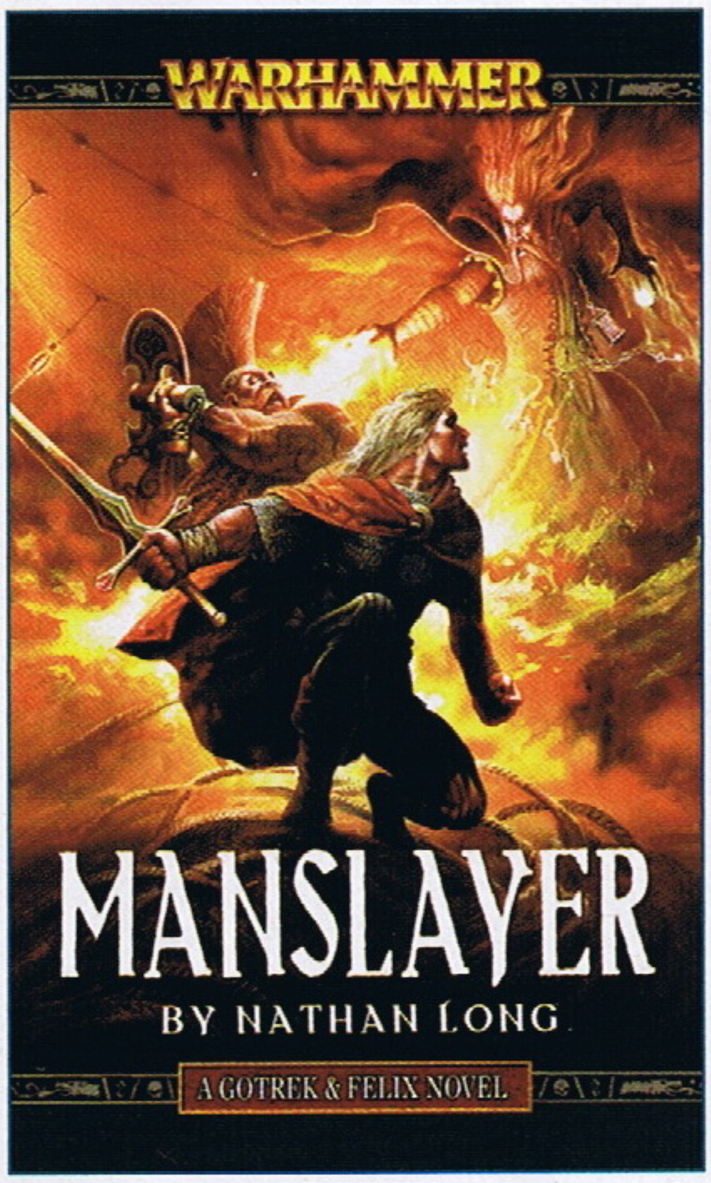
From best-selling author Graham McNeill comes this remarkable background book. In the style of a military weapons catalogue, it features over sixty entries on weapons, wargear and equipment utilized by the Imperial Guard, as well as never-before-detailed background information on the organization that provides it: the Departmento Munitorum.

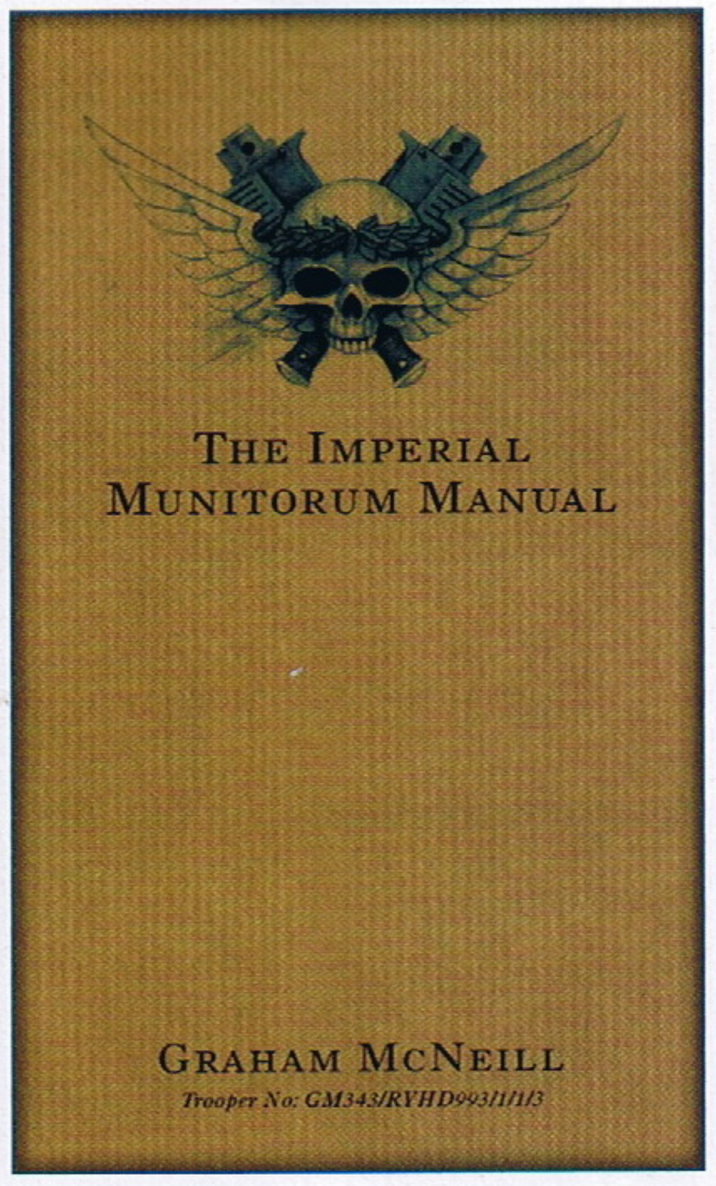
THE IMPERIAL MUNITORUM MANUAL **£12.00**
by Mitchel Scanlon

Denmark	135dkr	Euro	€17.50
Sweden	160sek	Norway	175nkr

ISBN 1-84416-502-5







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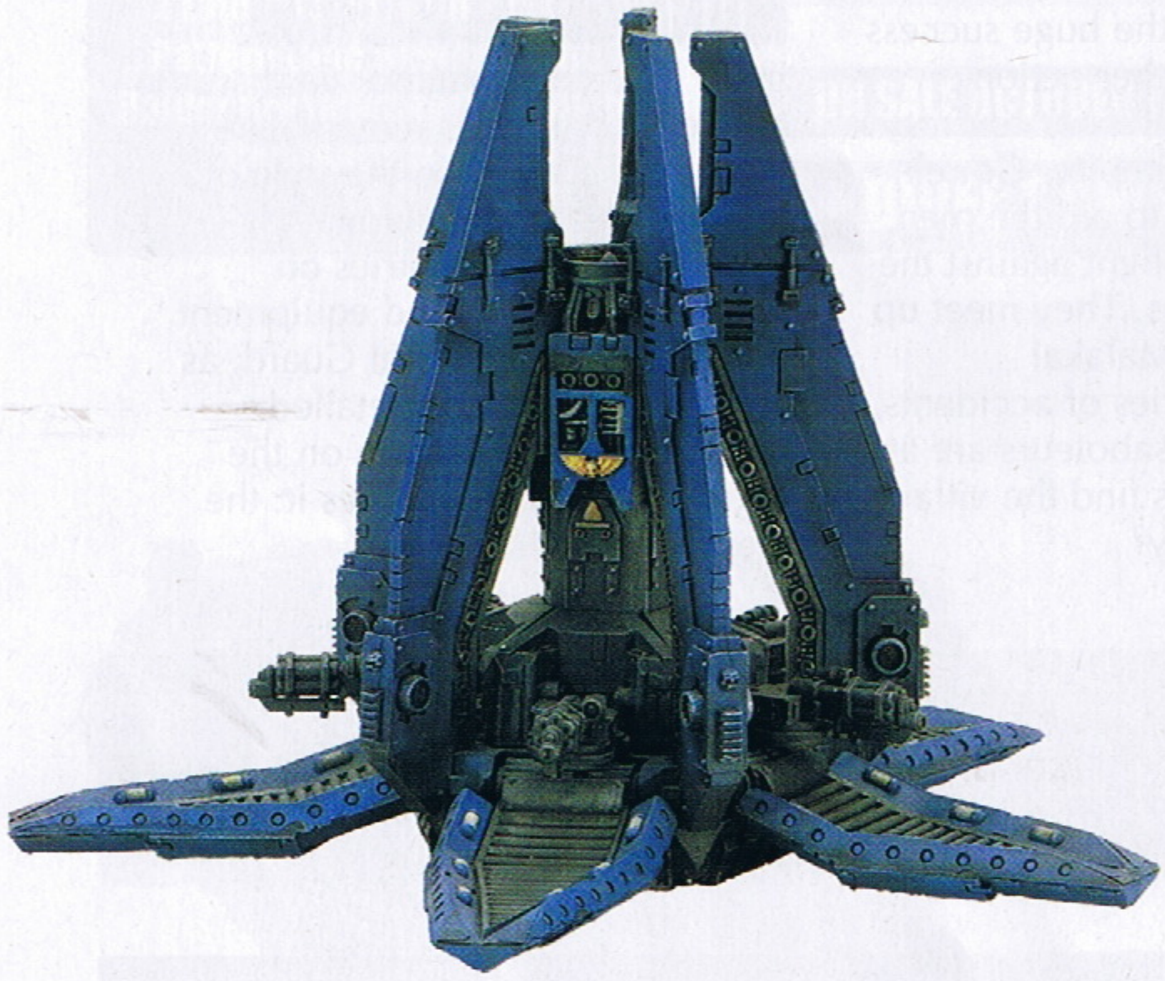
FORGE WORLD

Forge World makes a huge range of resin kits and accessories. These include super-heavy Baneblade battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

www.forgeworld.co.uk

DEATHWIND DROP POD



HYDRA FLAK TANK

SHADOWSWORD

SEE ALL THESE MODELS IN ACTION ON PAGE 70

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THUNDERHAWK GUNSHIP

WARHOUND TITAN

APOCALYPSE IS THE PERFECT SETTING FOR USING YOUR FORGE WORLD SUPER-HEAVY VEHICLES!

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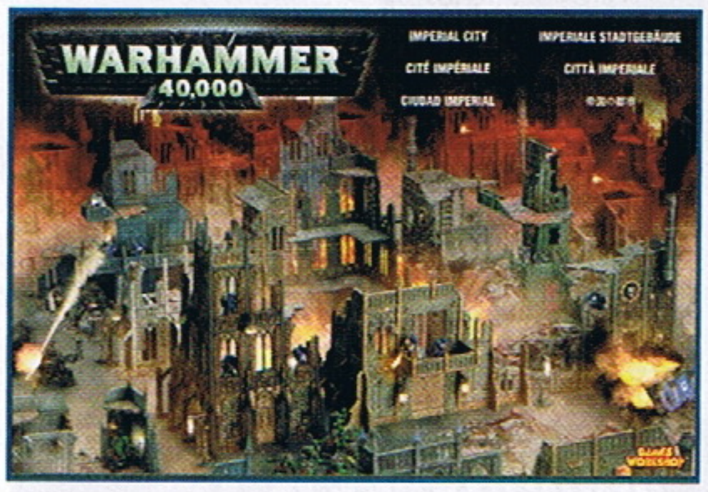
CHRISTMAS AT GAMES WORKSHOP®



That time of the year is drawing ever closer – a time of feasting, merriment and gift-giving. At Games Workshop, we're already preparing for the festive season, with store activities and gifts galore!

Over the next few months, you'll see the release of some ideal Christmas gifts, perfect for giving to friends or family, or for putting on your wish list for yourself! In addition to all of the Apocalypse battle formations and redesigned hobby tools out this month, we'll soon be releasing new versions of the ever-popular custom army cases and brand new army sets for Orks and Eldar. On top of that, from next month we'll be re-launching our Imperial City box set due to popular demand, not to mention all the fantastic new High Elf models that are on the horizon.

We'll have more news of the latest gifts and the 2007 Gift Guide next month. Suffice to say for now that we'll be working round the clock to make sure this Christmas is a magical, hobby-filled one!

CHANGES TO MAIL ORDER

Rick Priestley reports on some important revisions to our range, and the way Games Workshop's mail order service is changing.

The wind of change is blowing through the dung-encrusted hole in the ground where niffy Trolls labour day and night, fulfiling your mail orders in the time-honoured fashion endowed upon Troll-kind by nature and society. Actually, our mail order chaps don't much like being referred to as Trolls... it makes them all tearful. They stick out their lower lips and mumble, "...I wanted to be a Space Marine...sniff". Pitiful really. Anyway, changes are afoot in the Trollery, and consequently some bright spark thought it a good idea to ask me to write few brief words all about it. Even now you can imagine said bright spark entertaining doubts concerning the wisdom of his decision. I know I am. Ah well, press on.

For years I've been banging on about improving our mail order service and adding more interesting and characterful models to the range. "Banging on" obviously pays off, because last year I landed the job of reviewing the range and making recommendations for the future of mail order. Some of those recommendations are being worked on at the moment and will start to take effect next year. This includes simple and obvious things such as being able to order a specific individual model from our webstore rather than a random one, making it possible to buy multi-part models as a single purchase rather than having to order every bit separately, and putting previously discontinued models back on sale where there is no current alternative. We'll also be offering a range of models just for mail order including some new top-notch design work from our finest sculptors – someone will doubtless reveal more once these are ready (my lips are sealed... which goes some way to explain the dribbling of course). There is also a new range of converters' components in preparation, featuring all manner of useful and inspiring bits and pieces such as individual weapons and equipment, including such things as comms gear and ammo-packs for Warhammer 40,000 and banners and magic items for Warhammer.

So that we can get on with all this new stuff we have to clear the decks a bit and take a lot of our back-catalogue and all of the currently available individual components off sale. This means we won't be selling some very old models any more – although popular collectable models for Warhammer and Warhammer 40,000 will be transferring over into the new ranges once these are ready. The individual components will also be disappearing for a while, but only to give us time to reorganise and relaunch our new "Bitz" range. The best and most useful components will be incorporated into the new range alongside new designs and will be available in due course.

If you collect models from our back catalogue of otherwise discontinued miniatures then now is a good time to make any purchases you need whilst they are still available. If you've always meant to add that coveted "classic" to your collection then this might be your last chance. Similarly, if you particularly want individual components for conversions, and don't want to wait until the new range is launched next year, then it's recommended you buy what you want straight away. I can't tell you exactly which models we'll be dropping as we're working through the ranges as I write, so instead please take a look at our website and online store for up-to-date information. In case anyone was wondering, the ranges for our Specialist Games will be largely unaffected (aside from components). The Specialist Games and models will continue to form part of the range and will be available via mail order as before.

Our Mail Order staff work around the clock to send your miniatures straight to your door.

Forthcoming Collectors' Range Goblin Hero on Giant Spider.

TALISMAN, THE LEGENDARY MAGICAL QUEST GAME, IS BACK!

Talisman is a fantasy board game for 2-6 players where you assume the role of a hopeful adventurer and go on a quest to become the ruler of the fair land of Talisman.

The object of the game is to reach the Crown of Command in the centre of the board and then, by casting Command Spells, force the other players out of the game. You must first build up your strength, craft and number of lives in the outer and middle regions of the board by undertaking various adventures along the journey. When you are powerful enough to tackle the inner region you must find a Talisman to permit entry into the Valley of Fire and reach the Crown of Command.

Your travels will be hard and fraught with danger – and it is in these dangers that the challenge of the game lies. Only by building up your adventurer's powers will you stand a chance of survival!
Talisman is not available in Games Workshop stores, but can be found in many stockists of board games. Alternatively, you can buy it direct from Black Industries. Go to:

www.blackindustries.com/talisman

Design Studio
Trainee Miniatures Designers

The Design Studio is looking for potential Trainee Miniatures Designers to join the ranks of its highly talented sculpting team.

Successful candidates will need to display an enthusiasm for and knowledge of the GW hobby and the worlds of Warhammer and Warhammer 40,000 as well as the ability to be sculpt great 28mm miniatures.

If you feel you have the necessary skills and talent to take on this challenge, then please send good quality photographs of your recent work to:

Anne Clarke at Games Workshop, Willow Road, Lenton, Nottingham, England, NG7 2WS

Alternatively e-mail:

anne.clarke@games-workshop.co.uk

FREEPOST

There has never been a better time to purchase your Hobby supplies online or through Direct!

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All orders of £50 or more that are placed through the Online Store or Direct will be sent to you postage free*.

In-store Freepost

This offer gets even better when you place your online order from your local Hobby Centre, using their in-store order point. When you place an order for more than £25, it will be despatched to the store for you to collect, post free*.

Warhammer World

If you visit Warhammer World you can place your order with the guys in the store, and have it picked and handed to you while you wait!

**UK addresses only*

WARHAMMER® WORLD

Willow Road, Lenton, Nottingham, England, NG7 2WS • +44 (0) 115 916 8410

Warhammer World is the spectacular exhibition and gaming arena at our head offices in Nottingham. Here you can see displays of original artwork & miniatures, game to your heart's content and feast in Bugman's Bar.

Gaming

We have a wide selection of scenery and fantastic showpiece gaming tables from the Underhive of Necromunda to the awesome city of Minas Tirith in the gaming arena. You can come along with your friends and your armies and use these gaming tables if available. Throughout the year we also play host to gaming events run by gaming groups, clubs or organisations such as the GCN or WPS, as well as our own annual calendar of activities.

Exhibitions

The gaming arena at Warhammer World is now the venue for a series of exhibitions and displays of artwork and miniatures from the Games Workshop archive. These celebrate the creative skills of Games Workshop's hugely talented artists, modellers and sculptors, and give visitors to Warhammer World the opportunity to see up close the original artwork, drawings and miniatures, which for almost three decades have illustrated our games, books and of course, White Dwarf magazine.

Miniatures

The Citadel Miniatures Hall contains the finest collection of painted miniatures in the world. Along with thousands of models from the world-renowned Studio 'Eavy Metal team, the display also showcases the work of Golden Demon winners past and present and many other highly individual painters, modellers and artists from the last twenty five years. This unique exhibition gives visitors the opportunity to view new release models and classic miniatures in a sumptuous gallery setting.

Bugman's™

Right next to the Warhammer World gaming arena is Bugman's Bar, our characterful and cosy Dwarf themed pub. Here you can relax over a cup of tea (...or for Longbeards, a pint of best ale) and dine on home-made cakes, hot and cold snacks or a hearty meal. Bugman's also sells a range of special merchandise, available only at Warhammer World.

Warhammer World Blog

The Warhammer World Blog contains up-to-the-minute information on all of events, activities and displays at Warhammer World, written and posted by the Warhammer World staff, together with store opening times and how to get to the venue.

http://warhammerworld.typepad.com

www.games-workshop.co.uk/warhammerworld

WARHAMMER 40,000

Apocalypse	13/10/07	350dkr,	400sek,	400nkr,	€50.00,	£30.00
Apocalypse Templates	13/10/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00
Apocalypse Vortex Grenade Template	13/10/07	45dkr,	50sek,	55nkr,	€6.25,	£4.00
Apocalypse Big Gun Dice	13/10/07	85dkr,	100sek,	100nkr,	€11.50,	£7.00
Urban Road	13/10/07	175dkr,	200sek,	225nkr,	€22.50,	£15.00
Imperial City	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Basing Kit	13/10/07	135dkr,	160sek,	175nkr,	€17.50,	£12.00
Space Marine Veterans	13/10/07	200dkr,	250sek,	250nkr,	€27.50,	£18.00
Space Marine Masters of the Chapter	13/10/07	225dkr,	270sek,	270nkr,	€30.00,	£20.00
Space Marine Linebreaker Squadron	13/10/07	700dkr,	850sek,	850nkr,	€95.00,	£65.00
Space Marine Terminus Pattern Land Raider	13/10/07	350dkr,	400sek,	400nkr,	€50.00,	£35.00
Space Marine Suppression Force	13/10/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Space Marine Battle Company	13/10/07	3000dkr,	3500sek,	3500nkr,	€400.00,	£275.00
Space Marine Armoured Spearhead	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Imperial Guard Baneblade	13/10/07	750dkr,	850sek,	850nkr,	€95.00,	£60.00
Imperial Guard Ogryn Bone 'Ead	13/10/07	115dkr,	140sek,	150nkr,	€15.00,	£10.00
Imperial Guard Ogryn	13/10/07	115dkr,	140sek,	150nkr,	€15.00,	£10.00
Imperial Guard Commissar	13/10/07	70dkr,	80sek,	85nkr,	€9.00,	£6.00
Imperial Guard Leman Russ Squadron	13/10/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Imperial Guard Basilisk Battery	13/10/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Imperial Guard Company	13/10/07	2500dkr,	3000sek,	3000nkr,	€320.00,	£200.00
Imperial Guard Ogryn Auxilia	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Emperor's Fist Tank Company	13/10/07	1600dkr,	1900sek,	1900nkr,	€225.00,	£150.00
Emperor's Wrath Artillery Company	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Emperor's Talon Recon Group	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Chaos Tide of Spawn	13/10/07	750dkr,	850sek,	850nkr,	€95.00,	£60.00
Necron Lord with Resurrection Orb	13/10/07	100dkr,	115sek,	125nkr,	€12.50,	£8.00
Necron Phalanx	13/10/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Ork Big Mek with Supershoota	13/10/07	115dkr,	140sek,	150nkr,	€15.00,	£10.00
Ork Dred Mob	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Tau Rapid Insertion Force	13/10/07	900dkr,	1000sek,	1000nkr,	€120.00,	£75.00
Tau Armoured Interdiction Force	13/10/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Tau Hunter Cadre	13/10/07	2500dkr,	3000sek,	3000nkr,	€320.00,	£200.00
Eldar Windrider Host	13/10/07	900dkr,	1000sek,	1000nkr,	€120.00,	£75.00
Eldar Spirit Host	13/10/07	900dkr,	1000sek,	1000nkr,	€120.00,	£75.00
Eldar Aspect Warrior Assault Wave	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Dark Eldar Ravager Titan Hunters	13/10/07	900dkr,	1000sek,	1000nkr,	€120.00,	£75.00
Dark Eldar Splinter Raid Force	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Tyranid Hive Mind Brood	13/10/07	900dkr,	1000sek,	1000nkr,	€120.00,	£75.00
Tyranid Mycetic Assault Swarm	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Tyranid Hive Endless Swarm	13/10/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00
Gamers' Edition Apocalypse Backpack	13/10/07	750dkr,	850sek,	850nkr,	€95.00,	£60.00

OTHER RELEASES

The Imperial Munitorium Manual	13/10/07	135dkr,	160sek,	175nkr,	€17.50,	£12.99
Manslayer	13/10/07	100dkr,	115sek,	125nkr,	€12.50,	£6.99
Descent of Angels	05/11/07	100dkr,	115sek,	125nkr,	€12.50,	£6.99

WARHAMMER NEXT MONTH

High Elf Army Book	10/11/07	175dkr,	200sek,	225nkr,	€22.50,	£12.00
High Elf Lord on Dragon	10/11/07	300dkr,	350sek,	350nkr,	€40.00,	£30.00
High Elf Alith Ainar, The Shadow King	10/11/07	100dkr,	115sek,	125nkr,	€12.50,	£8.00
High Elf Archmage and Mage	10/11/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00
High Elf Chariot	10/11/07	175dkr,	200sek,	225nkr,	€22.50,	£15.00
High Elf Korhil	10/11/07	100dkr,	115sek,	125nkr,	€12.50,	£8.00
High Elf Phoenix Guards	10/11/07	135dkr,	160sek,	175nkr,	€17.50,	£12.00
High Elf Phoenix Guard Command	10/11/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00
High Elf Phoenix Guard Hero, Caradryan	10/11/07	100dkr,	115sek,	125nkr,	€12.50,	£8.00
High Elf Prince and Noble	10/11/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00
High Elf Shadow Warriors	10/11/07	135dkr,	160sek,	175nkr,	€17.50,	£12.00
High Elf Swordmasters of Hoeth	10/11/07	135dkr,	160sek,	175nkr,	€17.50,	£12.00
High Elf Swordmasters of Hoeth Command	10/11/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00
High Elf White Lions of Chrace	10/11/07	135dkr,	160sek,	175nkr,	€17.50,	£12.00
High Elf White Lions of Chrace Command	10/11/07	140dkr,	170sek,	200nkr,	€20.00,	£12.00

WARHAMMER 40,000 NEXT MONTH

Chaos Space Marines and Rhino	24/11/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00
Dark Eldar Raiders	24/11/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00
Eldar Wave Serpent plus Dire Avengers	24/11/07	300dkr,	350sek,	350nkr,	€40.00,	£30.00
Imperial Guard Armoured Fist	24/11/07	300dkr,	350sek,	350nkr,	€40.00,	£30.00
Space Marine Razorback Squad	24/11/07	300dkr,	350sek,	350nkr,	€40.00,	£30.00
Tau Devilfish and Firewarriors	24/11/07	300dkr,	350sek,	350nkr,	€40.00,	£30.00
Space Marine Vindicator	08/12/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00
Chaos Space Marines Vindicator	08/12/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00

OTHER RELEASES NEXT MONTH

Christmas Army case 1	10/11/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Christmas Army case 2	10/11/07	650dkr,	750sek,	750nkr,	€80.00,	£50.00
Figure Case Tag	10/11/07	35dkr,	45sek,	45nkr,	€3.00,	£2.50

COMING NEXT MONTH

High Elf Army Book

Korhil

Shadow Warrior

DON'T FORGET

You can buy our products from the following sources

- Games Workshop stores Page 122
- Good model shops Page 122
- Games Workshop Direct Page 130

www.games-workshop.co.uk

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WARHAMMER 40,000

APOCALYPSE

40 **Design Notes**
Jervis Johnson and Graham Davey spill the beans on all things Apocalypse, and explain why you need bigger guns!

48 **Baneblade**
It's our largest ever plastic kit. White Dwarf takes a close look at this gargantuan model.

APOCALYPSE

Apocalyptic Key:

01 Forge World Warhound Titan.

02 New Baneblade super-heavy tank.

03 Forge World Eldar Scorpion.

04 Forge World Eldar Revenant Titan.

05 Forge World Eldar Nightwing.

06 New Imperial Guard Ogryns.

07 New Imperial Guard Commissar.

08 New Eldar Autarch on Jetbike leading Wind Rider Host.

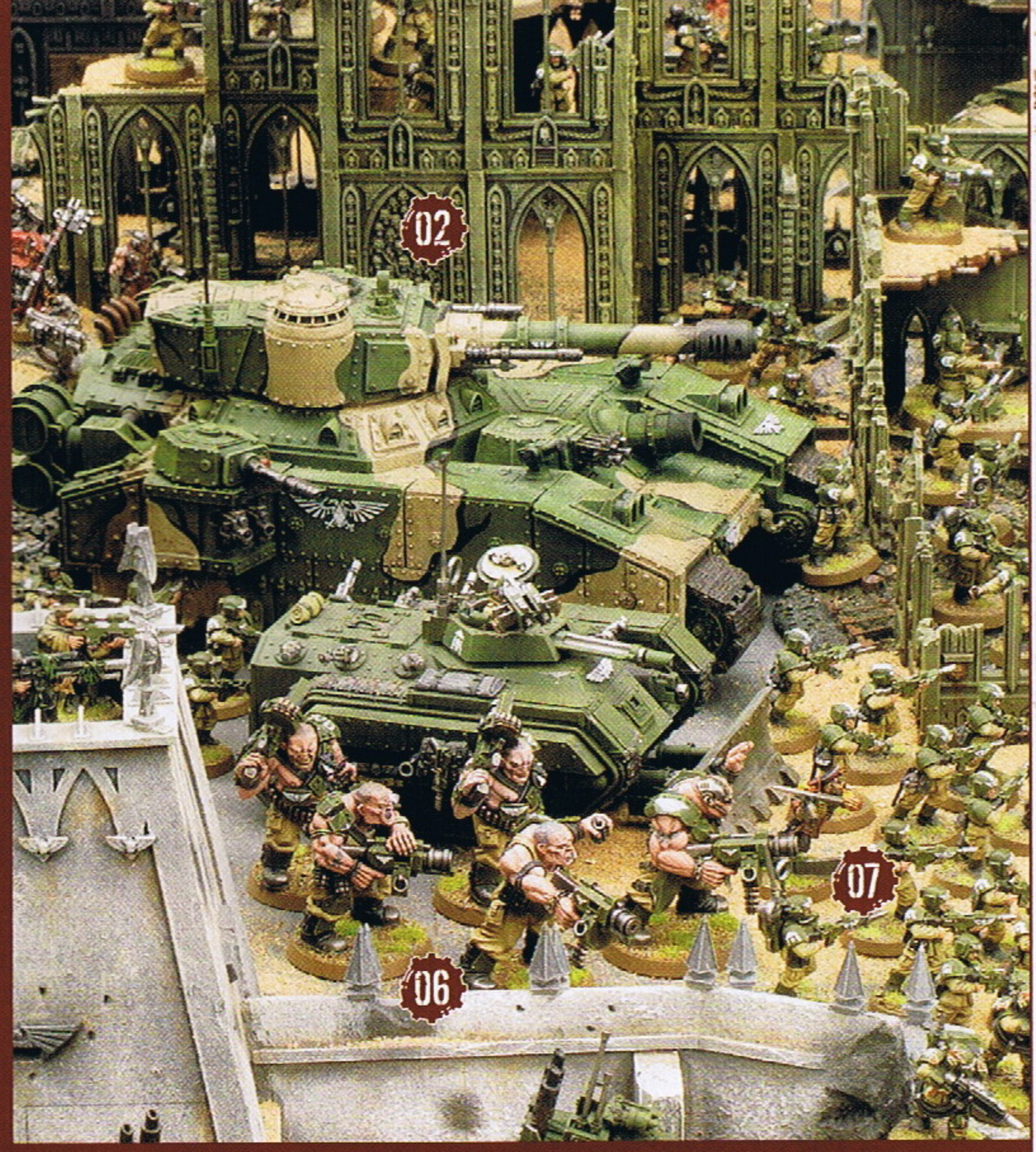
The new expansion for Warhammer 40,000 is here, to make your battles bigger than ever. It's time for Apocalypse!

"There is only War!" is a phrase most Warhammer 40,000 players will be familiar with, but one that has never been more fitting than in the context of Apocalypse. Now is your chance to fight on a vast scale – playing an Apocalypse battle will take your hobby to a whole new level.

Apocalypse is all about big armies fighting, about using your entire model collection and removing the traditional Codex and force restrictions that exist to preserve game balance; in games of this size, such intricacies no longer matter. In fact, the only stipulation for playing an Apocalypse game is that sides must be 3000 points or over – other than that anything goes. Truly the shackles have been removed.

To answer the over-arching question of "What is Apocalypse?" White Dwarf stole a few hours with veteran Games Designer and the Studio's resident mad professor, Jervis Johnson.

"Quite simply Apocalypse is a Warhammer 40,000 Expansion that allows you to play very large games," says Jervis. "At present there is an emphasis on pick-up games of 1500 to 2000pts. Games like that are just great; they are the bedrock of the hobby and that will never change – nor should it. However, those of us who have been around for a bit can remember the halcyon days when you played with your



entire collection of models until you came to some kind of conclusion. Apocalypse is really a return to that style of gaming."

One of the maxims when we release an Expansion is that it should not alter the core rules (defined as the rulebook plus the Codexes). You can add rules (or take them away as in the case of Apocalypse) to enhance the setting and make a playable expansion, but fundamentally the core rules do not change; this is still very much a game of Warhammer 40,000. Having a system for playing bigger battles has the happy side effect of allowing us to get all those cool "big things" that we know have existed in the Warhammer 40,000 universe for years but have never been able to integrate into the game. "It has always been hard to try to put things such as massive Titans and Baneblades into Warhammer 40,000 without ▸▸

It's not just tanks

The advent of Apocalypse sees the release of some great new models.

See all four new Masters of the Chapter just over the page.

Space Marine Company Master.

Turn to page 56 to see these new miniatures and more.

Ork Big Mek with Bosspole.

Imperial Guard Ogryn Bone 'Ead.

Eldar Autarch on Jetbike.

Forge World

Forge World has been making magnificent super-heavy vehicles for years, and Apocalypse is the perfect place to field these behemoths. If you are lucky enough to own something like the Revenant Titan or Scorpion grav-tank, shown opposite, then why not pop into your local GW to play a game of Apocalypse with it? To take a look at Forge World's range of super-heavies, visit the website:

WWW.FORGEWORLD.CO.UK

dramatically altering the rules or just breaking the game," says Jervis. "For instance, if you're playing a 1000-point game with a Warhound, you'd pretty much have just the Titan versus the opposing army, which would be a very strange game to play. Apocalypse solves those issues and finally gives super-heavy vehicles a home."

There are two or three new elements that make Apocalypse work. Arguably the most important is using the special scenario, which soon became known as the Apocalypse Mission during development. Jervis continues: "After we decided to create an Expansion all about big games, one of the first things I did was organise a massive game. I deliberately didn't write lots of rules and just told the participants to bring along their entire collection of models and we'd put them down and see what happened. The feeling I had about it was that it wouldn't work terribly well – what actually happened was that the game was a blast and everybody had a great time. What I took away from that game was that all I really needed to do was give people "permission" to play games in this way. This is essentially what the Apocalypse Mission does; it removes the restrictions normally imposed, and allows you to put all your models on the table."

This means that you can ignore all aspects of the Force Organisation charts. If you have lots of tanks, then you don't need to worry about Heavy Support slots – bring as many armoured vehicles as you can muster. Or, if you're a Tyranid player, field as many Carnifexes as you like!

There's more to the Apocalypse Mission than just lifting the Codex restrictions, though. It has been specifically designed for playing games of 3000+ points a side, so it changes the way forces set up and actually win the game. Once the battlefield has been decided upon, a narrow band of no-man's land, a mere 12 inches wide, is created by using a scatter dice and some string. "When some people first see an Apocalypse game they are often surprised by how close the armies are deployed," says Jervis. "If you think about it, though, this makes a lot of sense. You're going to need a lot of space to deploy such large forces – more than a foot strip of tabletop can provide. Also, infantry could quite easily spend the entire game slowly slogging across the table never really getting anywhere of note. So I quite deliberately set it up so an Apocalypse Mission starts just as the opposing forces are about to clash head-to-head."

Placing your models on the table is also very different from the standard game, being a very innovative procedure in which you "bid" how long you think it will take to place your units on the table in minutes. You can bid up to 30 minutes but the lowest bid automatically gets the first turn. Units not placed within the time limit are put into strategic reserve and enter play in either the second or third turns. This has led to exciting and frantic activity at the beginning of all the Apocalypse games that have been played in the Studio. "If we'd gone for a more conventional set up method it could have taken a very long time to get the armies deployed. I wanted a way to stop players dithering and speed that process up, and so get the game going as fast as possible," adds Jervis.

Strategic assets

In such big games playing to a points match may not be possible, especially if players are using their entire model collections. Apocalypse copes with this admirably by the inclusion of strategic assets. These are used to balance games by giving the side with fewer points more of these powerful game effects. "We simply took the Stratagem idea from the previous Expansion, Cities of Death, and scaled them up," says Jervis. "They're a very interesting set of tools with a wide variety of effects, anything from bombardments and precision strikes to jammers, which actually prevent players on the same side from talking to each other for a set time. Old hands will also note the return of the Vortex grenade – perfect for some random tabletop devastation!"

"You need to get used to removing 30 models at a time from one shot."

Another element of the Apocalypse Mission is that it allows you to field big models, like a Forge World Titan or the new plastic Baneblade. To incorporate these massive vehicles into your games, datasheets, very similar to the datafaxes of older editions of Warhammer 40,000, were created. There are two types of datasheet: battle formations and legendary units, the latter referring to super-heavy vehicles. "When we were first developing the rules for the super-heavies, we were very cautious. However, in the early playtests the machines didn't seem to have the power and sheer destructive force that the background stories implied they should have. So we started to ramp up the power levels, increasing the size of the templates along the way! This was another freeing element of Apocalypse – we soon came to

the conclusion that, say, a Baneblade should be as powerful as it needs to be. Yes, it can destroy an entire squad of Space Marines in one shot – and that's okay in a game of Apocalypse because there will be plenty of other troops on the table and waiting in reserve to fill the gaps in the battle line. Removing 20 to 30 models at a time from one shot is something you need to get used to when playing."

The other type of datasheet is the battle formations. "These came about almost by accident," says Jervis. "Andy Hoare, being a mad tread-head, owns an entire Leman Russ Company and he wanted to use them in a game of Apocalypse. We all thought that was very cool. When you're fielding an entire company, then there should be something special about that; it's not like you're just fielding a squadron. Battle formations were created so that, should you field a certain number of models of a certain type, like a Leman Russ Tank Company, an Ork Dred Mob, or even a Necron Monolith Phalanx, then you get a special rule attached to that formation. This not only allowed us to talk about elements of the background that have rarely been discussed, but it also gave us a way of making sure that all the races, not just those with legendary units, could field something truly apocalyptic."

More than a game

Missions, strategic assets and big tanks aside, Apocalypse is more than just the rules mechanics on how to achieve such large games. It is a tome packed full of knowledge and the collective experience of many hoary old gamers – including Jervis. "We wanted to explore apocalyptic games and what they offered hobbyists ▸▸

Adding Character

Games of Apocalypse give you the perfect excuse to use all of your special characters at once! Just have a closer look above.

- **01 Eldrad Ulthran, Farseer of Ulthwé.**
- **02 Jain Zar, the Storm of Silence.**
- **03 Fuegan, the Burning Lance.**
- **04 Asurmen, the Hand of Asuryan.**

As a challenge, see if you can find Maugan Ra, Harvester of Souls, on the previous page.

SPACE MARINE MASTERS OF THE CHAPTER

Gathering a chapter's leaders together is not without risks. However, these risks are balanced by the fact that such mighty warriors fighting together make a formidable force indeed.

Captain of the 10th Company, Master of Recruits.

Each Master of Recruits oversees the training of the chapter's neophytes. This Master's advanced targeters befit his role as commander of the Scout Company.

Captain of the 3rd Company, Master of the Arsenal.

The Master of the Arsenal has unfettered access to the most ancient and sacred wargear of the Chapter, such as the rare Mk III Iron Armour shown here.

It is common for the Master of the Fleet to bear a thunder hammer into battle, representative of his ability to summon the firepower of the orbiting battle fleet.

Captain of the 4th Company, Master of the Fleet.

Symbolic of his station as the custodian of the Chapter Fortress, the Master of the Watch bears a storm shield and a double-headed axe, shaped in the likeness of the Imperial Aquila.

Captain of the 2nd Company, Master of the Watch.

BATTLE FORMATION

MASTERS OF THE CHAPTER

FORMATION:
1 Chapter Master, 4 Company Masters and 1 Command Squad or Terminator Squad.

SPECIAL RULES:
High Command: Each individual Master provides a specific strategic asset, which can be used once.

- **Master of the Watch:** Ambush
- **Master of the Arsenal:** Precision Strike
- **Master of the Fleet:** Orbital Bombardment
- **Master of Recruits:** Surgical Raids

in more depth, so we did two things. First of all, we wanted to make sure the book was full of advice about the practicalities on organising such large games. We have been honest about it, as we don't want people to think that it will be easy to play a game of Apocalypse; such large games take a lot of effort to organise and play – they're a game that should be played on a special occasion," says Jervis. There's a lot of other discursive advice about finding venues, building and sourcing scenery and even the best time to order the pizza!

"The second thing we looked at," continues Jervis, "was how to really theme your games. The Apocalypse Mission means you can just turn up with your Citadel miniatures and play. After your first game you'll quickly get the hang of the flexibility of the system and how it opens up ideas and themes you could only touch on before – such as a planetary invasion where all of one side are coming down in drop pods whilst the opposing force is hidden away in bunkers. There's loads of advice in the book about this kind of thing, showing you how to build on the basic Apocalypse Mission, giving examples on theming terrain, making specific objectives and creating your own special rules."

As our time with Jervis starts to wind up he offered us these last few wise words, "In all the games of Apocalypse I've played so far there have always been three of four great memorable moments that you'll replay in your head over and over in the following weeks. My favourite so far has to be a Space Marine Captain leaping across the foot of a Warhound Titan, attaching a Vortex Grenade to its leg and destroying it! You'll find your games of Apocalypse will be riddled with great stories like that."■

SPACE MARINE VINDICATOR

The Vindicator is the ultimate in heavy Space Marine firepower. Armed with a formidable demolisher cannon and encased in thick plasteel armour, the Vindicator is a specialist siege tank.

Launchers
Smoke launchers used to screen the vehicle and confuse the enemy.

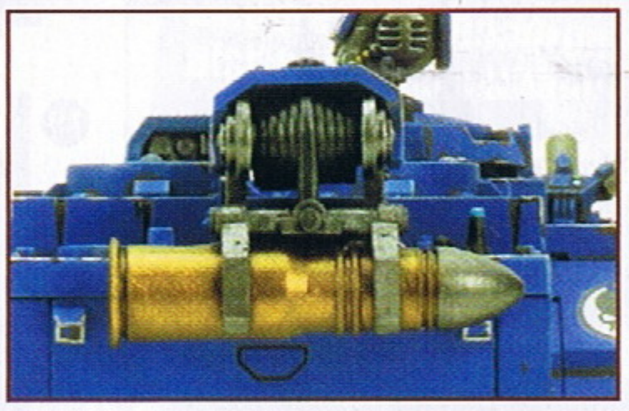
Power plant
This vehicle is powered by a standard Quad MkII adaptable thermic combustor reactor.

Crane
Shell loading crane used for demolisher shell movement and for reloading the magazine.

Cannon
Demolisher siege cannon, firing a self-propelled demolisher siege shell, loaded by an automated crane and ramp system inside the vehicle.

Dozer
Assault "dozer" blade – super-thick plasteel blade used to ram through heavy, urban debris as well as protect the front of the tank from heavy firepower.

Exhaust
Armoured exhaust ports protect the vehicle's fume-release systems, keeping the vehicle active.



INDEX ASTARTES HISTORY FILE

++File V67//xc45 Clearance: Jade

The first Vindicator tanks were converted from Rhino APCs during the subjugation of Rostern I, early in the Horus Heresy. During the conquest of the fortress-city Stahlenburg, the Ultramarines Legion suffered grievous casualties battling through the cramped streets. Roboute Guilliman ordered that a number of the Ultramarines Legion's Rhinos should be fitted with Thunderer cannons and used to literally demolish the fortified buildings one at a time, denying the traitors sanctuary. Vindicator tanks (later fitted with Demolisher cannons) have been a mainstay of most Space Marine chapters ever since.

