

# GAMES WORKSHOP™

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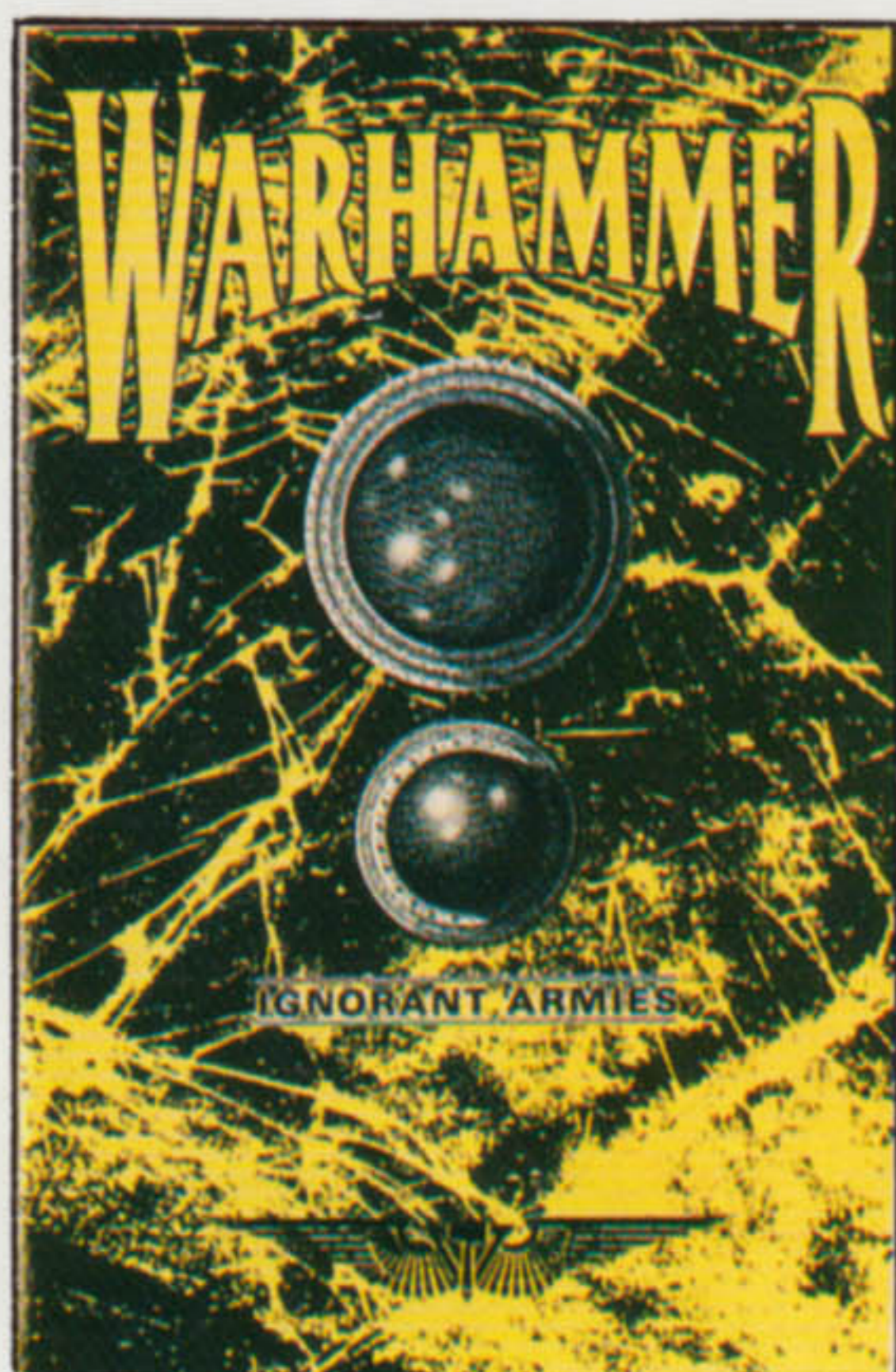
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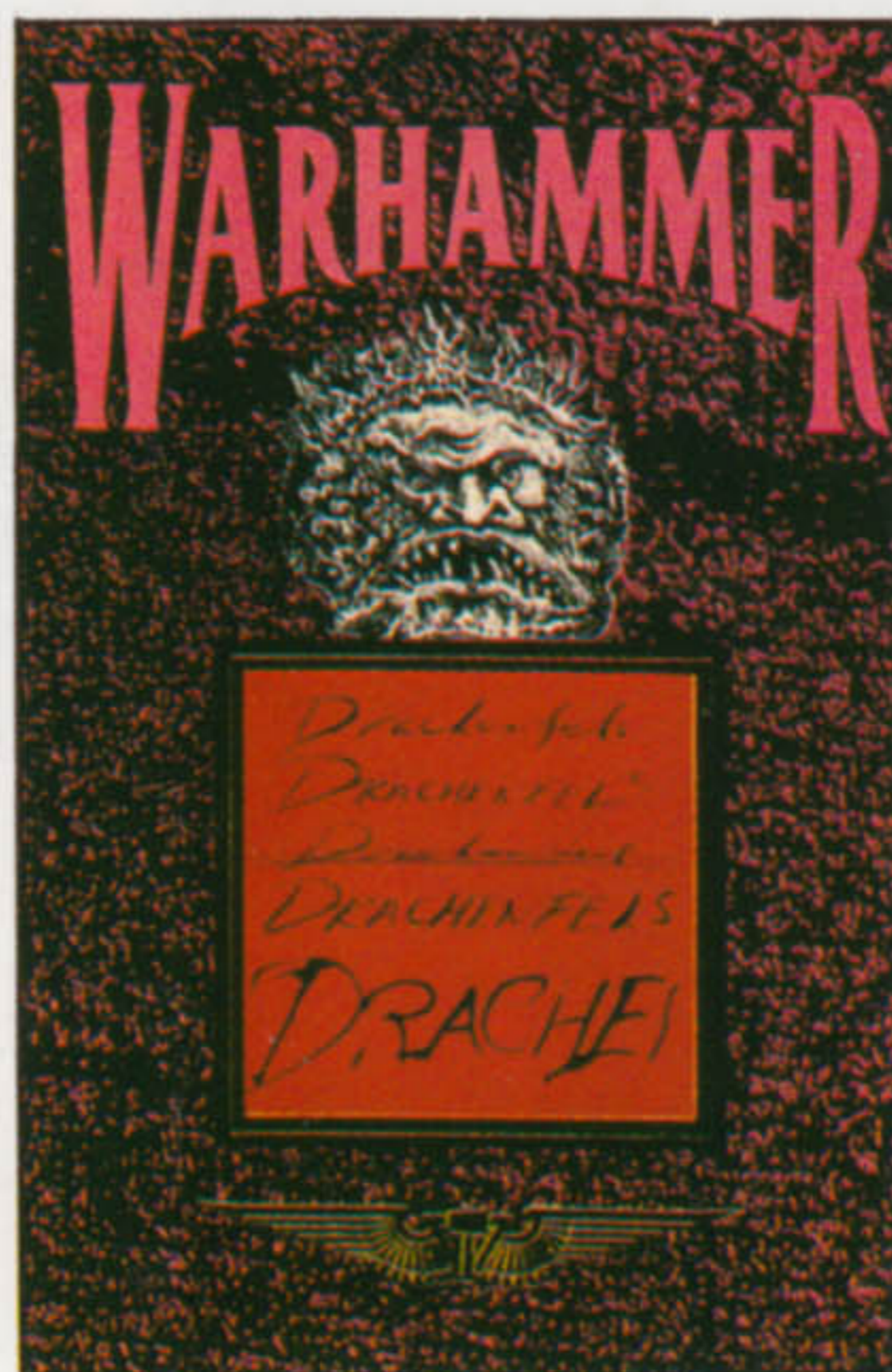
John Gilbert, *Fear*



**IGNORANT ARMIES** - Vukotich the mercenary and the nobleman Johann pursue the dread Champion of Chaos, Cicatrice, into the nightmare landscape of the Chaos Wastes - Gotrek the Trollslayer is stranded in the sinister depths of the Reikwald Forest on Geheimnisnacht Eve - plus six other stories of high adventure and dark magic in the fabulous Warhammer world.