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BATTLE FORMATION

LINE BREAKER

FORMATION: 3+ Vindicator tanks. One Vindicator must be designated as the command tank.

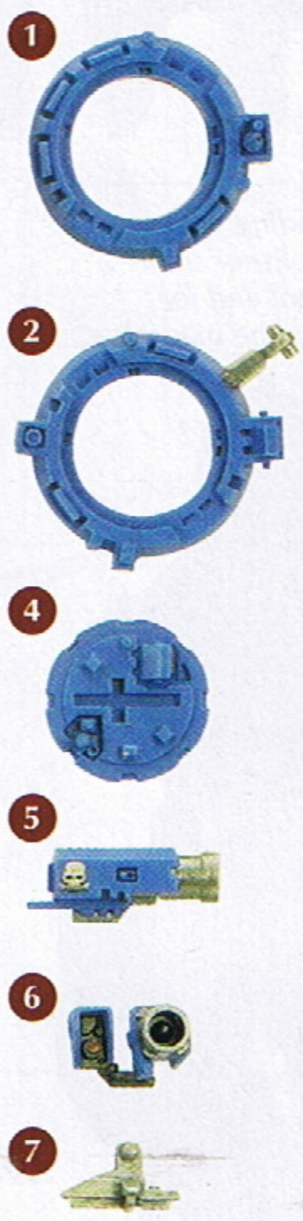
SPECIAL RULES:

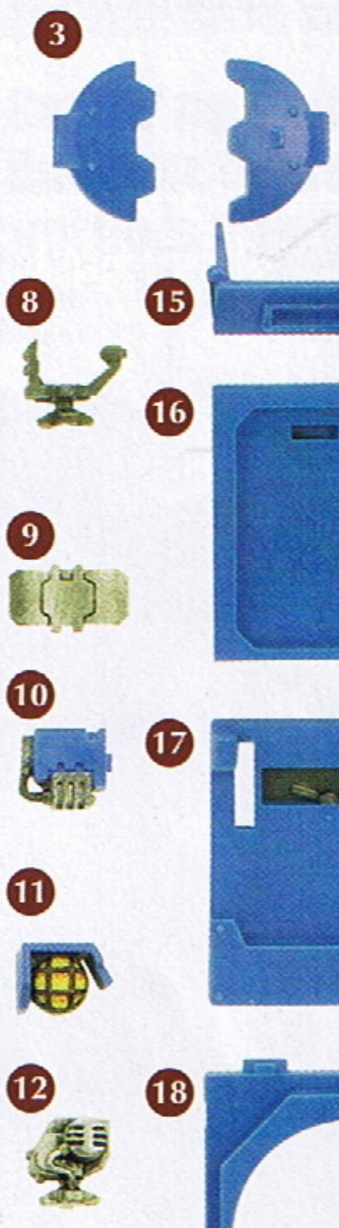
Combined Fire: If three or more Vindicators in the formation fire at the same target, resolve the shots as a single Strength 10, AP 2, ordnance shot, using the 10" Apocalyptic Blast marker. If the hole in the centre of the blast marker lands over a terrain feature (building, bunker, fortification or wood, for example) it is destroyed on the roll of a 4+ (replace it with suitable debris). For each additional Vindicator after the third that combines its fire upon the target, add +1 to the roll to determine whether the terrain feature is destroyed.

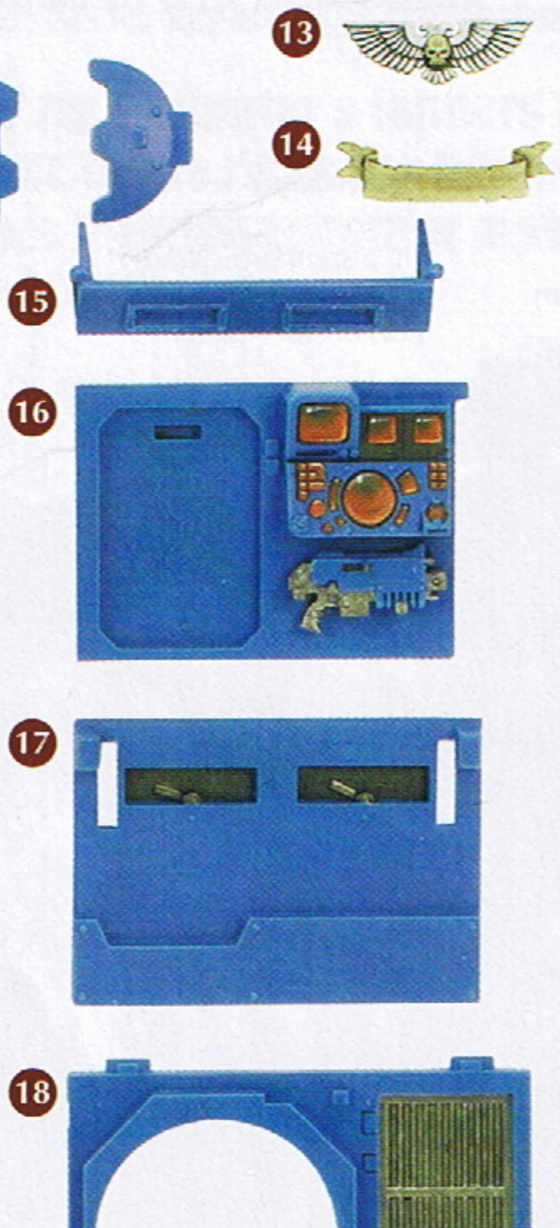
Models within a destroyed terrain feature suffer 1 wound on the roll of a 4+ (saving throws are allowed) and each unit must take a Pinning test. Vehicles automatically suffer a glancing hit.

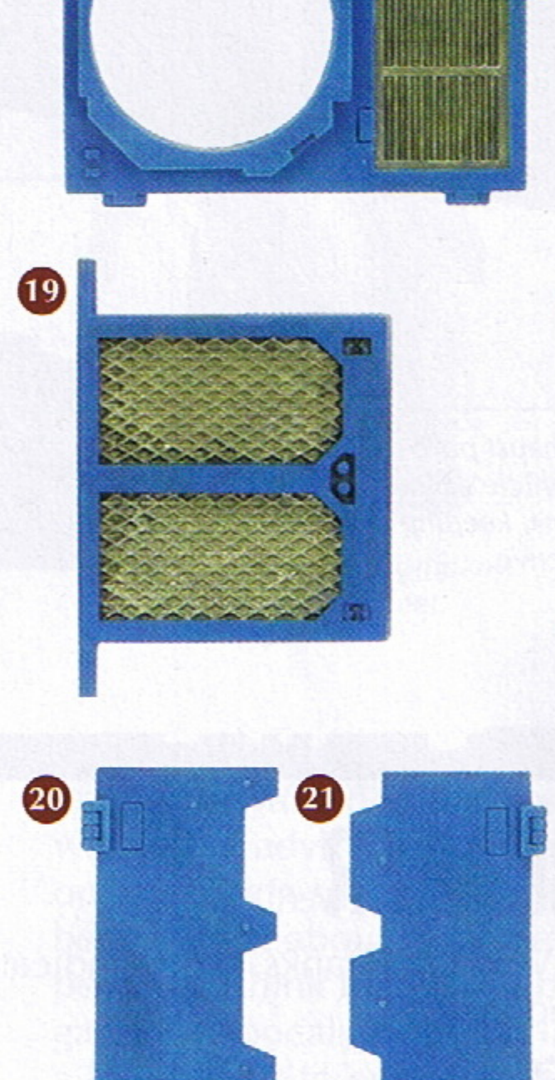
VINDICATOR FRAME

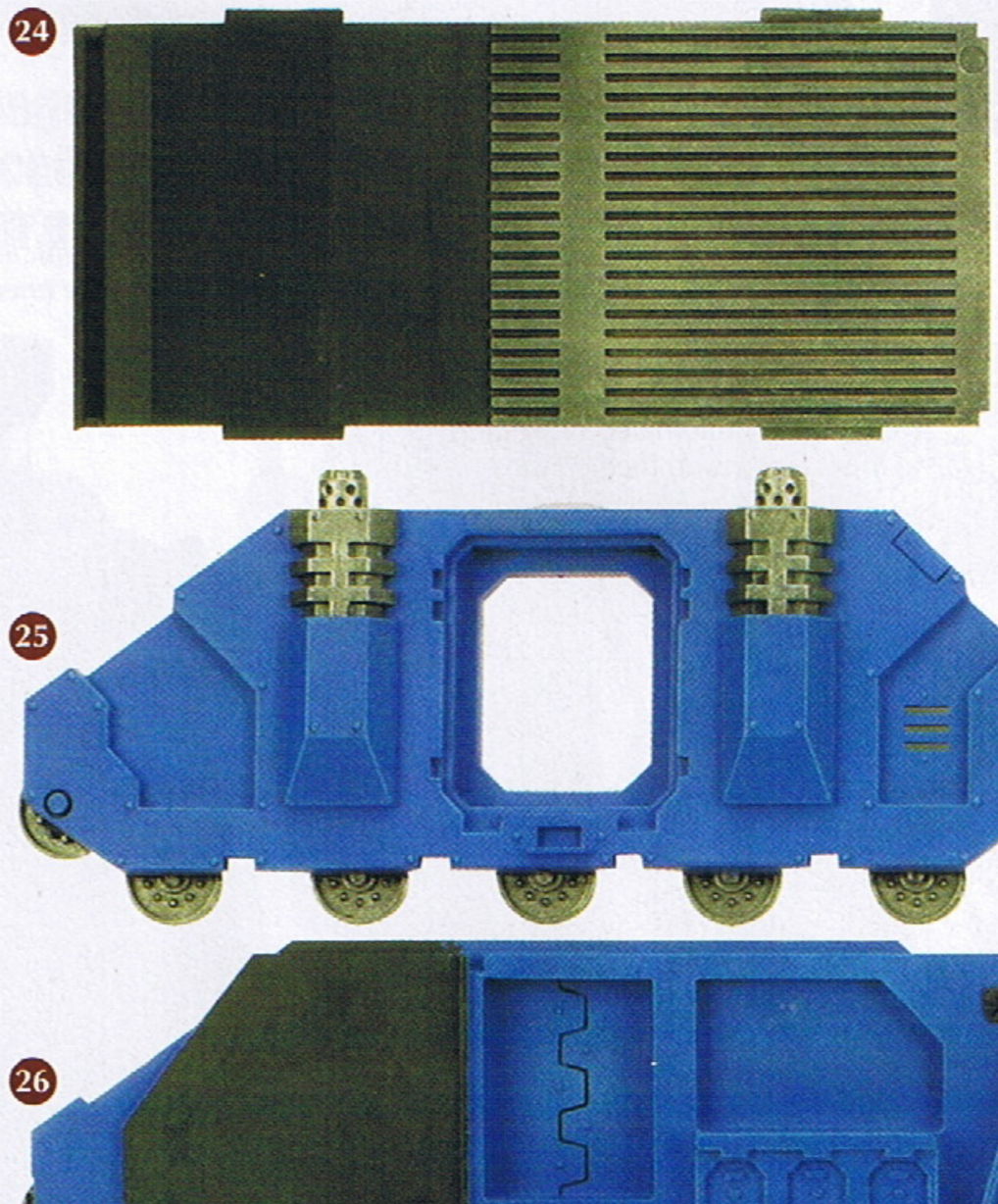
A detailed look at the frames and components that make up the Vindicator tank kit.

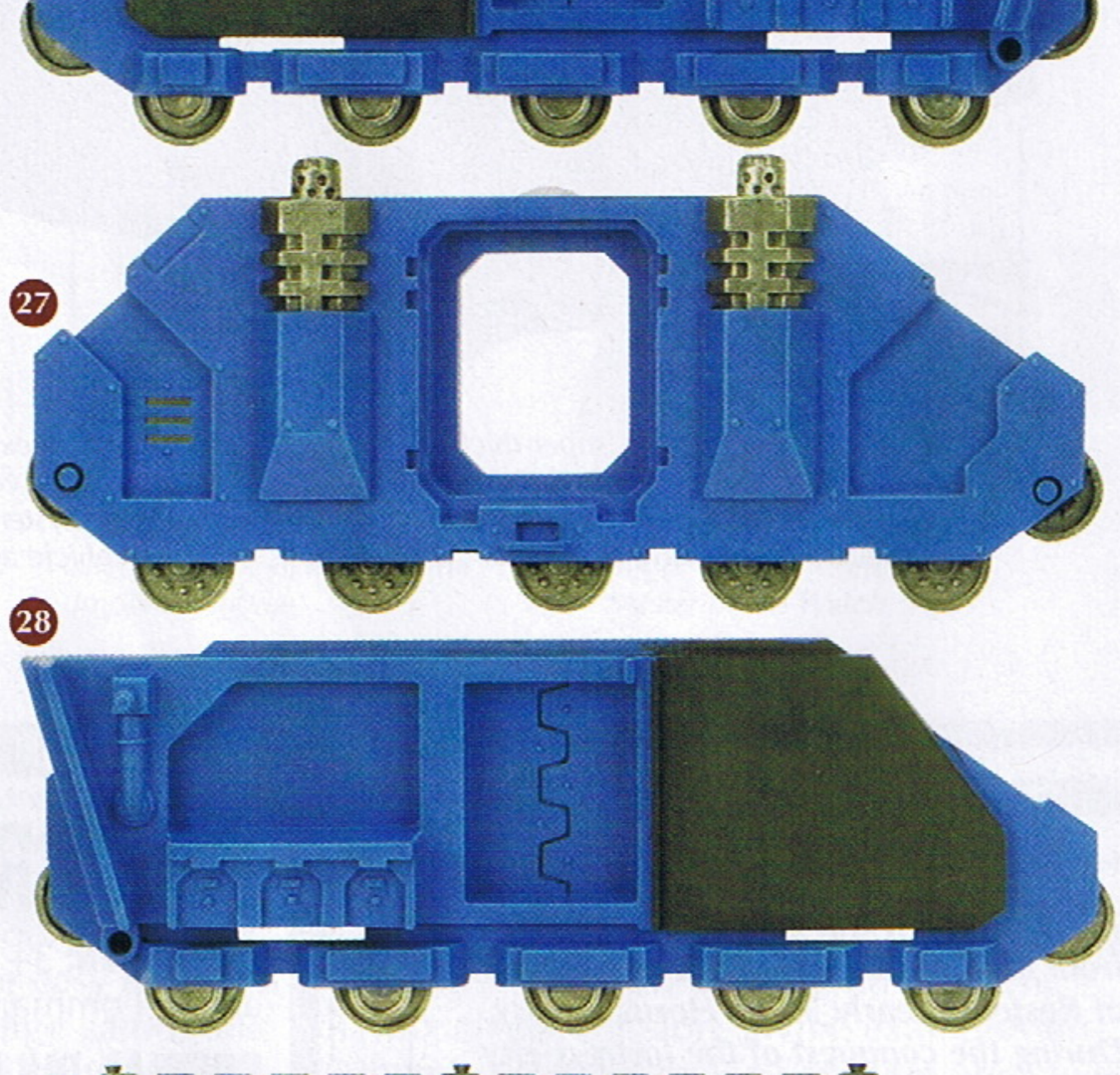


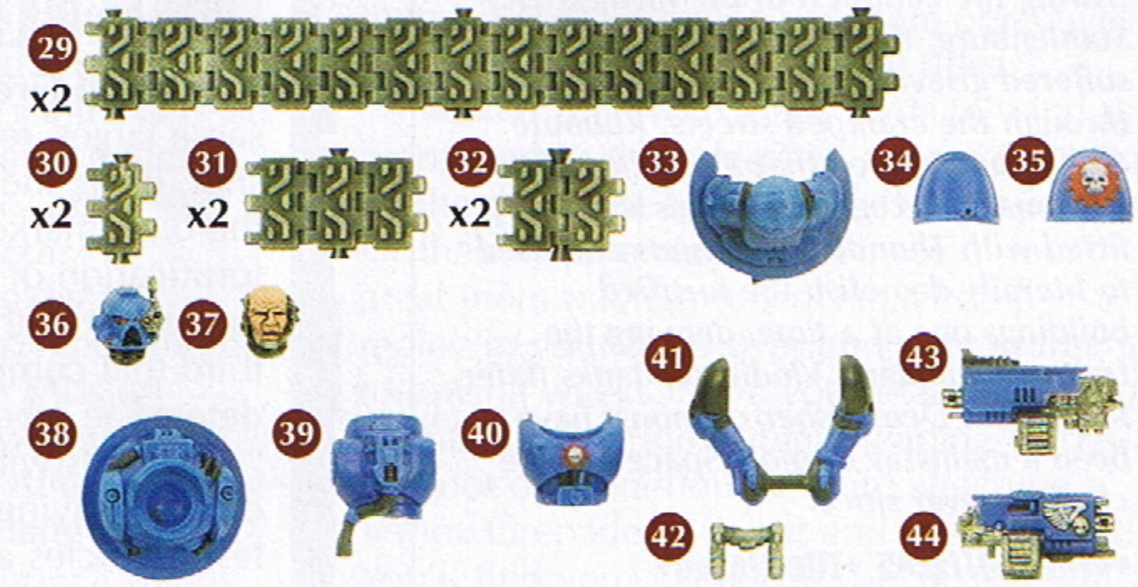






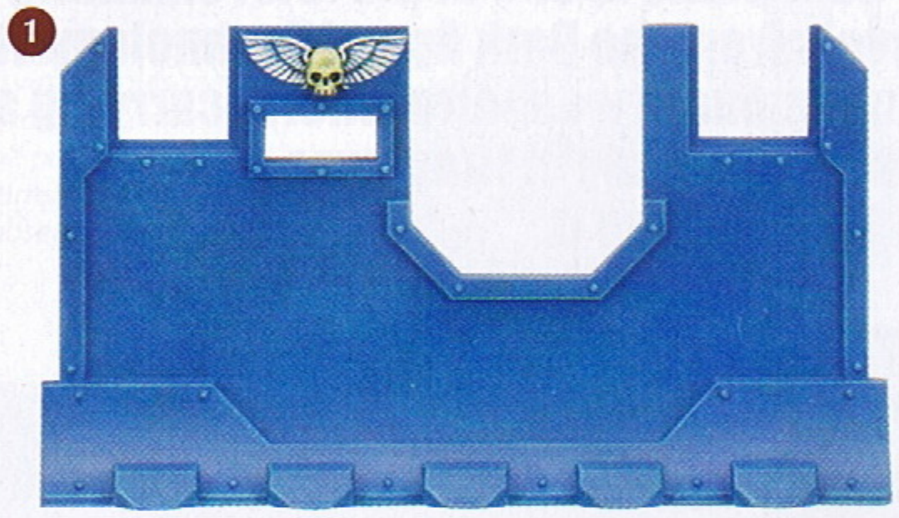


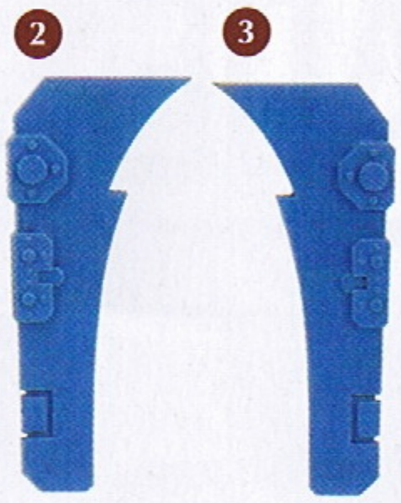


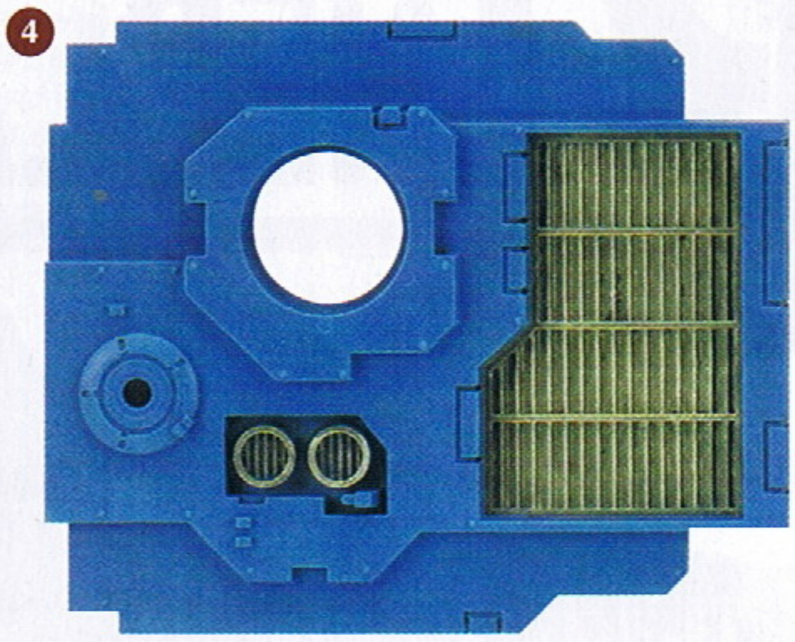


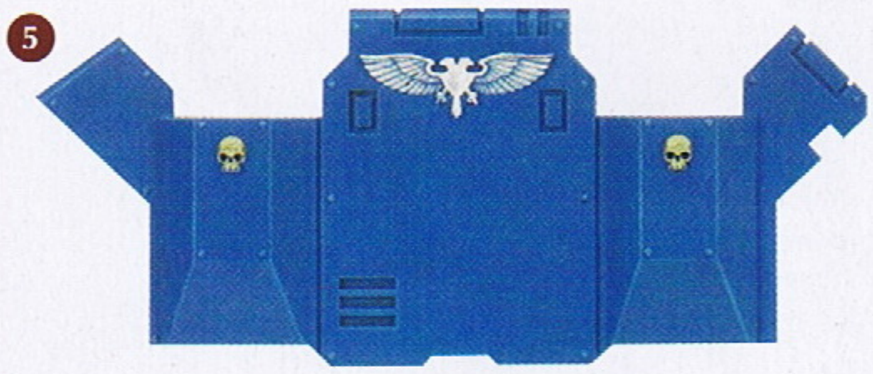
Key

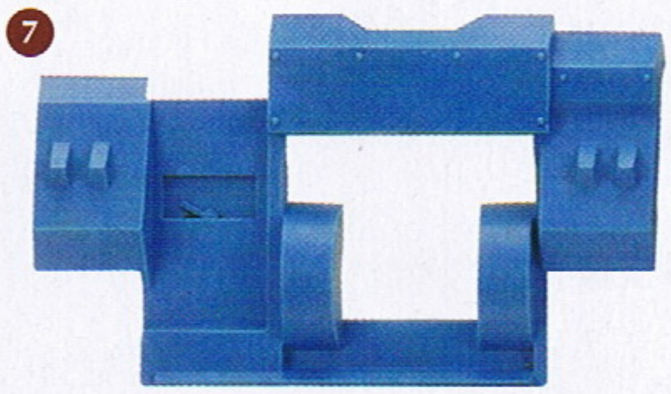
1-2	Cupola rims
3	Hatch doors
4	Weapon mount
5	Hunter killer missile
6	Missile warhead
7	Missile pivot
8-9	Radar array
10	Targeter
11-12	Searchlight
13-14	Livery
15	Vision shield
16	Internal divide
17	Rhino front plate
18	Rhino top plate
19	Rhino rear ramp
20-21	Rhino top doors
22-23	Side hatch doors
24	Bottom hull plate
25	External left side
26	Internal left side
27	External right side
28	Internal right side
29-32	Tracks
33	Commander legs
34-35	Shoulder pads
36-37	Commander Heads
38	Cupola torso
39-40	Commander torso
41	Commander arms
42	Storm bolter handle
43-44	Storm bolter

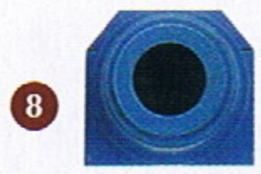


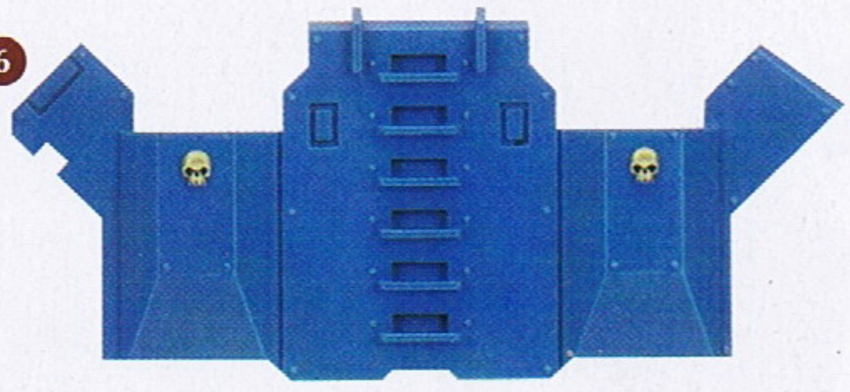


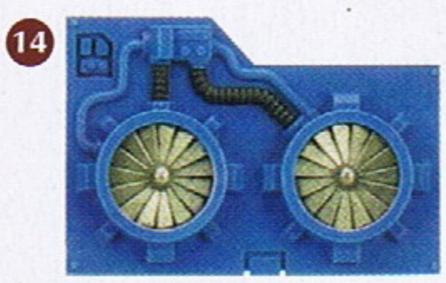


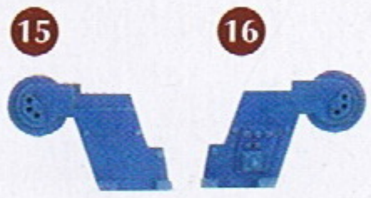


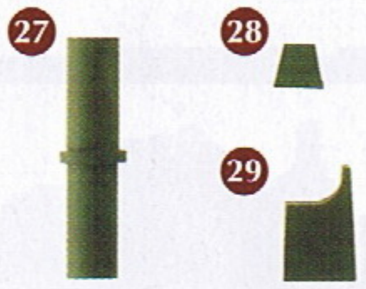


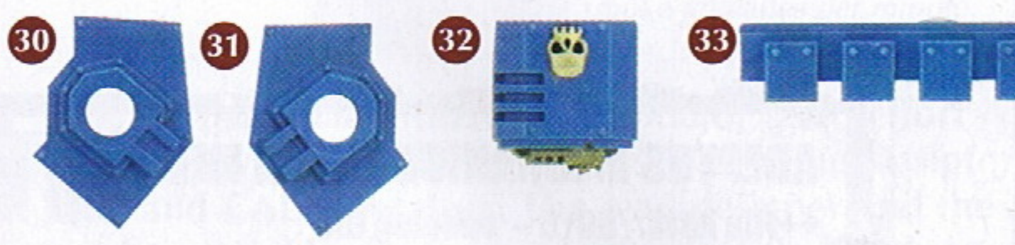


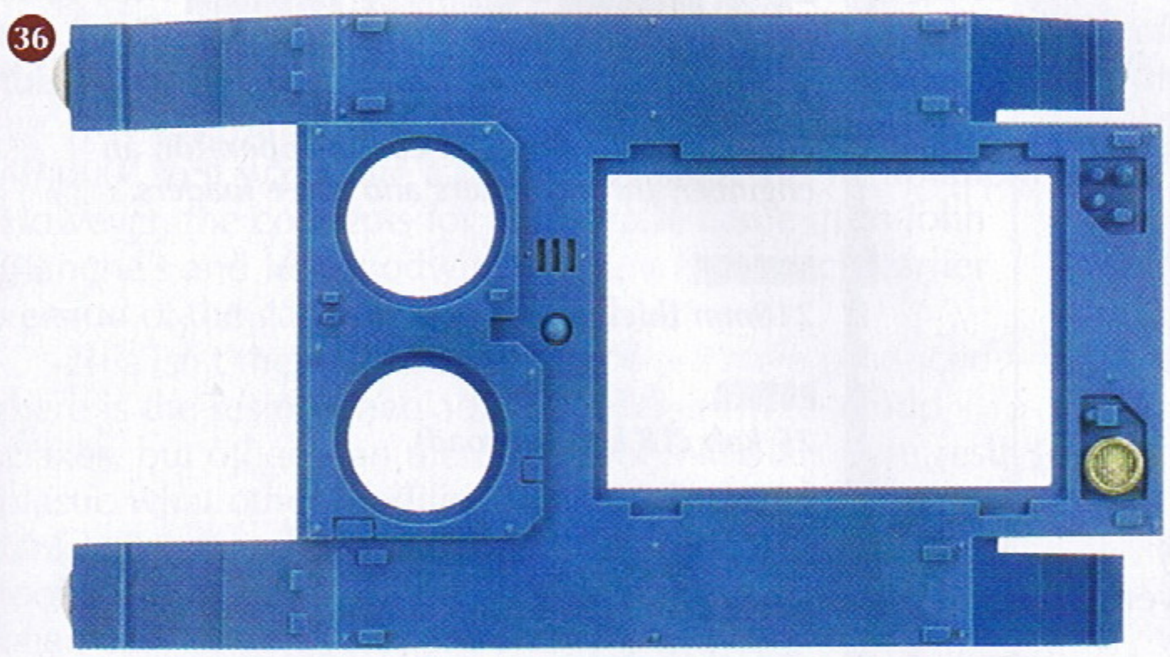












Vindicator Linebreaker Squadron also includes a Chaos accessory frame

Key

1-3	Dozer blade
4	Top armour
5-6	Side armour
7	Front armour
8-9	Demolisher cannon
10	Cannon hood
11-12	Hinged dozer plates
13	Vision slit
14	Blast exhaust fans
15-16	Winch arms
18	Winch coil
19-21	Winch grab
22-23	Dozer hydraulics
24	Armour plating
25-26	Demolisher shell
27-29	Cannon mounting
30-31	Dozer arm mounts
32	Winch hood
33	Armoured bumper
34-35	Pict-capture unit
36	Rhino chassis
37-38	Smoke launchers
39-40	Towing hooks
41-42	Headlights

IMPERIAL BANEBLADE

The Baneblade is one of the few remaining marvels from the Dark Age of Technology. It is an armoured weapon platform carrying a devastating array of firepower, and none can stand before it.

See the 10" Blast template in action on page 70

BANEBLADE

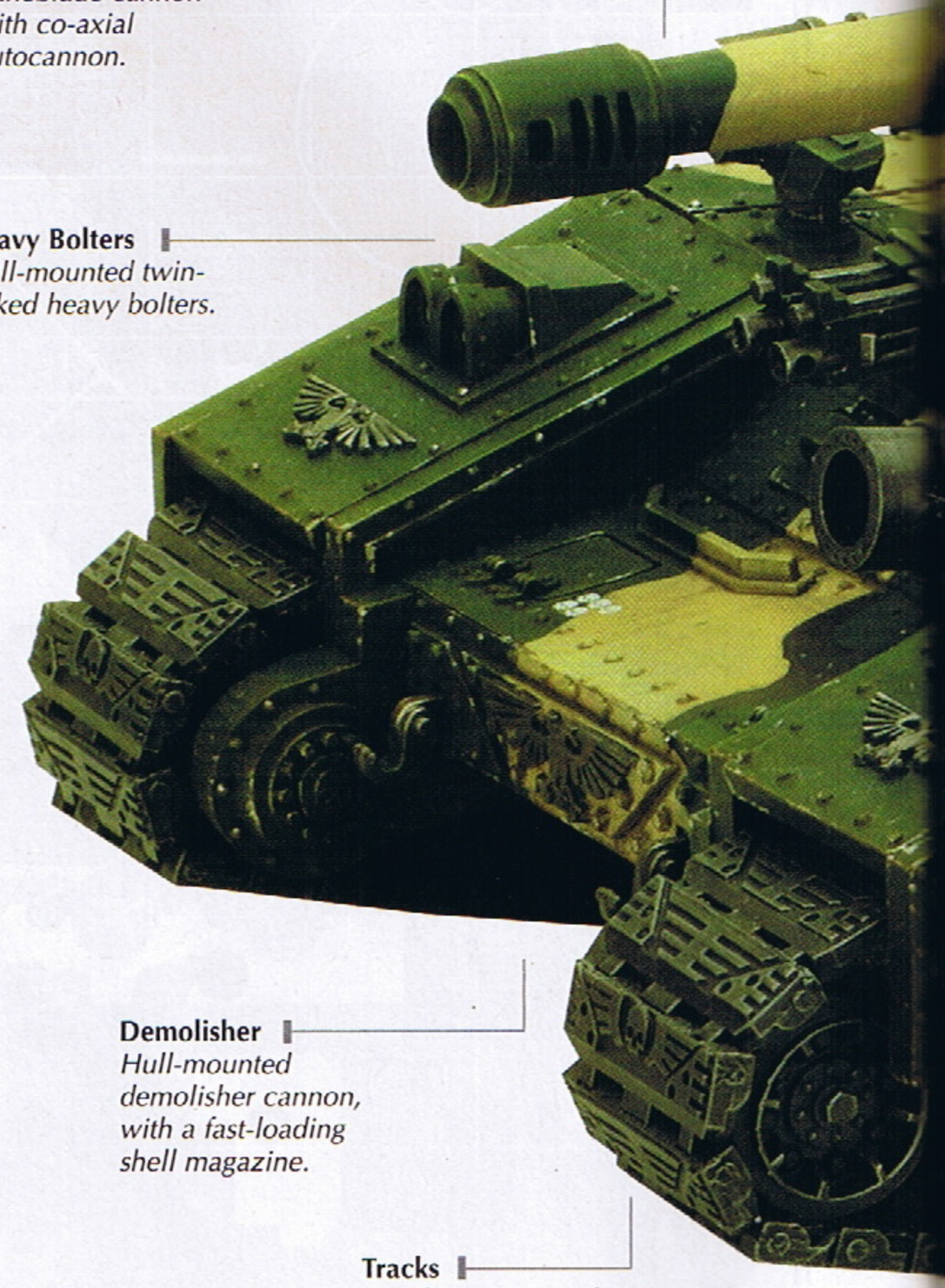
It is claimed that in the distant past there were whole divisions of Baneblades in the Emperor's service, but today an Imperial commander is fortunate to have a company of three, and more usually only a single Baneblade will be available. The Baneblade is prized for its highly destructive abilities and the morale boost that seeing such a behemoth gives to the troops on the ground.

BANEBLADE CANNON

Weapon	Range	Str	AP	Special
Baneblade cannon	72"	9	2	Ordnance 1,10" blast, primary weapon.
Autocannon	48"	7	4	Heavy 2, co-axial.

SPECIAL RULES

CO-AXIAL WEAPON: If the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll missed rolls to hit with the main weapon (or re-roll the scatter dice in the case of ordnance).



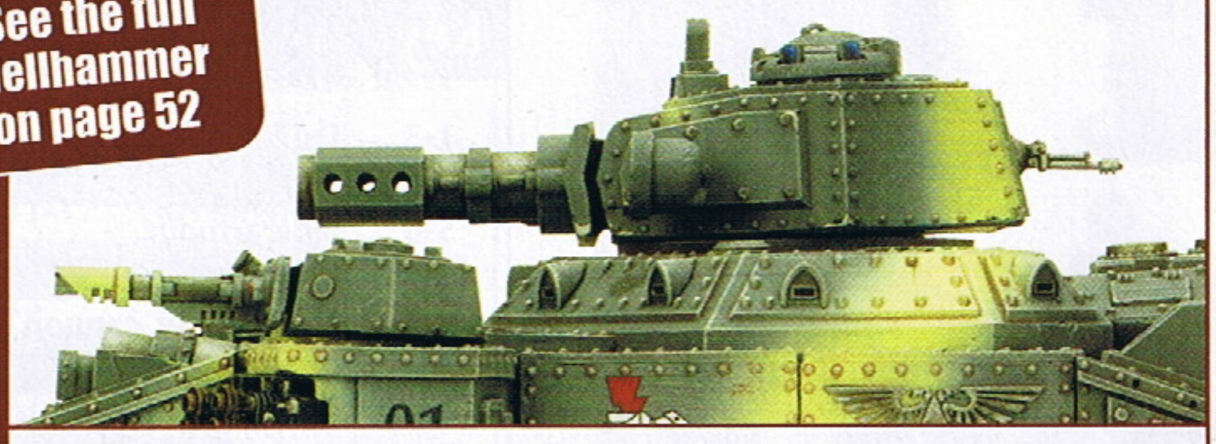
Gun Barrel
Turret-mounted Baneblade cannon with co-axial autocannon.

Heavy Bolters
Hull-mounted twin-linked heavy bolters.

Demolisher
Hull-mounted demolisher cannon, with a fast-loading shell magazine.

Tracks
Aquila pattern tracks. None who follow shall doubt the Emperor's might.

See the full Hellhammer on page 52



HELLHAMMER

The Hellhammer is built around the same STC chassis as the Baneblade. It carries shorter-ranged armament than the Baneblade, allowing the Hellhammer to move forward in support of infantry in urban areas and other dense terrain.

HELLHAMMER CANNON

Weapon	Range	Str	AP	Special
Hellhammer cannon	36"	10	1	Ordnance 1, 7" blast, primary weapon, no cover saves allowed.
Autocannon	48"	7	4	Heavy 2, co-axial.

ADEPTUS MECHANICUS TECH FILE

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CREW
A Baneblade has a crew complement of ten: a commander, a driver, a comms-operator, an engineer, three gunners and three loaders.

ARMOUR
210mm thick armour plating.

POWER
25 kph (18 kph off road).

ENGINE
Main power plant, a 110 square kilo-cubits² adaptable thermic combustor.

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IMPERIAL BANEBLADE

Turret
Twin cupolas mean two crewmen can be positioned in the turret for better observation.

Power plant
The Baneblade's engine can produce an impressive 110 kilo-cubits² of raw power.

Fuel Tanks
Four supplementary fuel tanks give the Baneblade a 230-mile range from the base of operations.

Smoke Launchers
Capable of firing five tetra-density rating smoke grenades per minute.

Lascannons
Sponson-mounted lascannons with a 180° arc of fire.

Baneblade tank commanders are fierce and decisive individuals.

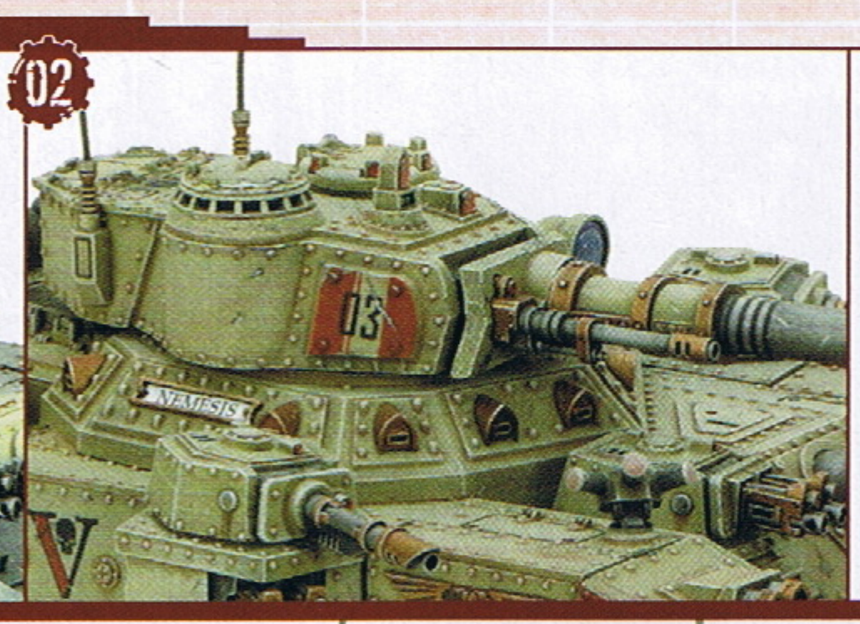
The Baneblade model was a major team effort involving concept designers, numerous sculptors and CAD operators. The lead designer and the man who arguably did the lion's share of the work was the Studio's resident tank maker, Tim Adcock. Surprisingly, this is not the first time Tim has sculpted a Baneblade.

"My first Baneblade model was actually for Epic 40,000, so it was quite a bit smaller than this incarnation. However, the concepts for the vehicle came from John Blanche's and Jes Goodwin's designs in a much earlier version of the game," says Tim.

This isn't the first big Baneblade we have produced – there is the resin Baneblade model that Forge World makes, but other than the change of materials from resin to plastic what other modifications did Tim add to the new tank? "For the plastic Baneblade we did want to make it look more gothic but in a very subtle way. It would have been easy to go overboard and create a cathedral on tracks, but as this was a meant to be a functioning war machine we didn't want to go that far. So you have influences of the Warhammer 40,000 universe here and there such as the arched viewing ports and headlights, and the shrine on the back of the power plant."

Whereas the Forge World model has always been firmly aimed at the experienced modeller, the plastic kit is far more accessible. "Absolutely," agrees Tim. "It is a very big kit with lots of frames. However, if you have put together a Land Raider then you'll have no trouble with the Baneblade. Just take your time with it, build it in sub-assemblies and then bring it all together at the end. I'd recommend it as a project for a long weekend. Then paint it up the following one."

The Baneblade is so big that only recent technological innovations have made it possible to create such a model in plastic. Before, we simply wouldn't have been able to fit the master model needed to make the Baneblade onto a pantograph machine. "It's definitely a Citadel Miniatures first and our biggest plastic kit so far," says Tim. "The things we learnt on this project and the cutting edge technology we now have access to means it really is just the start of a whole new generation of bigger, super-detailed and even cooler plastic kits."



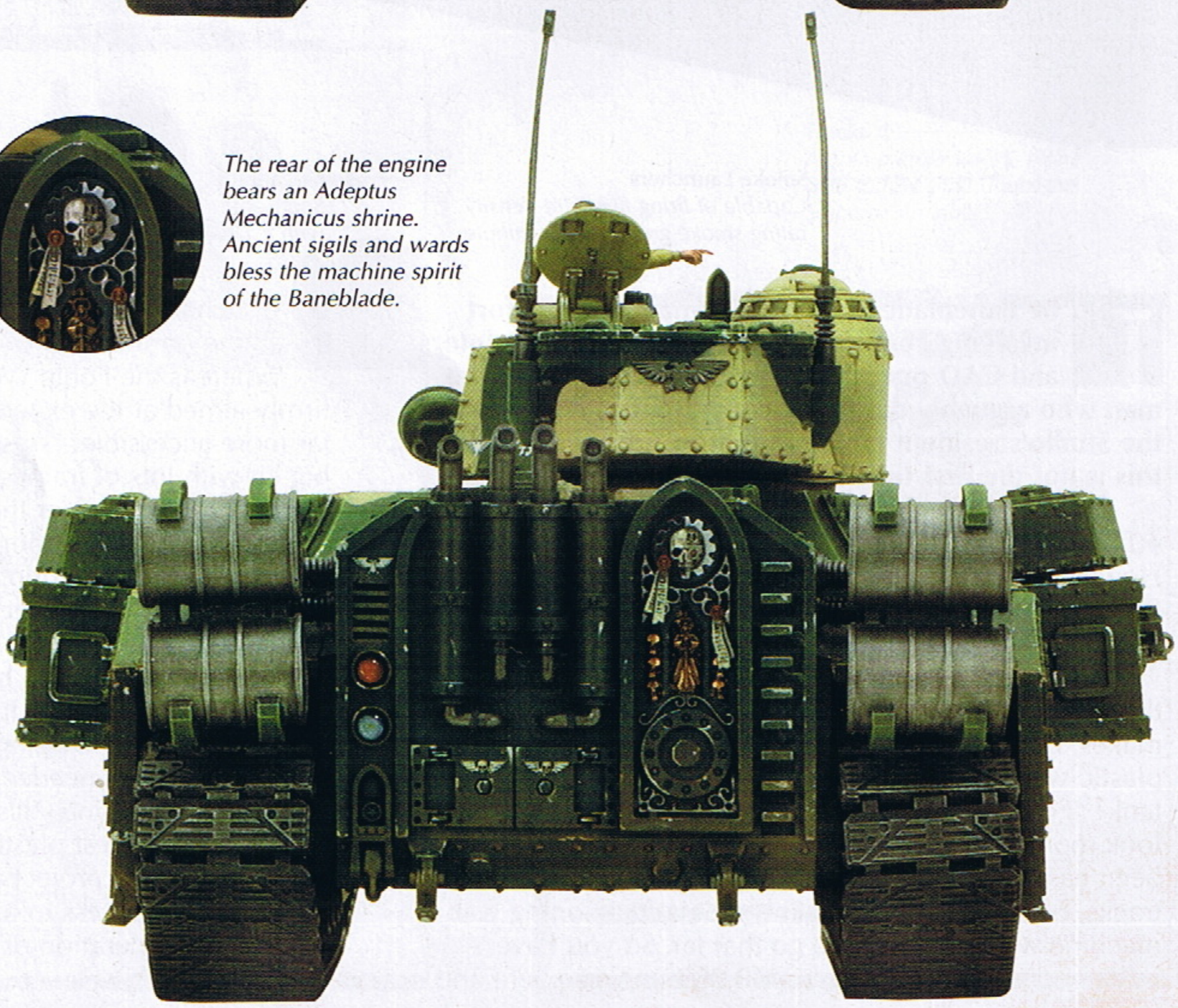
REGIMENTAL COLOURS

The Imperial Guard often repaint tanks – even super-heavy ones – to match a regiment's colours, camouflage pattern or campaign scheme. These two are painted in the colours of the Steel Legion **(01)** and Vostroya **(02)**.

Tank Commander
Baneblades are directed by veteran tank commanders. They communicate to both crew and supporting troops via the multi-channel vox array sited on the turret.

It is common practice for the crew to adorn their tank with kill markings. With super-heavies, a skull normally represents an HQ unit, super-heavy or Titan-class target.

The rear of the engine bears an Adeptus Mechanicus shrine. Ancient sigils and wards bless the machine spirit of the Baneblade.



True Baneblades

Reflecting the Baneblades' high demand and short supply, the millennia have seen a slow increase in the number of counterfeit Baneblades in service across the Imperium.

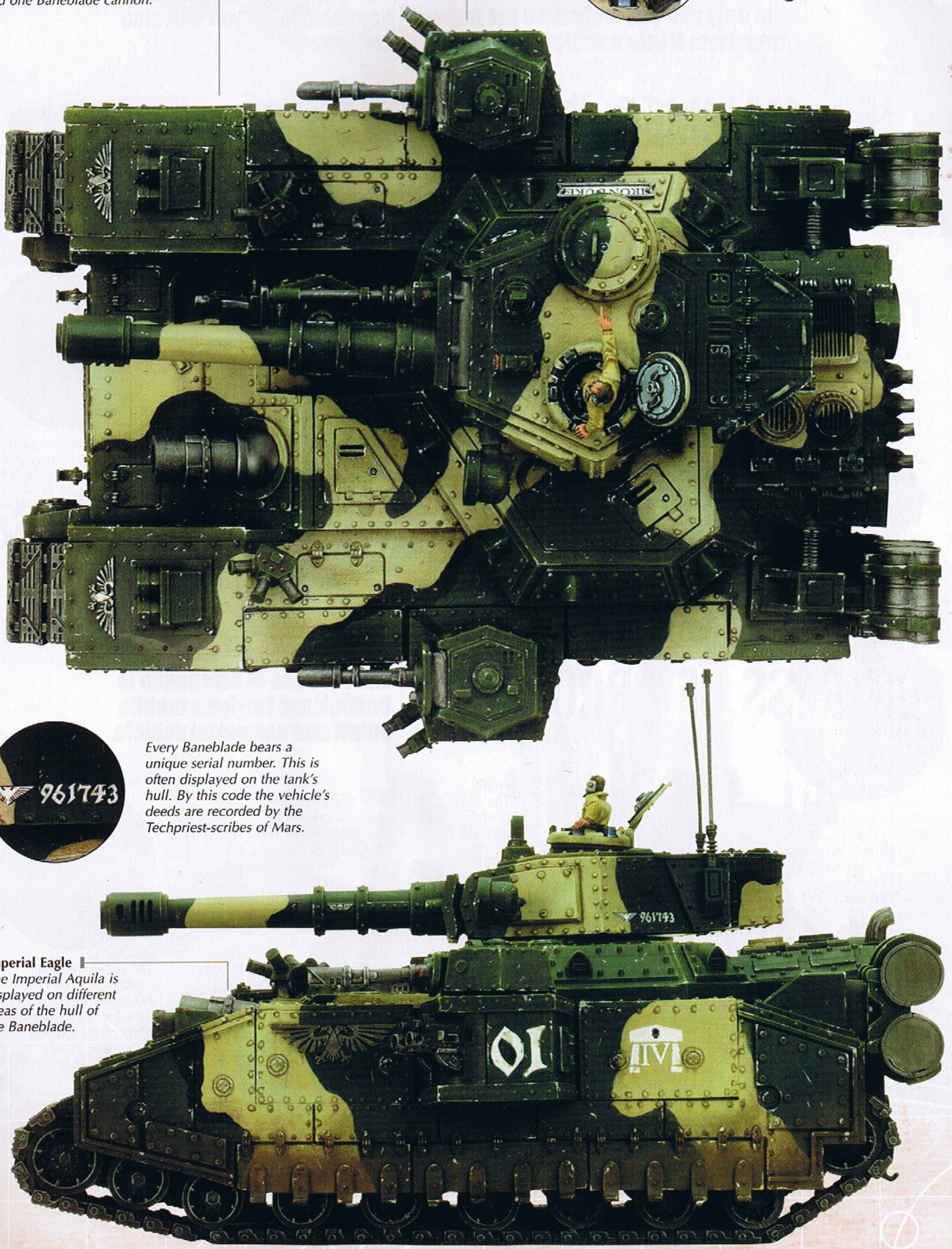
These Baneblades, produced by Forge Worlds eager to secure large military contracts, do not incorporate all of the available STC data that is available to Mars and the few other favoured Forge Worlds. While a true Baneblade uses powerful, rocket-propelled shells in its main cannon, a "second generation Baneblade" uses only standard battle cannon ammunition. Similarly, the demolisher cannon in a true Baneblade allows it to lay down a devastating bombardment as it advances, while second generation Baneblades normally mount a second battle cannon in the hull. These are not the only differences, as the original Baneblade design has improved internal armour bracing, greater engine performance and transmission, tactical logic engines, and many secondary systems which are far superior to those of mere counterfeits.

True Baneblades, constructed and consecrated using the original STC, are logged and registered with Mars. Their serial numbers and names are tracked, allowing the Adepts to trace their combat history, crew roster and whereabouts. It is vital that the fate of each and every original Baneblade is known.

Weapons Platform
From this elevation you can see the huge amount of firepower the Baneblade can bring to bear: six twin-linked heavy bolters, two lascannons, one demolisher cannon, one co-axial auto cannon and one Baneblade cannon.

Side Sponson
The side sponsons can be mounted in the centre or towards the front or rear. You also have the option of fitting twin-linked heavy bolters or heavy flamers.

Another weapon option for the Baneblade is a turret-mounted heavy stubber.



Every Baneblade bears a unique serial number. This is often displayed on the tank's hull. By this code the vehicle's deeds are recorded by the Techpriest-scribes of Mars.

Imperial Eagle
The Imperial Aquila is displayed on different areas of the hull of the Baneblade.

SUPER-HEAVY TANKS

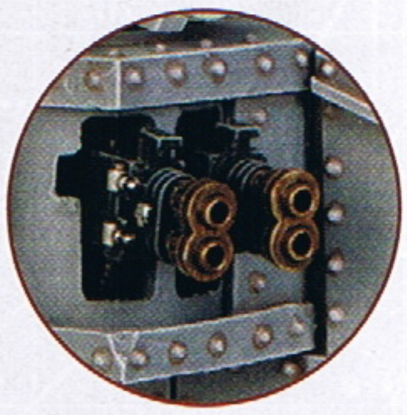
We take a look at some Baneblade variants made using the new kit. Not only can you embellish the Imperial Baneblade, but you can also transform it into a vehicle belonging to another race.

HELLHAMMER

The Hellhammer excels at crushing its foe in dense terrain, using shorter ranged but devastating weaponry.

This tank is built from a standard Baneblade kit using the optional parts.

Hellhammer
The Hellhammer cannon replaces the Baneblade cannon. Even heavy cover provides no protection from its shells.



The sponsons sport twin-linked heavy flamers. Here they are placed towards the front of the tank to be in range of enemy infantry.

FORTRESS OF ARROGANCE

The Fortress of Arrogance is Commissar Yarrick's mobile pulpit and command vehicle.

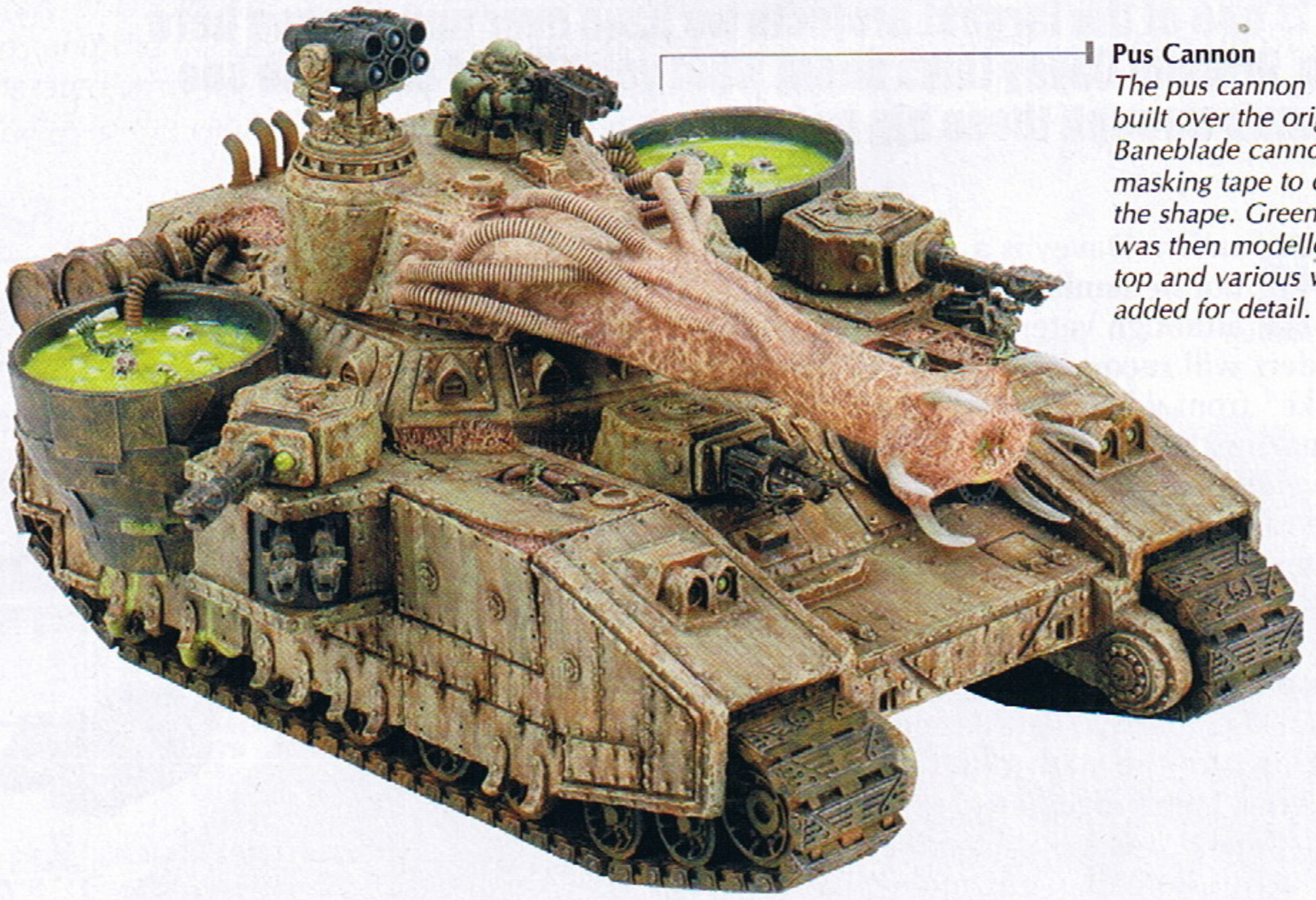
Pulpit
The pulpit allows Yarrick to deliver fiery oratory to his troops and was created by adding a plasticard floor to the turret. This was finished off with details from the Citadel City Ruins kit, more plasticard and a good rummage in the bits box.

The side panels were created using thin plasticard. Both panels were carefully painted to show off the glory of Commissar Yarrick.

Heavy Bolter
The hull-mounted heavy bolters were embellished by adding parts from the Witch Hunter Exorcist.

CHAOS PLAGUEREAPER

A Vile Chaos construct, vomited forth from the foulest of imaginations, the Plaguereaper is terrifying to behold.



Pus Cannon
The pus cannon was built over the original Baneblade cannon using masking tape to create the shape. Green Stuff was then modelled on top and various wires added for detail.

The vats were built using plastic container lids tiled over with thin card. The toxic goo was painted with a mixture of Wet Effect fluid and Camo Green paint.

SPACE ORK SKULLHAMMA

With a supa-charged engine and an even bigger gun, it is more than a match for its Imperial counterpart.

Tank Commander
Adding a commander can give a large vehicle a bit more personality. This one was built using an Ork Boy's body combined with a Stormboy's head.

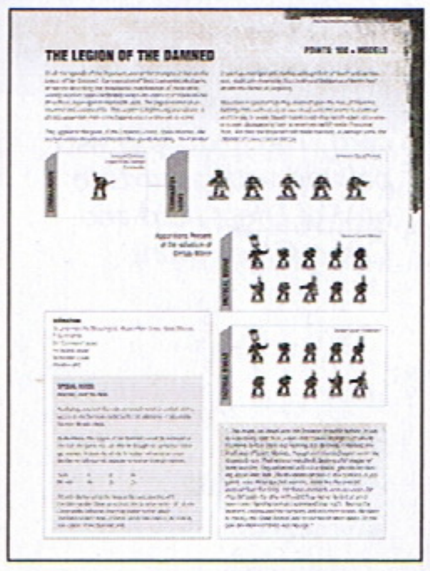
Kannon
The Skullhamma kannon was built using plastic pipes, card, wire and even parts from the City Ruins kits.

The glyph plates were built from thick plasticard, with rivets made from offcuts of plastic rod. Once the Battlewagon was painted, the Orky icons were added.

CREATING APOCALYPSE

Apocalypse is one of the largest projects we have ever undertaken here in the Studio. Graham Davey talks about what you should expect to see when you thumb through those big pages.

Apocalypse on the Worldwide Web



The Apocalypse website is jam-packed with additional and exclusive content, everything from tacticas on how to survive being a foot slogger in Apocalypse, to "webisodes" starring Jervis Johnson!

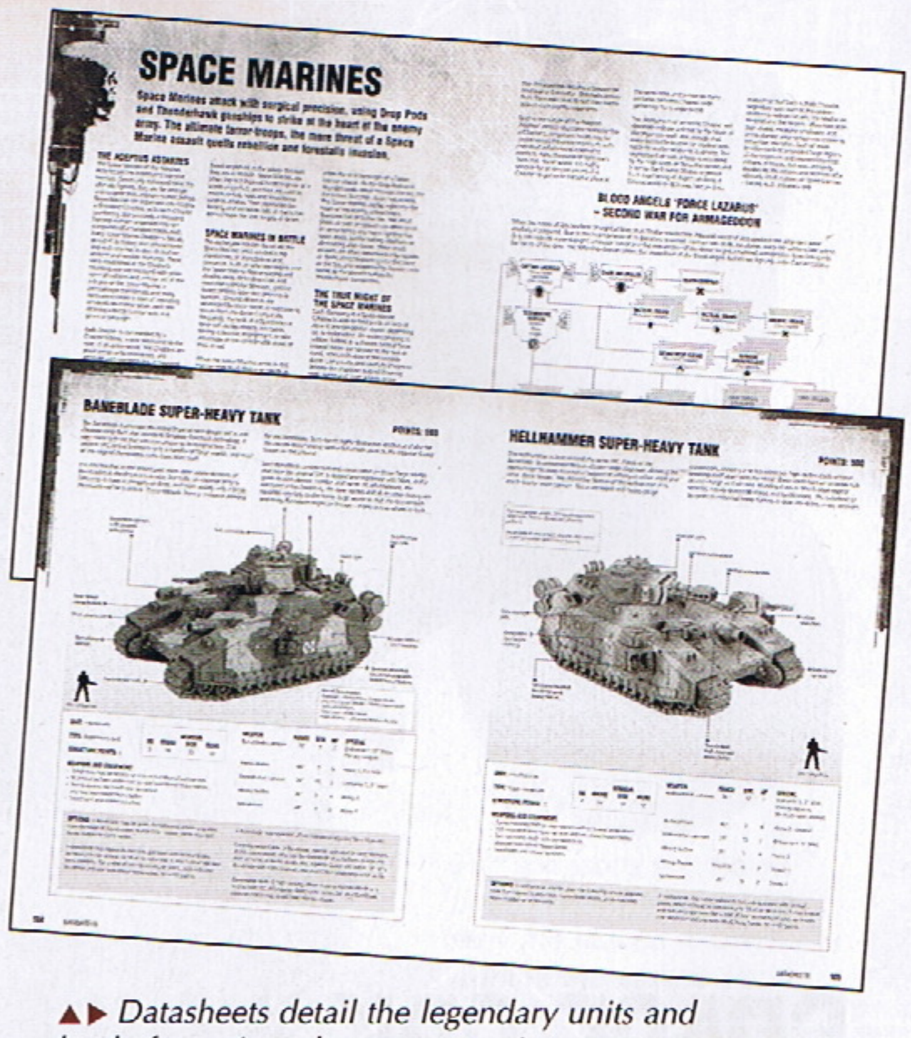
There is also a whole load of new datasheets, covering loads more legendary units and battle formations; so many, in fact, that we think we're in danger of filling up the Internet! All our web content is free to view and download, so why not log on now:

WWW.GAMES-WORKSHOP.CO.UK/APOCALYPSE

Graham Davey is a name that may not be familiar to many of you, although veteran White Dwarf readers will recognise him as "Wordy Bloke" from when he worked on this very magazine. Now, Graham works in Games Development in a planning and editorial role rather than as one of the principal writers. Apocalypse was very much a team effort, with no lead writer as such and so, by default, Graham became the project coordinator, gathering contributions, organising massive battle reports and making sure the many different sections of the book came together.

"It really was a huge team effort," says Graham. "More than any project we've done in the Studio, it pushed and challenged us. Jervis wrote the Apocalypse Mission, Alessio came up with the new rules, the datasheets were written by the whole of Games Development, the Studio Hobby team came up with some fantastic apocalyptic-scale scenery (wait until you see the Gargant Factory!) and, along with 'Eavy Metal, painted up massive forces. Of course, the sculptors did a great job with the new metals and Tim Adcock has given us a Baneblade!" Like the calm in the eye of a storm, Graham sat in the middle of all this activity and brought all the different elements together into one very big, feature-packed book.

"The Apocalypse book is crammed full of stuff," Graham enthuses. "For instance, there are over 60 datasheets, three gatefold sections and a whole raft of new background." Expanding the Warhammer 40,000 universe with more background details always gets us very excited at White Dwarf, so what does Apocalypse add? "It deals with how your army fights at that massive level. We've always hinted at how these things work in the past, but never covered it in any great detail. The Necrons section, for instance, is a must read – it explains how and why the Necrons fight on a bigger scale, how a tomb world gradually awakens, the effects on the local populace and neighbouring worlds, and so on. Another great example is the Tau Empire, who will deliberately designate their armed forces with non-threatening titles such as the 'BE'Etar Establishment Initiative' in the – often vain – hope of keeping the indigenous population calm and more compliant."

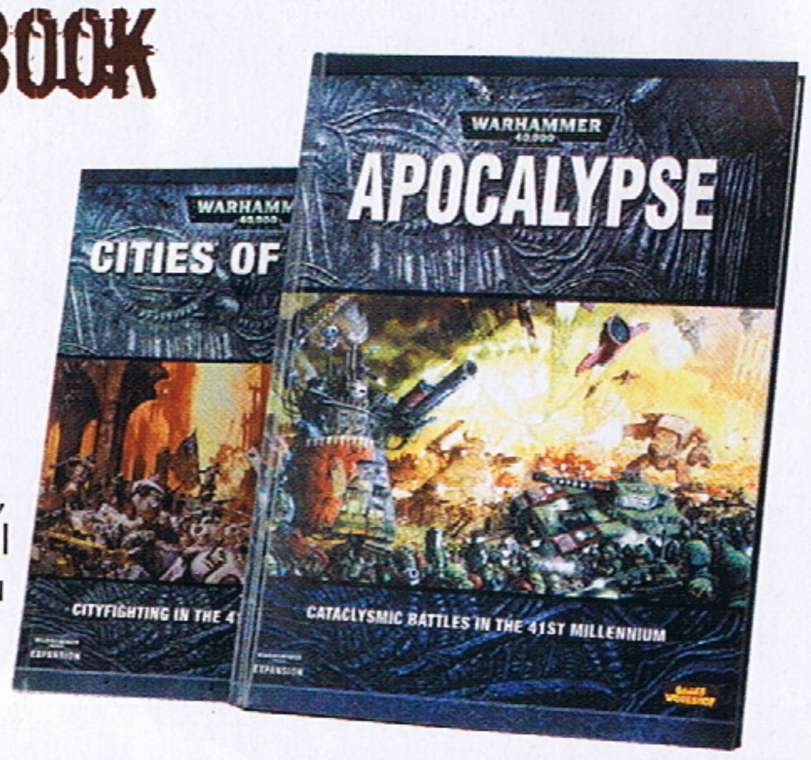


▲▶ *Datasheets detail the legendary units and battle formations that are a very important part of Apocalypse. The book contains over 60, but there'll be more appearing on the web and in White Dwarf, like the exclusive Terminus Ultra datasheet opposite.*

Each of the different race sections opens with some kind of graphic or diagrammatic element to accompany the text. The Orks, for example have a very cool-looking flow chart that follows the progress of Ork Warlord Garaghak as his fleet grows and turns into a full-scale Waaagh! "The Apocalypse book was an opportunity to try different ways of presenting the background elements. We had great fun with some of these, like the Waaagh! flow chart and the Dark Eldar slave raid illustrations," adds Graham. ▶▶

APOCALYPSE BOOK

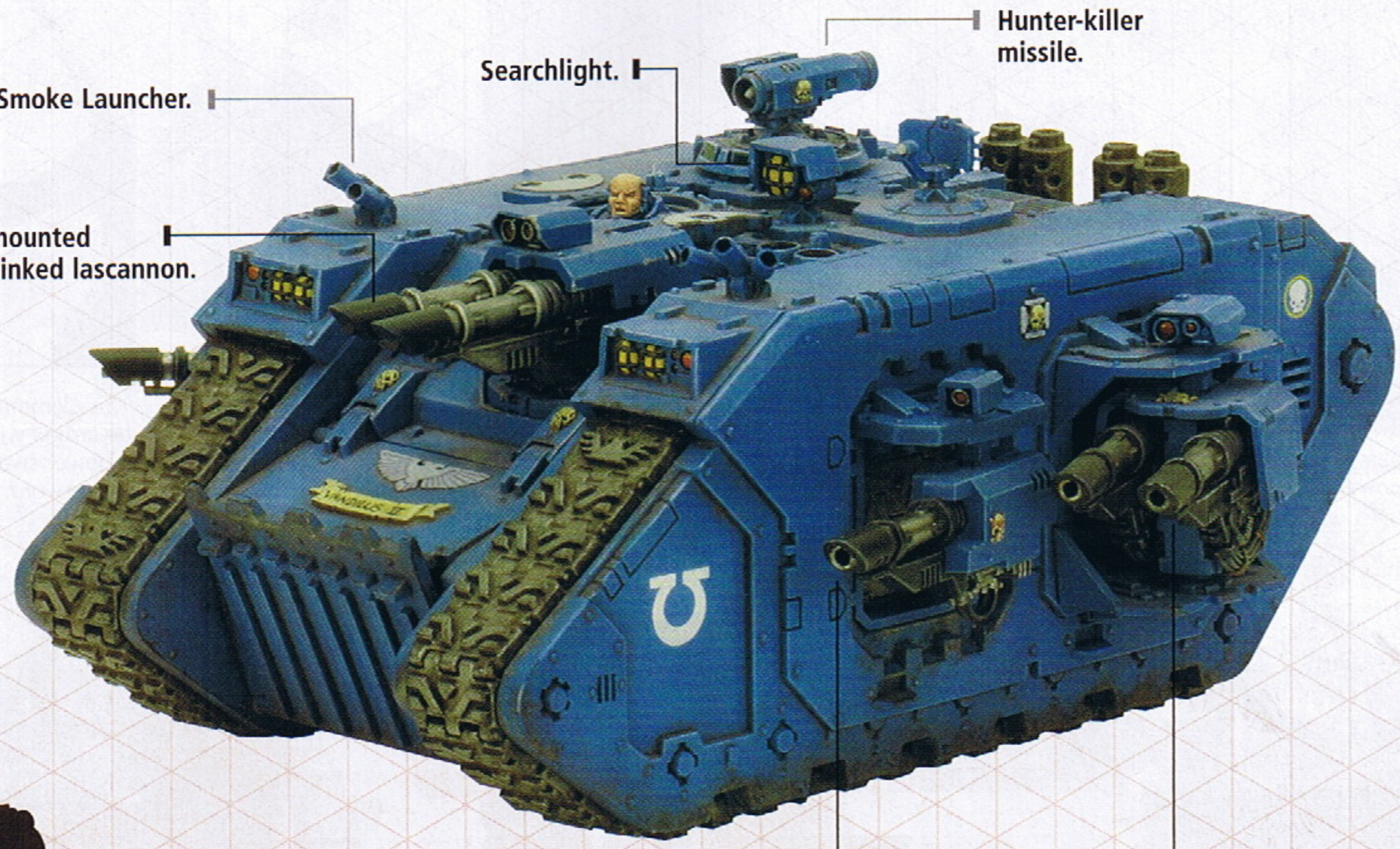
Big games need a big book, and none are larger than Apocalypse. The new expansion is an oversized, hardback, coffee-table style book. With over twice the page count of its predecessor, Cities of Death, the sheer amount of material in Apocalypse will keep you going for a long time!



TERMINUS ULTRA LAND RAIDER

POINTS: 300

The Terminus Ultra pattern Land Raider is the ultimate in Space Marine anti-armour vehicles. The Terminus Ultra forfeits its troop carrying capability in order to mount a battery of lascannons capable of punching through power fields and the thickest armour. The huge power build-up generated when a Terminus Ultra fires can cause irrevocable damage to the vehicle's systems, and so it is only used when all other options have been exhausted. Only when the largest armoured targets are encountered are these venerable machines deployed from the Armorium. Against the massive war engines of the Emperor's foes, the Terminus Ultra is the Space Marines' surest weapon. With a single salvo, a Terminus Ultra can cripple a super-heavy tank, disable a Chaos Titan or destroy an Ork Stompa.



Size Comparison.

UNIT: 1 Terminus Ultra pattern Land Raider.

TYPE: Tank.

	ARMOUR		
BS	**FRONT**	**SIDE**	**REAR**
4	14	14	14

WEAPONS AND EQUIPMENT:

- Two sponson-mounted twin-linked lascannons.
- Two sponson-mounted lascannons.
- One hull-mounted twin-linked lascannon.
- Smoke Launchers.
- Searchlight.
- Power of the Machine Spirit.
- May choose any vehicle upgrade from the Space Marines armoury.

WEAPON	RANGE	STR	AP	SPECIAL
Lascannon	48"	9	2	Heavy 1

SPECIAL RULES

Power Overload: If you roll four or more 1s to hit with the Terminus Ultra (before re-rolls for its twin-linked weapons), the tank has suffered a potentially catastrophic power surge. The Terminus Ultra suffers a single penetrating hit after its shooting has been resolved.

"Beloved Emperor, bless this holy vehicle, and bless our enemies – for they will be damned by our holy cannons."

– Prayer chant of Techmarine Vantil before consigning Terminus Ultra "Segnus" to war.

REINFORCEMENTS

The Baneblade may be deservedly hogging the Apocalypse limelight but it is far from the only release this month. Eldar, Ork, Necron and Tau players can rejoice as well!

Imperial Guard Commissar with power fist.

Imperial Guard Commissar with bolt pistol.

Imperial Guard Commissar with plasma pistol.

This Commissar can be armed with either a power sword or a chainsword.

Imperial Guard Ogryn with ripper gun.

Ogryn Bone 'Ead with ripper gun.

Imperial Guard Ogryn with ripper gun.

Ogryn Auxilia

The huge strength and durability of the Ogryns makes them perfect soldiers for the Imperial Guard. They require almost no training, although they can only make use of the simplest of weapons. A select few may even have a glimmer of initiative which makes them prime candidates for augmetic surgery to boost their brain-power to the point where they can become an Ogryn Sergeant, otherwise known as a Bone 'Ead.

New rules

As we mentioned earlier, Expansions to our games do not change the core rules, but can bring additional rules to the game to make sure all the new elements work. Apocalypse is no exception in this respect.

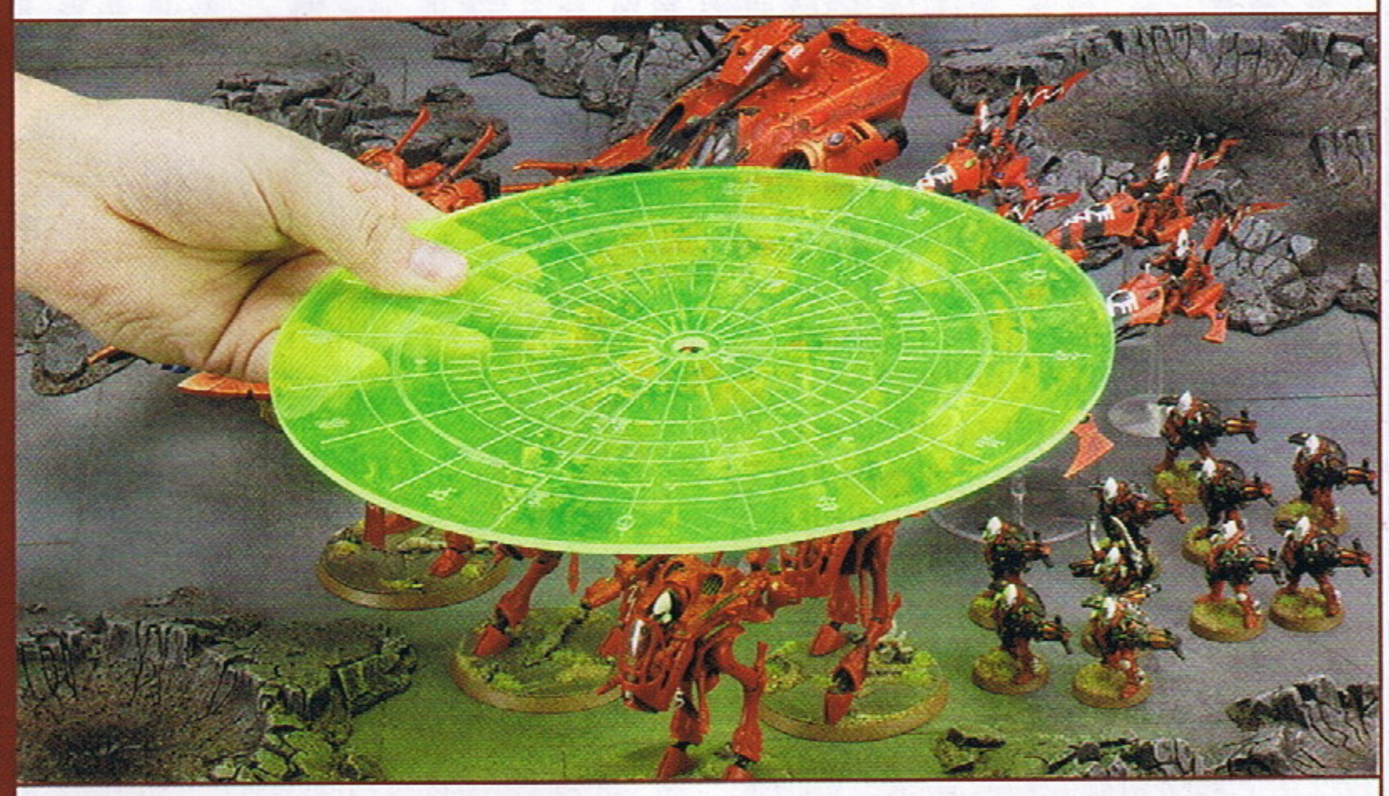
"We cover rules for gargantuan creatures, super-heavy vehicles, flyers and new template sizes," says Graham. "These have been touched upon before in other publications, most notably the Imperial Armour books by Forge World. The Apocalypse system is very similar and will be familiar to many players. There are brand new developments; my favourite is the Destroyer rule. A weapon with Destroyer is so powerful it doesn't have a Strength value – target vehicles are automatically penetrated and the scoring player even gets +1 to his roll on the super-heavy damage table."

Apocalypse is the new home for flyers, as normal games of Warhammer 40,000 represent too small an area for such fast-moving craft. But with the scope of Apocalypse you can finally see how a Thunderhawk Gunship operates, or even initiate some aerial dog fighting. Graham explains: "There's always been a certain level of abstraction needed when using flying models in Warhammer 40,000, especially big ones like the Thunderbolt fighters and the Thunderhawks. We've tried to get them more involved in the game by including rules for bombing runs, which can be devastating for the poor infantry units underneath. The Thunderhawk Gunship is worthy of a special mention because it is just so hard, although that is reflected in its points cost."

With all this talk of Destroyer weapons, dinner-plate-sized weapon templates and

Eldar Autarch on Jetbike.

APOCALYPTIC TEMPLATES



The templates used in Apocalypse are like everything else to do with the Expansion: massive! In the game, many of the super-heavy vehicles and the new legendary units use weapons with power levels never seen before. The Apocalypse templates represent the sheer destructive force of the big guns now available.

Imperial Guard Ogryn with ripper gun.

Necron Lord with resurrection orb.

Space Ork Big Mek with Bosspole.

the sheer scope of Apocalypse, you could be forgiven for being a little intimidated by it all, or feel that it is somehow unachievable. "It really isn't," stresses Graham. "The only restriction for Apocalypse is a minimum of 3000 points a side. We played lots of 3000-point games when we were playtesting and they are equally as effective as the massive games shown in the book and in White Dwarf, so don't feel put off by that. If you team up with a friend, then four people can play in a game of Apocalypse with just 1500 points each. And because there's no Force Organisation charts, getting to that total is surprisingly easy, taking everything you have to hand will soon add up and using special characters will get you there even faster," says Graham. "Special characters are great in Apocalypse – it's their natural home. Whilst it's always been hard to justify using Marneus Calgar in a 1000-point skirmish, there are no such concerns when he's leading an entire Battle Company. In fact, in one early draft we said that an Apocalypse force had to take a special character to lead it, although we dropped that rule later as we didn't want to be so prescriptive."

After talking with Graham and Jervis, we've come to the conclusion that the Apocalypse expansion is many things. It is a way of playing games on a massive scale; a way for super-heavy tanks, flying craft and Titans to be included in your games; a way for clubs, gaming centres and schools to put together games on a scale you've only ever dreamed of. Mostly, though, it is about removing the limits from your gaming and allowing you field your entire Citadel Miniatures collection on the tabletop, and that's just great fun! ■

The Necrontyr

In battle, Necron Lords act as leaders and energy nodes for the Necron Warriors. They are a chilling sight on the battlefield, directing their warriors' attack in unnatural silence.

Necron Lords are often seen with a nascent glowing orb in their metal hands. When the energy from the orb is released, the scattered remains of destroyed warriors reconstitute themselves, before silently standing, ready to do battle once more.

ULTRAMARINES ARMY

This Ultramarines army is a fairly balanced force that should be able to take on a range of missions and foes. It has a good range of unit types, including close combat ability, speed and firepower. For games of Apocalypse, we've added the Suppression Force, which can bring long-range bombardments down on the enemies' heads, and the Armoured Spearhead, which can lead a blitzkrieg right into enemy lines.

01

03

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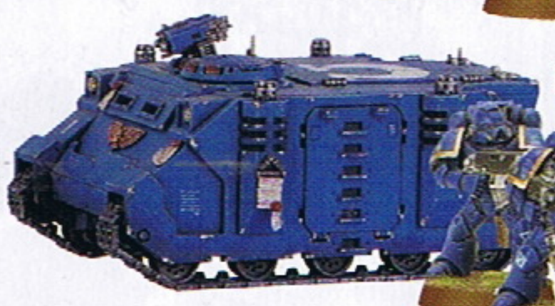
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EXPANDING YOUR ARMY

Apocalypse fanatic Andy Hoare has come up with two sample armies that highlight how you can take a traditional Codex force and "Apocalypse-it-up". If you have a standard Warhammer 40,000 army already, these tips will have it Apocalypse-ready in no time!

More on the web

How to go about expanding your force is a broad subject, all of which we just don't have the space for, even in this bumper issue of White Dwarf. Luckily, our website has loads more articles that cover this topic – everything from battle formation combos to creating your Apocalypse force from scratch. Visit the Apocalypse website for more information:

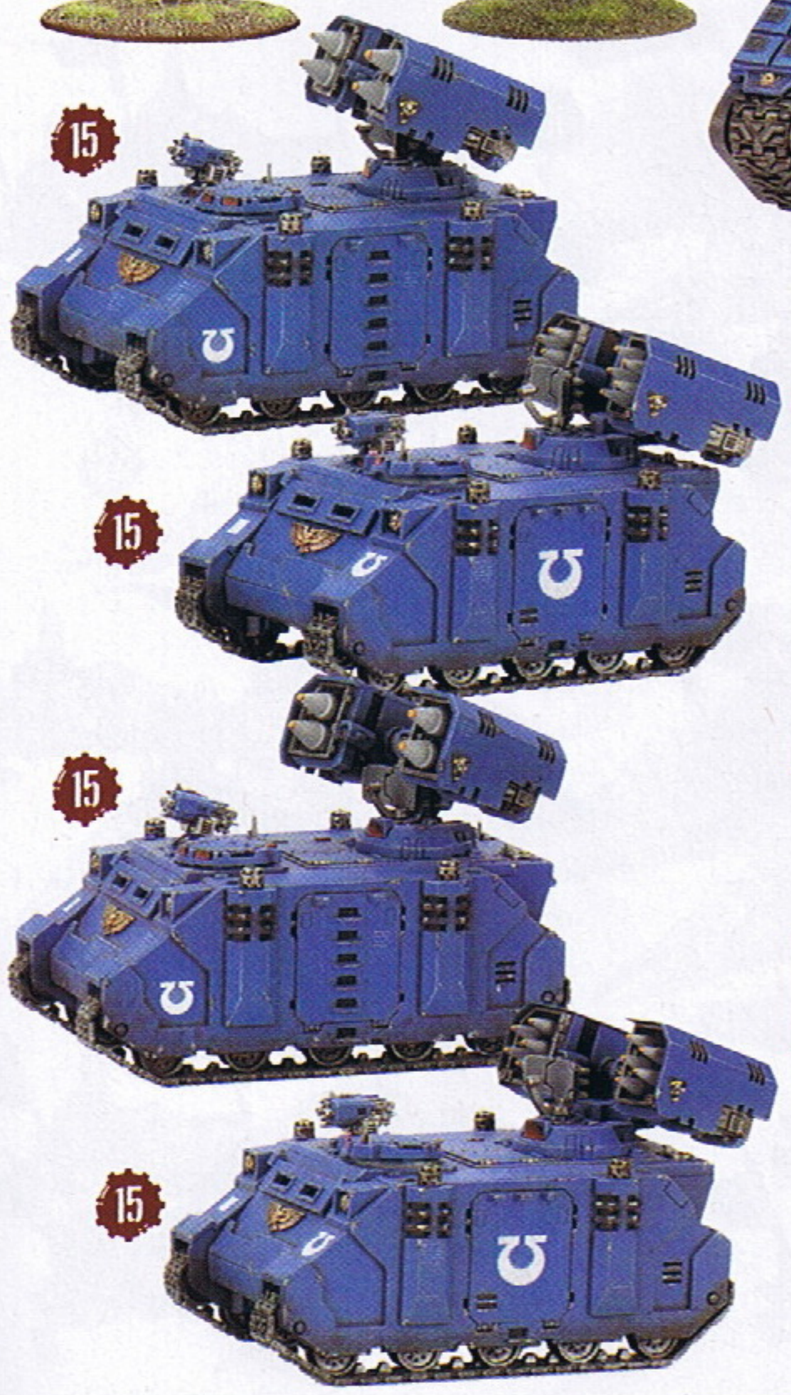
WWW.GAMES-WORKSHOP.CO.UK/APOCALYPSE

Andy: When planning and collecting a Warhammer 40,000 army, most of us think in terms of the 1500 to 2000 points we will be fielding in the majority of our games. Depending on the army, most people go on to collect more than they can use in one go, and some just collect as much as possible for the sheer joy of it. Well, Apocalypse blows the artificial 1500-2000-point ceiling right off of the hobby, allowing you to collect, and most importantly use, as many models as you like.