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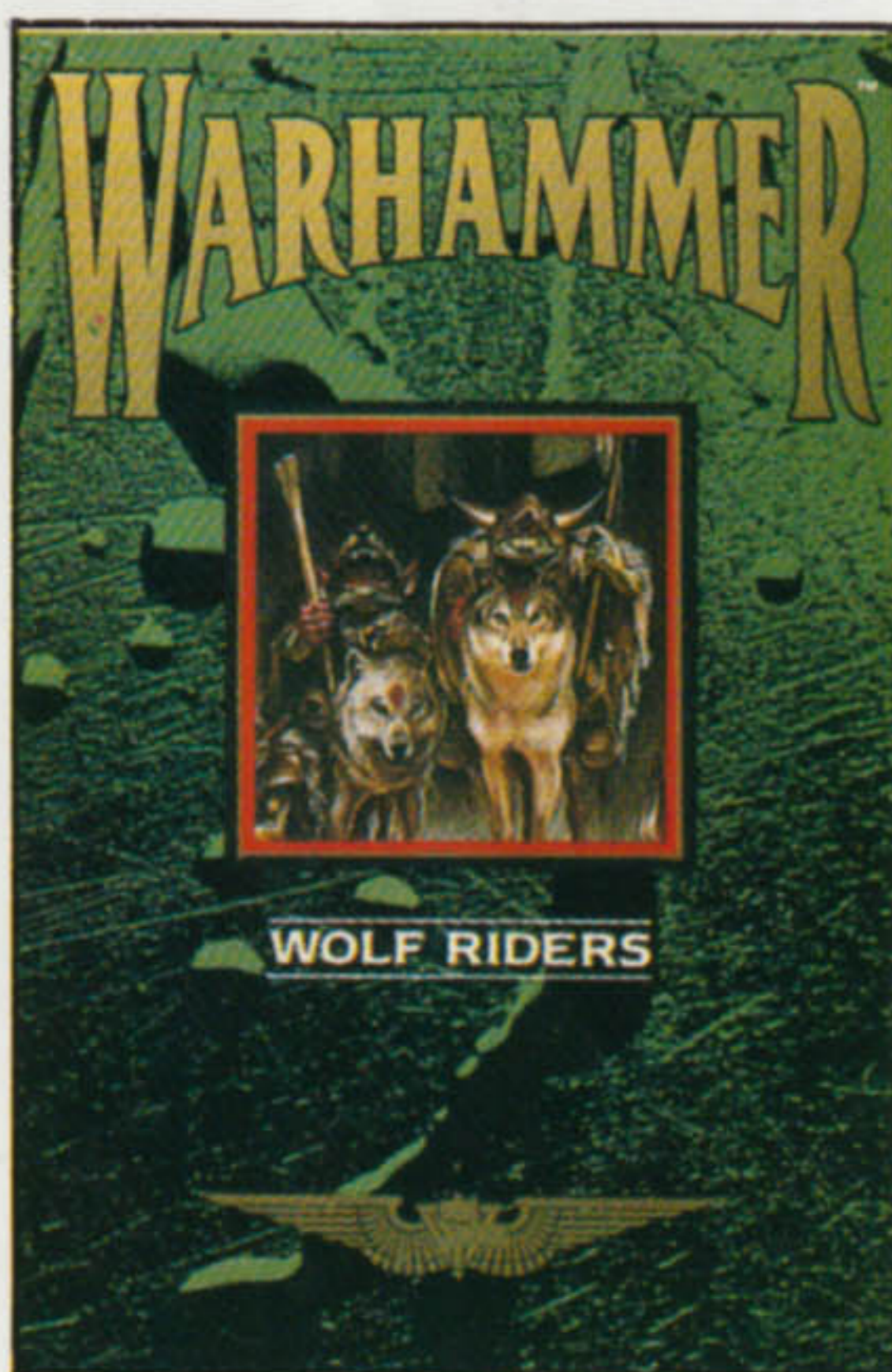
Interzone



**DRACHENFELS** - Genevieve the vampire and impresario Detlef Sierck are trapped in the Fortress of Drachenfels, as its ancient master the Great Enchanter, prepares to rise from the grave and spread a new age of darkness across the Warhammer world.

"A thoroughbred supernatural adventure."

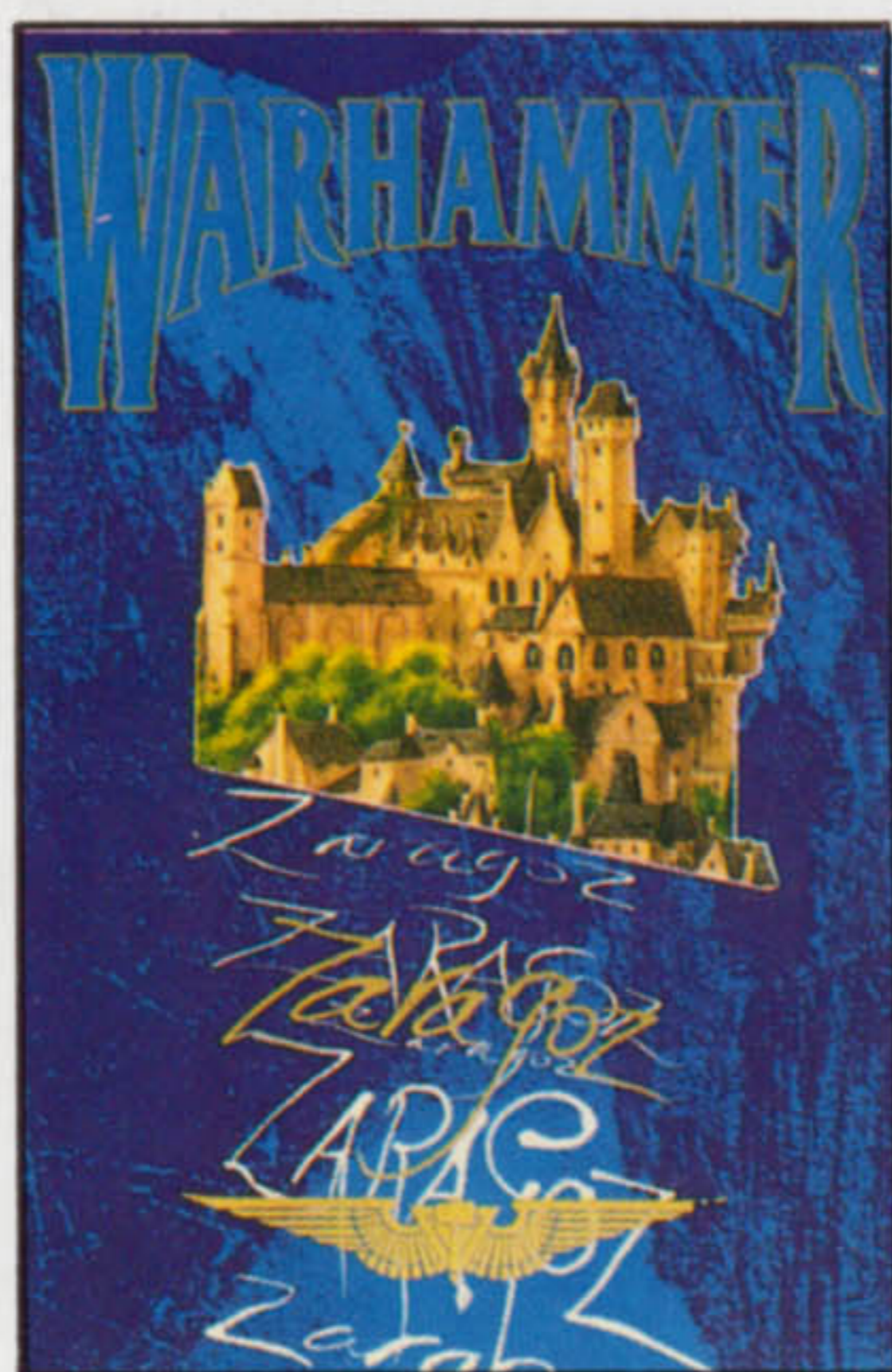
John Gilbert



**WOLF RIDERS** - Gotrek the Trollslayer's quest for death takes him into the strife-torn heart of the Border Princes - Sam Warble, halfling investigator, finds sinister Dark Elves at work in the port city of Marienburg - plus six more action-packed Warhammer stories.

"Irony and grue occasionally give way to humour in this volume, which has a fine spin-off from Jack Yeovil's *Drachenfels* ('No Gold in the Grey Mountains')."

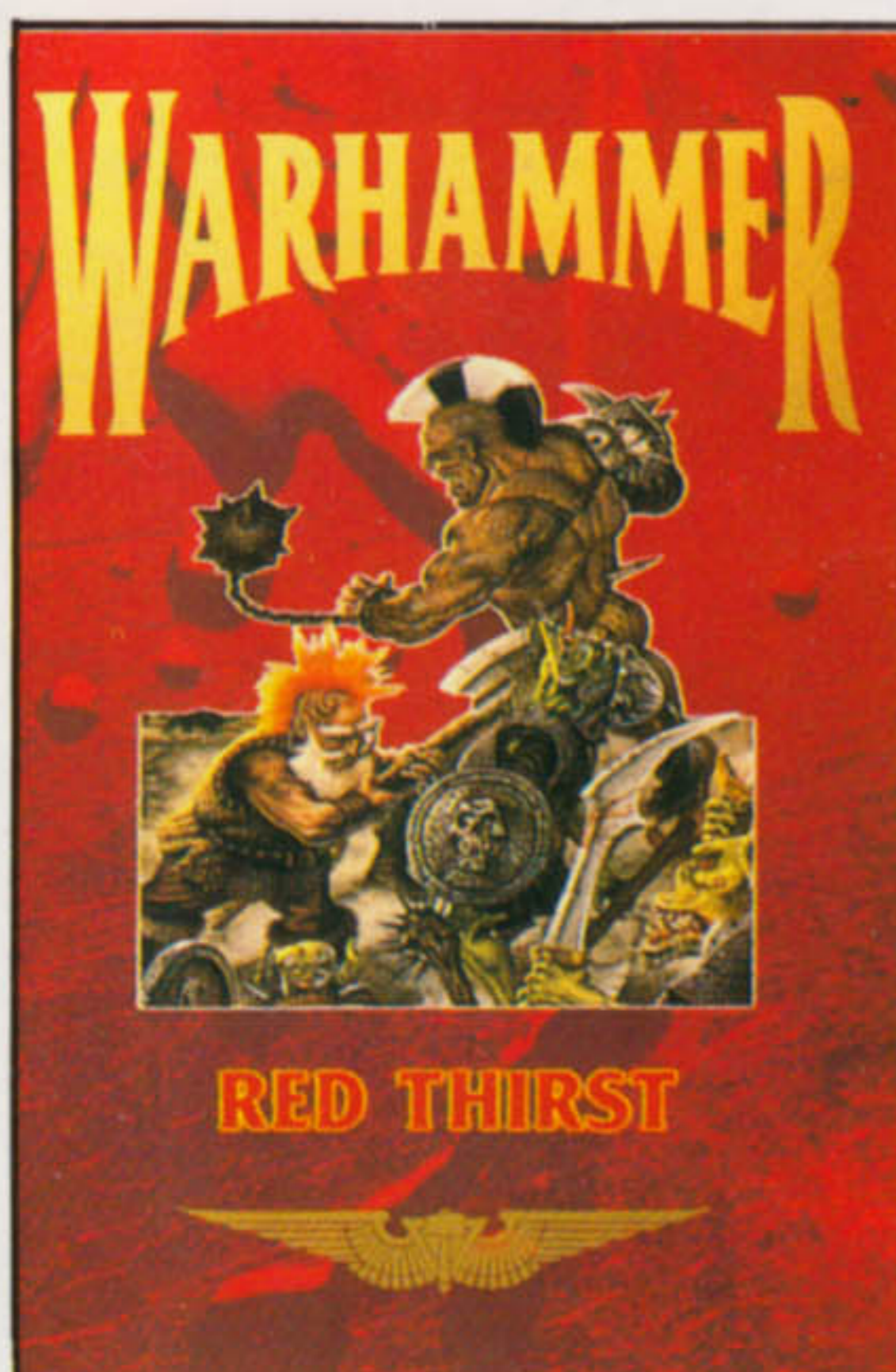
Faren Miller, *Locus*



**ZARAGOZ** - The minstrel Orfeo in a nightmare conspiracy of evil in the labyrinth of Zaragoz. The first in the Tales of Orfeo trilogy.