Over the next few pages you'll find some example army lists. Each list takes as its core a 2000-point army intended for use in normal games of Warhammer 40,000. These are the sorts of armies many people collect, getting to know them really well and using them in a range of missions against a variety of foes. The armies are built from one of the army or mega force box sets, and have been expanded with various other units.

On top of the basic 2000 points, we've added an extra 1300-1500 or so, in the form of the new legendary units or battle formations, presented on the datasheets from Apocalypse. The models in these units can, of course, be fielded in normal games, but they really come into their own when combined into the special formations presented in Apocalypse. Legendary units and battle formations are a great way to expand your army, and they provide an entirely new angle on collecting. Even better, their special rules allow the models in the unit to be used in ways not possible in normal missions, making for even more cool, exciting and memorable games. I've picked Ultramarines and Eldar to illustrate how to make an army Apocalypse-ready.

TOTAL: 3510 POINTS



APOCALYPSE EXTRAS

Suppression Force

25 Points

14 Land Speeder Tornado.

80 points

15 4 Whirlwinds.

340 points

Armoured Spearhead

50 Points

16 Land Raider Crusader.

265 points

17 3 Land Raiders.

750 points

SUB TOTAL: 1510 POINTS

CORE FORCE

01 **Master**
With lightning claw, Iron Halo and plasma pistol.

140 points

02 **Command Squad**
Includes Sergeant with bolter, Standard Bearer, a Space Marine with a plasma gun, Apothecary and Company Champion with power weapon and combat shield. Razorback with twin-linked lascannon.

245 points

03 **Librarian Epistolary**
With Terminator armour, force weapon and storm bolter.

145 points

04 **Venerable Dreadnought**
With assault cannon and close combat weapon.

125 points

05 **Dreadnought**
With twin-linked lascannon, missile launcher and smoke launchers.

138 points

06 **Tactical squad**
Includes Sergeant and 9 Space Marines; 1 with missile launcher and 1 with flamer. Rhino transport.

216 points

07 **Tactical squad**
Includes Sergeant and 9 Space Marines; 1 with missile launcher and 1 with flamer. Rhino transport.

216 points

08 **Scouts**
4 with sniper rifles and 1 with missile launcher.

95 points

09 **Assault squad**
Includes Sergeant with power fist, combat shield and terminator honours, and 4 Space Marines.

145 points

10 **Land Speeder Tornado**

80 points

11 **Devastator squad**
Includes Sergeant and 9 Space Marines; 1 with missile launcher, 1 with multi-melta, 1 with plasma cannon and 1 with lascannon.

260 points

12 **Predator**
With turret autocannon and sponson heavy bolters.

110 points

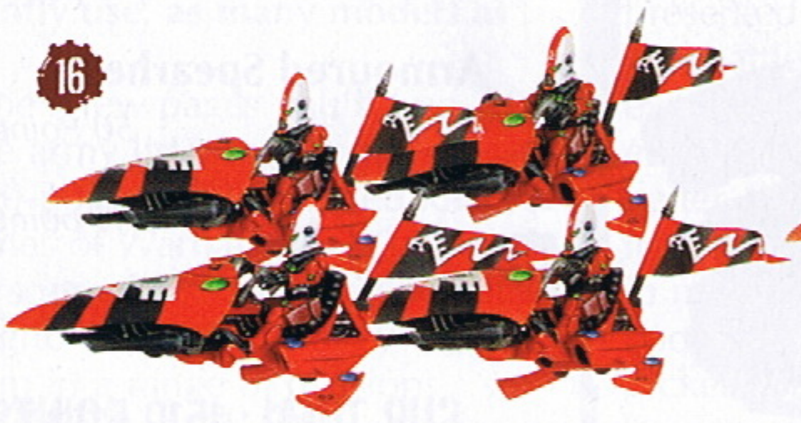
13 **Whirlwind**

85 points

SUB TOTAL: 2000 POINTS

SAIM-HANN ELDAR ARMY

Saim-Hann armies are characterised by their preference for fast units. The army relies on speed and agility to bring the enemy to battle on the Eldar's own terms. The 2000-point army presented here is balanced, with a focus on speed but with a more than decent complement of heavy firepower. When used in an Apocalypse game, the speed element is really ramped up through the addition of a massive Wind Rider Host. This formation will have the run of the table, and is ideal for isolating and destroying unsupported enemy units.



TOTAL: 3368 POINTS

CORE FORCE

01 Farseer
With Doom, Fortune and spirit stones.
130 points

02 4 Warlocks
1 with singing spear, 2 with Conceal, 1 with Destructor and 1 with Enhance.
158 points

03 Autarch
Jetbike and laser lance.
120 points

04 10 Guardians
With starcannon.
105 points

05 10 Guardians
With starcannon.
105 points

06 3 Rangers
57 points

07 Wave Serpent
With bright lances, vectored engines, star engines and spirit stones.
180 points

08 10 Dire Avengers
With Exarch, shimmershield/power weapon, Defend and Bladestorm.
177 points

09 3 Shining Spears
Includes Exarch with star lance, Skilled Rider and Withdraw.
167 points

10 3 Shining Spears
Includes Exarch with star lance, Skilled Rider and Withdraw.
167 points

11 2 Vyper Jetbikes
With shuriken cannons
100 points

12 Falcon
With scatter laser, holofields and spirit stones.
175 points

13 3 War Walkers
With 2 bright lances, 1 Eldar missile launcher, 1 starcannon, 1 scatter laser and 1 shuriken cannon.
215 points

14 Wraithlord
With bright lance and wraithsword.
140 points

SUB TOTAL: 1996 POINTS

APOCALYPSE EXTRAS

Wind Rider Host
100 points

15 Autarch on Jetbike with laser lance.
120 points

16 9 Squadrons of 4 Jetbikes.
792 points

17 4 squadrons of 2 Vypers with shuriken cannons.
360 points

SUB TOTAL: 1372 POINTS

APOCALYPSE GAMING BOARDS

Your massive armies will need somewhere suitably vast to fight over. There is nothing quite like a full Apocalypse table for sheer hobby joy. Creating such a large space is easy, and there is always the floor if space is tight!

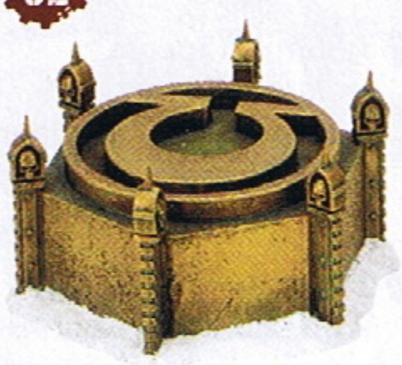
Objective Markers

Apocalypse games are won by capturing objectives. Objectives can be simple counters, specially modelled vignettes or models, or terrain pieces already on the board.

01

This Warhound head objective was made by using an actual resin Titan component, kindly donated by Forge World.

02



This Imperial culvert was created from a base of polystyrene. The butresses on the six corners of the hex are from a Warhammer 40,000 building set.

03

This Hive Node objective was scratch built. Its body was formed from polystyrene and loads of Tyranid bits, mostly from the Gaunt frame.

Forward march
In this battle it is the end of turn 1, so the reserves have yet to come on but the Tyranids have already advanced across no-man's land and are ready to assault in turn 2.

03

Large open space
Open spaces on Apocalypse boards are no bad thing, as they tend to fill up very quickly in turns 2 and 3 when the reserves are moved onto the battlefield.

The standard sized table for a typical 1500-2000 point game of Warhammer 40,000 is 6' x 4', which most gamers will have access to. Apocalypse games, however, are far larger and so, unsurprisingly, require lots more space to play.

For an Apocalypse game of 3000 points a side, you can push two 6' x 4' tables together to create an area 6' x 8' – although an 8' x 4' battlefield is acceptable at a push. However, these sizes are just the starting point; as your armies get bigger then your battlefield must also grow in size, which can be problematic in the average house! This is where Hobby Centres, schools and clubs really come into their own, as it is generally much easier for these places to produce and gather more gaming tables, thus creating potentially massive battlefields to fight over.

Think about the shape

When Apocalypse was being playtested it quickly became clear that the innovative deployment and setup rules meant that you didn't necessarily have to stick with the traditional rectangular-shaped battlefield. The Apocalypse book is replete with examples of non-standard battlefields, such as "T"-shaped tables and separate tables linked by bridge sections. The White Dwarf Apocalypse battle report featured later in this issue is played over a very large "L"-shaped table. So if space is at a premium, using a battlefield of a more unusual shape may just be the answer.

When planning the area for your battles, don't forget you'll need plenty of space to walk around the battlefield, especially if there are a few of you playing. You'll also need an area for books, dice, casualties and the usual gaming clutter. ■

APOCALYPSE GAMING BOARDS

Scratch built train
Apocalypse battles are the perfect venue to use special, themed or scratch-built models. This Imperial armoured train was made specifically for the board. The "Counts As" rule allows you to apply the rules for existing units to your scratch-built, obsolete or themed models. In this case, the armoured train was counted as a Land Raider that can only move along the tracks.

Tall building
Apocalypse battlefields benefit from having a few large pieces of terrain. Not only do they give height to the table, but they also afford some of the larger models and super-heavies a bit of cover.

01

02

FLOOR WARS

If you're struggling to find a table big enough for your Apocalypse battle then the solution may be under your feet! A large, flat area of floor is perfect for playing massive games of Apocalypse. Just don't step on the models!

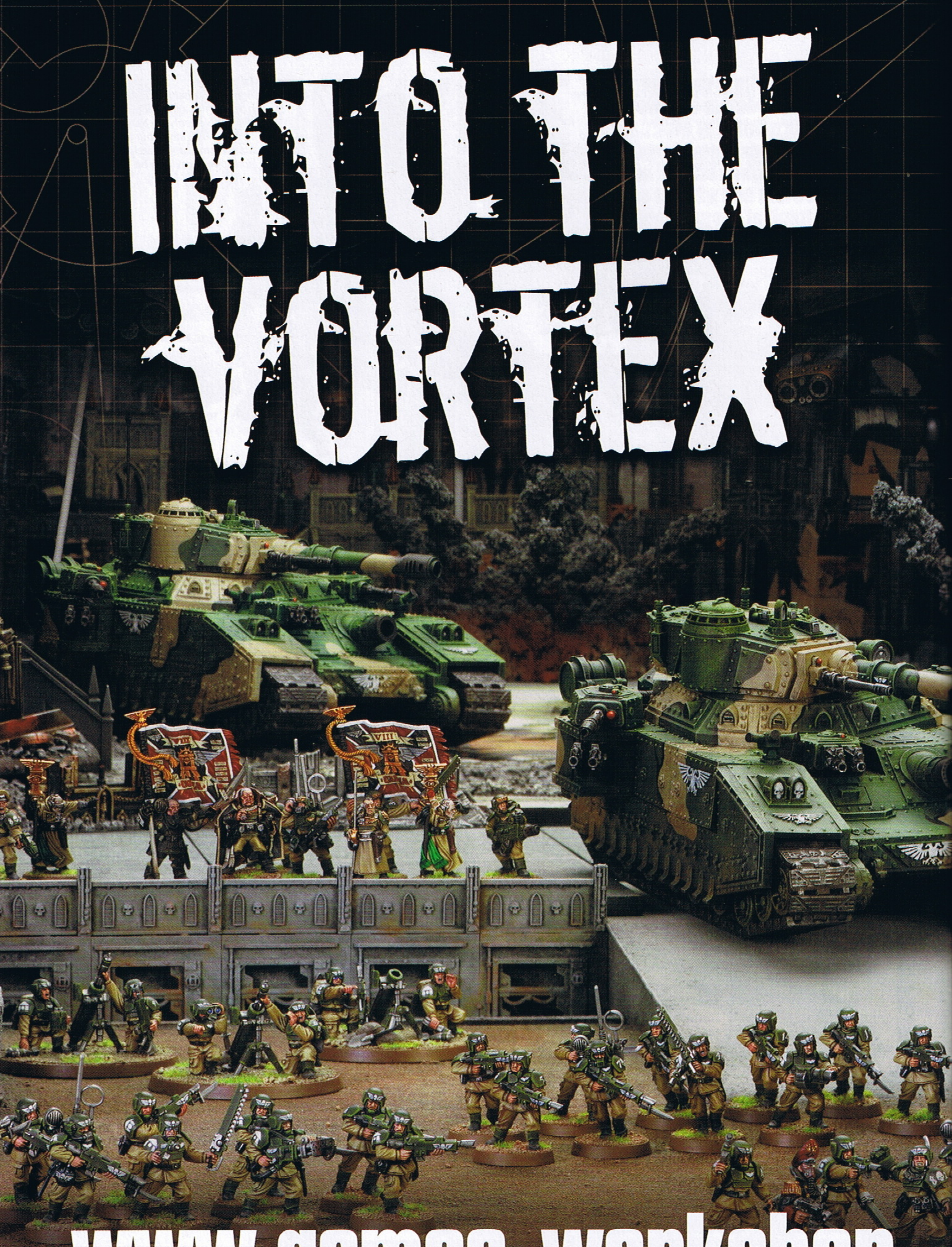
Get ready for war!

There's even more Apocalypse coverage to come. On page 70 we have a record-breaking 42,000-point battle report, while next month we go into even more depth on the Baneblade, with a comprehensive masterclass on how to assemble and paint our largest ever plastic kit.

Don't forget to visit the Apocalypse website, which is brimming with loads more material:

WWW.GAMES-WORKSHOP.CO.UK/APOCALYPSE

INTO THE VORTEX



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Apocalypse Gaming 20th and 21st October

The Karkarodon system has fallen to the blasphemous forces of the Chaos Renegades' irresistible orbital assault. These dark worlds, lit now by the fires of burning promethium fields, lie under palls of foetid smoke as gibbering, squamous creatures of Chaos pursue the last few survivors. Loyal riggers and hive gangers continue to launch guerrilla raids from their rocky fastnesses, but their efforts are largely futile.

The High Lords of Terra will not stand for this affront and massed fleets have been dispatched to the Karkarodon worlds to restore the Emperor's peace and reclaim the priceless fuel source. From the vaults of the Mechanicum terrifying weapons have been unleashed to smite the enemies of Mankind!

Landing in massive assault waves, Space Marines and Guardsmen, vehicles and huge engines of destruction pour onto the blackened soil to bring redemption to these worlds in the name of the God-Emperor of Terra!

At the edge of the system space warps and twists as an undetected portal opens. Graceful sails unfurl to catch solar winds as the Eldar warfleet slips silently towards the war ravaged worlds.

All this weekend your local Games Workshop store will be running Apocalyptic games of Warhammer 40,000, using huge war machines such as the legendary Baneblade superheavy tank, and forbidden weapons of lost technology... the vortex grenade!

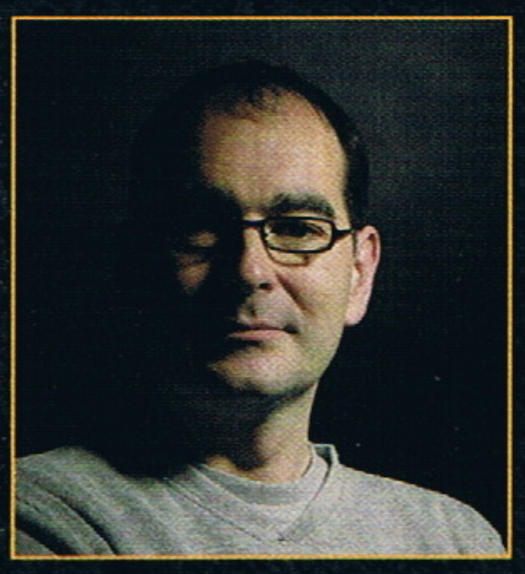
Bring your Imperial forces into the store to fight and reclaim these vital worlds! Chaos players; Hold fast! By the blessings of the Dark Masters you will hurl the servants of the corpse-god back into space!

Talk to your local store about the exciting Warhammer 40,000: Apocalypse themed events and activities they are running.

The Galaxy burns!

RING YOUR LOCAL STORE FOR DETAILS!

.co.uk/storefinder



STANDARD BEARER

This month, Jervis talks about a subject dear to his heart – the spirit of the game – and how this fits into games of Apocalypse. Delving deep into the internal, tea-fuelled neuro-archives that he calls his "J-Files", Jervis calls to the faithful, and prepares to convert the wicked...

I talked about Apocalypse in last month's Standard Bearer, and do you know what? I'm going to do it again this month! Some cruel people may say this as a sign of deepening dementia and absent-mindedness on my part, and to a degree I'd have to agree with them. Well, about the absent-minded bit anyway. And possibly the dementia bit too...

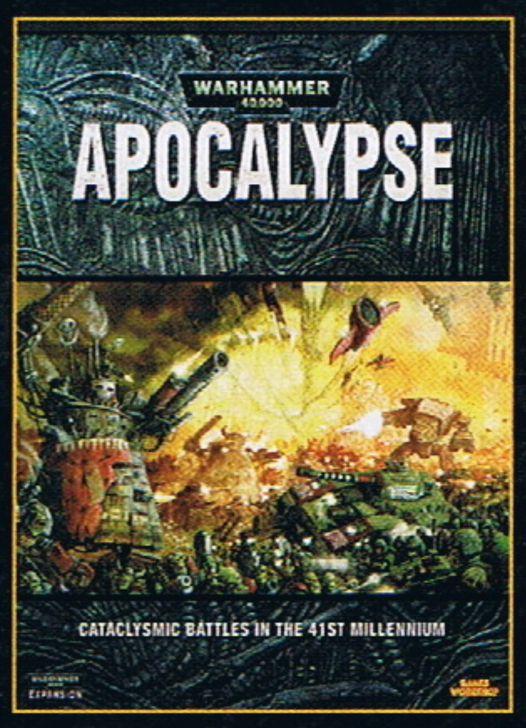
You see, after re-reading last month's column I realised that, although I'd explained how Apocalypse allows you to fight big battles, including things that can't be used in normal sized games (like the Baneblade tank), I'd failed to say anything at all about how Apocalypse is played. This month I'll try to make up for this terrible oversight by talking about this subject in some depth. In the process I will be touching on all kinds of airy-fairy, hippy nonsense like "social contracts" and "playing in a friendly spirit" and even "sportsmanship". I know that some players find these things an anathema, and agree with Genghis Khan that "it is not sufficient that I succeed – all others must fail". Speaking personally, though, I think that these things are very important, not just for Apocalypse but for all of our games.

By now some of you may be scratching your heads and asking "What is he blathering on about?" Well, in a nutshell, Apocalypse is intended to be played in an easy-going way that emphasises having fun over winning at all costs. In my opinion this is the best way to play any of our games, an opinion that was reinforced by some of the 3000-to-5000 points-a-side games of Apocalypse we played during the development of the rules. These games were usually two to four player games, and to start off with we played them simply to test the rules with as many different armies as possible. What quickly became evident, however, was that these games were just great fun to play and really captured the spirit of what Warhammer 40,000 was all about, so we ended up playing quite a few games like this just for the fun of it. I can remember one especially exciting 3000-point game between Alessio Cavatore and Phil Kelly that left the players saying "That was the best game of Warhammer 40,000 I've ever played!" High praise indeed, especially when you consider that Alessio and Phil have played hundreds of games of Warhammer 40,000 over the years.

Interestingly, the main way that Apocalypse achieves this happy state of affairs is by allowing players to take pretty much anything they want in their army. Now, on the face of it this appears to be a license to create the most monstrously unbalanced armies imaginable – a player could turn up with an army made of just Greater Daemons, for example, or only consisting of Assassins, or whatever. And this could be a problem, if it wasn't for the fact that games of Apocalypse involves a group of players. What we found happened in practise was that loosening the restrictions on what players could take pretty much forced them to work together and play Apocalypse in the manner and spirit in which it is intended. This happened because if they exploited the freedom they'd been given, then the games simply weren't as much fun, either for them or for the other players involved.

This is the "social contract" I mentioned earlier – you and the other players need to work together to let Apocalypse reach its full potential. To put it bluntly, if you break this contract, then other players won't want to play Apocalypse with you, and you'll never again get the chance to play huge games using your entire collection. And that would be a shame really, because you'll miss out on all of the fun of using all of the models in your collection, and using things like Baneblade tanks in your games. Note that the social contract isn't a hard and fast rule that is written down in the rulebook and needed in order to play; it's an attitude that allows you to get more out of the games you play.

So, one of the first things you need to bring to the table when you play Apocalypse is the right attitude, one that won't break the social contract between you and the other players. But what is the right attitude? Well, probably the most important thing is to play the game in the spirit in which it's intended. We've written Apocalypse in such a way as to get this spirit across as clearly as we possibly can, so I won't belabour the point here. Suffice to say that when we say Apocalypse is meant to allow you to play strongly



Apocalypse will change the scope of Warhammer 40,000 forever. Remember, you don't need a 10,000-point force to play – a 3000-point collection will serve you well!

Phil Kelly has been collecting his Tyranid horde for a long time, and Apocalypse has finally allowed him to use it all on the tabletop at once – including the Bio-titans!

themed games that emphasise having fun over winning at all costs, then we really do mean it. This isn't to say that you shouldn't try to win when you play Apocalypse – far from it! – just that you shouldn't allow your desire to win to become more important than anything else.

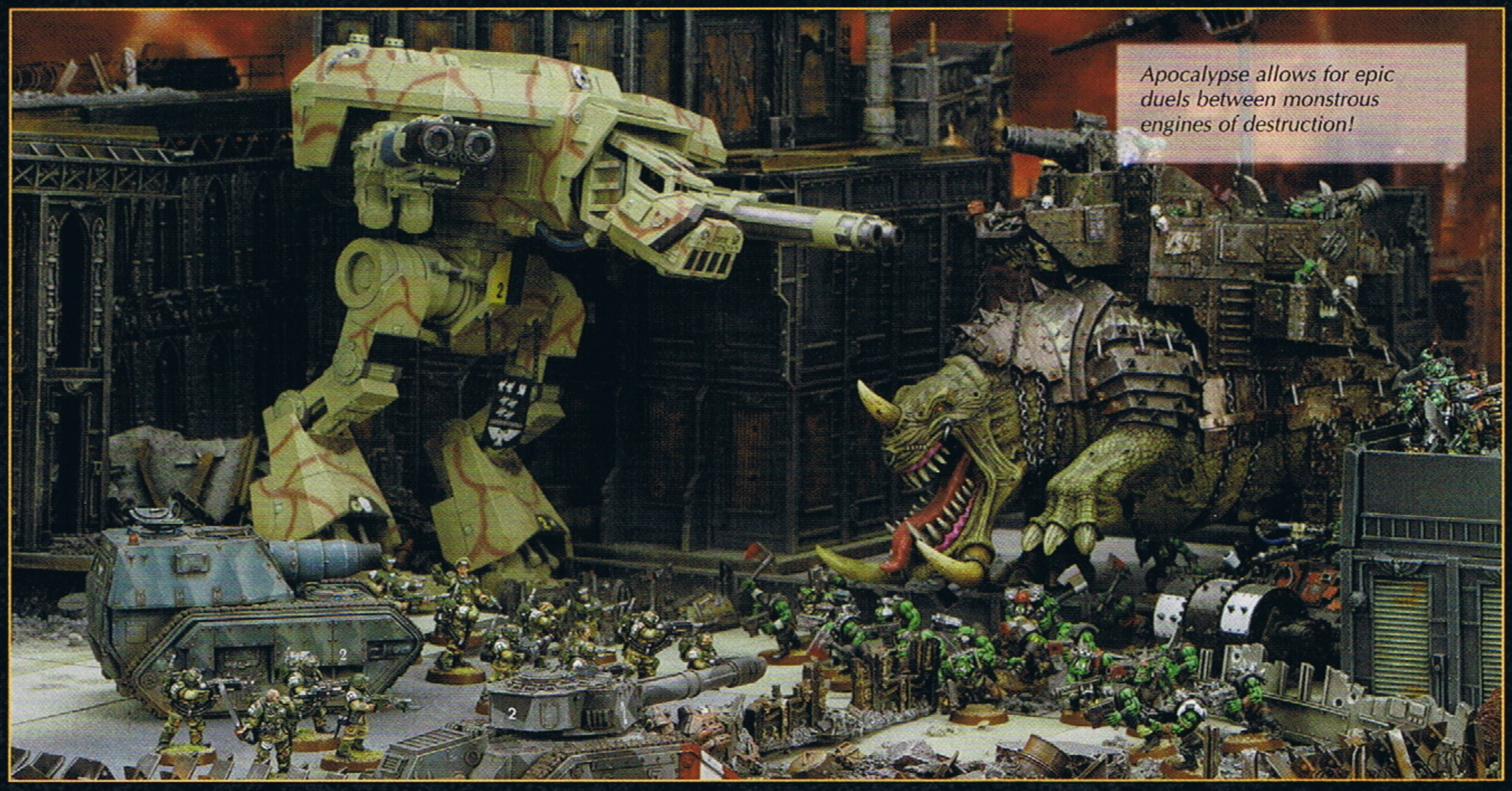
For example, in a normal game of Warhammer 40,000 you might look at your collection and decide what you will use based on its effectiveness on the tabletop, and your knowledge of what your opponent is likely to be using. In a game of Apocalypse, on the other hand, it's much more fun either to use your whole collection (go on, you know you've always wanted to!), or to pick a force that has a theme based on the game background. This means that the emphasis is on making sure the armies look good on the tabletop, rather than trying to squeeze every possible ounce of game-winning potential into a 1500-point army list.

As an example, in the game between Alessio and Phil that I mentioned earlier, Alessio simply used all of his Eldar (including all of the Phoenix Lords!), while Phil used all of his large Tyranid horde. On the other hand, as I described last month, Dave Cross saw Apocalypse as an opportunity to collect a themed Imperial army made up of Imperial Guard supported by Space Marines and a Titan!

The other important thing you need to bring to the table when you play Apocalypse is a sporting attitude. Much has been said over the years about what sportsmanship is, but I think the best description is "a desire that your opponent (or opponents) enjoy the game as much as you do". Once again, this doesn't mean

"Apocalypse is meant to allow you to play themed games that emphasise having fun over winning at all costs."

that you have to try and lose the game, just that you should pay attention to how much fun your opponent is having when they play, and do whatever you reasonably can to make it an enjoyable experience for them, too. The best way to do this is to talk to them. Ask them what they want from the game. Talk about the rules you'll be using, especially things like how terrain and lines of sight will work. Describe your army to them while setting up. If they seem unsure about the rules for anything, then take a bit of time to explain them. Above all, treat your opponent as you would like to be treated yourself.



Apocalypse allows for epic duels between monstrous engines of destruction!

Being a sporting player is especially important for Apocalypse, where you'll often be playing as part of a group of players, and where games will very often have a specially designed theme or scenario. Basically, you have a bigger responsibility because there are often so many other players involved in the game. If you're the organiser of such a game, it's important that you make sure that all of the players know what the aim of the game is and what it is you're trying to achieve, while as a player you should be thinking about what you can do to make the game a truly Apocalyptic experience for all concerned (while still allowing your side to win, of course!).

"Apocalypse creates memorable events that will stick in the players' minds long after they've forgotten who won or lost."

Often this will mean that you'll have to throw caution to the winds and do things because they will make the game more fun for you and your opponents, rather than because they are the most sensible tactical move to make. For example, in the last turn of a recent Apocalypse game, Tigurius and a depleted squad of Scouts found themselves about to be charged by Lucius the Eternal backed up by a large squad of Chaos Space Marines. The sensible choice would have been to pull back, leaving Lucius with nothing to fight, as Tigurius and his Scouts had little chance of surviving if they hung around. A sensible choice, yes, but dull, dull, dull! Instead, Tigurius made a desperate last-turn charge, and was rewarded with a mighty cheer when he managed to dodge all of Lucius' attacks (the Chaos player rolled a lot of 1s), and then slay the Chaos Lord with a single blow from his master-crafted force weapon. This was a really memorable event that will stick in the minds of the players long after they've forgotten which side won or lost the battle.

To sum up then, you will get the most from Apocalypse if you work together with the other players in order to allow the game to reach its full potential, and you can achieve this by playing the game in the spirit in which it's intended, and by playing with a sporting attitude. Simple, really.

In fact, I'd recommend you follow these principles all the time, be it for Apocalypse or any of our games – you really will have much more fun! It also just happens to be the way we play the games ourselves. Now, of course, I can't force you to play like this, as it's not the kind of thing one can really write rules for (and nor would I really wish to). And, of course, there is nothing really wrong with treating Warhammer 40,000 just like any other sort of game, to be won by any means possible. It's just that doing this means that you'll miss out on a lot of the very things that makes our games unique.

All of which is quite enough pontificating and hyperbole from me! What I would really like to know is what you think about the things I've talked about. Is sportsmanship and playing the game in the right spirit important? Or is crushing your opponent as quickly as possible really what the hobby is all about? Should armies be picked because they look good, or because of how they perform on the tabletop? Write in and let me know what you think.

Write to Jervis at:

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Willow Road
Nottingham NG7 2WS
United Kingdom

WARHAMMER® 40,000™

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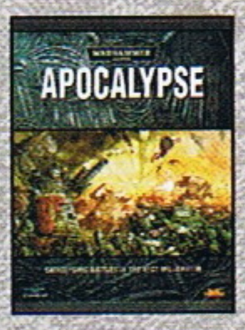
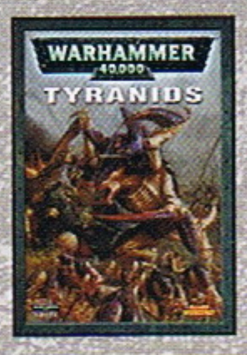
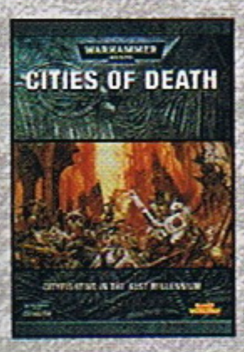


Apocalypse
Apocalypse allows you to take your battles to whole new levels.This expansion shows you how to fight massive battles!



Tyranids
Hailing from another galaxy, the Tyranids are in fact one super-organism, a predator whose prey is whole worlds.

Necrons
Unstoppable automata who have lain dormant for millions of years, the Necrons have awoken to harvest the souls of all.



Cities of Death
This expansion allows you to take the war to the cities of the future with comprehensive rules for urban combat.

Tau Empire
The Tau are a dynamic, technologically advanced young race who desire to bring peace to all for the sake of the Greater Good.

Daemonhunters
Members of the mysterious Inquisition, the Ordo Malleus are tasked with preventing daemonic incursion into real-space.

Space Marines
The mightiest warriors of mankind, the Space Marines still uphold their 10,000 year-old oaths to protect the Imperium.

Chaos Space Marines
These traitors from the dawn of history sold their souls to the dark powers of Chaos long ago.

Witch Hunters
The Witch Hunters of the Inquisition work tirelessly to root out heretics, the full might of the Imperium at their command.

Dark Angels
The noble sons of Lion El'Jonson harbour a dark secret. Loyal to a fault, they are consumed by guilt at their past betrayal.

Eldar
The tattered remnants of a once-great civilisation, the Eldar are a dying race who dream of a return to their days of glory.

Imperial Guard
At the heart of the Emperor's armies are millions of regiments, whose advantage lies in tanks and vast numbers.

Black Templars
Crusading all over the galaxy, this mighty chapter brings cleansing death to all aliens, taking the stars for the Emperor.

Dark Eldar
The most black-hearted of all Eldar, they snatch creatures from many planets, inflicting horrible tortures upon them.

Orks
Greenskins are a plague on the galaxy, a race of warriors who live only to fight, their technology crude but deadly.

THE DOOM OF VILIUS

WARHAMMER 40,000 APOCALYPSE BATTLE REPORT

THE DOOM OF VILIUS

Every so often, White Dwarf publishes a battle report that is so big or exceptional that it is remembered for years to come. This month we have just such an event; here we present the largest battle report ever to appear in these hallowed pages. With over 21,000 points a side, this truly is Apocalypse!

Jervis: **With the release of Apocalypse we really wanted to do a battle report in White Dwarf, and make it one or the largest, most apocalyptic battle reports ever. We knew that we'd have to pull out all of the stops for the game.**

The first thing we needed to do was to decide which armies to use. With Apocalypse, you can either just fight a battle between loose "alliances", in which case any armies can be used depending on what you have available, or you come up with a storyline or theme for the battle, and then limit the armies to those that are appropriate to story. After some discussion we decided to do a themed game, featuring Imperial and Chaos armies. In a spin on the usual narrative for such games, we decided to have an Imperial force attempting to wrest a captured Imperial planet from the hands of the Chaos invaders. We came up with the idea that Chaos had managed to capture the capital city, and had constructed a huge warp rift, from which hordes of Daemons could pour forth and overrun the entire planet!

We turned to the Studio's hobby experts, who made us a brilliant warp rift objective for the game – a churning warp portal ringed by floating, rusted iron gates, suspended above a massive crater; now that's what I call an objective marker!

> **"This had to be the largest and most apocalyptic battle report ever!"**

The next thing to do was to pick the models we were going to use in the game. We decided to let the Apocalypse book be our guide, and used the most important tenet from its pages – use all of the models in your collection (and then beg, steal or borrow a few more to make the game even bigger)! So instead of limiting ourselves to a fixed points value, we simply used all of the Studio's Ultramarines, and all of the Studio's Chaos Space Marines, and then we added in all of the Studio's Cadians, and all of the Baneblades we had painted.

But this still wasn't enough – so we went round to the Forge World offices to beg their help, and they did us proud too, supplying us with a bumper haul of resin goodies in the shape of two Warhound Titans, a Thunderhawk, two Thunderbolts, two Hell Blade fighters, a Hell Talon bomber, a Shadowsword, and even an extra Imperial Guard tank or two! As these forces were amassed near the gaming table we realised that the Chaos side was getting rather outnumbered, so we decided to add in every Daemon we could lay our hands on from the Studio's collection, plus White Dwarf designer Christian Byrne's own personal 7000-point Chaos Space Marine army *(Which you may have seen in the last issue – Grombrindal).*

Finally we had enough stuff – over 42,000 points in total! This amount gave us plenty of reserve units to replace the casualties that would inevitably be suffered. Casualty rates can be very high in games of Apocalypse, so it makes sense to try and hold back at least a third of each army in reserve.

With the armies selected, we went ahead and decided who would actually play. Just about everybody in the Studio wanted to take part, but there were only ten places available. As you might imagine there was a certain amount of, erm, competition for the places, but fortunately nobody was hurt in the resulting scrum. When the dust had settled we had two five-player teams, listed on the next few pages. Each player was allocated to a sector on the battlefield, and given a list of the special tasks they needed to achieve and the objectives they should try and capture, as well as the forces under their command and the strategic assets they could use during the game.

Eagle-eyed readers may have noticed that I didn't have a command of my own. This, of course, would never do. So, after a certain amount of bribery and arm-twisting, I was able to get myself appointed as supreme commander on the Imperial side. My job was to make sure that all of the Imperial players focused on achieving their own task and objectives. I was also given control of the Thunderhawk (containing some Deathwing Terminators and Dark Angels heroes!) and the Thunderbolt fighters, and would be allowed to send them to whichever sector I felt would most benefit from their assistance. Christian carried out a similar role as commander of the Chaos side.

With that, we were finally ready to go to battle and play...

"Damn and blast your eyes, man, would you have me cower in the shadows like a rat?"

Lord Zindler strode impatiently around the dusty confines of the district's shrine, his exasperated gestures forcing his aides to take involuntary steps backward.

"But Sir..." Zindler's sanctioned psyker, Alexid Vostoi, looked terrified, like he was about to bolt out of the room. "Sir, there is every chance that our intervention is just what they need to complete their ritual, sir." Zindler bristled.

"What? Explain yourself! This is no time for doubts. We are about to strike! To claim the city once more in the name of the Emperor!"

"They are chanting, sir. Waiting for something. I... I think it might be us, sir. I think it might be our blood."

Outside, in the blasted and defiled streets of Vilius Coronis, horned figures clad in ornate armour took up their positions in the ruins. The spider-like Defilers scuttled forward and the Chaos-tainted Predators gunned their engines. The Great Summoning was almost complete. All that was needed to breach the walls of reality was warrior's blood, by the gallon. The Chaos commanders knew well how to claim it.

The ground shook as if in fear as mighty Baneblades and towering God-Machines strode to engage their opposite numbers, and the skies were streaked with contrails as an entire Battle Company of the Ultramarines thundered from the skies into the city. War had come to Vilius Coronis. War on a scale that would not only destroy the city but could rip reality itself apart.

DEFENDERS OF THE IMPERIUM

The forces of the Imperium must retake Vilius Coronis and close the warp rift before the entire planet is ripped apart. They are led in their efforts by an entire Ultramarines Battle Company.

The Imperial Army

Sector A

Imperial Guard Command Platoon.
Imperial Guard Platoon Command Squad.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
Imperial Guard Platoon Command Squad.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
10 Imperial Guardsmen.
6 Imperial Guard Lascannon teams.
3 Imperial Guard Mortar teams.
Imperial Guard Vanquisher.
Imperial Guard Demolisher.
Chaplain Cassius.
Techpriest and Servitor.
Space Marine Chaplain.
Space Marine Captain.
Space Marine Combat Squad.

Sector B

Tigurius
5 Space Marine Devastators.
5 Space Marine Scouts.
5 Space Marine Scout Snipers.
Space Marine Combat Squad.
Land Speeder.
Predator Annihilator.
Predator Destructor.
Terminus Ultra Land Raider.
Land Raider.
Land Raider Crusader.
Techmarine.
Space Marine Veteran Squad and Rhino.
Space Marine Captain, Veteran Squad and Rhino.
Techmarine and 2 Servitors.
Space Marine Dreadnought.
Space Marine Dreadnought.
Space Marine Dreadnought.
Space Marine Venerable Dreadnought.

Sector C

Space Marine Supression Force.
Imperial Guard Artillery Battery.
Sentinel Squad.
Sentinel Squad.
Imperial Guard Emperor's Fist Tank Company.
Hydra Flak Tank.
Techpriest and Servitor.

Imperial Guard Reserves

5 Ogryns and Chimera.
20 Conscripts and Preacher.
10 Imperial Guard Kasrkin.
10 Imperial Guard Kasrkin.
3 Leman Russ battle tanks.

Ultramarine Reserves

5 Space Marine Terminators.
5 Space Marine Terminators.
5 Space Marine Terminators.
5 Space Marine Terminators.

The forces of the Imperium have been tasked with closing down the warp rift and gaining access to the Chaos-held city of Vilius Coronis. To do this they will need to take the bridge and breached wall in Sector C (shown in the deployment photo on page 76). At the same time they must protect the small foothold the advance forces have gained in the south of the city, represented by the two objectives in the Imperial Guard deployment zone in Sector A.

The warp rift has been deemed the most important objective and so the Ultramarines veteran force with the Warhound, led by none other than Marneus Calgar, will attack the crater that contains the portal. The Imperial Guard armour, comprising three Baneblades, a Basilisk Artillery Battery and an entire Leman Russ Tank Company, will power through the desert and head for the wall breach, taking out any enemy armour on the way.

The Imperial Guard infantry will be tasked with defending the two key positions in the Imperial-held part of the city in Sector A. A Hellhammer super-heavy tank will also be deployed in the area to support the infantry and keep the enemy's own infantry at a safe distance. The Ogryns and Kasrkin are to be kept in reserve, ready to be deployed wherever they are needed most.

The hundred-plus-strong Ultramarines Battle Company is ready to join the battle from turn 2. With their transports and jump packs, they'll be able to snatch and secure an objective quickly, and whittle down the hordes of traitors.

5 Space Marine Bikers.
Space Marine Attack Bike.
Space Marine Chaplain on Bike.
Vindicator.
Land Speeder Tornado.
Land Speeder.

Ultramarines Battle Company

Space Marine Command Squad and Razorback.
6 Space Marine Tactical Squads and Rhino.
2 Space Marine Devastator Squads and Rhino.
2 Space Marine Assault Squads with Jump Packs.

Super-heavy vehicles

3 Baneblades.
1 Hellhammer.
1 Warhound Titan.
1 Shadow Sword.
2 Thunderbolts.
1 Thunderhawk Gunship with 10 Deathwing Terminators, 1 Captain and 1 Chaplain.

Total Points: 21,000*

**This is an estimated points cost, as towards the end we lost count several times! As this is an enormous Apocalypse game it doesn't really matter. The emphasis is on getting all your models on the table during the game; the distribution of strategic assets are designed to balance things up as long as both sides have an approximate points cost.*

Imperial Commanders

Jervis Johnson
Supreme Commander, Imperial forces.

Alessio Cavatore
Commander of Imperial Guard in Sector A.
Available strategic assets
Supreme HQ; Null Field Generator.

Adam Troke and Pete Foley
Commanders of the Ultramarines in Sector B.
Available strategic assets
Precision Strike; Orbital Bombardment; Surgical Raids; Ambush; Vortex Grenade.

Andy Hoare
Commander of the Imperial Guard armour in Sector C.
Available strategic assets
Blind Barrage.

Ed Morris
Commander of the Ultramarines Battle Company, deployment classified.
Available strategic assets
Flank March; Hold at All Costs; Careful Planning; Orbital Bombardment.

IMPERIAL AIR SUPPORT

The Imperium hope to claim air superiority, with a Thunderhawk, two Thunderbolts, and a Hydra anti-aircraft vehicle. Which are available from Forge World

DESPOILERS OF WORLDS

The forces of Chaos must open the warp rift to complete the Great Summoning. To achieve this feat, they must engage the Imperial forces and spill as much blood as possible.

The Chaos Army

Sector A

Undivided Daemon Prince.
Slaanesh Lord.
2 Khorne Lords.
10 Chaos Havocs.
6 Chaos Havocs.
6 Chaos Havocs.
8 Chaos Havocs.
2 Chaos Defilers.
8 Plague Marines and Rhino.
8 Slaanesh Chaos Marines and Rhino.
5 Chaos Possesed Space Marines.
Iron Warriors Basilisk.
10 Iron Warriors Space Marines and Rhino.
13 Khorne Berzerkers.
7 Red Corsairs Possessed Chaos Space Marines.
Khorne Chaos Predator.
Red Corsairs Chaos Vindicator.