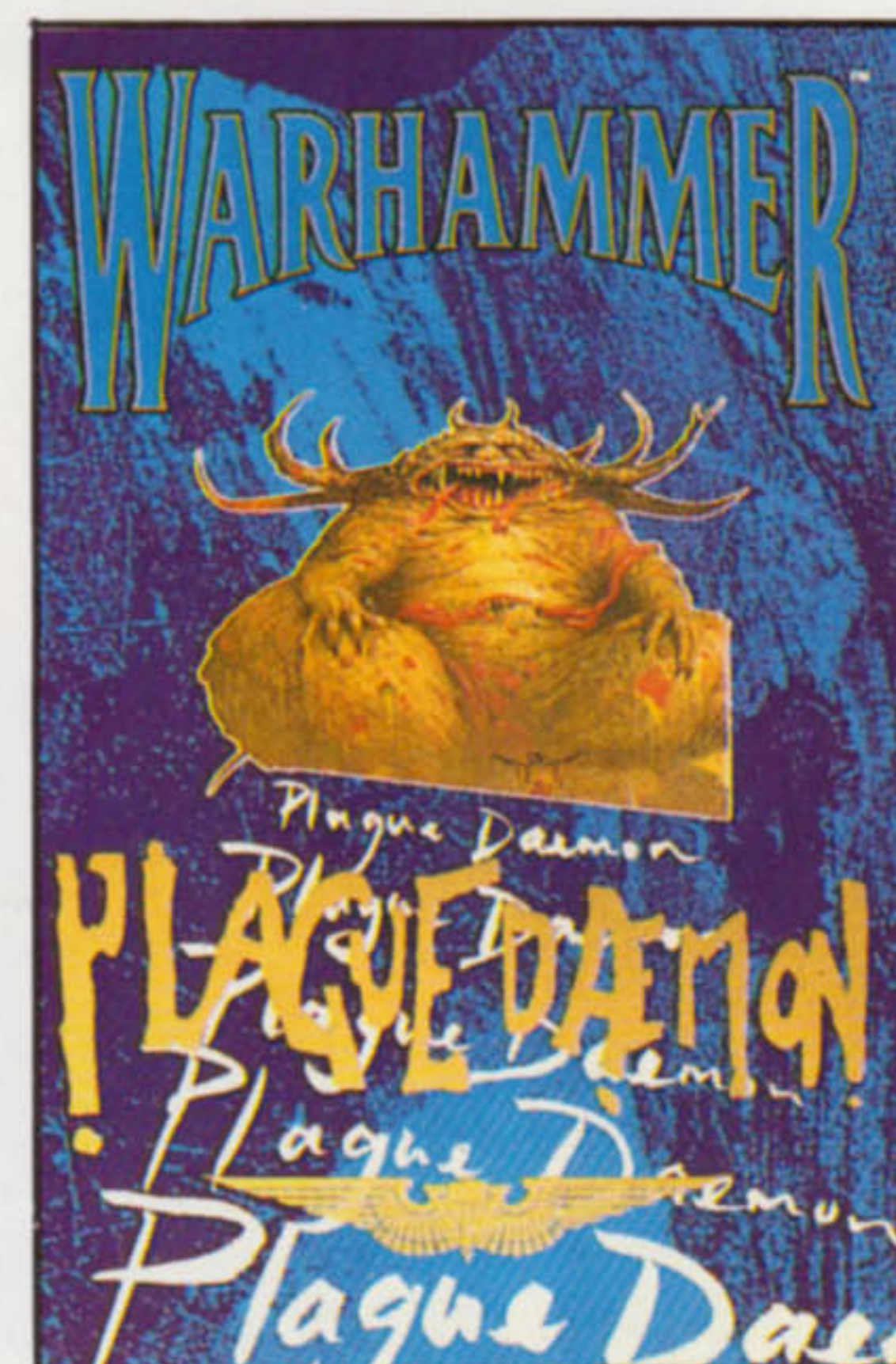
"A highly enjoyable fantasy novel...Strongly recommended."

Phil Stephenson-Payne, *Locus*



**RED THIRST** - The vampire Genevieve and Vukotich the mercenary must race against time and a deadly killer to save The Empire from the threat of Chaos - Gotrek the Trollslayer seeks his own doom in the depths of a haunted dwarf stronghold - Sam Warble, the halfling investigator is blackmailed into facing the most powerful Elf Lord in the Old World - plus three more exciting Warhammer stories.

**PLAGUE DAEMON** - To save his homeland Harmis Detz, soldier of the Border Princes, must struggle desperately against barbarian hordes - and the plague-bearing forces of Chaos. The second dramatic adventure in the gripping Tales of Orfeo trilogy.



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# WHITEDWARF™

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Paul Bonner



Andy Chambers



Jes Goodwin



William King



Rick Priestley



Adrian Smith

# GAMES WORKSHOP™

This month, we head north for an in depth look at the Games Workshop stores in Sheffield and Leeds.

## SHEFFIELD

Like all Games Workshop Stores, Sheffield is staffed by enthusiastic gamers and miniature painters who will be more than happy to chat to you about the best ways to collect and paint Citadel Miniatures for your armies and teams. We've got a whole new range of events running throughout July, so just drop in to see us or give us a call.



### SHEFFIELD STAFF



**Rick Grant**, manager at Sheffield, is a keen Warhammer 40,000 player and fields an Eldar army. He also plays a Nippon army in Warhammer Fantasy Battle. If you want to take on either of his armies, Rick will be happy to oblige.



**Lee Birch**, assistant manager, is a fanatical Warhammer Fantasy Roleplay Gamesmaster and player and is currently working on an Araby campaign for the Sheffield gaming club. He's also the resident miniature painting expert. If you're interested in taking part in his campaign or want to pick up some painting tips then Lee is the man to see.



**Richard Collier**, is the ex-leader of the Nottingham Leagues who now resides in Sheffield with his Halfling, Elf and Dwarf armies. He is also the Warhammer Fantasy Battle expert so if you fancy a game or want to discuss rules or tactics then talk to Richard.



**Mick Sheehan**, is a keen player of Space Marine and his massive Epic Ork force is willing to challenge anyone. He's also a Blood Bowl player with a Dwarf team yet to be defeated by any Elves. If you feel you can take up these challenges then have a chat to Mick.

### EVENTS FOR JULY

**Thursday 5th:** Come along and test your gaming knowledge at the Quiz Night, there'll be questions on all your favourite Games Workshop games.

**Thursday 12th:** Mick is running an exciting Space Marine participation game with Imperial versus Traitor Marines. If you're interested, come along and we'll provide the troops and vehicles.

**Saturday 14th:** Rick Grant is the referee for a Warhammer 40,000 Bring 'n' Battle. If you wish to take part, bring 2,000 points of forces of either Marines or Orks and phone Rick for more details.

**Thursday 19th:** Space Hulk League Recruitment Day. Phone Richard for more details.

**Saturday 21st:** Our resident expert Lee will be running and judging a Speed Painting Competition so if you think you can wield a mighty mean brush come along before 10.00am and we'll provide the miniatures, paints and brushes.

**Thursday 26th:** Lee will be running *The Quest for the Temple of Zuvasin*, a Warhammer Fantasy Roleplay participation game for beginners.

You're sitting in a small inn outside Nuln, when a battered and bloody old man staggers inside. Falling to his knees, he speaks. "The world is dying. The magic that holds the world together is being drawn away by some terrible force. I cannot stop this. My time is spent. You must continue my quest."

This is the beginning of an epic adventure in the Old World. If you would like more details, contact Lee.

**Saturday 28th:** This is Blood Bowl Day featuring the Mega Stadium. There will be both demonstration and participation games so ring Rick for details.

**GAMES WORKSHOP SHEFFIELD**

**95 THE MOOR, SHEFFIELD**

**CONTACT: RICHARD  
TEL: 0742 750114**



# LEEDS

Up here in Leeds, we've got a whole new range of events and gaming activities planned for the summer. These will include demonstration and participation games and a number of bring-and-battles. You can just phone us or drop by anytime to see what's going on. If you're short of an opponent or looking for a new challenge, you can always use your existing armies to compete in the leagues. If you don't yet have an army, just bring along some painted Citadel Miniatures, and we can set up a quick game in the store.

## PAINTING DEMONSTRATIONS



Ivan Bartleet

### SATURDAY 7TH JULY SHEFFIELD

Ivan Bartleet and Dale Hurst will be doing a demonstration of how to paint Ork Boyz and Specialists. Remember to bring your models along for hints and tips on how you can improve them.



Dale Hurst

### SATURDAY 21ST JULY LEEDS

The Boyz will also be appearing at the Leeds shop to answer all your questions and demonstrate a variety of painting techniques - so be there!

### EVENTS FOR JULY

**Saturday 7th:** A Titan garrison world called Desel IV is currently besieged by a legion of the Emperor's Children Traitor Marines. A high ranking member of the Adeptus Mechanicus has turned to Slaanesh and has sabotaged the main planetary defence screens before being killed by the Imperial Daemon Hunter, Cajetan. The Emperor's Children have landed and ravaged half the planet. An assault on the main city of Shillareh and its defence shields needs to be prevented. All that stands between the Traitors and shield is a rag-tag force of Marines, from the Ironhands, Janus Legion and the Fire Hawks under the command of the Daemon Hunter. The Imperial tarot will play a decisive part in the battle and there may even be a timely appearance by the Legion of the Damned.

There will be hundreds of superbly painted miniatures and vehicles in this Warhammer 40,000 demonstration game with Mark Marsden controlling the Traitor forces and Paul Hudson controlling the Imperial forces.

**Saturday 14th:** Bring your Knight forces of up to 5,000 points for The Castilliano Crusade, an Epic Knight one-day tournament refereed by Daryn. If you're interested phone Daryn for more details.

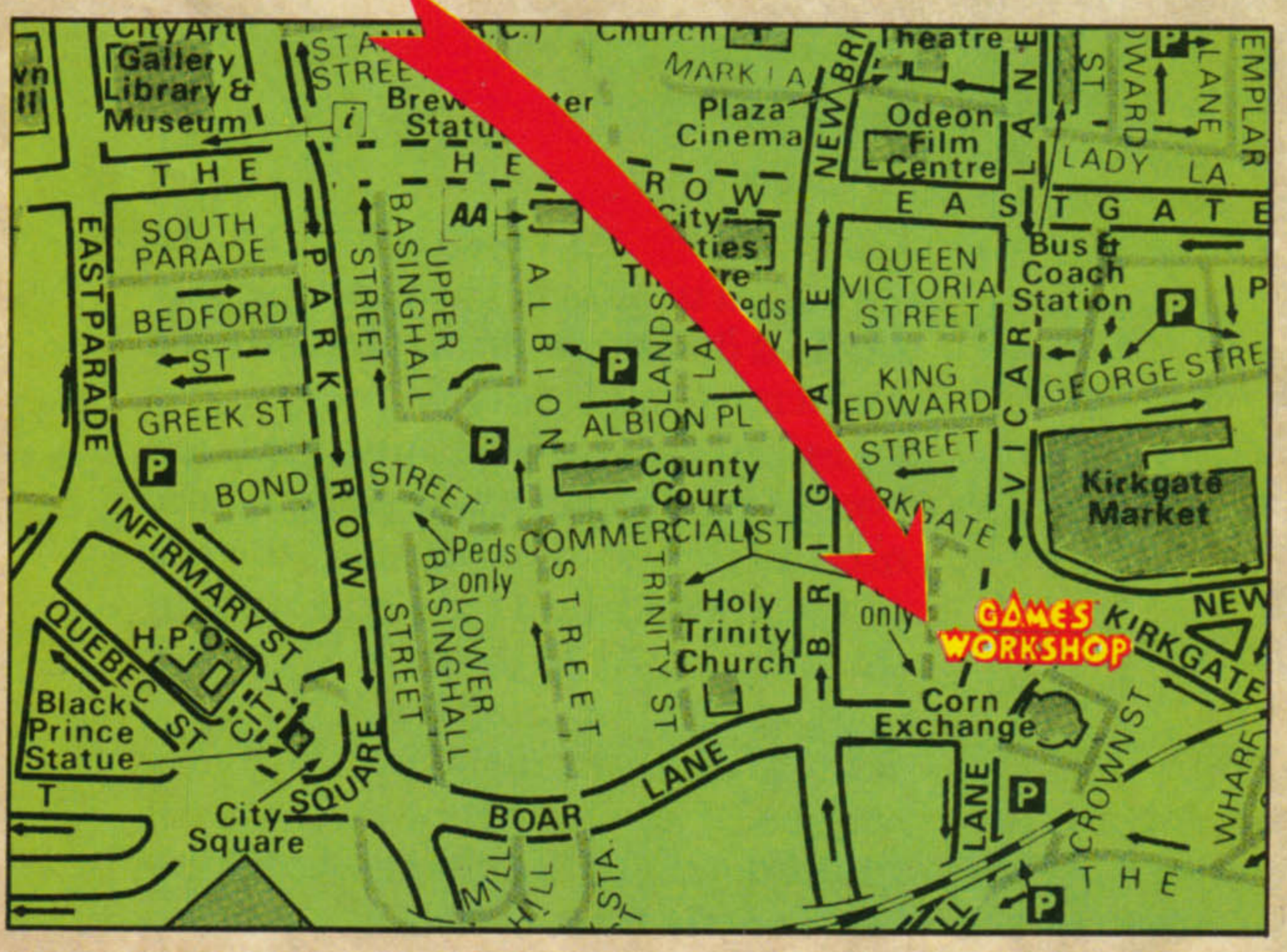
**Wednesday 25th:** Phil Raynor will be running a participation game of Mega Dungeon Bowl featuring a full 3-dimensional dungeon with moving parts. If you want to take part, phone Phil before the 25th.

**Saturday 28th:** Come along to a Warhammer Fantasy Battle demonstration game run by Daryn. The Battle of Wolfenburg is the culmination of the Enemy Within campaign. It will conclude this WFRP campaign which has been run by Jay Ward for the past month on their Wednesday night club meetings.