Sector B

Huron Blackheart.
Typhus.
Undivided Daemon Prince.
4 Chaos Spawn.
10 Slaanesh Chaos Space Marines.
10 Red Corsair Chaos Space Marines and Rhino.
8 Chaos Space Marines.
8 Plague Marines.
8 Plague Marines.
Plague Marine Lord.
13 Khorne Berzerkers.
13 Khorne Berzerkers.
Chaos Dreadnought.
5 Black Legion Possesed Chaos Space Marines.
Chaos Defiler.

Sector C

Nurgle Daemon Prince.
7 Black Legion Chaos Space Marines.
8 Black Legion Chaos Havocs.
8 Word Bearer Chaos Space Marines.
6 Iron Warriors Space Marines.
Iron Warriors Lord.
5 Chaos Space Marine Bikers.
8 Black Legion Chaos Space Marines.
9 Black Legion Chaos Space Marines and Rhino.
Iron Warriors Chaos Dreadnought.
Black Legion Chaos Dreadnought.
Chaos Dreadnought.
2 Chaos Defilers.
Red Corsairs Chaos Predator.
Red Corsairs Chaos Land Raider.
Iron Warriors Chaos Vindicator.
2 Iron Warriors Chaos Predators.
Iron Warriors Chaos Land Raider.
2 Black Legion Chaos Predators.
Black Legion Chaos Land Raider.

Chaos Reserves A

Abaddon.
10 Black Legion Chaos Space Marines and Rhino.

Abaddon himself will be overseeing the Chaos forces as they attempt to gain control of the warp rift and prevent the Imperium from retaking the city of Vilius Coronis.

In Sector A (see deployment photo on page 76-78) the Black Legion will focus on repelling the dug-in Imperial Guard and taking the objectives in the Imperial deployment zone. The grotesque Plaguereaper super-heavy tank will also deploy in the area. A three-tank Chaos Vindicator Linebreaker squadron will be held in reserve. If and when Abaddon deems the combat worthy of his direct attention, he'll teleport down to Sector A in the latter half of the battle.

In the centre the Chaos forces will mainly consist of Chaos Space Marine infantry, although Typhus and a Daemon Prince will also be present. The warp rift is due to rip open, spilling out hordes of Daemons should the carnage in turn 1 be enough to please the capricious Chaos Gods. Once free from the warp the Daemons will swarm across the crater and engage the Imperial lines. Should any Greater Daemons be present in the morass then they will head for the Imperial Warhound and try and take it out as fast as possible. On the bridge, two Chaos super-heavy vehicles – the Chaos Warhound and the Chaos Baneblade – will guard the objective.

In the desert of Sector C the Chaos plan will be to counter the inevitable Imperial Guard armour with their own tanks. The followers of Khorne have also furnished the Chaos Commanders with a Brass Scorpion – a Daemon Engine of immense power.

CHAOS ARMY

Chaos Vindicator Linebreaker.
4 Khorne Chaos Bikers.
5 Black Legion Chaos Obliterators.
Chaos Terminator Lord.
5 Black Legion Terminators.
5 Night Lord Chaos Bikers.
5 Night Lord Chaos Bikers.
5 Night Lord Chaos Bikers.
3 Chaos Predators.

Chaos Reserves B

6 World Eaters Terminators.
2 Black Legion Obliterators.
10 Night Lord Chaos Marines.
10 Night Lord Chaos Marines.
10 Night Lord Chaos Marines.
10 Night Lord Chaos Marines.

Chaos Reserves C

5 Black Legion Chaos Terminators.
Black Legion Chaos Terminator Lord.
Tzeentch Chaos Sorceror.
10 Purged Chaos Space Marines and Rhino.
10 Thousand Sons Chaos Space Marines.
2 Black Legion Chaos Obliterators.
5 Red Corsairs Chaos Terminators.
Night Lords Chaos Dreadnought.

Warp Rift Daemons

4 Greater Daemons.
220 Lesser Daemons.

Super-heavy vehicles

Plaguereaper.
Iron Warriors Chaos Baneblade.
Chaos Brass Scorpion.
2 Chaos Hell Blades.
Chaos Hell Talon.
Chaos Warhound Titan.

Total Points: 21,000*

**Estimated Total.*

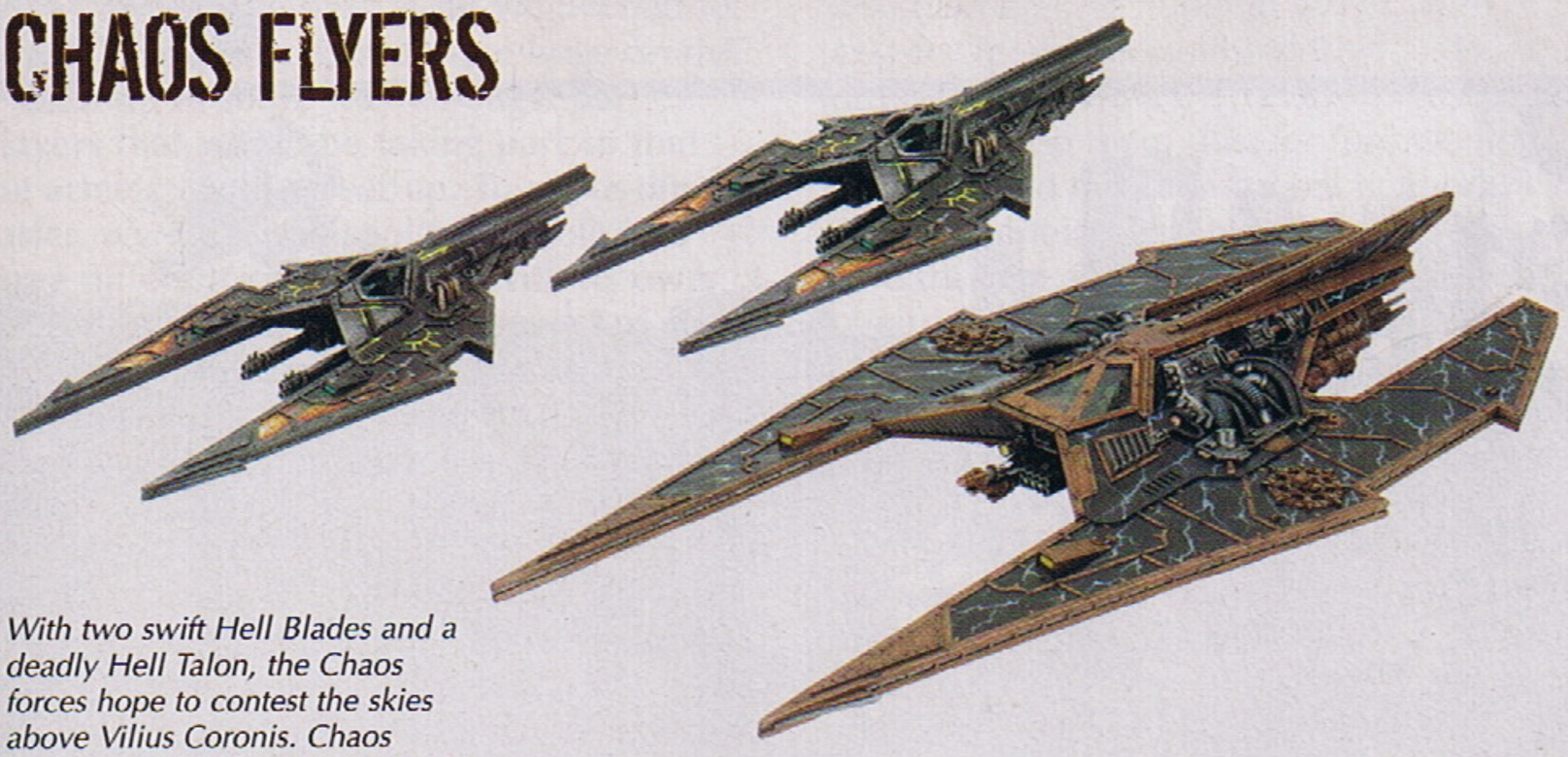
Chaos Lords

Christian Byrne
Chaos Overlord, and Commander of Black Legion forces in Sector A.
Available strategic assets
Hold At All Costs; Orbital Bombardment.

Tom Waddington and Graham Davey
Commanders of Chaos forces in Sector B.
Available strategic assets
Strategic Redeployment.

Gav Thorpe and Mat Ward
Commanders of Chaos forces in Sector C.
Available strategic assets
Long Range Ack Ack; Camouflage.

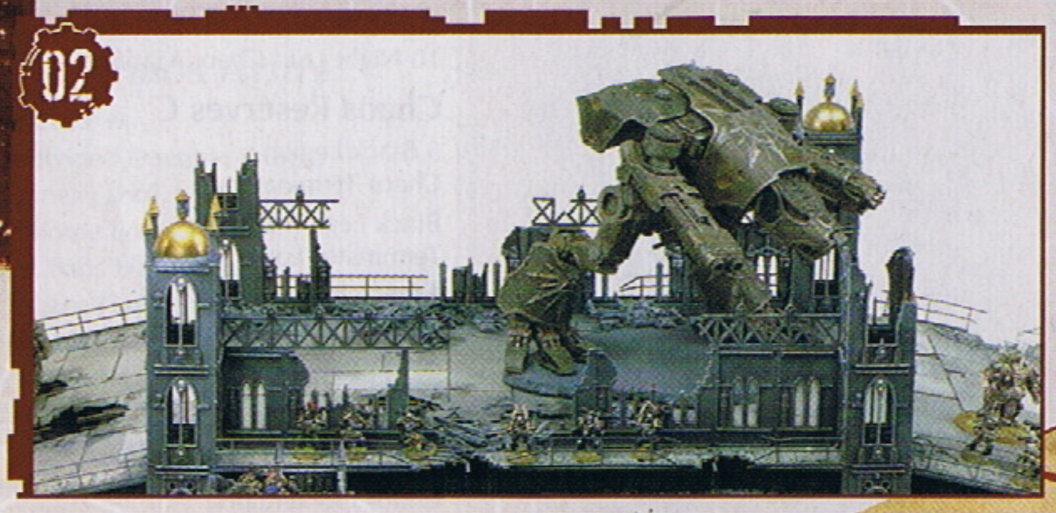
CHAOS FLYERS



With two swift Hell Blades and a deadly Hell Talon, the Chaos forces hope to contest the skies above Vilius Coronis. Chaos Flyers available from Forge World.

FORCE DEPLOYMENT

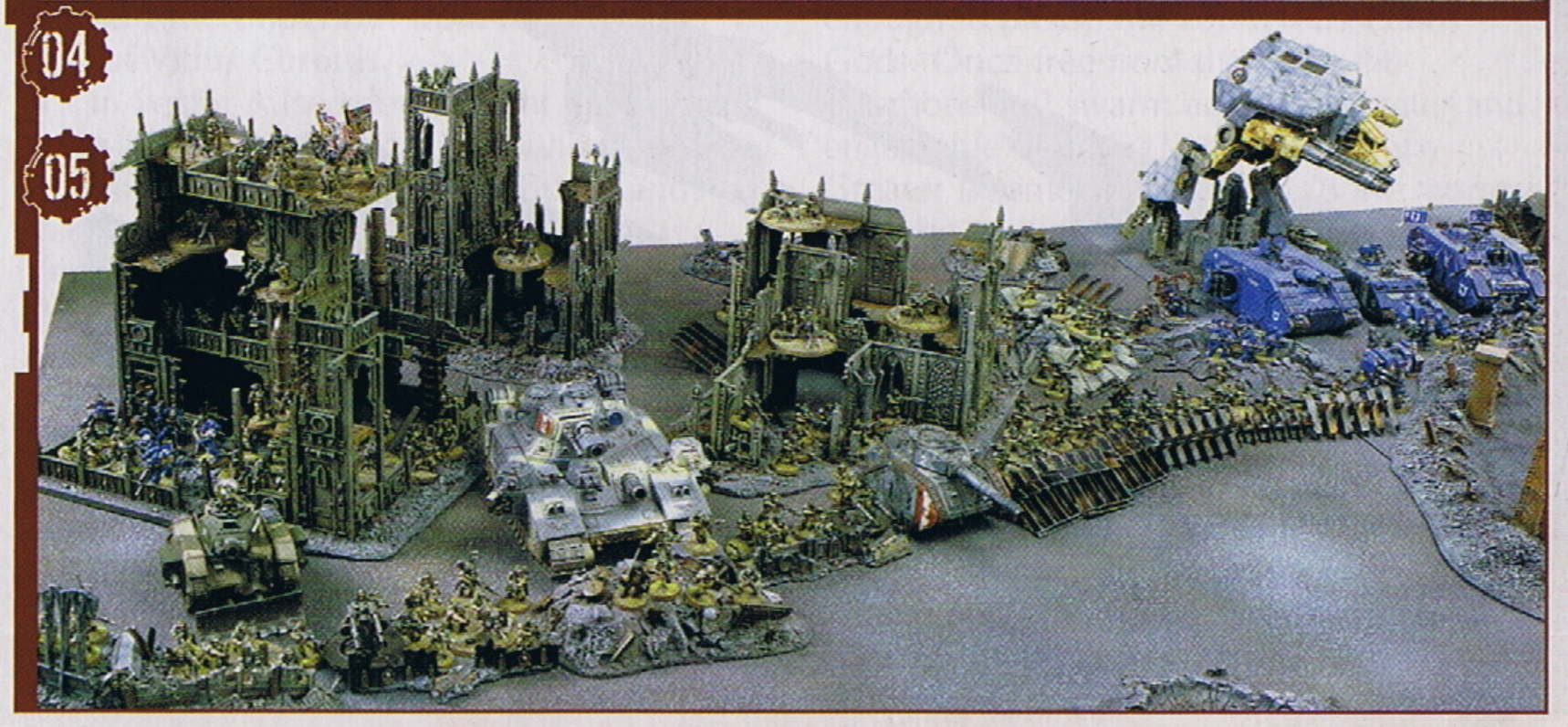
With the forces selected, players chosen and the strategic assets allocated, it was time to deploy the massive forces. Approximately a third of each force was held back in reserve.



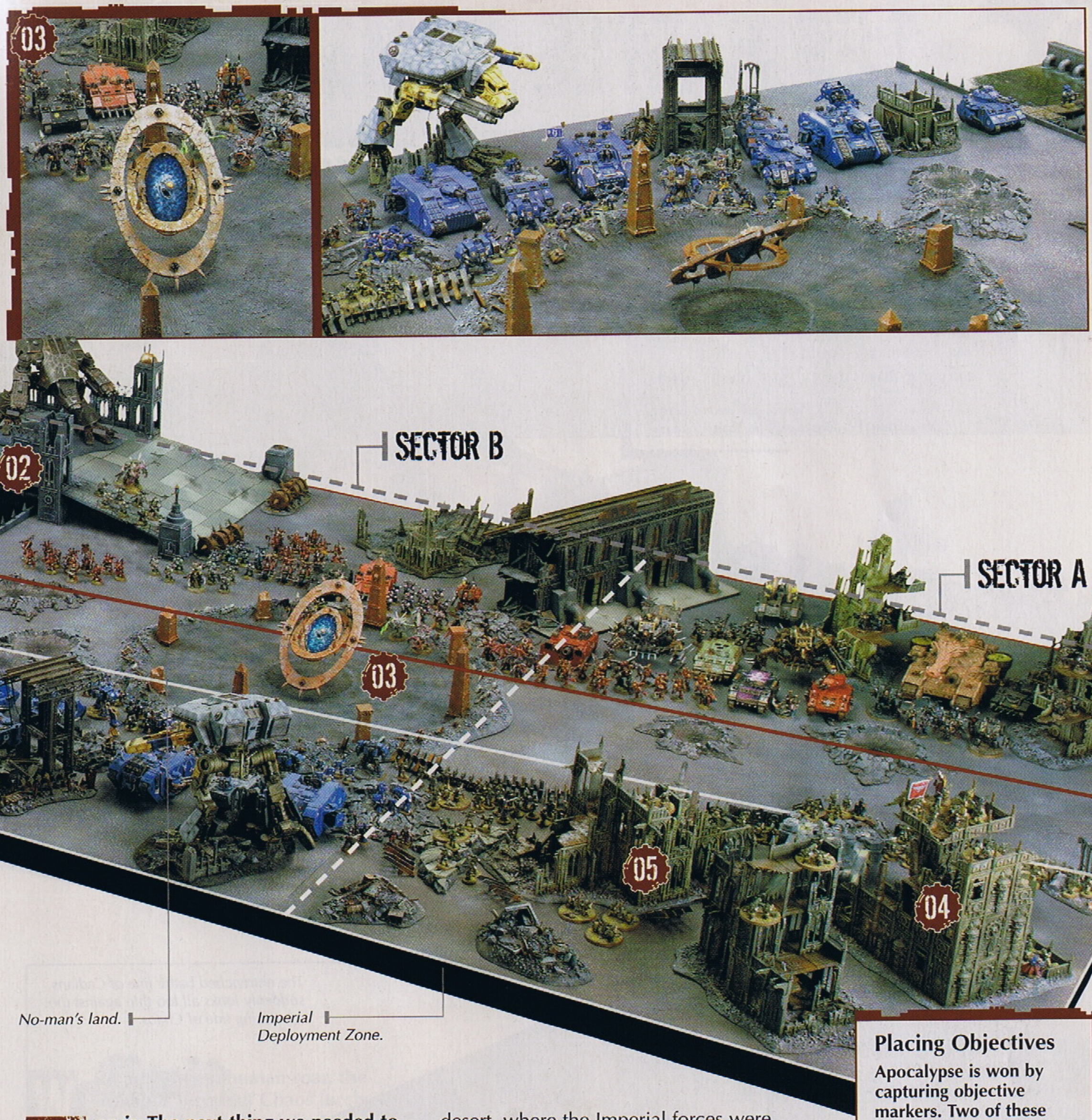
Objectives

In a game of Apocalypse, the forces fight over a set of objectives:

- **01** **The wall breach in Sector C provides a way for Imperial forces to gain access to the city.**
- **02** **The bridge is a key position; to claim it, a scoring unit must hold the dead centre of the objective.**
- **03** **The warp rift in no-man's land is so important that it counts as two objectives.**
- **04** **The command building holds the high-ranking command staff of the Imperial army.**
- **05** **The shield generator is housed in this building; it is vital that the Imperial Guard protect it with their lives.**



FORCE DEPLOYMENT



Nervis: **The next thing we needed to do was to divide these huge armies up in some way amongst the players that would be taking part so that the armies could be set up. To make this easier, we decided to split the table into three different sectors, each with its own allocation of forces and its own set of objectives, and then we'd allocate the players to the sectors at the start of the game. We simply named the three board sectors A, B and C.**

Sector A was the ruined city, and here we decided that the forces of Chaos were to drive out the Imperial defenders, while the Imperium simply had to hold out against this onslaught. Sector B was in the centre, and here both sides were ordered to capture the warp rift. Sector C was the desert, where the Imperial forces were tasked with capturing the bridge and fortified wall, while the Chaos forces had to try and stop them. Just for fun, we linked Sectors B and C with a tunnel network.

The models allocated to each sector were themed around the role they needed to carry out, so just about all of the Imperial tanks went on the desert board, while all of the Imperial Guard infantry went into the defence force tasked with hanging onto the city in sector A. Each sector was also allocated its own set of reserves, being made up of the stuff we couldn't sensibly fit on the table at the start of the battle. Finally, as this was a themed game we dispensed with the normal Apocalypse Mission deployment rules and set the troops up in line with the narrative.

Placing Objectives

Apocalypse is won by capturing objective markers. Two of these are placed in each deployment area, and the remaining two in the area of "no-man's land" that lies between the two forces. Normally the players choose where to set up the objectives, but in our game the organisers decided where they were, based on the theme we'd come up with for the game. After some consideration we decided that the warp rift should count as both of the objectives in no-mans land, rather than just one.

LET BATTLE COMMENCE

The battle began with both forces advancing. Chaos had the early advantage thanks to a few specialist units that could cross no-man's land and assault in the very first turn.

++ I don't know what it is... some kind of metal monster – it hit the lead Russ before we could fire a shot... Emperor have mercy! It's on us. ++

Intercepted vox-transcript,
Leman Russ IV, Emperor's Fist Tank Company.

The entrenched battle line of Cadians suddenly looks all too thin against the advancing tide of Chaos.

With a mighty, inhuman roar, the insidious forces of Chaos lurched forward as one. The infantry advanced and the many vehicles and tanks in this apocalyptic force rumbled towards the Imperial lines. In the northwest, the desert area code-named Sector C, the Imperial forces launched their Blind Barrage strategic asset wisely, shrouding the Imperial armour in a veil of smoke.

This didn't halt the Brass Scorpion, which scuttled forward, fearlessly wading into the smokescreen looking for prey.

Towards the centre of the battlefield, the leering and deformed Chaos Spawn sprinted across the warp crater, underneath the spinning, ironbound warp portal. With a surprising burst of speed they made it across no-man's land and into assault range of the Ultramarines Scout Squad perching on the rim of the crater.

In Sector A, the urban area, Christian's serpentine Chaos Lord slithered across the table and into assault range of Alessio's Imperial Guard line with frightening speed. At the start of the Shooting phase, Christian unleashed an early orbital bombardment. He targeted the Hellhammer with the Apocalyptic Blast template, placing it on top of the super-heavy vehicle. Christian tried to damage the primary weapon, but was thwarted by the weapon saving throw.

The other forces in sector A began to shoot, and Alessio started removing his Imperial Guardsmen by the handful. The two units of Chaos Havocs cut a bloody swathe through the Imperial Guard battle line, and the Plaguereaper's noisome pus cannon killed eight poor guardsmen in one slimy, noxious teardrop of slime! Back in Sector B, the Imperial Titan's void shields were removed through the sheer weight ▸▸

Turn 1

01 **The Chaos Spawn sped across the crater and were assaulted by the Scouts, who lost two in the ensuing combat.**

02 **The pus cannon fired, consigning eight Guardsmen to a horrid fate!**

03 **The Hellhammer fired back at the Plaguereaper. The template shot scattered off the Chaos Tank but still destroyed a Chaos Dreadnought and four Possessed.**

Turn 1 continued ▸▸

Awesome armies

Jervis (Imperial High Command): **One of the best moments in a game of Apocalypse is just after both sides have deployed. I highly recommend taking a few minutes getting a models' eye view of the battlefield at this point. We had to stop in order to take pictures of the deployment, which gave us plenty of time to look at the two awesome armies as they prepared for battle. It really was incredibly impressive.**

I especially liked the spectacle of the long thin line of Imperial Guard infantry. In my mind's eye I could imagine the troopers nervously doing final checks on their weapons and glancing hastily over the barricades every now and then, while the Sergeants and the Commissars moved up and down the line making sure they were ready for the attack.

of massed firepower. The Chaos Warhound then charged up its arm weapons and fired the plasma blastgun at the Imperial Warhound, causing a hit on the Titan's turbo laser destructor arm, which was ignored thanks to the Titan's primary weapon save. The Chaos Warhound's other weapon, the vulcan mega-bolter, was aimed at one of the many Ultramarines Dreadnoughts but, despite being a Heavy 15 weapon, only managed to destroy the Dreadnought's power fist.

The other super-heavy on the bridge, the Chaos Baneblade, could not see its prime targets – the three Imperial Baneblades on the desert flank – due to the blind barrage. Instead, it targeted its powerful cannon at the Ultramarines Predator across the river in Sector B. Gav, who was controlling the Baneblade, only managed to roll a Stunned result. Its sponson lascannons proved more accurate, destroying two Leman Russ battle tanks despite the smoke.

In the Assault phase, the Black Legion Chaos Lord made short work of the Imperial Guard squad it had charged, after its Daemon weapon granted the Lord six extra attacks! The Brass Scorpion ripped apart an unfortunate Leman Russ.

The Warhound powers up

After the pounding taken by the Imperial Guard in the first phase of the game it was time for the forces of the Emperor to take stock and start their initial moves. Alessio wasted no time, as the commander of the Guardsmen in Sector A. With the gun line secure there was no great surprise when Alessio declared there would be no movement from his forces, although he was eager to start firing with the Hellhammer.

In Sector B the Ultramarines, still mostly inside their Land Raiders, moved forward. Some of the Space Marine infantry advanced over the crater rim and into the warp rift. The movement in Sector C was much more dynamic as the Imperial forces consisted mostly of tanks. However, rather than trundling forward it was more of a case of trying to manoeuvre out of the way of the Brass Scorpion's grasping claws!

The Shooting phase began in Sector C with the Basilisk squadron. The massive earthshaker shells flew high into the air and then fell accurately on to two of the Defilers near the wall breach. The Baneblade resting on the hill on the far western flank opened fire with its immense cannon at the Chaos Baneblade. The hit shook the driver, slowing the mighty battle tank down for a turn. The other two Baneblades close to the river fired upon the encroaching Chaos armour, destroying the Black Legion Land Raider in an impressive explosion. The Brass Scorpion attracted the majority of the Leman Russ fire but it remained unharmed. When trying to target the Daemon Engine, one of the Leman Russ tanks actually managed to immobilise itself with a short-range shot from its battle cannon, which scattered onto its hull.

> **"The Leman Russ immobilised itself with a short-range shot from its own battle cannon!"**

The Ultramarines Devastators on the footbridge had lost their Sergeant in the first round of Chaos shooting; unperturbed,

they opened fire upon the Chaos vehicles on the desert side of the bridge, blowing the turret off a Black Legion Chaos Predator.

Back in the centre of the board the Ultramarines started off their shooting with a successful Orbital Bombardment against the Khorne Berzerkers, wounding five of the frenzied traitors. Pete and Adam, the Ultramarines commanders, then declared a Precision Strike strategic asset upon the Chaos Warhound. This meant that all Imperial units firing upon the Chaos Titan for the remainder of the turn received a +2 bonus when rolling to hit. The bombardment started almost immediately, with the Terminus Ultra firing all five of its lascannons into the Titan, knocking out both of its void shields and damaging the drive, reducing the giant war machine's movement. The Imperial Warhound was next to shoot. Taking full advantage of the precision strike, it fired its deadly turbo-laser destructor at the Chaos Warhound. With no void shields left, the Warhound took immediate damage, losing its vulcan mega-bolter and a structure point. The Imperial Warhound's other arm weapon, the plasma blastgun, could not fire as the Titan was Stunned from the previous Chaos Shooting phase.

Standing by the feet of the Warhound was the Ultramarines Chief Librarian, Tigurius. Conjuring the powers of the warp he unleashed the Fury of the Ancients power. Due to his proximity to the warp rift, Tigurius took a wound as raw warp energy surged into him, but this also had the effect of increasing the strength of his psychic attack by D6. The psychic force flew across the battlefield towards the Plaguereaper in Sector A and penetrated its armour, damaging the vehicle's drive.

One of the first targets for the Imperial Baneblades – even the Land Raider's Armour value of 14 couldn't protect it from a Baneblade cannon!

Back in Sector A, Alessio let loose with the Hellhammer, firing the main armament at the Plaguereaper. The giant template from the Hellhammer Cannon scattered off the Plaguereaper but destroyed a Chaos Dreadnought and four Possessed in its blast. The Hellhammer's demolisher cannon fired next, and Christian narrowly avoided losing the Plaguereaper's pus cannon thanks to the super-heavy weapon saving throw. The lascannon-armed Imperial Guardsmen took revenge on the serpentine Chaos Lord by killing it in a hail of heavy las-fire.

The only Assault in the phase was the Ultramarines Scouts against the Chaos Spawn in the rift crater. This was an ill-advised move, as the Chaos Spawn slaughtered two of the Space Marine Scouts, while the Scouts failed to even wound the foul creature.

Turn 1, cont.

04 The Chaos Baneblade destroyed two of the Leman Russ with its sponson lascannons.

05 The Brass Scorpion made short work of the lead Leman Russ.

06 The Baneblades took aim at the Chaos tanks, destroying the Black Legion Land Raider in an impressive display. They opened fire on the other Chaos Vehicles with their secondary systems, but scored no significant hits.

The Iron Warriors Baneblade held the bridge, picking off Imperial armour with every shot.

DAEMONIC INCURSION

The warp rift is flooded with Daemons, which immediately engage the Ultramarines. Elsewhere, the heavy firepower of the Imperium combines to take down the threat of the Chaos Warhound.

Turn 2

01 **The Great Summoning is complete! The warp rift opens, spilling 110 Lesser Daemons and two Greater Daemons into the crater!**

02 **Daemons are not the only Chaos reinforcements. A Chaos Lord and his retinue teleport in behind the Leman Russ Tank Company, and cause havoc by immediately destroying one of the Imperial tanks.**

03 **The Brass Scorpion assaults the Baneblade's power plant, causing a catastrophic explosion, and destroying itself in the blast.**

Turn 2 continued ▸▸

Turn 2 saw a massive influx of Chaos reserves. In Sector A, Night Lords bikers turbo-boosted onto the battlefield and Chaos Terminators teleported behind the Imperial lines. In Sector C, more Chaos Terminators accompanied by a Chaos Lord teleported onto the desert area behind the two Imperial Baneblades.

Two squads of Obliterators also arrived by Deep Striking, one behind the Basilisk Battery in Sector C, and one close to the Imperial Warhound in Sector B. Despite these formidable forces entering the fray, it was at the warp rift crater where everybody's attention was focussed, as over a hundred Lesser Daemons and two Greater Daemons poured from the portal and into the crater. Across the battlefield, too, Lesser Daemons were summoned into existence from the icons carried by many of the Chaos infantry squads.

In the Shooting phase, the Havocs at the back of the Chaos lines of Sector A destroyed one of the few Ultramarines Dreadnoughts that was close to the crater rim in Sector B. The Plaguereaper fired its deadly pus cannon once again, killing a whole ten-man Imperial Guard squad that was entrenched in the large building. All the Plaguereaper's secondary weapons targeted the Hellhammer, but failed to penetrate its thick armour. The Chaos Vindicator fired across no man's land at the Imperial Vanquisher, destroying its powerful main cannon.

In Sector B, the damaged Chaos Warhound hobbled off the bridge, and missed with its only functioning weapon, the plasma blastgun. The Obliterators had more luck, firing at the Imperial Warhound at such close range that they managed to cripple the Titan's plasma blastgun.

With no smokescreen to hide behind any more, the Imperial tanks in Sector C came under serious fire. The Red Corsairs Land Raider destroyed a Leman Russ with consummate ease. The Iron Warriors Land Raider took out another Leman Russ. The Chaos Lord and his Terminator retinue, who had just arrived from reserve, fired into the rear of another Leman Russ, finally destroying it with shots from a reaper autocannon. The Brass Scorpion doused the Sentinel Squadron in molten brass, melting the walkers and subjecting their pilots to an incredibly painful death. The Chaos Baneblade took aim at an Imperial

Baneblade – the shell hit but only managed to stun the super-heavy tank's driver. Meanwhile, a lucky shot from the Defiler in the wall breach managed to destroy the demolisher cannon on the Baneblade closest to the river.

In the Assault phase, the Brass Scorpion scurried up to the stunned Baneblade and dug its gigantic claws into the huge tank's power plant. Before anyone else could react, this set off a cataclysmic chain reaction resulting in a suitably apocalyptic explosion. The Baneblade turned into an incandescent mushroom cloud, and the resulting blast not only took out a further two Leman Russ tanks, but the Brass Scorpion itself was destroyed in the blast. All the players thoroughly enjoyed the carnage, and Khorne must have been pleased by the destruction!

Back at the warp rift, the many Daemons within assault range of the Ultramarines' line charged forward. The Space Marines were hit hard as the overwhelming number of warp spawn began to take its toll. A Greater Daemon assaulted a Dreadnought and ripped it in two before the ancient construct could even mount a counter-challenge. The Space Marines hit back, but Graham had obviously made a deal with the Chaos gods earlier that day, as he passed almost all of his invulnerable Daemonic saves.

The fury of Ultramar

The Imperium also saw the arrival of some much-needed reinforcements at the beginning of their turn. The Shadowsword rumbled onto the field, ploughing through the wreckage of the Brass Scorpion. Leman Russ reinforcements trundled on behind the surviving Imperial Baneblades, providing some much-needed armoured support. More importantly, the entire Ultramarines Second Company, using a Flank March strategic asset, arrived behind the Chaos Lines in the urban part of Sector C! Eight Rhinos packed with Space Marines sped onto the battlefield, while two Assault Squads soared high above them. An Ultramarines Vindicator arrived with the Battle Company while, closer to the bridge, a Deathwind assault drop pod smashed into the ground, its hatches opening to reveal a battery of deadly assault cannons aimed at the backs of the traitor marines manning the walls. ▸▸

Meltdown!

Andy (Imperial Commander, Sector A): **The Brass Scorpion tearing through the lines of my precious tanks was a terrible sight for me. So it was with some regret and a great deal of satisfaction that when the Brass Scorpion tucked into to one of my Baneblades, it got more than it bargained for and was consumed in the ensuing explosion. I lost two Leman Russ tanks in the same explosion, but it was worth it!**

CLASH OF THE TITANS

Adam (Imperial Commander, Sector B): The image of two towering god-machines trading gigantic warheads and explosive blasts of energy is what Warhammer 40,000, and Apocalypse in particular, is all about in my mind. So to partake – and come out on top – in such a duel was great. All praise to the turbo-laser destructor and its Destroyer rule!

Turn 2, cont.

04 The Chaos Warhound took a pounding from the sustained fire of the Terminus Ultra and the Imperial Warhound. Wracked by internal explosions, it keeled over quite dead.

05 The Ultramarines Battle Company stormed onto the battlefield in the north west, in the city section of Sector C, immediately overwhelming the Chaos presence.

The Imperial Guard holding the gun line in Sector A were reinforced by a Chimera full of Ogryns. The brutes disembarked straight away and prepared to fire their ripper guns at the numberless Chaos forces. In Sector B, 20 Conscripts, led by a fiery preacher, moved onto the board and immediately prepared to assault the two Obliterators.

The Movement phase began in earnest with the Ultramarines in Sector B fearlessly engaging the Daemonic swarms; the unengaged vehicles powered forwards into the crater and disgorged their payload of troops. Marneus Calgar himself and the Masters of the Ultramarines Chapter strode purposefully down the Land Raider Crusader's assault ramp. All along the crater rim, Ultramarines Terminators disembarked from Land Raiders or teleported into battle. The shooting began straight away, with Calgar's Land Raider Crusader cutting a swathe through the Daemons. The Khorne Berzerkers close to the river also took many casualties from the massed firepower of the Ultramarines line. From across the river, the two Baneblades fired into the crater, the giant temple was placed twice and each time Graham and Tom – Sector B's Chaos Commanders – took away handfuls of Daemons as well as the Slaaneshi Space Marines that had been taking a more circuitous route around the rift.

Bring it down!

The Terminus Ultra and Imperial Warhound once again targeted the Chaos Warhound. All across the battlefield, heavy weapons' fire erupted as battle was truly

joined. The Shadowsword's volcano cannon opened up at the Chaos Baneblade, destroying the corrupted tank's primary gun. The Hellhammer had trundled forward so that its sponson-mounted heavy flamers could do lots of damage to the Night Lords bikers. Tigurius took yet another wound for channelling his psychic powers so close to the warp rift; even so, he wounded many infantry and Daemons with his boosted Fury of the Ancients power.

In combat, Marneus Calgar and the Ultramarines line fearlessly charged into the Daemonic swarm, with Calgar himself slaying a ferocious Greater Daemon. The Conscripts bravely charged the Obliterators and against all odds actually wounded one of the Chaos monstrosities, at the cost of two of their number.

DEATH FROM ABOVE

The battle intensifies and the casualties mount. Yet more combatants join the carnage – both sides summon air support, hoping to tip the balance by dominating the skies!

++ I am incoming, repeat incoming, preparing to eject payload now... What in the name of Holy Terra is in that crater? Release, release! ++

Intercepted vox-transcript, Pilot, Thunderbolt Fighter.

BRINGING DOWN THE HOUSE

Christian (Chaos Lord, Sector A): When the Vindicator Linebreaker squadron lumbered onto the board I felt that the Imperial Guard were definitely in for a nasty surprise. The first thing I did in the Shooting phase was fire the combined demolisher cannon barrage from the Linebreakers. The shot they landed couldn't have been more precise, demolishing a four-storey building and causing horrific casualties to the Imperial forces unlucky enough to be taking cover within.

The beginning of turn 3 saw even more frenzied activity around the table as a second wave of more than a hundred Daemons appeared through the warp rift, filling up the space only cleared by the Imperial forces in the previous turn.

In Sector A, three Chaos Vindicators drove on to the battlefield in a Linebreaker formation. Abaddon and his retinue teleported down between the Imperial-held buildings. Huron Blackheart, accompanied by Red Corsairs Terminators and a squad of Thousand Sons, moved onto the field behind the Battle Company in Sector C. Sector A saw more Obliterators Deep Strike close to the Hellhammer. A squad of Plague Marines flank marched into the desert area of Sector C. They were instantly hit by the Ambush strategic asset, but remained largely unscathed.

A Chaos Hell Talon bomber and two Hell Blade fighters flew in from high above. The Hell Talon performed a bombing run across the Guard-held line, killing numerous mortar teams. The Hellhammer was also hit but shrugged off the explosions.

In Sector B, the Strategic Redeployment asset was played, allowing the infantry on the Chaos line to redistribute their forces. Knowing that the Ultramarines would have their hands full with the Daemons, the Chaos Infantry moved onto the bridge to secure the objective.

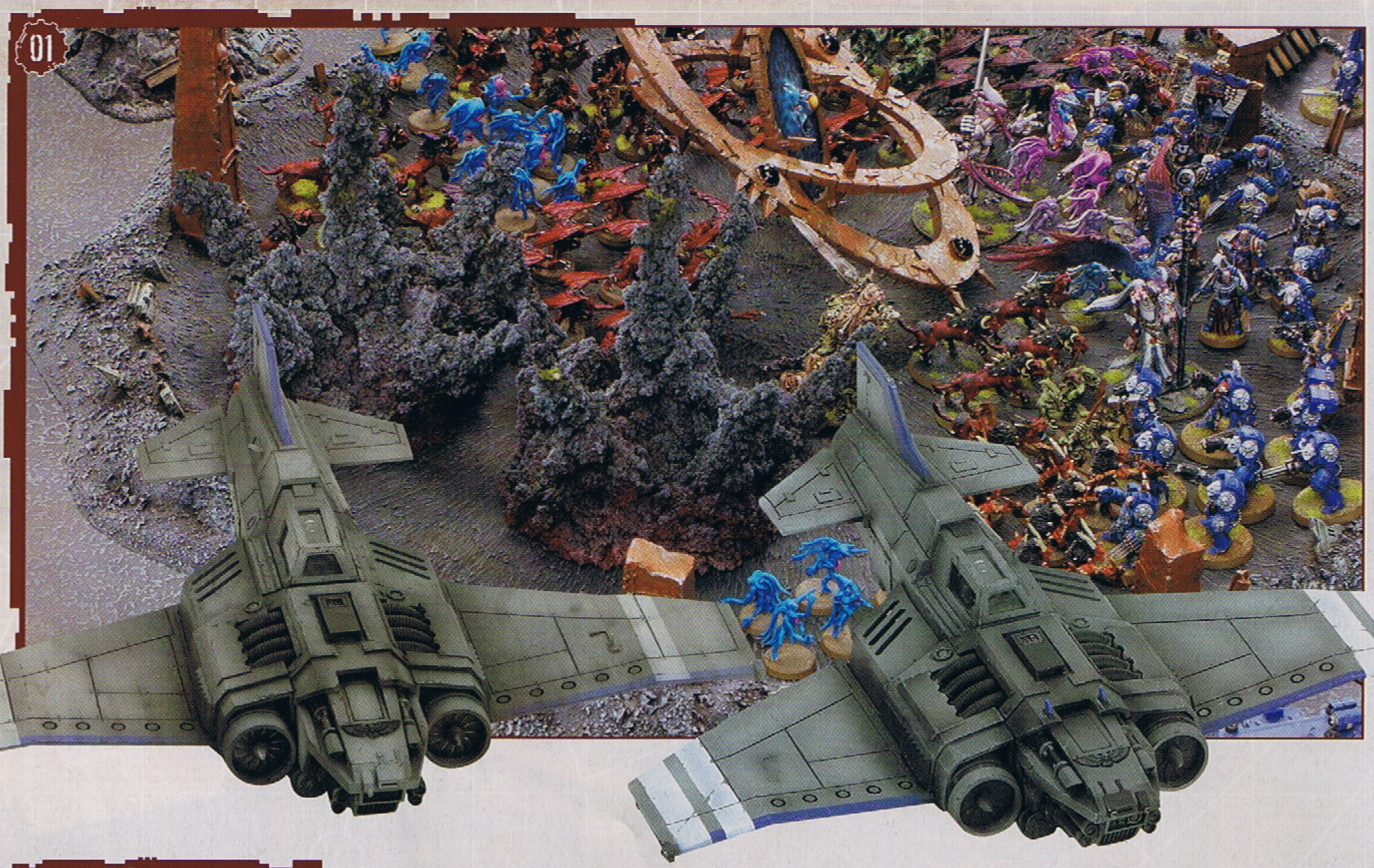
Once more the shooting opened up with the pus cannon jetting its acrid slime into the hapless Imperial Guard infantry. Another squad perished to the noxious weapon. As before, the secondary armaments fired at the Hellhammer but were to no avail, as the super-heavy ▸▸

Turn 3

01 **The Thunderbolt fighters screamed onto the battlefield, releasing their bombs into the crater and slaying an impressive 26 Lesser Daemons.**

02 **The Chaos line in Sector B made a complete withdrawal from their side of the crater rim and, using the Strategic Redeployment strategic asset, redeployed on the bridge, ready for the Imperial attack.**

Turn 3 continued ▸▸



The fate of Tigurius

Graham (Chaos Lord, Sector B): **Standing within 24" of the warp rift meant that Tigurius suffered from the Perils of the Warp every time he used a psychic power (while at the same time receiving a D6 Strength bonus to every power he cast). Unfortunately, using his force weapon also requires a Psychic test, so when he slew a Greater Damon in true heroic style, he was dragged kicking and screaming into the Warp with it!**

Tigurius.

tank's armour proved too thick. The Obliterators close by had more success; they penetrated the Hellhammer's armour with multi-meltas, which damaged the giant tank's drive.