12/16 CENTRAL ROAD,  
LEEDS

CONTACT: PHIL  
TEL: 0532 420834

**GAMES  
WORKSHOP  
LEEDS**



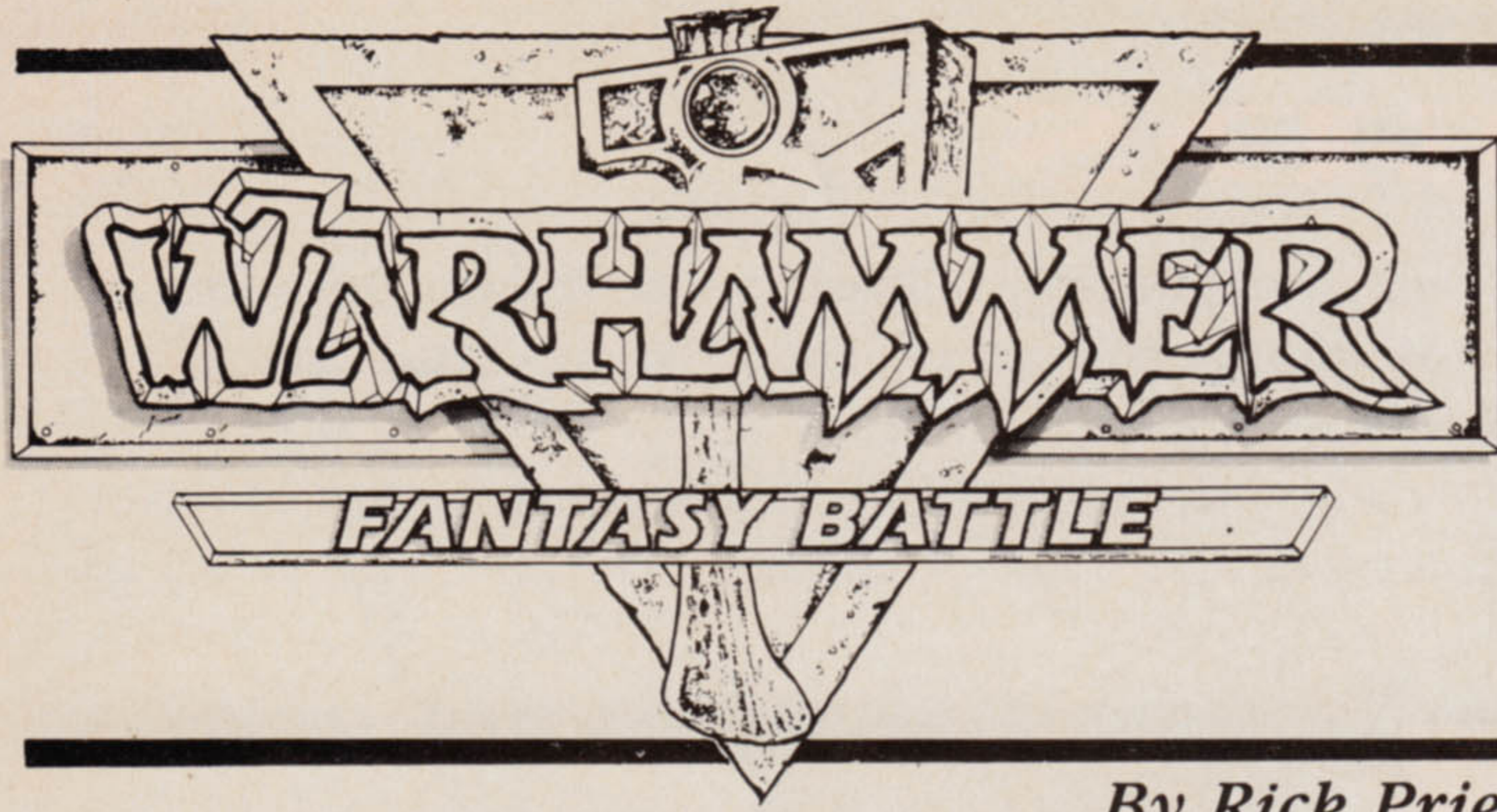
### LEEDS STAFF



**Daryn Hodgkin**, the manager at Leeds, is a keen Warhammer Fantasy Battle and an Advanced Heroquest player. He fields no less than two Empire armies and is currently working on an army of Dwarfs.



**Phil Raynor** is a keen Blood Bowl Player and is also the resident miniature painting expert. So if you need any advice on how to paint Citadel Miniatures, call in at the shop at any time and talk to Phil.



# QUESTIONS AND ANSWERS

By Rick Priestley

Since the release of Warhammer Fantasy Battle, we've had quite a few questions asking us to clarify points in the rules. This is often because an unusual situation has occurred during a game and the players are unsure how to resolve it. The best way, of course, is to use common sense and agree between yourselves what happens. It's a good idea to make a note of this decision so that you can apply the same rule in the future.

Here we've taken some of the most frequently asked questions and printed them along with Rick Priestley's replies. Many thanks to all of you who've written in.

## RANKS OF ARCHERS

**Can archers fire in two or more ranks?**

Where a unit of archers, crossbowmen, and other troops armed with missiles is drawn up in two or more ranks, only the front rank can shoot. No model may see or shoot through another model at a target beyond.

The only exceptions to this rule are troops firing up to, or down from, a higher elevation such as a hill, who may fire over the heads of friends or enemy.

## SPLITTING FIRE

**Can archer units split their fire at separate units if their fire arc permits?**

Generally speaking, a unit of archers (or any missile-armed troops for that matter) must fire as a single body against a single target. The only exception is if the target lies outside the fire arc of some of the unit, in which case models which are unable to fire against the main target may chose another target instead.

## FIRING THROUGH GAPS

**A unit cannot shoot through a gap between two units unless it is more than 4" wide (see Warhammer Fantasy Battle page 51, Firing Through Gaps). Does this apply to a character model?**

**Does it apply to a wizard casting a Fireball or other magic missile spell?**

Yes, it applies to any missile or magic missile shot. You cannot draw a line of sight which passes within 2" of any unit with the intention of shooting at a target beyond. The idea is simply to make troops fire at the targets that they would sensibly choose in 'real life' rather than at the more distant and less threatening target.

## SKAVEN JEZZAILS

**What are the rules for Skaven Jezzails?**

The Jezzail is a very large arquebus or musket which fires a hail of warpstones. A crew of two Skaven is required to use it. All the normal rules for two-man weapon teams apply as described on page 6 of *Warhammer Armies under Teams*. The two Skaven move as a single unit and remain in base-to-base contact at all times. If one crewman is slain the other can fight independently but the Jezzail is lost. A single crewman may join another Jezzail team and act as a reserve crewman.

The Jezzail may move in the movement phase but not in the reserves phase. Unlike larger cannon, it can be moved over difficult terrain and over obstacles. If the Jezzail moves it may not fire that turn. The Jezzail has a 90° arc of fire like a bow or crossbow. It can be turned to face a target and it may still fire that turn so long as it does not otherwise move. Its range, strength and save modifiers are shown below.

Maximum Range	Strength			Save Modifier
	Range 0-12"	Range 12-24"	Range 24-36"	
36'	6	5	4	-2

If a Jezzail hits its target it causes 2 hits on each rank and will penetrate up to 6 ranks in the same way as a cannon. So a target in two ranks suffers 4 hits. It can penetrate right through a target and hit another unit behind the first in the same way as cannon.

Work out the damage caused at a Strength as shown above. All damaging hits cause 1 Wound. Casualties are permitted a saving throw at -2 (ie a normal save of 4, 5 or 6 saves on a 6). Slain models are removed in exactly the same way as bow, crossbow or other missile casualties. Unlike cannon, Jezzails are not affected by heat build-up.

## UNDEAD

**Do Undead benefit from the inclusion of standards and musicians when, as automatons, they would be unaffected by psychological factors, morale and unit cohesion?**

Although unaffected by these factors, Undead do benefit from standards and musicians just like living units. The standard bearer and musician are bound by a superior version of the magical forces which animate the rest of the undead, and pass on a little of this extra power to the unit. The effect is assumed to be comparable to that of standards and musicians in living troops. Why deprive owners of Undead Armies the chance to display and benefit from beautifully-painted banners?

If you've got any questions about Warhammer Fantasy Battle, or any of other games systems, please send them in to White Dwarf at the Design Studio address - mark the envelope clearly saying which game the questions concern.

# GAMES WORKSHOP STORE NEWS

There are always exciting events going on at your local Games Workshop stores: Games Clubs, gaming demonstrations and participations, painting and modelling workshops and auctions to name but a few.

On these pages there are details of only a few of the special events, but the only way to avoid missing out is to pop into your local Games Workshop and ask what's planned for the following weeks.

## JULY EVENTS

### TORQUAY

GAMES CLUB THURSDAY

#### GENESTEALER INVASION - A MONTH OF SPACE HULK

The last bastion of hope to the Imperium is now within our reach, fellow brood brothers. To crush the Imperium we need your help!

The main headquarters of our oppressors has finally been located around the main South West corridor of Tor-Quay. Only a small defence force has been established and should prove to be an easy task to overrun before the main invasion takes place. However weapons are in short supply so unarmed elite forces will make surprise raids at times convenient to the individual throughout the month. Do not hesitate in making this a glorious victory. As many brothers as possible are needed to show this feeble race that we are indeed the masters of their destiny!

Come along any day of the month and play the force of Genestealers. All models are supplied. This is an ideal opportunity for beginners as an introduction to Space Hulk.

#### EPIC MINIATURE PAINTING COMPETITION

This is a special competition for the best painted single Epic troop miniature (ie no vehicles, Titans etc). All entrants must be in by 10.00am July 28th.

Contact Guy for details.

### PRESTON

GAMES CLUB THURSDAY

#### SATURDAY JULY 7th - BEGINNING OF THE DUNGEONBOWL MINI-CAMPAIGN

A special campaign for Blood Bowl players on a fully-terrained variable dungeon setting. There will be awards for score averages, most self-inflicted wounds and special mass fatalities. If you'd like to play and have a painted team, contact Ian at the shop.

#### ADVANCED HEROQUEST CAMPAIGN

The Advanced Heroquest campaign on Thursday evenings is now under way but new players can still join in. It's set in the city of Middenheim and all you'll need to play is a painted character model.

Contact Spencer for further details.

### BECKENHAM

GAMES CLUB THURSDAY

#### THURSDAY JULY 19th - WARHAMMER 40,000 VEHICLE CONVERTING

Bring down your Warhammer 40,000 vehicle kits and other bits of plastic for an evening of converting. We'll even supply the glue. The completed vehicles can be used in Saturday's game.

#### SATURDAY JULY 21st - BATTLE OF KERSQUE

A Warhammer 40,000 participation game using mainly vehicles on the superb 3D terrain. If you'd like to play bring down a 2,500 point force, 2,000 points of which must be vehicles.

Contact Paul for further details.

### NOTTINGHAM

GAMES CLUB THURSDAY

#### SATURDAY JULY 7th - BATTLEFLEET GOTHIC DEMONSTRATION

Come down for a preview of Games Workshop's stunning new game of space ship combat by Karl and Martin.

#### SATURDAY JULY 21st - GREAT GAMES WORKSHOP AUCTION

A chance to pick up some real bargain games and miniatures. If you've got any unwanted items to sell bring them in on the day. (Please mark all items for sale with Name and Phone No. and the minimum price you want for it.)

#### WARHAMMER GAMES CLUB

Now running on Wednesday nights 7-10.30: the Nottingham Warhammer Club at a city centre venue. Playing Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine.

Check with the shop for details.

#### SUMMER SEMINARS

During the coming month, the Games Workshop games designers are giving a series of special Saturday seminars. All seminars start at 12.00 noon, so come along ready to ask your rules questions.

#### SATURDAY 30th JUNE

Space Hulk Seminar with Richard Halliwell and William King.

#### SATURDAY 7th JULY

Warhammer Fantasy Battle Seminar with Rick Priestley and Nigel Stillman.

#### SATURDAY 14th JULY

Space Marine Seminar with Jervis Johnson, Andy Chambers, Karl Tebbutt and Roger Gerrish.

#### SATURDAY 28th JULY

Advanced Heroquest Seminar with Jervis Johnson, Simon Forrest and Andy Warwick.

### BRISTOL

GAMES CLUB THURSDAY and FRIDAY

#### WARHAMMER FANTASY ROLEPLAY MONTH

#### SATURDAY JULY 14th - WARHAMMER FANTASY ROLEPLAY DUNGEON BASH

In the setting of a massive 6' x 8' dungeon complex, heats of 10 adventurers battle to get the most treasure. Just turn up on the day with your painted character model.

Contact Karl for further details.

#### SATURDAY JULY 21st - GLADIATOR COMBAT

Using Warhammer Fantasy Roleplay movement and combat rules, characters will battle it out in a spectacular 3D arena. We'll supply all that's needed - just register before the day with Shane.

### SOUTHAMPTON

GAMES CLUB THURSDAY

WEDNESDAY NIGHTS - 'til 8pm, Realm of Chaos Warband night

#### THURSDAY JULY 5th - BLOOD BOWL - URBAN BOWL

Multi-player Blood Bowl with buildings. Register your painted Blood Bowl teams with Chris before the 5th if you want to play.

#### THURSDAY JULY 12th - WFRP ADVANCED HEROQUEST WORKSHOP

A special workshop showing you how to start Warhammer Fantasy Roleplay and tying it in with Advanced Heroquest. Bring in a painted fantasy personality and our Warhammer Fantasy Roleplay expert Quentin will help you roll the model up as a WFRP character.

#### THURSDAY JULY 19th - GLADIATORIAL COMBAT

Characters that have been rolled up on the 12th may enter the Gladiator battles. Players have to fight to the death in our specially-built arena for the pleasure of the gods.



### READING

GAMES CLUB THURSDAY

#### SATURDAY JULY 21st - BATTLE FOR ISTAN V

A mega Space Marine Bring'n'Battle. All you need to play is 2,500 points of Space Marine forces. Contact Richard for details.

#### SATURDAY JULY 28th - BLOOD BOWL LEAGUE WINNER CHALLENGE

Bring down your painted Blood Bowl team and try to beat Mark Donald, the National Gaming Leagues Blood Bowl Champion from Golden Demon 1990.

### GLASGOW

GAMES CLUB THURSDAY

#### JULY 12th-19th - Warhammer 40,000 MINI PARTICIPATION CAMPAIGN

The Battle of Staros VI. Register your forces of either Marines or Orks before the 12th with the staff.

#### THURSDAY JULY 5th - BLOODWEISER SIXES

Special 6 player Blood Bowl using a hexagonal pitch. Just bring your own painted Blood Bowl team to play.

Contact Alasdair for details.

## DERBY

GAMES CLUB THURSDAY

### SATURDAY JUNE 30th - SUBTERRANEAN SPACE HULK

A vast participation game using exciting new squad types and weapons including drone hover guns and auto sentry guns.

People wishing to play can either bring their own painted Terminators or Genestealers or use the shop's forces.

Contact Nigel at the shop for more details.

## HAMMERSMITH

GAMES CLUB THURSDAY

### SATURDAY JULY 7th - WARHAMMER FANTASY BATTLE JOUST

Pete will be running a participation joust on specially-made terrain. Just bring down your painted mounted miniatures. There will be prizes for the best painted model.

### SATURDAY JULY 14th - WARHAMMER 40,000 JOUST

Similar to the Warhammer Battle Joust but with 40,000 mounted miniatures - anything from a Snotling on an Ork's back, to a Land Raider mounted Dreadnought as long as it's got a lance.

### JULY 26th and 28th - WARHAMMER 40,000 ROLEPLAY SPECIAL

We're running a Warhammer 40,000 Roleplay adventure open to all using rules from Warhammer 40,000 and Warhammer Fantasy Roleplay. Register at the shop before the 26th if you want to play.