The Vindicator Linebreaker squadron took aim at the large building on the farthest flank. The massed firepower from three demolisher cannons struck the building, which collapsed, wounding the Colonel and killing many guardsmen, a Commissar and two heavy weapon teams!

The Havocs on the back line of Sector A focussed their attention on the Ogryns, killing one of the brutes. Across the battlefield, the tank war in the desert continued with the Red Corsairs Land Raider destroying yet another Leman Russ. The Hell Blades targetted the Whirlwinds, destroying one and knocking out the missile pods on the other.

The Chaos Assault phase continued with the Chaos Infantry in Sector A reaching the Imperial Guard lines. A squad of Possessed that had made it across no-man's land gleefully charged into an Infantry squad, instantly killing five Guardsmen and only losing one of their own number. The Night Lords bikers charged the Imperial Guard holding the Null Shield objective, killing three Guardsmen, but the humans continued to hold despite the overwhelming odds.

Once again all eyes focussed on the combat in and around the rift crater. The Terminators waded through the lesser Daemons, although they were slowly being whittled down themselves. In a heroic sacrifice, Tigurius traded blows with a Greater Daemon, using his force weapon to banish the creature but taking a fatal wound himself due to his proximity to the rift. Calgar and the Masters of the Chapter continued to hack away at the morass of Daemons, and the Ultramarines Lord ended another Assault phase face-to-face with a Greater Daemon.

The Deathwing arrive

The beginning of the third Imperial Turn was signalled by the scream of turbines as a Dark Angels Thunderhawk, carrying members of the Deathwing no less, flew down onto the battlefield. Two Thunderbolt fighters strafed across the battlefield from the east, across Sector A and over the crater, dropping bombs into the horde of Daemons, wiping out over 20 in one flurry of dice rolls. The Hydra anti-aircraft vehicle readied its weapons.

In Sector A, squads of elite Kasrkin teleported into action, some behind the Linebreaker Squadron, and the others reinforcing the Imperial-held objectives. Ultramarines Chaplain Cassius arrived, and headed towards Abaddon, almost as if he had a plan…

The Imperial Warhound advanced towards the rift, and the few unengaged Ultramarines units also pushed forward. The Ultramarines Battle Company charged forward as fast as it could towards the bridge, the Assault Marines reaching the objective first.

Shooting began with the Thunderhawk, which wasted no time making its presence

OVERLOAD

Tom (Chaos Lord, Sector B): The Ultramarines' assault on the bridge perfectly demonstrates the scale of Apocalypse, as the Chaos Baneblade exploded in a horrendous and devastating reactor meltodown.

When the dust and dice of the Chaos Baneblade's explosion had settled, almost half a Battle Company of Space Marines were consigned to the the casualty pile, along with almost as many Traitor Marines and Daemons.

Some 1500-point games don't see as many miniatures on the table as we had killed in a single Assault phase!

felt by unleashing all four of its hellstrike missiles into the Nurgle Daemon prince stood on the bridge, vaporising it instantly!

The Terminus Ultra took aim at the remaining Khorne Berzerkers by the riverside, its five lascannons killing a frenzied traitor with every shot. The Baneblades in Sector C once more added their much-needed firepower into the crater, cutting vast swathes through the teeming throng of Daemons.

The Warhound was the next to fire; the plasma blastgun fired two shots – the first killed four Daemons, the second killed a further six, but wounded an unfortunate Space Marine Veteran in the process. The turbo-laser fired at the Plaguereaper in Sector A, and both of its shots took a structure point off the Chaos super-heavy tank. Taking his cue from the Titan, Alessio threw as much firepower as he could muster at the Nurgle tank but, despite the cavalcade of heavy weapons fire, including shots from the Demolisher and repaired Vanquisher, Alessio could not take out the Plaguereaper.

Still in Sector A, Alessio managed a freak shot from one of the autocannon teams that hit and took down the Hell Talon bomber. Finally, Alessio used his lascannon teams to fire at and kill one of the Obliterators that were stalking the Hellhammer.

In the desert, all three of the super-heavies fired their secondary weapons at the Iron Warriors Land Raider but, after the smoke had cleared, the Chaos tank remained, seemingly unharmed. To the rear of the desert line, the Hydra shot down a Hell Blade, leaving just one of the Chaos fighters in the air.

The Assault phase started in Sector A with the few Ultramarines in the area assaulting the remaining Obliterator and

destroying it. Ultramarines bikes charged into Abaddon, but the Warmaster made short work of them. The Possessed on the Imperial Guard gun line continued to churn through the Guardsmen as Chaos started to overcome the forces in Sector A.

In the fight between the Obliterator and the Conscripts, sheer weight of numbers overwhelmed the Chaos Space Marine and it was fatally wounded. The Conscripts then bravely consolidated towards the rift. In the crater itself the Ultramarines continued to press home. The Space Marines took some casualties but the Daemons' losses were far greater.

In sector C, the Assault Marines of the Battle Company swarmed over the Chaos Baneblade. One powerfist-armed Space Marine tore into the super-heavy's power plant and caused yet another apocalyptic explosion. The whole area was covered in a sea of fire, causing the death of ten Daemons, 13 Chaos Space Marines, the Deathwind drop pod, a Razorback, a Rhino and over 30 Ultramarines!

Turn 3, cont.

03 **The Deathwing Thunderhawk came flying down across the battlefield and hovered ominously above the foot of the bridge, before launching all of its hellstrike missiles into the Nurgle Daemon Prince, utterly destroying it.**

04 **The Assault Marines from the Battle Company destroyed the Chaos Baneblade, resulting in a massive explosion.**

THE LAST BATTLE

After its initial bombardment, the Thunderhawk unleashes its deadliest payload – the Deathwing! Meanwhile, Marneus Calgar leads his warriors into the heart of the warp rift.

Turn 4

01 **The Deathwing disgorge from the Thunderhawk and immediately engage the Night Lords.**

02 **The duel between the two super-heavy tanks in sector A, the Plaguereaper and Hellhammer, finally ends with the Plaguereaper destroying the Hellhammer with its demolisher cannon. Fortunately for the Imperial Guard close by, there is no catastrophic explosion this time.**

03 **With the final Greater Daemon dead, and the Daemon horde sufficiently thinned down, the Ultramarines storm into the crater.**

Turn 4 continued ▸▸

In Sector A, the Chaos forces moved forward as fast as they could, fearing that time was slipping away and the objectives were still just out of reach. The Chaos Space Marines in the desert used the tunnels to appear in the pump house of Sector B very close to the Terminus Ultra. They fired on the Ultramarines Tank with a meltagun and managed to stop it from shooting.

The Iron Warriors Dreadnought moved to occupy the breached wall objective in Sector C. As much as possible the Chaos forces aligned their troops on the bridge in a bid to keep the objective from falling into Imperial hands.

The remaining Hell Blade fighter had a dogfight with the Thunderbolts, but the Imperial pilots proved far too skilled and all the shots missed.

The Obliterators in the desert began the shooting by destroying a Basilisk while the Iron Warriors Land Raider brought down an Ultramarines Land Speeder. Back in Sector A, the Plaguereaper fired its demolisher cannon at the Hellhammer and managed to remove the final structure point. The pus cannon then fired for the final time, and the giant teardrop of slime landed on the Ogryns and Kasrkin, killing five Cadians and two Ogryns. The Havocs also fired upon the Kasrkin and wounded three more. The unengaged Kasrkin squads seemed to take the brunt of the firepower as the Chaos Predator and squads with flamers all aimed their shots at them.

In the final Chaos Assault phase, the surviving Slaaneshi units that had been making their way across the battlefield charged into the Imperial-held Null Shield objective. The Guardsmen were defeated, but held due to their proximity of the Supreme HQ. Abaddon continued to wipe out all opposition in close combat, unable to find a challenger worthy of the Despoiler of Worlds.

In the rift crater the Ultramarines gained the upper hand, with the Company Masters alone wounding 11 Daemons, although the Master of Recruits was subsequently wounded. Calgar faced off against his second Greater Daemon of the battle for the final round of combat.

In the city area of Sector C, the remaining Chaos Space Marines set about the Ultramarines with wild abandon. In a devastating round of combat Typhus cleared the bridge of all the surviving Ultramarines. The Imperium's only hope now lay in the Dark Angels' hands, for only the Deathwing could possibly claim that objective now.

The final assault

In Sector A the surviving Guardsmen consolidated their positions, feeling that they might be able to hold onto the objectives. Cassius moved close to Abaddon and then lobbed a vortex grenade at the Warmaster, knowing that a direct hit would instantly wipe out the Imperium's greatest enemy. Unfortunately the gods of Chaos smiled upon their champion as the grenade scattered wide and enveloped the Ogryn Chimera instead, much to the delight of all the Chaos players!

In the desert the Baneblades and Shadowsword rumbled towards the breach. The few remaining Leman Russ battle tanks also advanced as quickly as their tracks would allow.

In Sector B, the Ultramarines Land Raiders ploughed through the thinned-out Daemon tide. The Crusader arrived in the centre of the crater, taking control of the objective in a potentially game-winning manoeuvre for the Imperium. The Conscripts also advanced, spying the Chaos Space Marines in the pump house.

The Thunderhawk touched down on the bridge and the members of the Deathwing disembarked. They immediately made their way to the massed Chaos Space Marines that held the bridge.

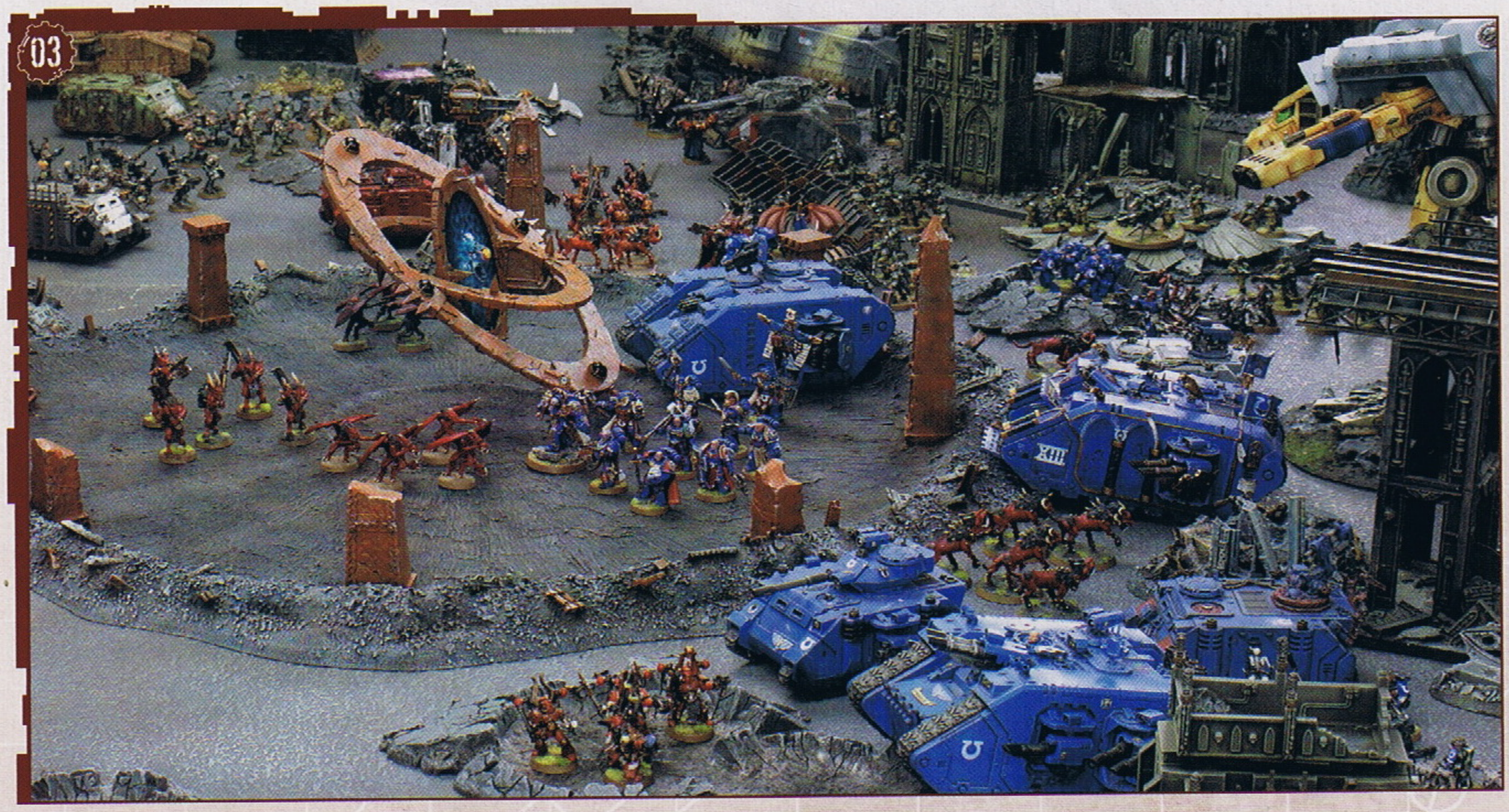
The Warhound opened up the final round of shooting. More plasma-blasts were fired into the crater, clearing out ten more Daemons. The turbo-laser was fired upon the Plaguereaper once more, but the Chaos super-heavy tank stubbornly withstood all enemy fire.

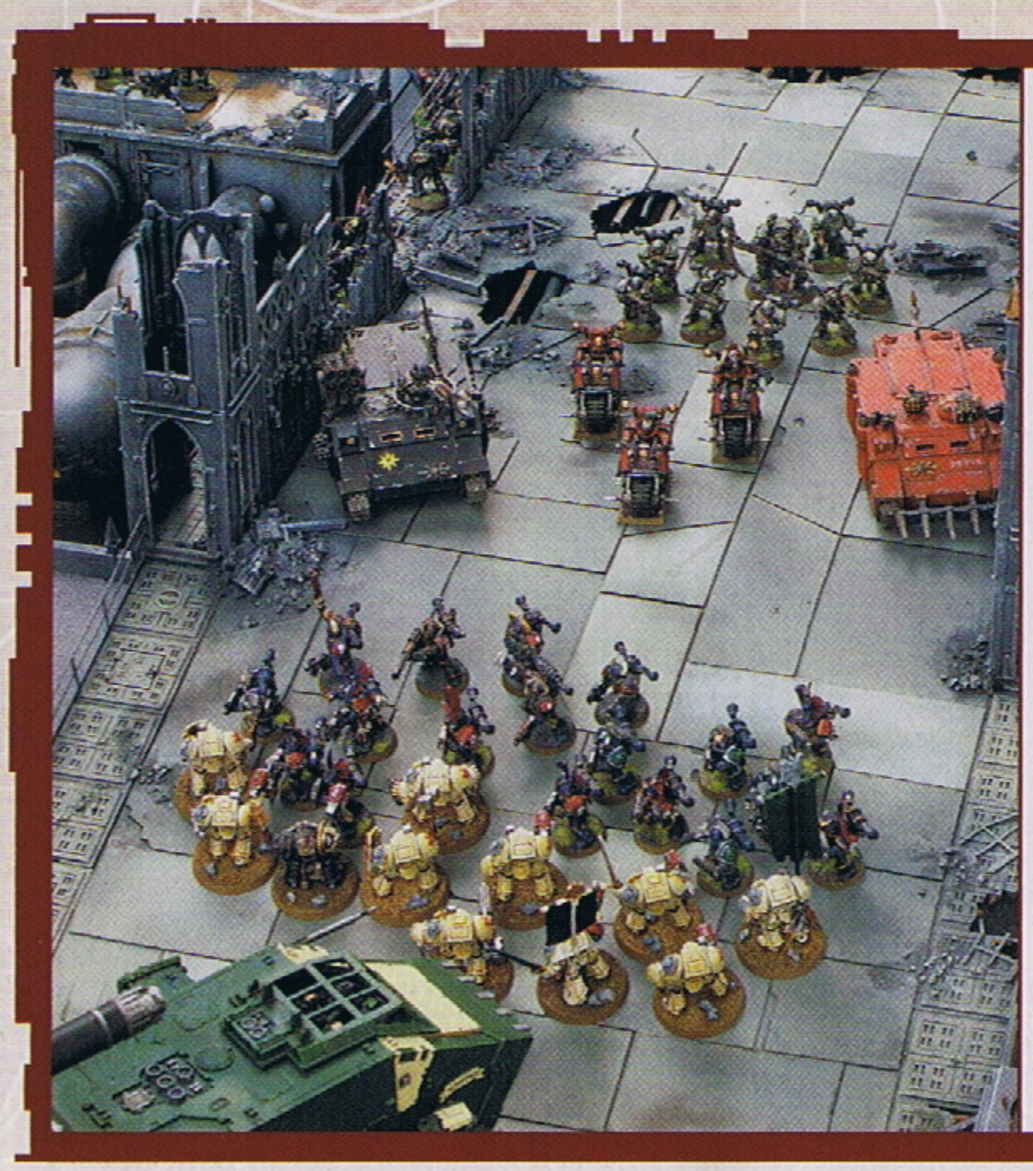
The Thunderbolts arrived in Sector C and promptly destroyed the Iron Warriors Dreadnought holding the breach. The rest of the Imperial armour turned their attention to the Iron Warriors Land Raider, as it was the only remaining, fully functional tank. However, despite the massed firepower of the two Baneblades, the Leman Russ, the two surviving Basilisks and the Shadowsword, the Chaos Land Raider remained unmarked, with not so much as a glancing hit, to the disbelief of all the players! This meant that the wall breach objective remained in Chaos hands.

In the Assault phase, Abaddon was charged by Cassius, a Colonel and the brave Kasrkin. However, even the Ultramarines Chaplain was no match for the Chaos Warmaster, and he was cut down with contempt. The Colonel and all but one of the Kasrkin soon followed. Against all the odds, the remaining Cadian trooper held fast, although his fate following the battle can't have been a pleasant one!

Warp purge

Pete Foley, (Imperial Commander, Sector B):
My favourite moment of the battle report was the final race to close the Chaos portal. Would the Masters of the Chapter be able to kill all the Daemons? Would the Land Raider be able to get close enough to the warp rift itself? For a while it looked like the Chaos forces would hold on, but it was the last push by the Company Masters, killing many of the Daemons and then consolidating far enough in to the crater to contest the objective, that won the day.





DEATHWING ASSAULT

Mat, (Chaos Lord, Sector C): My favourite moment was the last-gasp assault by the Deathwing. A formation like this is rarely feasible in a regular-sized game of Warhammer 40,000, but in Apocalypse it's fair game.

The close combat itself was hard fought and exciting as, had the Deathwing Terminators won, they could conceivably have consolidated towards the centre of the bridge to contest the objective. As it was the Night Lords were lucky enough to – only just – hold on against the might of the Deathwing assault.

UNTOUCHABLE

Gav, (Chaos Lord, Sector C): Amidst all the tales of gargantuan destruction, I feel it's necessary to point out a miraculous survival. The Iron Warriors Land Raider had happily shrugged off all hits in the previous three turns. But during the final Imperial turn, whilst holding the breach, the Chaos tank took two direct hits from the Basilisks, two shots from Baneblade cannons, the volcano cannon from the Shadowsword, a couple of Leman Russ battle cannon shots as well as numerous lascannons shots. Not a single one breached its armour – not even a glancing hit!

Abaddon and his retinue of Terminators continue to cut a bloody swathe through the Cadians.

Turn 4, cont.

04 The remmnants of the Imperial Guard army in Sector C manages to hold both their objectives by the skin of their teeth. Abaddon came very close but was ultimately thwarted by some very brave (or stupid) Kasrkin.

05 The Thunderbolt fighters fly into Sector C and fire upon the Chaos Dreadnought occupying the breach.

On the bridge, the Thunderhawk lent fire support, before the Deathwing assaulted the Night Lords and cut them down with ruthless efficiency. At the end of the phase, the Chaos forces were still, but only just, in control of the bridge objective.

For the first time in the game there were now more Ultramarines than Daemons in the rift crater. Nevertheless, the Ultramarines did not stop fighting, and near the centre of the crater Marneus Calgar continued his battle against the final Greater Daemon.

All the players gathered round for this final, climactic combat of the battle. The Daemon lashed out, landing a blow that shook Calgar and wounded him. This merely angered the Master of Ultramar, who ripped the Greater Daemon apart with his gauntlets. The battle was over. With a sneer of contempt, Abaddon teleported back to his battle barge, leaving the remaining Chaos forces to their fate. The Imperium held four objectives, while the forces of Chaos had claimed only two.

> **"With a sneer, Abaddon teleported back to his ship, leaving the remaining Chaos forces to their fate."**

OBJECTIVES

IMPERIUM
4

CHAOS
2

IMPERIAL VICTORY

NOTABLE LOSSES

IMPERIUM
2 Super-heavy vehicles

CHAOS
170 Lesser Daemons
4 Greater Daemons
3 Super-heavy vehicles

CHAOS THWARTED

With Calgar and his forces claiming the warp rift objective, and the Imperial Guard managing to just hold on to theirs, the day belongs to the forces of the Imperium, although the cost of victory has been high.

Top 10 moments

Counting down, here are our top ten favourite bits from this awesome battle report...

10 **Abaddon teleporting down behind a line of terrified Imperial grunts.**

09 **The warp rift crater filling up with 220 Lesser and four Greater Daemons over two turns.**

08 **The decisive Warhound Titan duel.**

07 **Cassius throwing a vortex grenade at Abaddon and totally fluffing it!**

06 **The Thunderhawk flying in and offloading four hellstrike missiles into the Daemon Prince.**

05 **The Plaguereaper's pus cannon killing loads of poor Guardsmen (yuck!).**

04 **The Imperial Baneblade going "nuclear", taking the Brass Scorpion and a Leman Russ with it.**

03 **Calgar and the Ultramarines Company Masters charging into a sea of Daemons and wiping out loads of them.**

02 **The indestructible Iron Warriors Land Raider – not even a scratch or dent on it!**

01 **The Assault Marine punching through the Chaos Baneblade's power plant, and the resulting explosion causing devastation to both sides.**

Jervis: **Wow, what a game! I can only hope that the battle report you've just read gets across half of the energy, excitement and sheer enthusiasm with which it was fought. This was a game that had it all, from the awesome tank battle on the desert plains, to Marneus' desperate battle against the huge horde of Daemons around the warp rift, through to the vicious close-quarters city fight between the Imperial Guard and the Black Legion.**

There was literally too much going on for any one person to keep track of – in fact, it took a team of seven to keep track of everything that went on. It took two people just to keep track of the casualties!

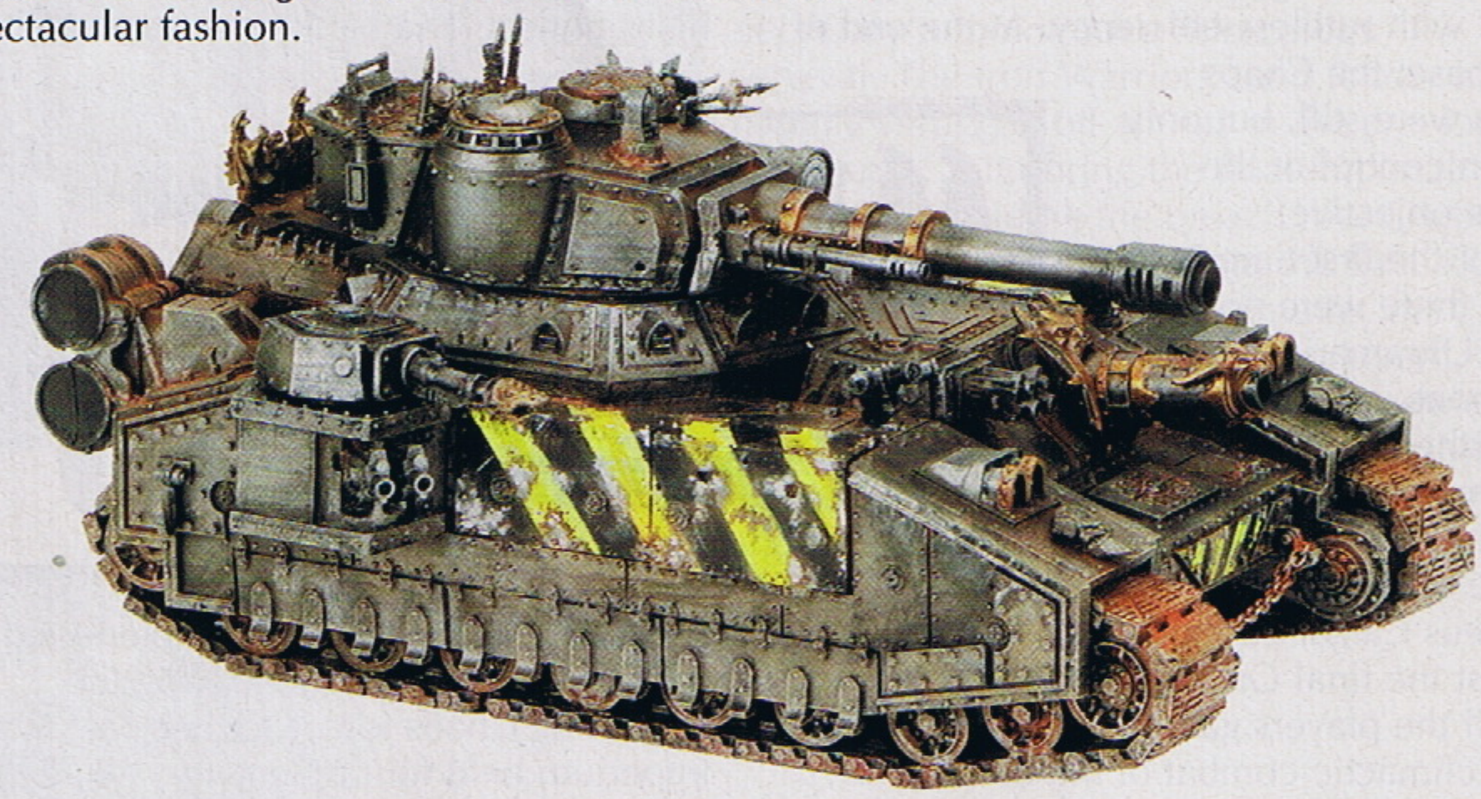
Saying which makes me think I should let you in on a secret. In most battle reports we don't let the players play "normally". In a normal game you play at your own pace, going straight through until the game is over, perhaps stopping for a refreshing cup of tea half-way through. Battle reports are usually quite different. In a battle report the game is halted after each Movement phase so that positions can be recorded on a map, while in the Assault phase the action stops after each separate attack so that casualties can be noted down. This makes for a very stop-start battle, which feels very different to a normal game.

That isn't the way we fought this battle, not because it would have taken too long (though it would have), but because doing so would have robbed the game of the excitement and energy I mentioned earlier. We just fought the battle straight through, starting at 9am in the morning, and finishing at 6pm that evening, with a single stop halfway through to hastily consume pizza and fizzy drinks. The action was noisy and constant, bringing much of the Design Studio and quite a few other departments at Games Workshop Headquarters to a halt as staff drifted over to see what was going on.

I must admit that this uproar didn't surprise me, though it did mean that we had to wait until feared Studio Head, Max "The Enforcer" Bottrill, was away on holiday before holding the game – that man is scary! Getting back on topic, in my experience one of the things that defines a big Apocalypse game and makes it such an exciting experience is the noise and the clamour and the action. Dice clatter as they are rolled in huge numbers, templates are grabbed, casualties hastily removed, reserves surge onto the table, and cheers erupt when something suitably exciting or cataclysmic takes place. The chatter is constant, as players yell out for an opponent to make a save, or brag to

CHAOS UNIT OF THE BATTLE

The Iron Warriors Baneblade: As well as shooting loads of tanks in the early stages of the game, the Chaos Baneblade accounted for the greatest loss of Ultramarine life in spectacular fashion.



colleagues about their exploits, or take part in trash-talk belittling the opposition. It is, in short, bedlam!

And then, amidst this chaos, an epic story of heroism and devastation unfolds. Entire squads are gunned down as they rush into combat, only to have their places taken by fresh reserves. Squadrons of tanks rumble forward, heavy weapons blasting the enemy. Mighty heroes lead the attack, trading blows with equally powerful opponents while all around them a maelstrom of destruction is taking place. It is a Warhammer 40,000 battle as you've read about in Black Library novels or seen pictured in our Codexes!

> **"The action was noisy and constant, bringing much of the Design Studio to a halt."**

Our game of Apocalypse was no different, as the battle report you've just read shows. Almost all of this "awesomeness" was down to the attitude of the players, who really got stuck in and played the game with fantastic spirit. Apocalypse is a game of great highs and lows, with the highs usually coming at the end of your own turn, and the lows at the end of the opponents! It takes fortitude to keep on battling through all of this, especially when you're really up against it, your dice keep rolling low, and there are no reserves left to call on. Despite this all of the players in our game kept on fighting hard right to the end, never giving up, with the result that it was almost impossible to call who would win until the very end.

The time spent at the start setting up the storyline for the game really helped too. It created an over-arching narrative that really tied the game together and gave it a dramatic sweep. Though that being said, just fighting a standard Apocalypse battle with all of the troops we had in this game would be pretty amazing!

And with that I'm going to turn my focus away from our game and towards yours. Yes, yours! What are you waiting for? Get together with your friends and start planning your first Apocalypse game right now. Don't worry if you don't have 20,000 points worth of models; just 3000 points a side will do. In any case, when you and the rest of your gaming buddies pool all of your armies I think you'll be surprised at just how many troops you do have, especially when you add in a Baneblade or two and some of the new Battle Formations you can find in your local Games Workshop store.

Then all you have to do is plan a date for the game and go for it. If you want to theme your games and make up some special rules and terrain features, then so much the better, but don't feel you have to. As I've already said, Apocalypse in its most basic form is an amazing experience, and once you've played, I have no doubt you'll want to play again. And again, and again. So go on then, get cracking, start organising that game. Our Apocalypse is over – yours is just about to begin...

IMPERIAL UNIT OF THE BATTLE

Marneus Calgar and the Masters of the Chapter: These guys alone accounted for great swathes of Daemon destruction. Calgar himself slew two of the Greater Daemons and cleared the way for the Ultramarines to go in and claim the objective.

Marneus Calgar and the Masters of the Chapter.

Apocalyptic Fun

Here are a few moments from the madness that was the Studio Apocalypse battle report...

A man sized gaming board.

What, my lascannon's out of range?

Too many Daemons, just too many Daemons...

A game of titanic proportions.

"What do you mean, 'it scattered?'"

The Chaos Commanders.

The Imperial Commanders.

'EAVY METAL®

SULADÂN & BOROMIR

THE LORD OF THE RINGS STRATEGY BATTLE GAME

This month, the 'Eavy Metal team paint two mighty heroes of Middle-earth for us: Suladân and Boromir.

The Lord of the Rings is an epic tale of adventure, dominated by the deeds of mighty heroes and pernicious villains. No two powerful individuals typify the qualities of their people more so than Boromir and Suladân.

Suladân's name passed out of use long ago, when he took the name of a revered hero at the time he claimed leadership of his tribe. Since then, the name of the Serpent Lord has once more become a famous one throughout Harad, and his own legend grows with each victory.

Boromir, son of Denethor, is Gondor's boldest and most able commander; a master of all the skills of the warrior. Wherever he fights, efforts are redoubled, strength rekindled and victory snatched from the very pits of despair. Boromir's fearlessness inspires the people of Gondor, and his voice is able to rally them against the direst threat.

We asked 'Eavy Metal painters Kirsten Williams and Fil Dunn to paint these mighty heroes, and share their painting knowhow with us.

Preparing the Models

After cleaning up all the parts of the miniatures with a hobby knife and a set of files, they were split into sub-assemblies ready for painting. Suladân was separated into the horse and rider section, the back banner, and the chestplate. Boromir was painted in one piece, but the alternative arm with the Banner of Gondor was painted separately. All the components were undercoated with Chaos Black.

Suladan Stages 1-2

Kirsten took on the task of painting the Serpent Lord. She began by painting each distinct area of the model with a neat, flat basecoat. Some areas needed several thin coats to achieve a solid coat, which is preferable to overloading an area with a thick coat of paint. Stage 2 uses washes to apply shading to the model at a stroke.

Stage 1: Basecoats

Face
Bestial Brown.

Moustache
Fortress Grey.

Muzzle
Tallarn Flesh.

Black areas
Chaos Black.

Sleeves
Mechrite Red.

Sword
Boltgun Metal.

Tail
Desert Yellow.

Horse
Fortress Grey.

Hooves
Khemri Brown.

Stirrups and edging
Dark Flesh.

Trousers
1:1 mix of Chaos Black and Liche Purple.

Gold
Calthan Brown base, Brazen Brass over top.

BANNER

Red banner
Mechrite Red.

Black banner
Chaos Black.

Poles
Scorched Brown.

CHEST PLATE*

Bandages
Khemri Brown.

Horns
Scorched Brown.

**Gold areas painted just like the barding.*

Stage 2: Shading

Gold
Chestnut Ink, with Brown Ink in the deepest recesses.

Muzzle
Flesh Wash.

Sleeves
Flesh Wash.

Tail
Flesh Wash.

Horse
Codex Grey wash.

Stirrups and edging
Chestnut Ink.

Edging
Chestnut Ink.

Wash stage

At this stage most of the areas on the model are given a watered-down wash of ink or paint to define the darker parts of the model.

BANNER

Red banner
Flesh Wash.

CHEST PLATE*

Bandages
Brown Ink.

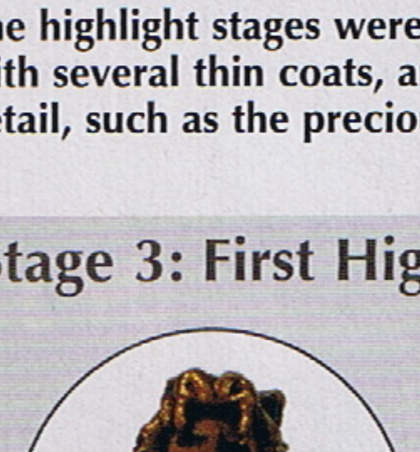
**Gold areas painted just like the barding.*

Suladan Stages 3-4

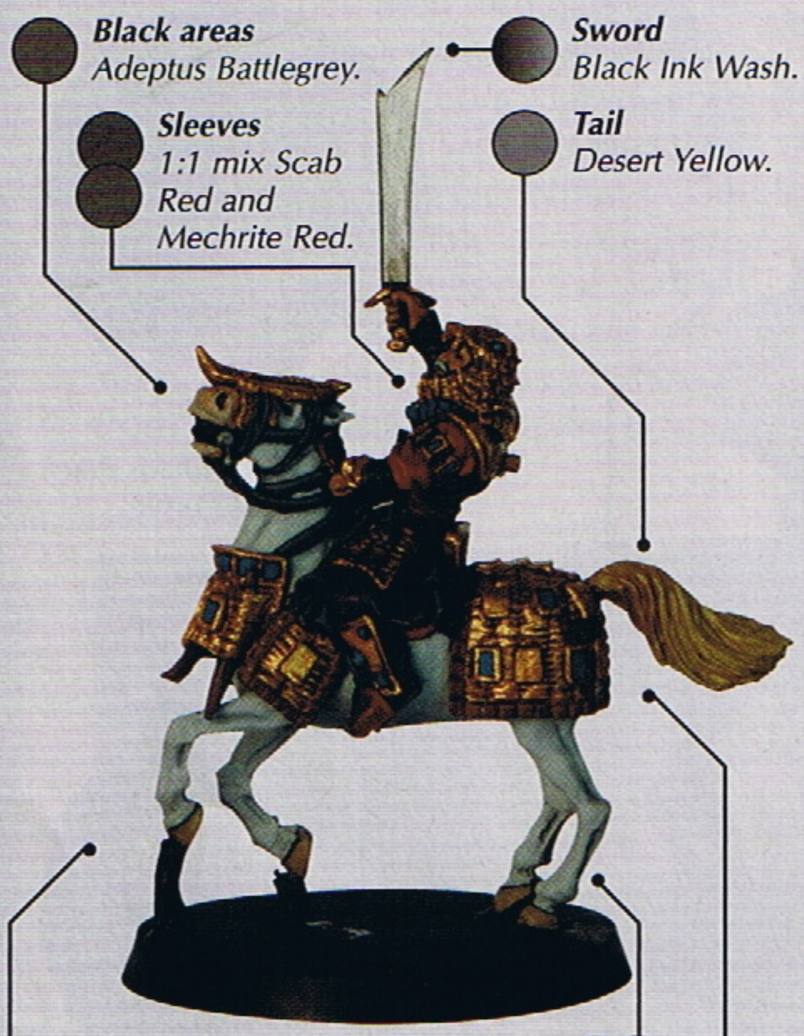
The highlight stages were mostly layered onto the model, again building up each layer with several thin coats, and leaving the shading wash visible in the recesses. New areas of detail, such as the precious turquoise stones, are basecoated at this point.

Stage 3: First Highlights

Face
1:1 mix Bestial Brown and Tallarn Flesh.



Muzzle
1:1 mix Tallarn Flesh and Fortress Grey.



Black areas
Adeptus Battlegrey.

Sleeves
1:1 mix Scab Red and Mechrite Red.

Sword
Black Ink Wash.

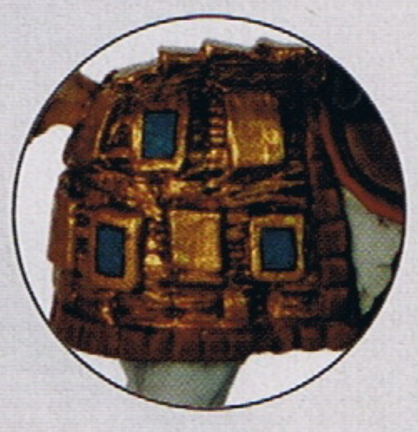
Tail
Desert Yellow.

Horse
2:1 Fortress Grey and Skull White

Hooves
1:1 mix Desert Yellow and Khemri Brown.

Stirrups and edging
1:1 mix Dark Flesh and Bleached Bone.

Trousers
Liche Purple.



Gold
Shining Gold.

Precious stones
Hawk Turquoise.

BANNER

Red banner
3:1 Mechrite Red and Elf Flesh.

Black banner
Adeptus Battlegrey.

Poles
2:1 mix Scorched Brown and Bleached Bone.

CHEST PLATE*

Bandages
Graveyard Earth.

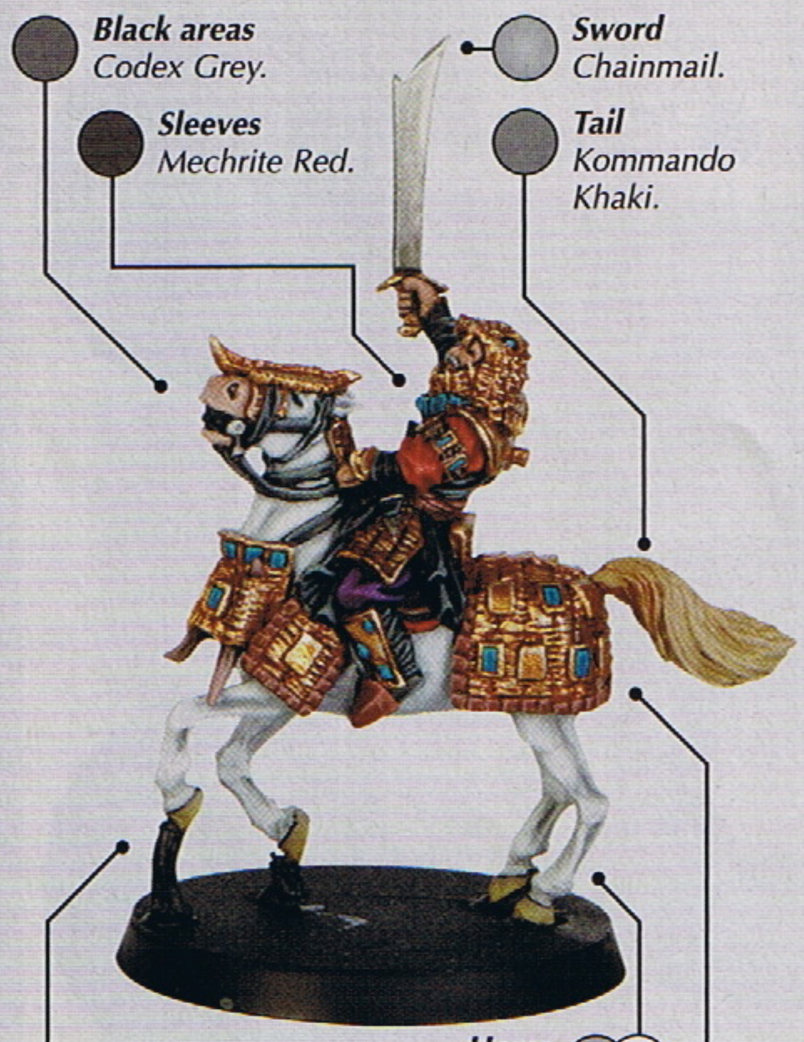
Horns
1:1 mix Scorched Brown and Bleached Bone.

**Gold areas painted just like the barding.*

Stage 4: Second Highlights

Face
Tallarn Flesh.

Muzzle
1:1:1 mix Tallarn Flesh, Fortress Grey and Skull White.



Black areas
Codex Grey.

Sleeves
Mechrite Red.

Sword
Chainmail.

Tail
Kommando Khaki.

Horse
1:3 Fortress Grey and Skull White.

Hooves
Desert Yellow.

Stirrups and edges
1:2 mix Dark Flesh and Bleached Bone.

Trousers
1:1 Liche Purple and Hormagaunt Purple.

Gold
1:1 Shining Gold and Mithril Silver.

Precious stones
2:1 mix Hawk Turquoise and Skull White.

BANNER

Red banner
1:1 mix Mechrite Red and Elf Flesh.

Poles
1:1 Scorched Brown and Bleached Bone.

CHEST PLATE*

Bandages
2:1 Graveyard Earth and Skull White.

Horns
1:2 Scorched Brown and Bleached Bone.

**Gold areas painted just like the barding.*

Suladan Stage 5

Kirsten painted all the fine highlights and intricate details at stage 5, using a fine brush and a very steady hand! This is the stage where the eyes, final highlights and banner design were all painted. Once these details were complete, Kirsten assembled the model and based it to match the Studio collection.

Stage 5: Details

Face
1:1 Tallarn Flesh and Skull White.

Black areas
Fortress Grey.

Sleeves
2:1 mix Mechrite Red and Elf Flesh.

Stirrups and edges
1:2 Dark Flesh and Bleached Bone.

Hooves
Desert Yellow.

Sword
Mithril Silver.

Tail
Bleached Bone.

Trousers
Hormagaunt Purple.

Precious stones
1:1 mix Hawk Turquoise and Skull White.

Detailing

Fine details, such as the horse's teeth and the Fortress Grey edging on the bridle, are added in Stage 5. Finally, a tiny white dot is added to the eyes.

CHEST PLATE*

Bandages
1:1 Graveyard Earth and Skull White.

Horns
Bleached Bone.

*Gold areas painted just like the barding.

Final Banner Details

To finish off the banner, Kirsten painted on the sigils using the Battle of Pelennor Fields sourcebook for reference. Painting complicated emblems like this requires patience, a fine brush and a steady hand.

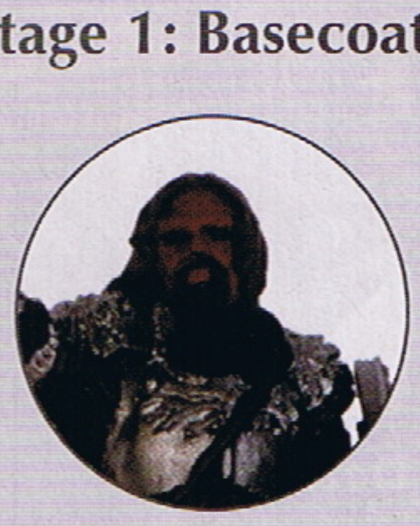
Black sigil
Chaos Black.

Red sigil
Mechrite Red.

Boromir Stages 1-3

Fil Dunn painted Boromir for us, and took a similar approach to Kirsten, painting all of the areas with a fairly dark basecoat first of all. It's a good idea to complete each metallic area before painting the rest of the stage, as these can often be the messiest parts of the model.

Stage 1: Basecoats



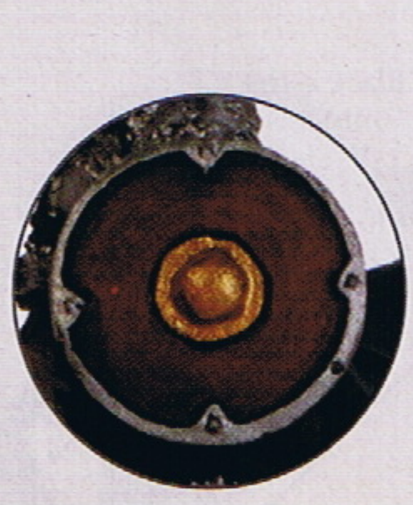
Face
Dark Flesh.

Hair and beard
Scorched Brown.

Gold
Shining Gold.

Metal
Chainmail.

Horse tail, hooves and mane
Khemri Brown.



Shield
Dark Flesh.

Clothing
Chaos Black.

Saddle cloth
Dark Flesh.

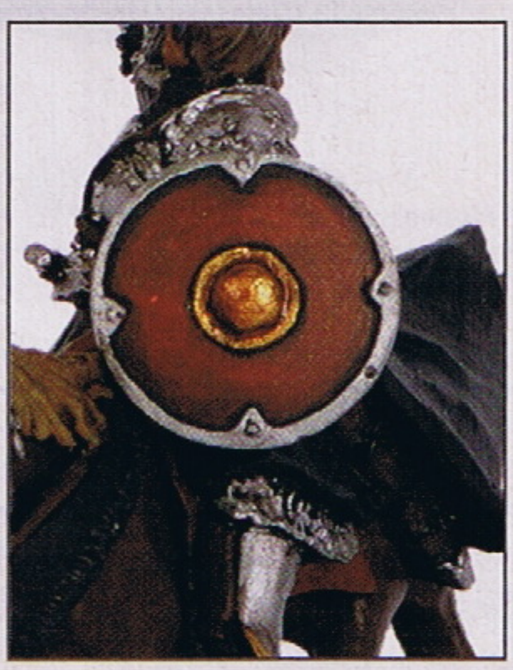
Horse hide
Scorched Brown.

Stage 2: Shading

Gold areas
Chestnut Ink, with Brown Ink in the deepest recesses.

Metal areas
Black Ink wash.

Horse mane and tail
Brown Ink wash.



Wash stage

At this stage, most of the areas on the model are given a watered-down wash of ink or paint to define the darker parts of the model.

Stage 3: First Highlights

Face
Tallarn Flesh.

Metal
Chainmail.

Saddle cloth
Terracotta.

Horse hide
Bestial Brown.

Horn of Gondor
Dheneb Stone.

Reins trim
Shadow Grey.

Reins strap
Scorched Brown.

Boromir Stages 4-5

Fil continued to build up the highlight layers using the colours shown below, before finishing with the fine details. Finally, he painted the Banner of Gondor separately – with clever use of pinning, the arms can be swapped over depending on your gaming needs.

Step 4: Second Highlights

Face
2:1 mix Tallarn Flesh and Skull White.

Saddle cloth
1:1 mix Terracotta and Bleached Bone.

Metal
Mithril Silver.

Reins trim
1:1 mix Shadow Grey and Space Wolves Grey

Reins strap
2:1 mix Scorched Brown and Bleached Bone.

Horn of Gondor
Skull White.

Gold
1:1 Shining Gold and Mithril Silver.

Cloak
Adeptus Battlegrey.

Step 5: Details

Face
1:1 mix Tallarn Flesh and Skull White.

Hair
1:1 mix Scorched Brown and Bleached Bone.

Reins detail
1:1 mix Shadow Grey and Space Wolves Grey.

Horse hide
1:1 mix Bestial Brown and Bleached Bone.

Shield scratches
Mithril Silver.

Tunic hem detail
Skull White.

ALTERNATE BANNER ARM

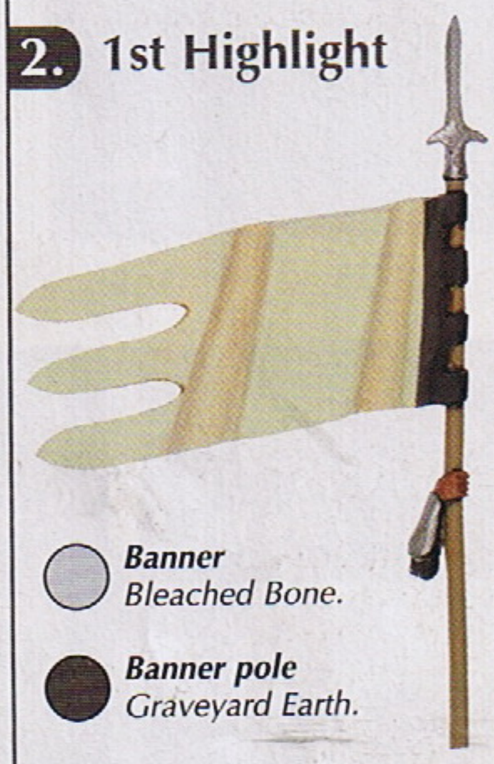
1. Basecoats

Banner
Iyanden Darksun.

Banner hoist
Chaos Black.

Banner pole
Khemri Brown.

2. 1st Highlight



Banner
Bleached Bone.

Banner pole
Graveyard Earth.

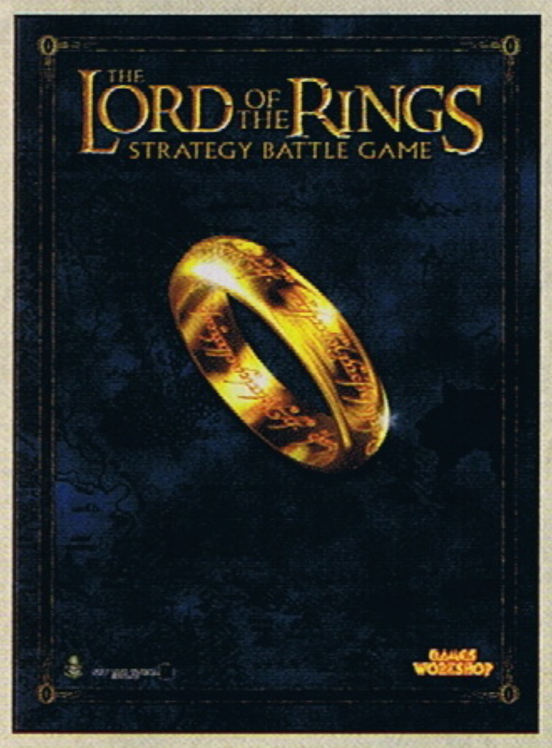
3. 2nd Highlight

Banner
Skull White.

Banner hoist
Adeptus Battlegrey.

4. Final Banner Details

THE LORD OF THE RINGS STRATEGY BATTLE GAME™



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The Lord of the Rings strategy battle game gives you and your friends every opportunity to relive the excitement of the motion picture and the trilogy of books.

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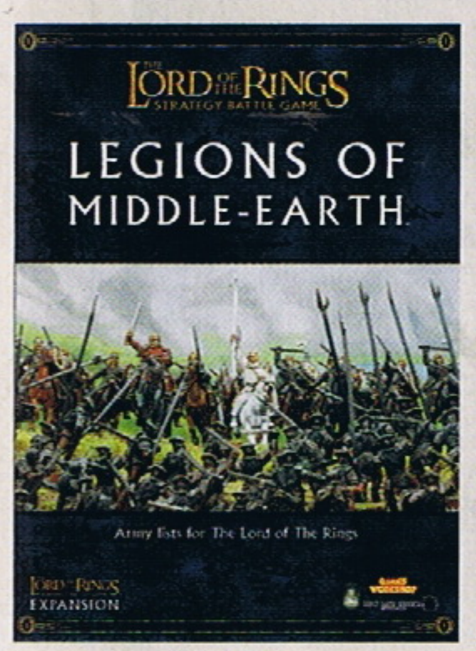

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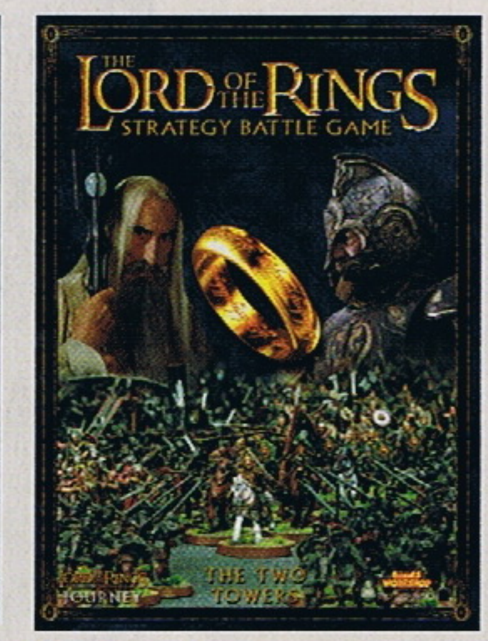

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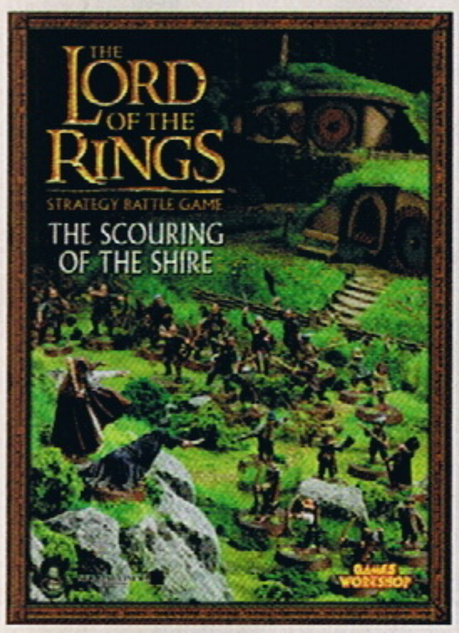

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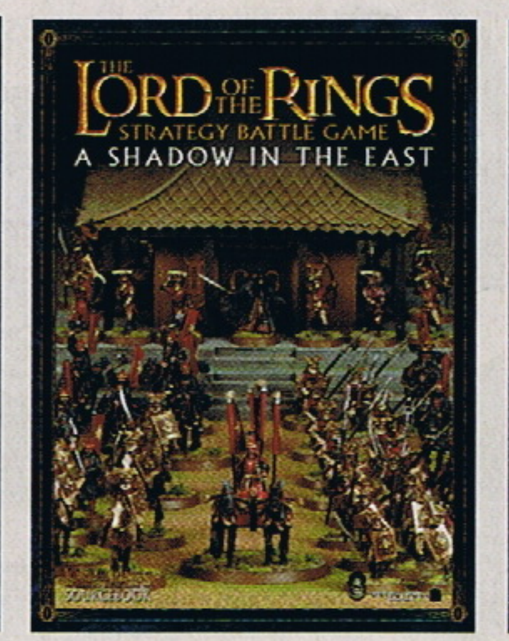

A Shadow in the East
The Easterlings march to war in the name of Sauron. These warriors of Evil are led by Khamûl, one of the Nazgûl.

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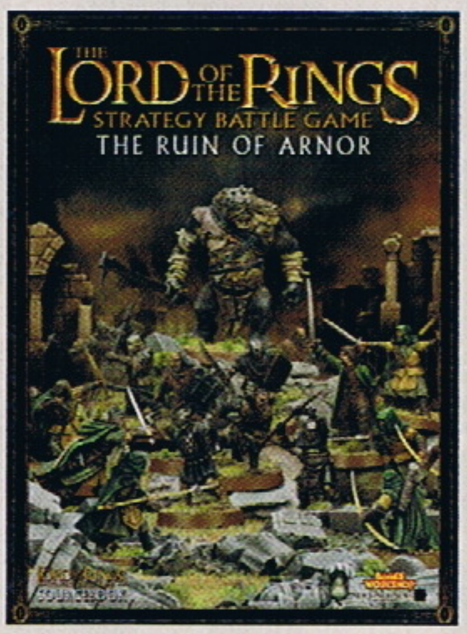

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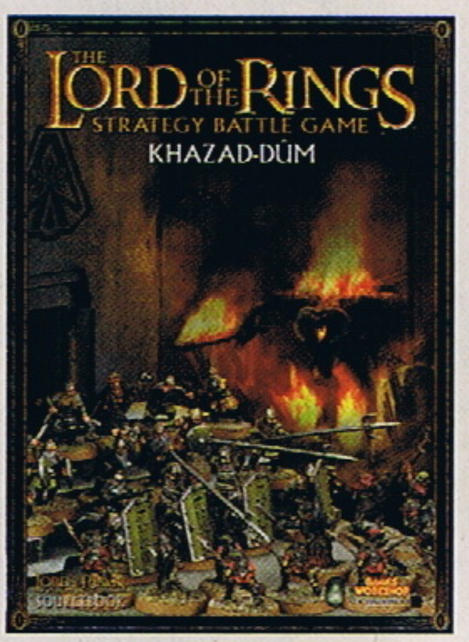

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CITADEL®

Warhammer 40,000 basing kit

TOOLBOX

The brand new Warhammer 40,000 basing kit is the most comprehensive yet. The kit now includes intricately detailed brass etching and over 40 resin components. This month, we take a closer look at these handy basing materials.

WARHAMMER 40,000 BASING KIT			£12
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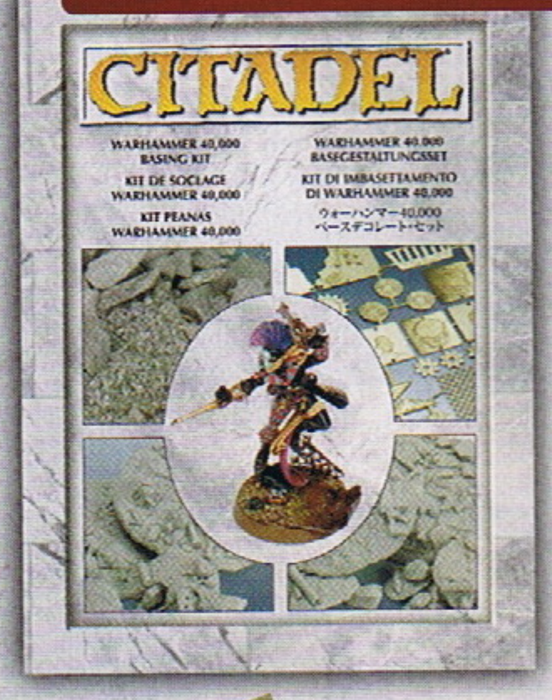
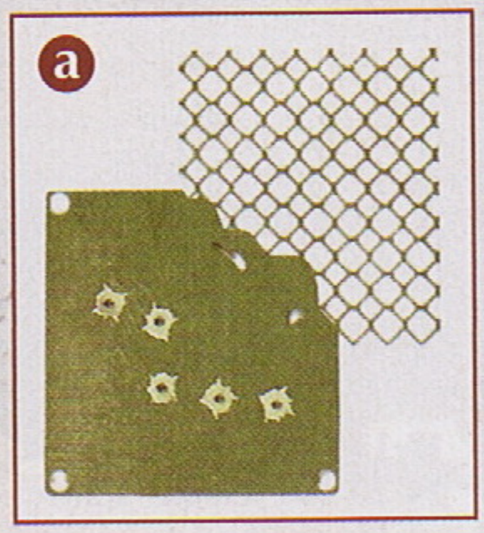


What's in the kit

1. **Fine slate.** One tub contains fine slate for representing smashed brickwork and battlefield detritus.
2. **Large slate.** This tub holds bigger pieces of slate to represent large rocks, areas of rubble and debris.
3. **Resin pieces.** Two tubs of resin base components. Sculpted by Juan Diaz, there are 23 different designs, and you get 46 in the kit.
4. **Brass etching.** Brass sheet contains 30 highly detailed components, including industrial tread plates, drain covers, road signs and mesh.
5. **Spare tub.** A handy container for storing your brass components when they've been removed from the sheet.

Using Brass-etched components

The great thing about the brass components **(a)** is that they can easily be manipulated to create some cool three-dimensional shapes. The road signs, tread plates and fence mesh can all be bent out of shape to give them a very war-torn look. To do this you should use something cylindrical, like a pen or paintbrush handle, to curl the brass component around **(b)**. You can even use clippers to cut into them, creating battle-damage effects.



This base has been completed using some of the elements from the basing kit. Note the bent sheet metal and wire mesh from the brass sheet.

MODELLING WORKSHOP

APOCALYPSE

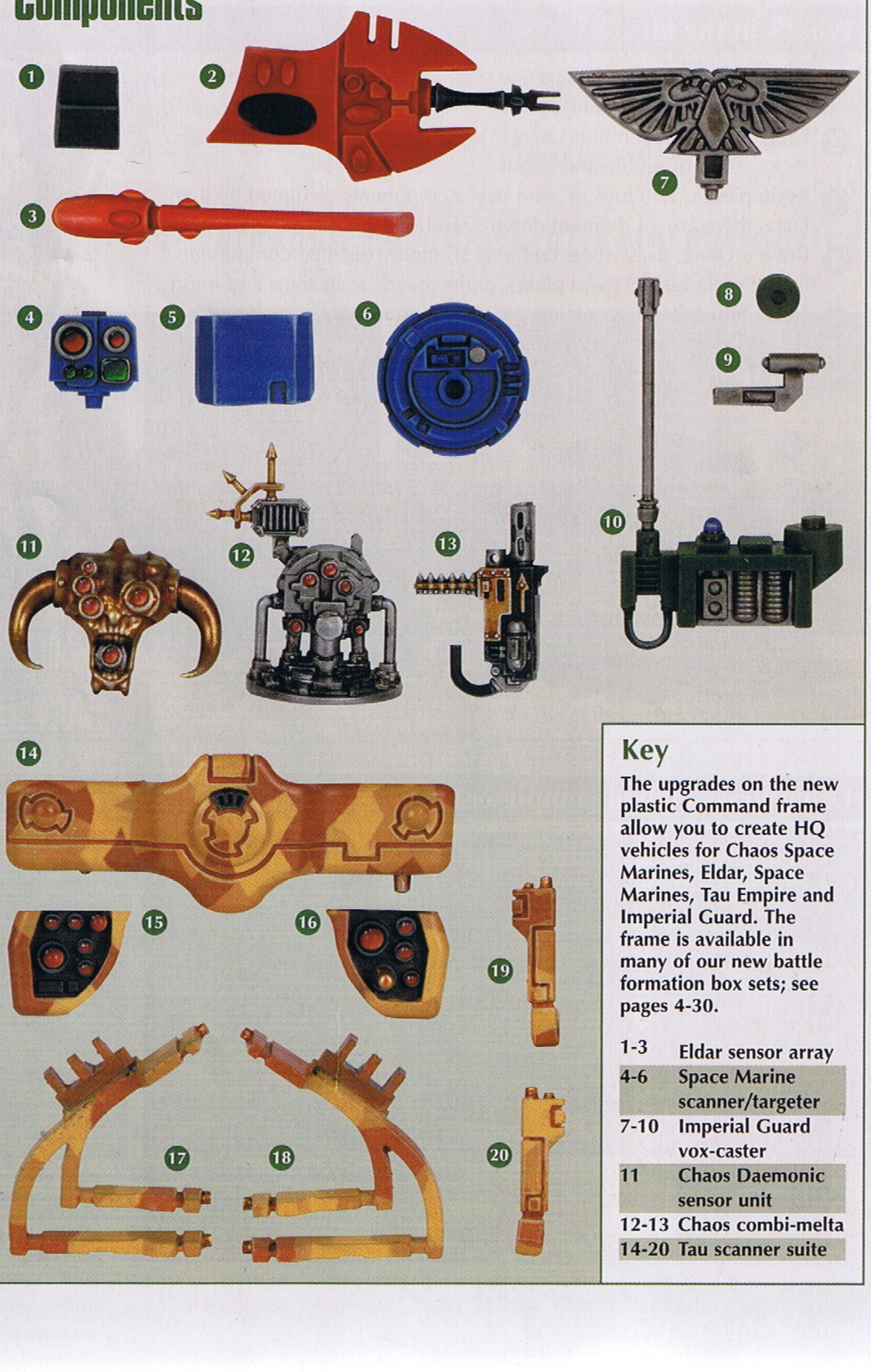
WARHAMMER 40,000™

The new plastic command frame provides a great way to upgrade vehicles for Apocalypse battles, representing lead vehicles in a battle formation.

Command Frame

Many Apocalypse battle formations make use of command vehicles, which need to be marked out on the battlefield. The new command frame provides you with all the bits you need!

Components



Key

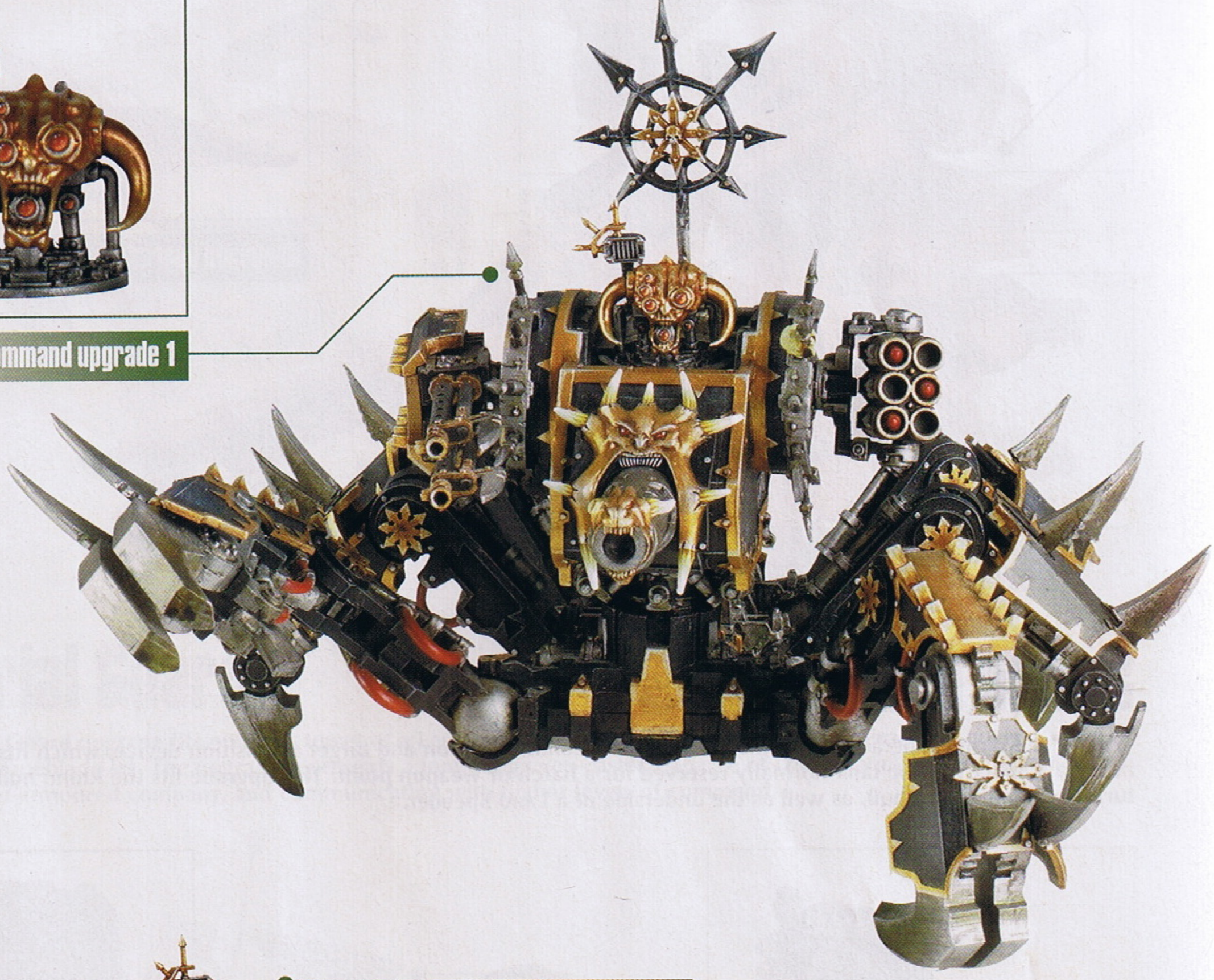
The upgrades on the new plastic Command frame allow you to create HQ vehicles for Chaos Space Marines, Eldar, Space Marines, Tau Empire and Imperial Guard. The frame is available in many of our new battle formation box sets; see pages 4-30.

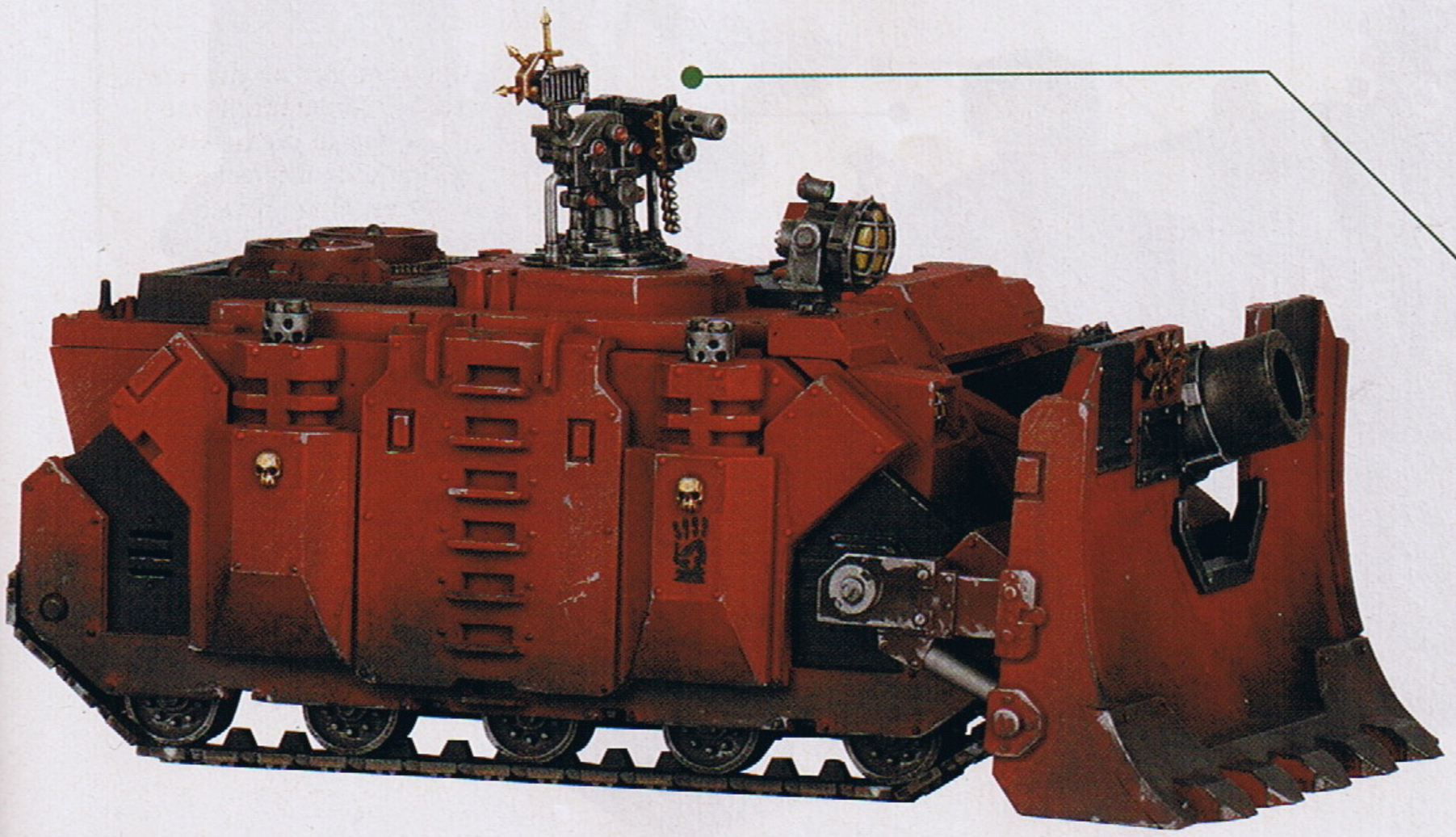
1-3	Eldar sensor array
4-6	Space Marine scanner/targeter
7-10	Imperial Guard vox-caster
11	Chaos Daemonic sensor unit
12-13	Chaos combi-melta
14-20	Tau scanner suite

Chaos Space Marines

The Chaos Space Marine upgrades represent an arcane sensor unit. This can feature a leering, daemonic face, or additional weapons in the form of a combi-melta, and fits in the hatch holes on the Rhino hull, Predator turret, Land Raider hull or Defiler top hatch.

Command upgrade 1

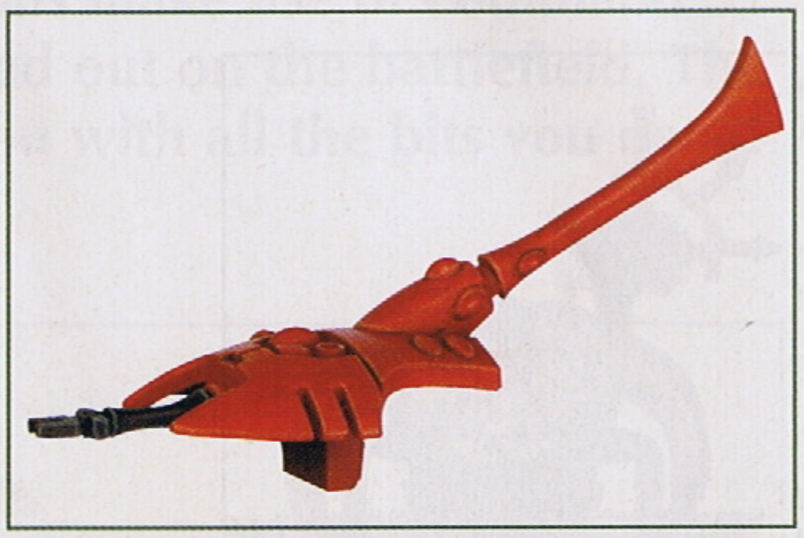




Command upgrade 2

Eldar

The Eldar upgrade is designed to be mounted near the weapons turret of a Falcon grav tank or Wave Serpent. It represents an array of sophisticated Eldar sensors, far beyond the understanding of the Imperium's Tech Priests.



Command upgrade

Space Marines

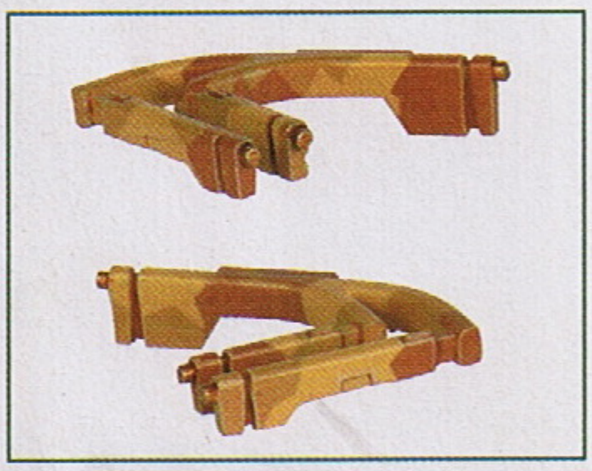
The Space Marines upgrade represents an advanced communication and target acquisition device, which fits into the hole on a Space Marine tank normally reserved for a hatch or weapon point. This upgrade fits the Rhino hull, Predator turret or Land Raider hull, as well as the underside of a Land Speeder.

Command upgrade

Tau Empire

The Tau command vehicle upgrades can be used independently or together on the same vehicle (as shown here). The upgrades represent an extensive scanner suite that can be mounted on the hull of a Sky Ray, Hammerhead or Devilfish.

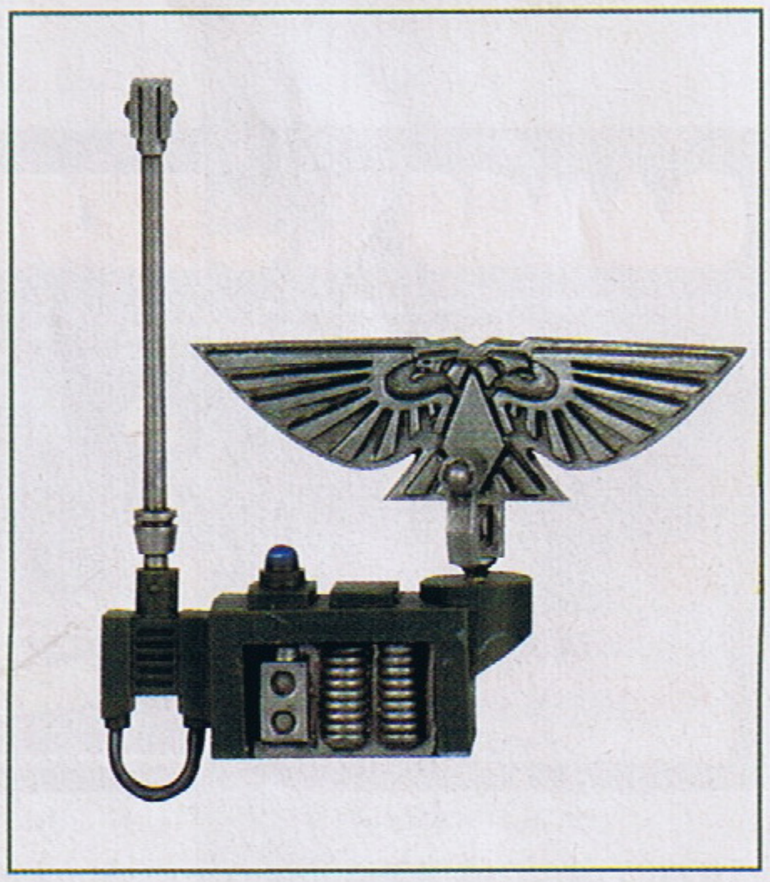
Command upgrade 1



Command upgrade 2

Imperial Guard

The Imperial Guard upgrade fits onto the turret of a Leman Russ (or any of its variants), or a Chimera. It could also be used on the Baneblade kit. The upgrade represents a long-range vox-caster, capable of coordinating the many vehicles of a squadron or armoured company, and communicating with higher levels of command.



Command upgrade

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- Terracotta
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- Skull White
- Mithril Silver
- Boltgun Metal
- Chainmail
- Tin Bitz
- Dwarf Bronze
- Brazen Brass
- Burnished Gold
- Shining Gold
- Red Ink
- Magenta Ink
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- Gretchin Green
- Knarloc Green
- Orkhide Shade
- Charadon Granite
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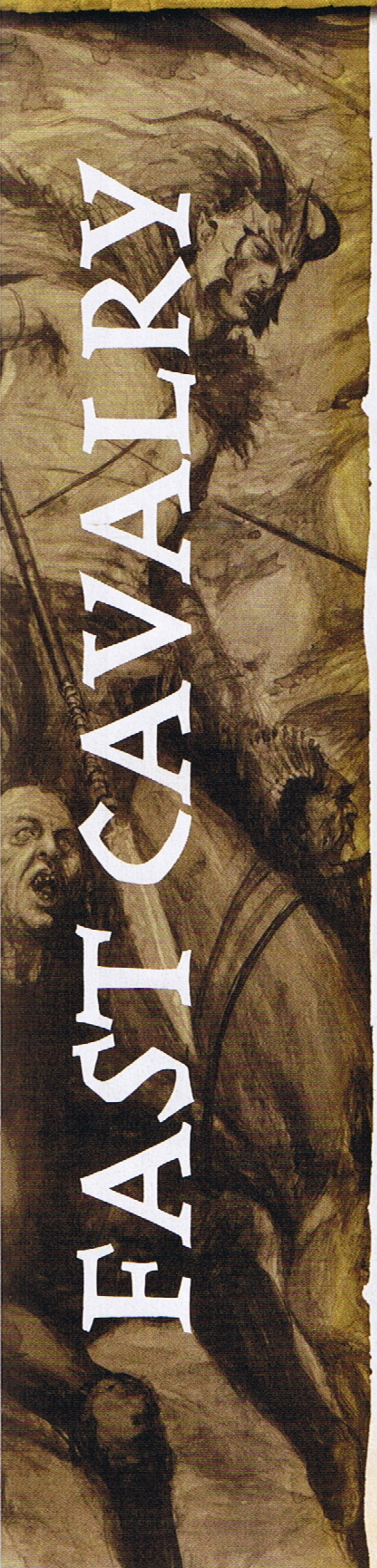


Everyone's scared of Fast Cavalry. After a week or two of metaphorically mucking out the stables, Mat Ward reckons he's got a few ideas as to why.

By and large, cavalry are divided into two kinds: heavy cavalry and light cavalry. Heavy cavalry are generally big, heavily armoured and muscular men (or man-sized creatures) mounted on big, heavily armoured and muscular horses. They hit like a ton of bricks falling from a church tower and prevail through sheer mass, fury and stubborn refusal to fall over and stop breathing.

At the other end of the scale is light cavalry. These bold souls rely on the swiftness of their steed to carry them to where they are needed most. The tools of light cavalry are normally the spear and the bow, rather than the lance and the shield, and they strike from the flank, rather than charging the front ranks.

In this article, I'm going to take a look at Warhammer's own brand of light cavalry: the Fast Cavalry. Though sometimes subtle in employment, Fast Cavalry is a truly potent force upon the battlefield, able to harry your opponent's army, destabilise his plans and lead his prize unit on a merry dance across the board. I'll take a look at Fast Cavalry's strengths and weaknesses, and try to shed light on some of the more successful tactics that they can employ.

The Pros

Fast Cavalry come with several bonuses that either aid or define their battlefield role, namely speed, manoeuvrability, firepower and deception!

As their name suggests, Fast Cavalry can manage a fair turn of speed when they've a mind and are more than capable of leaving even the most eager opponents in the dust.

This is partly due to impressive Movement values – 8 is the average for Fast Cavalry, and 9 is disturbingly common – but in reality owes more to their Free Reform rule. Free Reform does exactly what it says: it allows your unit of Fast Cavalry to reform as often as it wishes without penalty – even when it has marched! Such flexibility is fantastic whether your unit is running towards the action or making a discreetly valourous withdrawal from the field.

Four-legged archers

Accustomed as they are to living – and fighting – on horseback, Fast Cavalry troops can pull off tricks that send other cavalrymen green with envy (unless they're Orcs – they're already green, so they just hit you instead). Nowhere does this show more plainly than in the Shooting phase, where your unit of Fast Cavalry can fire even if it has marched or reformed. Better still, they can shoot all around – although not through members of their own unit.

The art of retreat

Fast Cavalry are the masters of deception, often used to draw a hapless enemy into a cunning trap. To do so, they make use of a rule called Feigned Flight. This allows Fast Cavalry to act normally after fleeing from a charge, providing they can pass their rally test, of course. Many a unit of frenzied Chaos Knights has been led a merry dance by the malicious machinations of a unit of Fast Cavalry. Of course, the risk with this particular tactic is that your valued and loyal minions may choose to keep running. On the other hand, the unit you've just suckered will normally cost far more points, so you're unlikely to lose out.

Cheap & Cheerful

Alessio Cavatore: **I think that Mounted Yeomen are the most cost-effective Fast Cavalry unit in the game. With bow, spear, and the mandatory shield, they come to a nice 16 points. Their Peasant Duty rule makes them great at their role for several reasons: they can use any nearby Knight's Leadership (making them less reliant on the General), their banner doesn't award any extra points to the enemy and, more importantly, they do not cause Panic in your knights. These last two effects are perfect for their main tactical use: expendability!**

The Cons

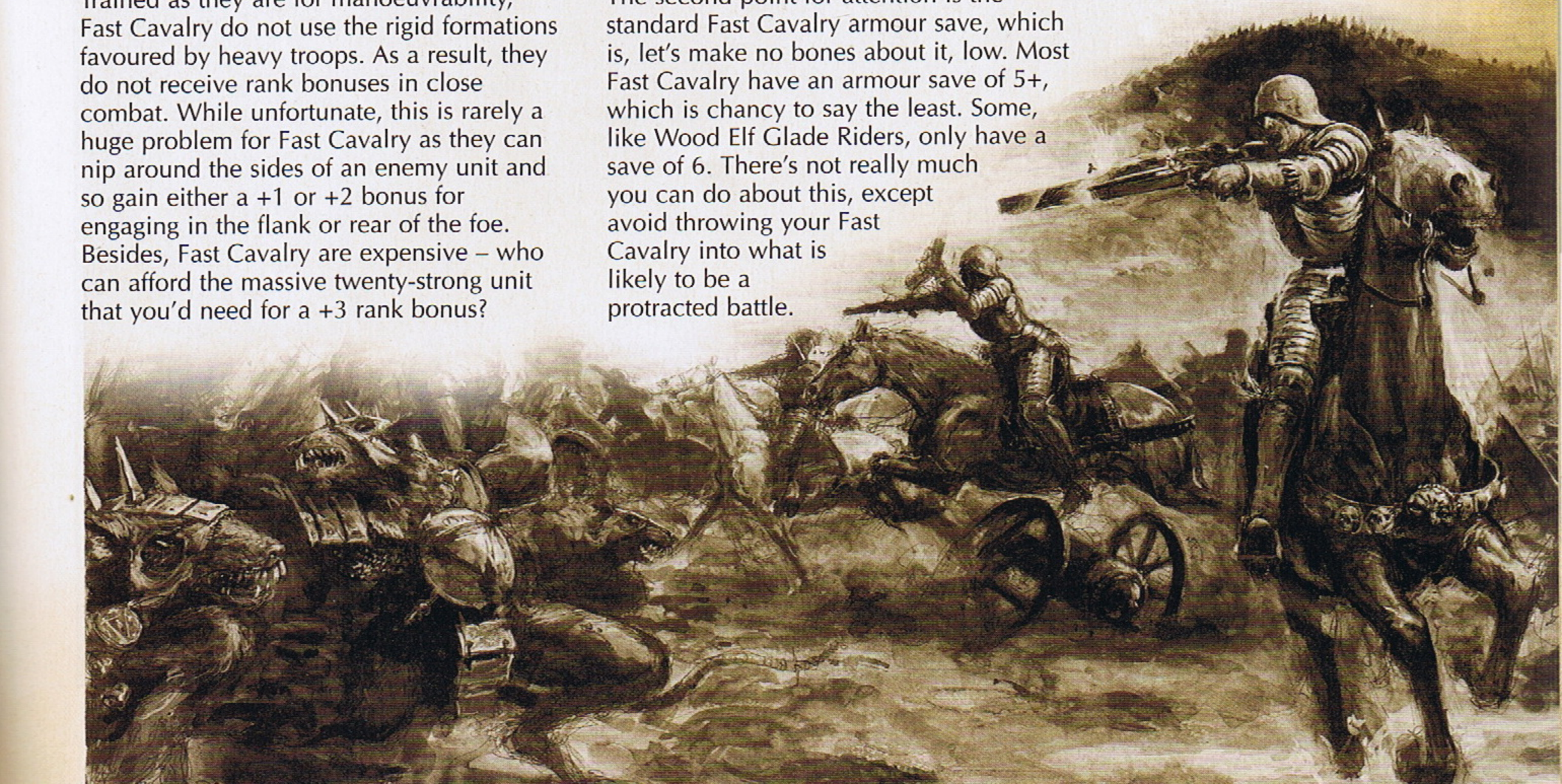
All this splendour inevitably has a trade off. Fast Cavalry have two downsides. Neither is earthshaking, but you'll want to be aware of them.

Formation

Trained as they are for manoeuvrability, Fast Cavalry do not use the rigid formations favoured by heavy troops. As a result, they do not receive rank bonuses in close combat. While unfortunate, this is rarely a huge problem for Fast Cavalry as they can nip around the sides of an enemy unit and so gain either a +1 or +2 bonus for engaging in the flank or rear of the foe. Besides, Fast Cavalry are expensive – who can afford the massive twenty-strong unit that you'd need for a +3 rank bonus?

Light armour

The second point for attention is the standard Fast Cavalry armour save, which is, let's make no bones about it, low. Most Fast Cavalry have an armour save of 5+, which is chancy to say the least. Some, like Wood Elf Glade Riders, only have a save of 6. There's not really much you can do about this, except avoid throwing your Fast Cavalry into what is likely to be a protracted battle.



Tricks of the Trade

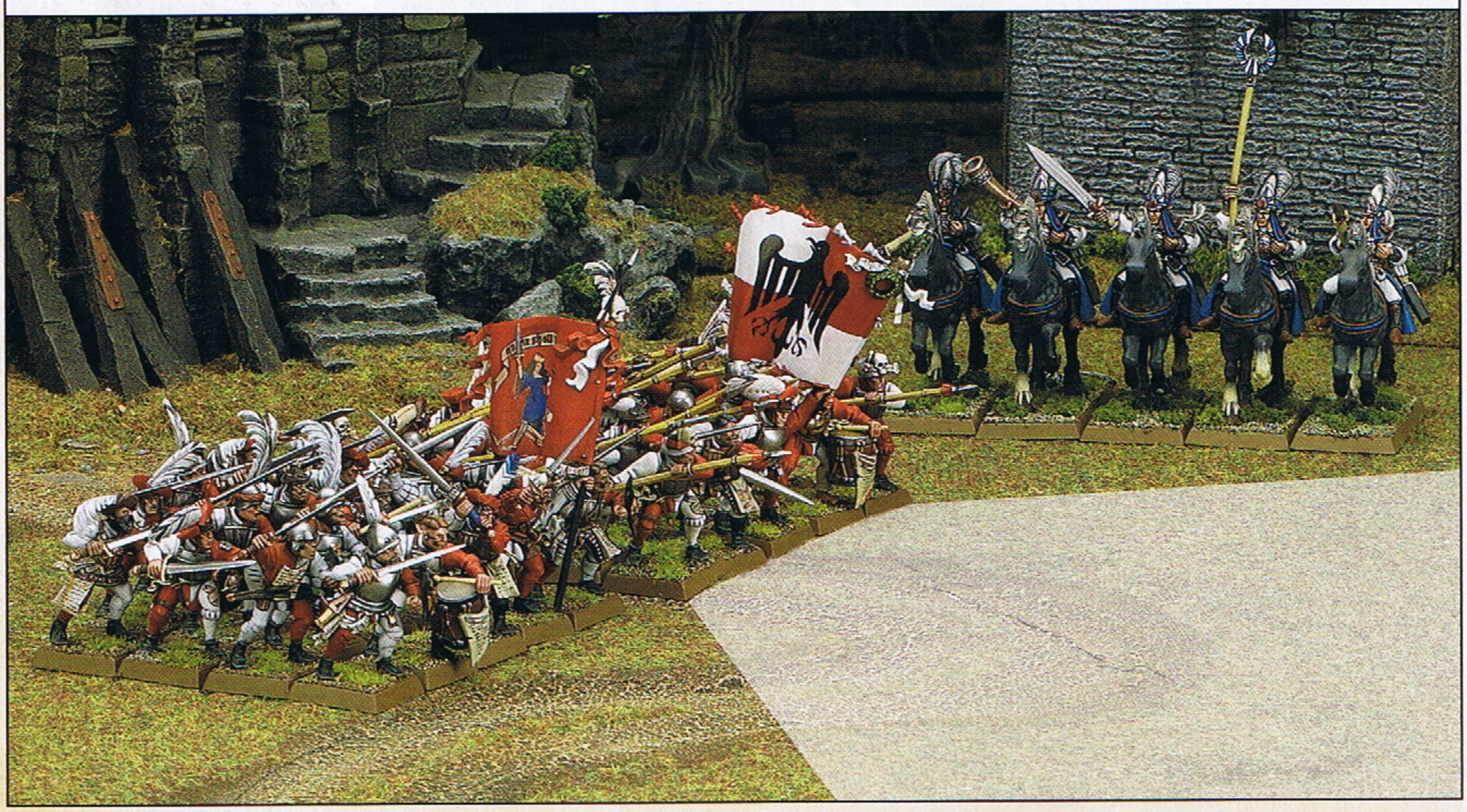
So, with all that in mind, what devious tricks can you get out of your fearless horsemen? Obviously, speed lends itself to running down fleeing troops, charging war machines etc., but you can do so much better – as I'll now demonstrate.

The brick wall

This one's simplicity itself. Using their speed, a unit of Fast Cavalry nips around the back of an enemy unit. In the meantime, you pound that enemy unit with arrows, spells and cannonballs, or break it in close combat. When the unit inevitably flees, your Fast Cavalry are waiting behind it in ambush, ready to chop them to pieces. Remember, you'll need at least 3 models (and the required Unit Strength 5) to pull this off.

Ambush

The easiest of the Fast Cavalry masterstrokes, the Ambush is the art of charging an enemy unit in the flank or rear. In your first move, scoot the Fast Cavalry unit as far forward as you can and turn them through 90°, so that when the enemy advances, the flank of one or more of his units is within the charge arc and charge range of the Fast Cavalry. Care should be taken to stay out of enemy charge arcs, or you'll find your ambushers ambushed. When the foe advances, you'll be able to pounce on a unit of your choice. Take care that you don't bite off more than you can chew, though. As already mentioned, Fast Cavalry are not the hardiest troops, and are best thrown at light infantry (ie, Toughness 3 or 4 with an armour save no better than 4+).



The close range volley

A more specialised tactic, the close range volley is best accomplished by troops with thrown weapons or pistols, although any Fast Cavalry with a ranged attack can make use of it. Simply put, the Fast Cavalry unit chooses an enemy unit – generally a foe on either flank of the battle line – and get as close as they can whilst staying out of the target unit's charge arc. From here, your Fast Cavalry can not only pound the foe with impunity, they can also prevent them from marching. Without doubt, Empire Pistoliers are the kings of this manoeuvre – their braces of pistols are deadly, but short-ranged.

Rotors of Doom

Gav Thorpe: Right about now, players with Dwarf armies will be skipping to the next article. Halt, I say! Although Dwarfs players possess no Fast Cavalry per se, they can use the Gyrocopter in many similar roles. In particular, it can block march moves, harass Skirmishers and chase down fleeing units just like Fast Cavalry.

My favourite tactic is to charge a Gyrocopter into a combat you are confident of winning, so that when the enemy breaks you can pursue 3D6" to wipe out the fleeing unit – something valuable in an army that normally pursues 2D6-1".

The Redirect

This is the trickiest tactic you will call on your Fast Cavalry to perform. They can go it alone, or team up with some friends, depending on how your battle line is fixed.

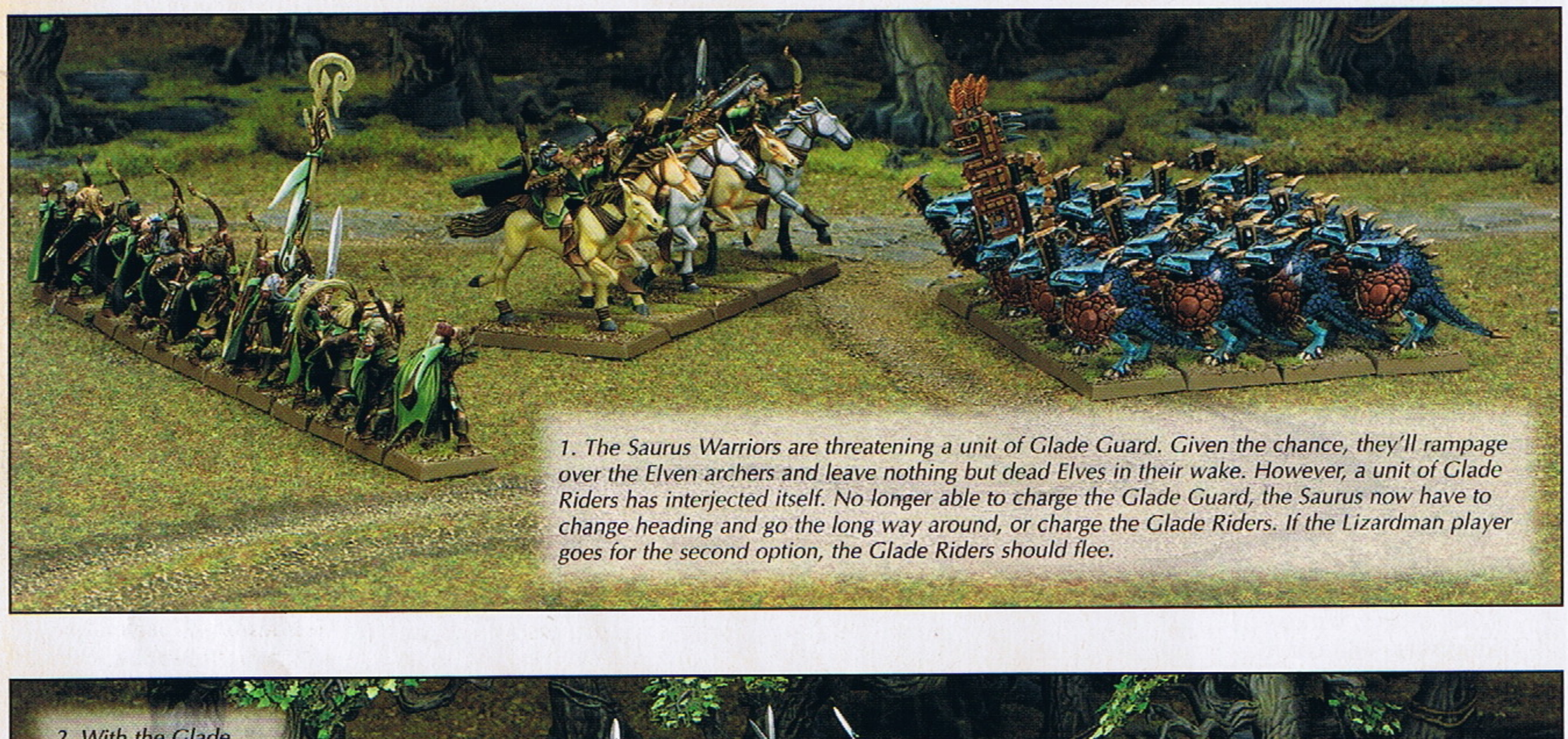
Tactic 1: chase the rabbit

Let's face it, there are just some times when you need an enemy unit somewhere, anywhere, other than where your opponent wants it to be. Maybe it's a mob of Orcs bearing down on your artillery, or perhaps an Ogre Bull unit looks set to eat an otherwise promising unit of Greatswords. At times like these, just buying a turn of peace seems like a miracle, and that's just what your Fast Cavalry are going to provide for you.

When playing "chase the rabbit", try to avoid having your Fast Cavalry flee through a friendly unit – this can cause potentially devastating Panic tests. It's also worth bearing in mind that this tactic works best against infantry. Cavalry might just catch your "rabbit" if the flee dice come up poorly, turning your plan from "chase the rabbit" to "kill the rabbit" in short order.

Tactic 2: rabbit's revenge

If you've a unit to spare and plan ahead, you can turn "chase the rabbit" into something rather more dangerous. For this to work, you'll need a big, bad-tempered and ugly unit – preferably one that loves to get in the flank of the foe. This revenge unit moves into place to take advantage of the attacker's exposed flank at the same time that the rabbit unit gets the enemy's attention. When the enemy takes the bait, their flank is left exposed, and then the killing can begin.



1. The Saurus Warriors are threatening a unit of Glade Guard. Given the chance, they'll rampage over the Elven archers and leave nothing but dead Elves in their wake. However, a unit of Glade Riders has interjected itself. No longer able to charge the Glade Guard, the Saurus now have to change heading and go the long way around, or charge the Glade Riders. If the Lizardman player goes for the second option, the Glade Riders should flee.

2. With the Glade Riders fleeing, the Saurus fail their charge and are pulled away from the main battle line. The Glade Guard have been bought a turn of safety and can let loose at the Saurus during this respite.

3. As before, the Glade Riders advance to screen the Glade Guard. As they do so, a unit of Treekin move into position on the flank. As the Glade Riders flee, the Saurus' failed charge leaves them exposed to a flank charge from the Treekin. Saurus may be tough, but they're not that tough.

Stopping Fast Cavalry Dead

"Well," I hear you cry, "now we know how to get the most out of our Fast Cavalry, but what's the best way to stop the annoying little rotters ruining our day?"

Well, there are many and varied ways of curing your light cavalry blues, but the best has to be some Fast Cavalry of your own, to intercept, shoot or otherwise destroy them. Alas, not all armies are lucky enough to have a unit of Fast Cavalry in their roster, generally the armies of short or ugly folk like Dwarfs, Ogres, Lizardmen and Skaven. Moreover, even if you've the option of taking a unit of Fast Cavalry, it's not always possible to include some in your army – they normally eat up a Special slot, after all. So, if you've neither the option nor inclination to fight metaphorical fire with metaphorical fire, fight it with firepower instead.

From a distance

Wizards can make Fast Cavalry a thing of memory. A spell that causes D6 Strength 4 hits, like Fireball, will merely graze a block of 30 Goblins, but it'll incinerate a unit of 5 Wolf Riders. Almost every army can lay its hands on a spell Lore capable of dishing out inexpensive pain, and Fast Cavalry, with their low Toughness and poor armour saves, are begging to be blasted. Similarly, arrows, bolts and lead shot are also fantastic tools for Fast Cavalry pest control – if you can't get to a Fireball, you can almost certainly lay your hands on 10 archers or crossbowmen.

Up close and personal

There are anti-Fast Cavalry options, too, for those more inclined to dealing with problems with swords, fists and teeth. Ahead of the pack in this regard are chariots – they move fast, charge even faster and pack a real punch. Alternatively, there are plenty of flying troops to be had in Warhammer and, while I'm not suggesting you should use a Dragon to chase off Fast Cavalry (although it's undeniably funny), Warhawk Riders, Harpies and even Furies can prove quite capable of roughing up a handful of Dire Wolves or Dark Riders.

Hounds of Hell

Phil Kelly: **Undead are generally slow, but Dire Wolves are a notable exception. Start them within 12" of your general and they can make an 18" move straight across the board. Try positioning them in front of the enemy's hardest unit, preferably at an angle, so that when the unit hits (and inevitably kills) the Dire Wolves, it is aligned badly. With a bit of practice, this tactic can force your opponent to stop his best unit in its tracks or, better still, afford you a flank charge with your heavy cavalry. Well worth the sacrifice.**

GRAND TOURNAMENTS

HEAT ONE 13th–14th October
HEAT TWO 10th–11th November
HEAT THREE 24th–25th November

Requirements

- 1,500 point Warhammer 40,000 army using the standard force organisation chart.
- There will be six games across the weekend.
- Qualifiers from the heats will receive free entry into the Grand Final in March 2008.
- Event includes vouchers towards lunch on both days, an evening meal on the Saturday and tea and coffee both mornings, with doughnuts on Saturday morning.
- Ticket price £55.

HEAT ONE 6th–7th October
HEAT TWO 3th–4th November
HEAT THREE 17th–18th November

Requirements

- 2,000 point Warhammer army following the standard army list organisation.
- There will be six games across the weekend.
- Qualifiers from the heats will receive free entry into the Grand Final in February 2008.
- Event includes vouchers towards lunch on both days, an evening meal on the Saturday and tea and coffee both mornings, with doughnuts on Saturday morning.
- Ticket price £55.

The Grand Tournaments follow a Heat system. The following people will qualify from each heat:

- **The 40 top scoring players**
- **Up to 6 Best Army nominations**
- **Up to 3 Most Sporting nominations**
- **Wild Card places awarded at the discretion of the Events team**

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DIRECTORY

Everything you need to get involved in the Games Workshop hobby community!

FRONTLINE

The Events Diary 118-121

Events Calendar
Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Club Information
Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information 122-129

Games Workshop Hobby Centres
Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

Store Listings
All the Games Workshop stockists in your area listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Club Listings
The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Store and Club Focus
Find out exactly what's going on in your area. This month we look at Games Workshop Livingston who will be celebrating their Official Opening soon!

Direct Sales Orders
Due to popular demand we will not be removing the "collect while you wait" Direct Sales service offer from the Warhammer World store. This was originally noted in White Dwarf 331 news.

We apologise for any confusion caused.

Ordering Direct 130-135

Games Workshop Direct
The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

Chaos Space Marines Miniatures
This month's releases for the Chaos Space Marines are just the tip of the iceberg. Check out the other great models in the range.

Advance Orders
Order the newest miniatures now – so new they're not even out yet! Order next month's models today, and have them dispatched as soon as they are available.

THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.

Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

- 1st November WD338 (Feb)
- 1st December WD339 (Mar)
- 1st January WD340 (Apr)

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organised by Games Workshop PLC.

EVENTS DIARY ABBREVIATION GUIDE

WH .....Warhammer
40K .....Warhammer 40,000
BB.....Blood Bowl
WAB .....Warhammer Ancient Battles
WPS .....Warhammer Players' Society
WECW.....Warhammer English Civil War
Epic.....Epic Armageddon
LOTR .....The Lord of The Rings
GW .....Games Workshop
GT .....Grand Tournament

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Event Profile: Schools League Final

This 4th of July the hallowed halls of Warhammer World bore witness to the biggest School League Final ever held!

The National Schools League Final is the culmination of a year's preparation and tough competition, and brought 144 players of Warhammer, Warhammer 40,000 and The Lord of the Rings together to compete for the coveted Schools League Trophies!

There were three rounds of hard fought games with some beautiful armies and truly innovative tactics. As with our other Schools League Finals we were very impressed with the high standards of gaming and sportsmanship shown by all the teams.

Tournament players were not the only ones to descend upon us, however, as another 90 teachers, spectators, parents and other interested parties flocked to the hall to take part in scenery and painting clinics and to visit the amazing Citadel Miniatures Hall and Bugman's Bar.

Every year, Games Workshop stores around the country are host to hobby sessions especially for school club members who want to hone their skills at gaming, painting, army-building and even scenery making. School clubs can even use the store as a venue for practice games and mini tournaments as they prepare their armies for the League!

Around Easter, the competition starts in earnest as school teams come together at the Regional Finals to compete for a coveted place at the Nationals. These take place in our larger stores or, sometimes, in schools, as anywhere up to 15 schools take part in each event.

The winning team for each game system from each Regional Final received their elegant School League Champion shirt and were invited to Warhammer World in July for the National.

In every league there have to be winners and after hours of fierce competition three schools teams were called up to the stage to receive their Schools League Champions medals and the trophy for the school cabinet! This year's deserving winners were:

The Lord of the Rings
Redcar Community College
Warhammer 40,000
Southend High School for Boys
Warhammer
John Hampden Grammar

Also, well done to the winners of the Best Painted Army awards; Edward Ninham, Daniel Quinn and Rhys James for achieving such great standards and being such a credit to their schools.

Thank you everyone who helped the Community team host the day, and especially all of the teachers, parents, assistants and, of course, the all of the competitors, for making the Schools League 2007 such a huge success!

The 2007/08 Schools League begins this September and runs throughout the winter, with Regional Finals held in the Spring of 2008, before the National Final in the Summer.

The New Schools League Begins!

To enter, all you need is to be a member of a school club and be keen to take part.

We are registering clubs now and you can get involved by getting the teacher or other adult who looks after your club to get in touch with our Community Co-ordinator, Bek Hawkby (details below).

You can also go into any of our stores and talk to the staff about the club visiting for free hobby sessions in the store!

Bek Hawkby:
- **0115 900 4821**
- **bek.hawkby@games-workshop.co.uk**

Extra Curricular Hobby

Between games, pupils embark upon modelling and painting projects, enthusiastically joined by parents and teachers.

www.games-workshop.co.uk/events

Event Calendar

What's on, when and where: All the events for the next two months are listed here.

GRAND TOURNAMENT

HEAT 1
- 6th-7th October 2007

HEAT 2
- 3th-4th November 2007

HEAT 3
- 17th-18th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

www.games-workshop.co.uk/events

This Month

5th Giant Fanatic X

Date: 5th–7th October, 2007
Venue: Remisen, Copenhagen, Denmark
Details: One the biggest events in Denmark celebrates 10 years. Giant Fanatic is a fun-filled day with loads of activities including introductory gaming, 'Mad Giant' painting competition and the prestigious WFB and 40K tournaments. Tickets now on sale. More information can be found at the website.
Website: www.fanatic.dk
www.games-workshop.co.uk/events

6th Fanatic Leiden III

Date: Friday 6th October, 2007
Venue: Lange Mare 39/47, 2312GP Leiden
Details: Vliegershop in Leiden host their annual Fanatic. At the event you can take part in WFB, 40K and LoTR tournaments. For those new to the hobby there will be introductory games, painting and modelling classes, so bring along your friends.
Contact: Robert – +31 (0)71 5132783
Website: www.gw-orcshop.nl

6th HEAT 1 Warhammer Grand Tournament

Date: 6th–7th October, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

13th HEAT 1 Warhammer 40,000 Grand Tournament

Date: 13th–14th October, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

19th Warhammer Teams Tournament

Date: 19th October, 2007
Venue: Wakefield Hobby Centre
Details: Team up with your friends to overcome all challenges. You must use your skill and judgement to not only win your battle but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? To take part you will need a 1,500 point army.
Tickets: £30 for a team of 4.
Contact: Wakefield Store – 01924 369431

20th Grand Tournament

Date: 20th–21st October, 2007
Venue: Sporthal University of Tilburg, Academielaan 5, Tilburg, The Netherlands
Details: The Dutch Grand Tournament consists of five rounds split over two days. You will need a 1,700 point Warhammer 40,000 force. Tickets go on sale from 20th August through Direct, Dutch Retail Stores and some Elite & Partner Independent Stockists. Tickets cost €60 and include lunch on both days and dinner on Saturday.
Contact: +31 (0)40 246 8316
Website: www.games-workshop.co.uk/events

20th Fantasia Fanatic

Date: 20th–21st October, 2007
Venue: Dragonskolans Gymnastiksal, Umea, Sweden
Details: One of Sweden's biggest gaming tournament events, players will need 2,250 points for Warhammer and 2,000 points for Warhammer 40,000. Tickets cost 170sek
Website: www.fantasiaweb.se

21st Warhammer Doubles

Date: 21st October, 2007
Venue: King and Queen Pub, Brighton
Details: Hosted by the Brighton Warlords gaming club, this Warhammer Doubles Tournament is limited to just 48 places so book early to avoid disappointment. If you are interested and wish to attend please contact the orgainsers direct.
Contact: Peter Cooke – 07974 094240
peter.cooke423@yahoo.com
d_purkiss2000@yahoo.com

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

27th Rapid Fire!

Date: 27th October, 2007
Venue: Ochil Community Hall, Ochil Crescent
Details: Stirling Wargamers present their annual Warhammer 40K Tournament. Players battle in three 1,750 point games. Tickets cost £10 and include lunch, tea and coffee.
Contact: Gus McCabe – apoc@clan-ion.com
Website: www.stirlingwargamers.co.uk

Next Month

3rd Warhammer Grand Tournament
HEAT 2

Date: 3rd–4th November, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

4th Cry of War

Date: 4th November, 2007
Venue: Hassocks Hotel, West Sussex
Details: Brighton and Clayton Warlords would like to present their annual Warhammer tournament: Cry of War. To play you will need a 2,000 point Warhammer army. Check the website for more information.
Contact: Roger Smith
roger_gs_smith@hotmail.com
Website: www.brightonandclaytonwarlords.com

4th Fanatic Brugge III

Date: 4th November, 2007
Venue: TBA, Belgium
Details: Brugge's third Fanatic offers a variety of activities for new and existing hobbyists including introductory gaming, painting & modelling classes, and more. There will also be a tournament for Warhammer, Warhammer 40,000 and The Lord of the Rings. For more details about the event, visit the website below.
Contact: +32 (0) 050 38 51 83
Website: www.thefairplay.be

10th Warhammer 40,000 Grand Tournament
HEAT 2

Date: 10th–11th November, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

11th Fanatic Games-n-stuff

Date: 11th November, 2007
Venue: Broerenkerk, Achter de Broeren 1, 8011 VA Zwolle, The Netherlands
Details: Games-n-stuff in Zwolle run their annual Fanatic. Offering activities for people new to the hobby, like introductory gaming and painting, the Fanatic will also host a traditional tournament for WFB, 40K and LoTR. For more information please use the contact details below.
Contact: +31 (0) 38 421 6385
Website: www.gamesnstuff.com

11th Spellenspektakel

Date: 23rd–25th November, 2007
Venue: Ijsselhallen, Zwolle, The Netherlands
Details: One of the biggest fairs in the Netherlands for board games and fantasy games (including tabletop war games). Each stand is manned by a team of dedicated and enthusiastic hobbysists who will be ready to show all gamers, beginners to the hobby and long time players alike, how the games work. Tickets cost €12.
Website: www.spellenspektakel.nl

HEAT 1
- 13th-14th October 2007

HEAT 2
- 10th-11th November 2007

HEAT 3
- 25th-26th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning..

www.games-workshop.co.uk/events

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STORE FINDER

All the Games Workshop stores, stockists and clubs at your fingertips

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Mon-Fri: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

You can find your local store online with our Store Finder:

www.games-workshop.co.uk/storefinder

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

Full range of products

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All of our stores have a Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

Free beginners programme

Our special beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

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Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

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Store Directory

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GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE
GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE
• GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 0162 863 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
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- 1 Cadian Officer
- 1 Commissar
- 10 Ogryns

United Kingdom			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

Emperor's Talons Recon Group

includes:

- 3 Imperial Guard Sentinels
- 3 Cadian Sentinels
- 4 Steel Legion Sentinels
- Tank accessory frame

United Kingdom			£100
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Orks

Ork Dred Mob

includes:

- 3 Ork Dreadnoughts
- 6 Killer Kans

United Kingdom			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

Tau Empire

Tau Hunter Cadre

includes:

- 24 Fire Warriors
- 6 XV8 Crisis Battlesuits
- 3 XV88 Broadside Battlesuits
- Hammerhead Gunship
- Skyray Missile Gunship
- 32 Kroot
- 3 Piranhas

United Kingdom			£200
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Space Marines

Space Marine Armoured Spearhead

includes:

- 1 Land Raider Crusader
- 1Terminus Ultra pattern Land Raider
- 2 Land Raiders

Released 27/10/07

United Kingdom			£100
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Sweden	1500sek	Norway	1500nkr

Tyranids

Tyranid Endless Swarm

includes:

- 120 Gaunts and Hormagaunts

United Kingdom			£100
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Sweden	1500sek	Norway	1500nkr

Tyranid Mycetic Assault Swarm

includes:

- 5 Carnifex

United Kingdom			£100
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Sweden	1500sek	Norway	1500nkr

Tyranid Hive Mind Brood

includes:

- 1 Hive Tyrant
- 4 Tyrant Guard
- 4 Zoanthropes

United Kingdom			£75
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Sweden	1000sek	Norway	1000nkr

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Eldar and Dark Eldar

Eldar Aspect Assault Wave

includes:

- 1 Autarch
- 3 Wave Serpents
- 20 Dire Avengers
- 10 Fire Dragons

United Kingdom			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

Eldar Spirit Host

includes:

- 3 Warlocks
- 5 Wraithguard
- 2 Wraithlord

United Kingdom			£75
Denmark	900dkr	Euro	€120
Sweden	1000sek	Norway	1000nkr

Dark Eldar Ravager Titan Hunters

includes:

- 5 Ravagers

United Kingdom			£75
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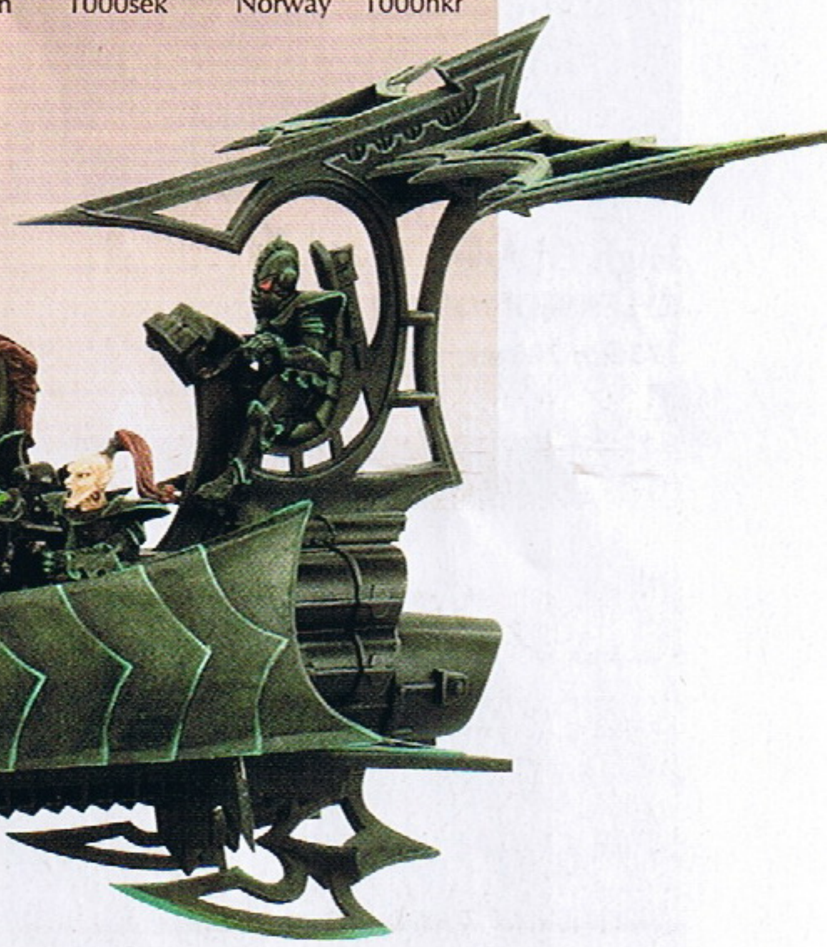
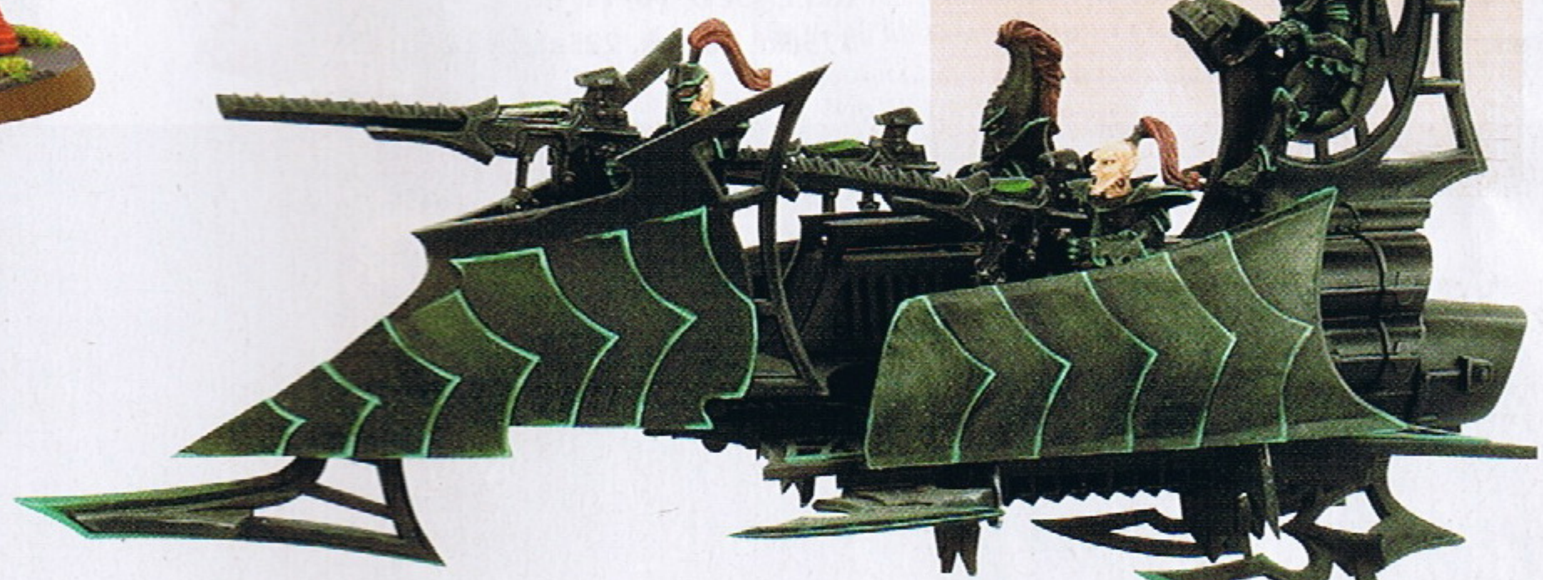
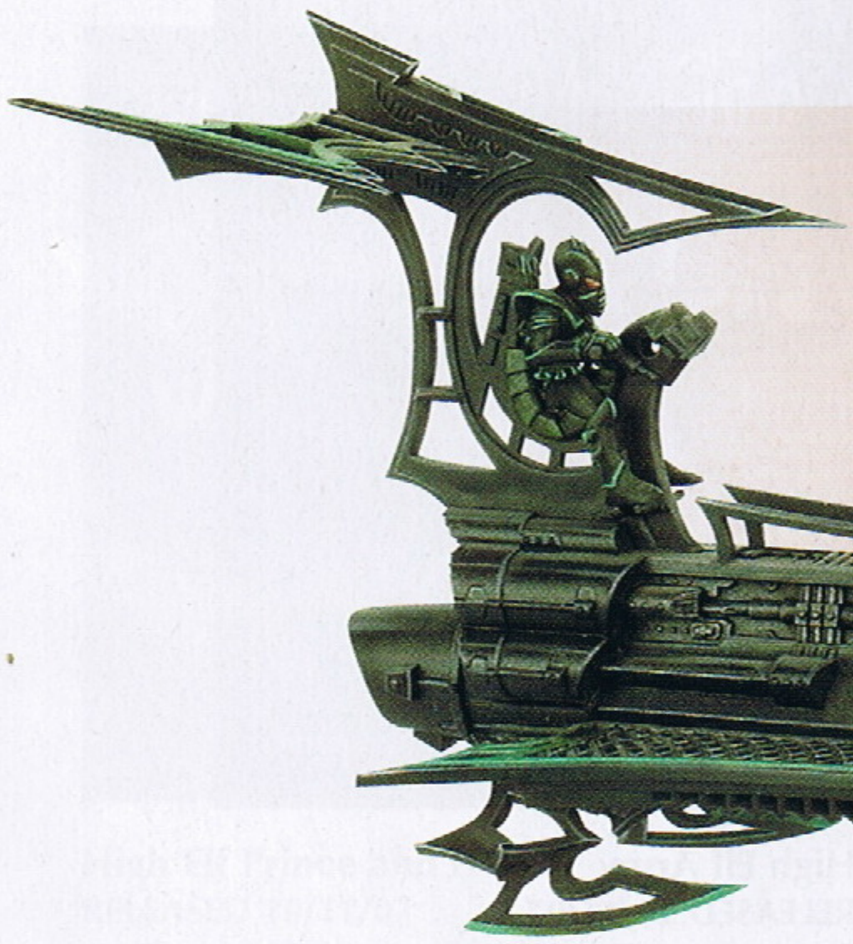
Sweden	1000sek	Norway	1000nkr







Dark Eldar Splinter Raid Force

includes:

- 1 Archon
- 8 Incubi
- 16 Dark Eldar Warriors
- 3 Raiders
- 5 Reaver Jetbikes

United Kingdom			£100
Denmark	1250dkr	Euro	€160
Sweden	1500sek	Norway	1500nkr

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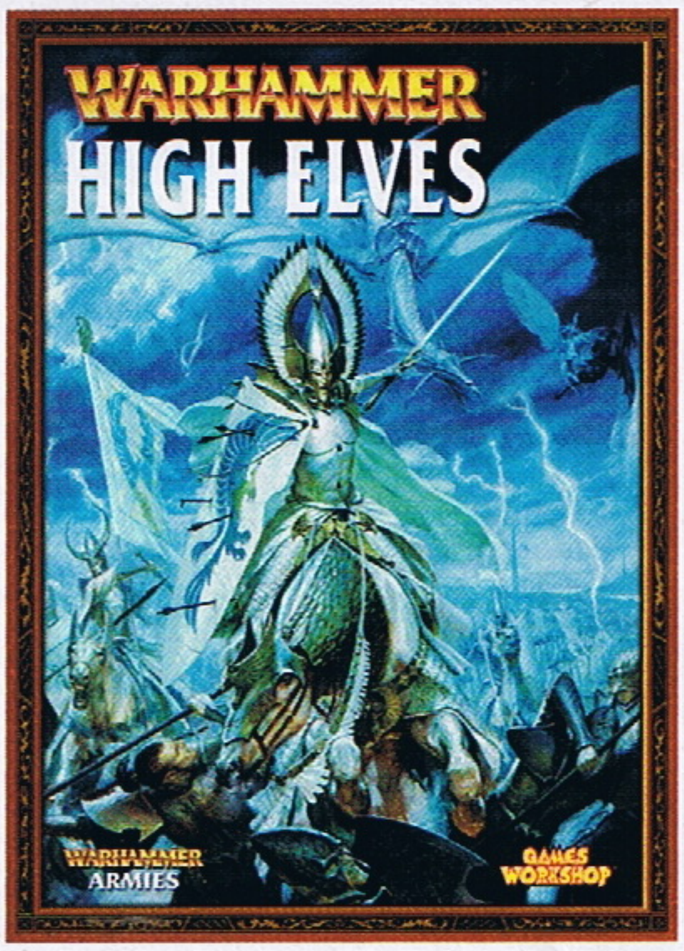

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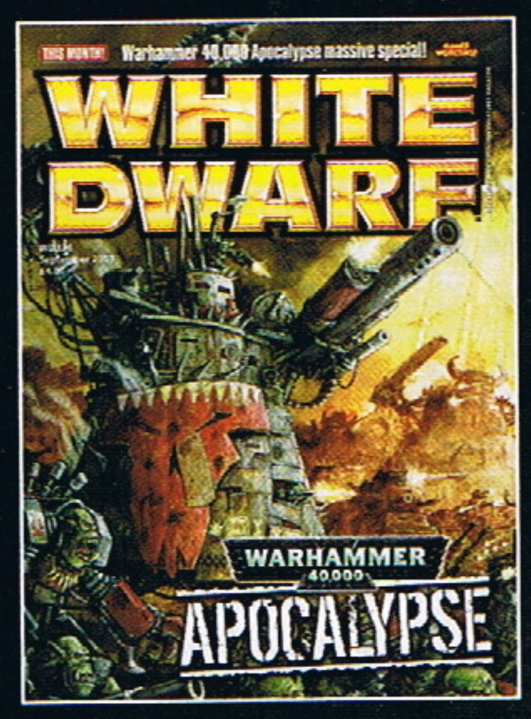

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