Contact Pete for further details of the above events.



## BIRMINGHAM

### SATURDAY JULY 14th - TEMPLES OF THE DAMNED

An Advanced Heroquest participation game in the deadly catacombs below an ancient temple. Register before the day at the shop with the Gamesmaster Nick. All you'll need to play is a painted character model.

### SATURDAY JULY 21st - SPEED PAINTING COMPETITION

How well can you paint a miniature in 30 minutes? There are prizes for the winners. All paints, brushes and miniatures supplied.

Contact the shop staff for further details.

## HARROW

GAMES CLUB MONDAY

### THE HARROW WARHAMMER 40,000 CAMPAIGN

Come in with any of your Warhammer 40,000 forces and join in the special 41st Millennium campaign universe. Each player is given a planet in the universe and has to invade and conquer other players' planets.

Contact Dave in the shop for a set of campaign rules and further details.

Warhammer Fantasy Battle fans, do not despair - there's a campaign for you coming soon.

### \*\*\* STOP PRESS \*\*\*

Games Workshop PHILADELPHIA.

The newest American Games Workshop store will be opening in Philadelphia in July.

Phone Games Workshop US on (301) 644 1400 for more details.

## DUDLEY

GAMES CLUB EVERY NIGHT

### CHAOS WARBAND CAMPAIGN

This is now underway but players can still join in as it will be running throughout July. All you need to do is contact Stuart at the shop and have a painted Chaos Warband.

## YORK

GAMES CLUB FRIDAY

Starting on July 6th and continuing on future Friday evenings there will be a Warhammer 40,000 Knockout competition.

Contact Evan for further details.

## LIVERPOOL

GAMES CLUB THURSDAY

### SATURDAY JULY 14th - ADVANCED HEROQUEST PARTICIPATION SPECIAL

Steve will be running an Advanced Heroquest adventure in the village 'Dudes' using a 3D village board. We supply everything. Register with the shop before the 14th.

### SATURDAY JULY 28th - CHAOS WARBAND CHALLENGE

Enter your painted Chaos Warband in a challenge across the Chaos Wastes. Register with Bill at the shop before the 28th.

## NEWCASTLE

GAMES CLUB THURSDAY

### SATURDAY JUNE 23rd - BEAT THE GENESTEALERS

Participation game of Space Hulk. Can you defeat the evil genius of 'Eugene Stealer' with your squad of Terminators? You can either bring your own painted squad or use the shop forces. If you would like to play just turn up on the day.

Contact Ian for details.

## PLAZA

(Oxford St, LONDON)

GAMES CLUB EVERY NIGHT

### SATURDAY JULY 7th - GANG WAR

A hive world Warhammer 40,000 participation game with players controlling small gangs in a heavily built up area played on a special 3D terrain. If you'd like to play, contact Phil at the shop.

### SATURDAY JULY 14th - EPIC SIEGE

A Space Marine participation game where you can use your forces to lay siege to a futuristic fortress. For details of what forces to bring if you'd like to play, contact the shop.

## MANCHESTER

GAMES CLUB THURSDAY

### SATURDAY JUNE 30th - SPEED PAINTING ARMIES FOR WARHAMMER

Karl will be showing you how to paint your armies quickly and effectively for Warhammer Fantasy Battle and Warhammer 40,000. Just bring along your army and we'll supply paints, brushes etc.

### SATURDAY JULY 7th and 28th - ORK HUNT

Warhammer 40,000 participation special by Karl. "Can your Marines track down and capture the escaped Ork clan leader?" All the models are supplied, so just turn up on the day if you want to play.

### SATURDAY JULY 14th - STOP THE RHINO

Warhammer 40,000 participation game involving forces of Orks attempting to stop the shop Rhino in the specially built 3D street scene. All you need to bring is 3 painted Orks.

Contact Karl for details of the above events.

## BRIGHTON

GAMES CLUB FRIDAY

### SATURDAY JULY 14th - WARHAMMER 40,000 SPACE ORK PARTICIPATION

A special Warhammer 40,000 Space Ork Bring'n'Battle game where your forces of up to 1,000 points can battle it out on 3D terrain. Just bring in your painted force by 11.00am on the day.

Contact Chris for more details of this and other exciting events.

## EDINBURGH

GAMES CLUB THURSDAY

### SATURDAY JUNE 30th - THE BATTLE OF MINOS IV

A massive Space Marine participation game on a fully-terrained playing surface where Traitors and Orks battle Imperial and Eldar forces. Bring down painted forces of the above races of up to 1,000 points including Titans if you like.

Contact Simon for more details.

### SATURDAY JULY 14th - GRAND JOUSTING TOURNAMENT

A Warhammer Fantasy Battle jousting tournament. All you need is a painted mounted miniature. There will be prizes for the day's champion and best painted miniature.

### SUNDAY TRADING

The Edinburgh shop is now open on Sundays between 11.00am and 5.00pm.



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If you want to know what's going on at your local Games Workshop store, drop in and check the notice board or ask any of the staff who'll be happy to fill in the details and chat about games and Citadel Miniatures. If you can't make it in, give the store a call and ask when the next event is taking place. There's something happening most Saturdays at all the stores - and don't forget the Thursday evening Games Clubs.

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# GOLDEN DEMON FINALS 1990

On Saturday 26th May, Derby was invaded by thousands of gamers and miniature painters, all heading towards the Second International Golden Demon Miniature Painting Finals at Derby Assembly Rooms. The day was an amazing success. As the doors opened at 10.00 the atmosphere was electric. People rushed in to ensure a place at the lavishly-terrained gaming tables - among the lucky players were those who'd been queuing all night, not wanting to miss the chance of a game.

The Golden Demon display was packed all day with an eager press of awed fans and, in the hall around the display, the artists and miniature painters were swamped with requests for autographs as they demonstrated their talents. The standard of the miniatures entered for the Golden Demon Awards and for the Marauder Blade painting competition was incredibly high, as you can see from the winners we're showing in this issue. If you weren't at Derby on the 26th, you'll be able to see the best of the miniatures in the forthcoming Fantasy Miniatures book. We were also highly impressed by the quality of the miniatures entered into the Young Bloods painting competition: even though none of the entrants had been painting for more than a year, there were some beautifully-painted models and we look forward to seeing Young Bloods in next year's Golden Demon Awards.

In addition to the huge miniatures display, Golden Demon saw the finals of the first season of Gaming Leagues. The competition was intense as players fought for the League Trophies and the winners had to show the utmost expertise and skill to earn their prizes. Alongside the Gaming Leagues in the main hall were the participation and demonstration games where huge painted armies fought amid the clanging and crashing of the Knights of Outremer as they battled in full medieval armour on the stage.



HORDES OF PEOPLE GATHERING AROUND THE GOLDEN DEMON DISPLAY



DAVID SOPER IN HIS MOMENT OF GLORY, HOLDING UP THE GOLDEN DEMON SLAYER SWORD



DAVE ANDREWS AND COLIN DIXON ON THE 'EAVY METAL LIVE STAND



ANDY WARWICK'S STUNNING 3-D SPACE HULK PARTICIPATION GAME



THE EVER PATIENT QUEUE WERE ENTERTAINED BY THE KNIGHTS OF OUTREMER AND THE HEANOR HAWKS AMERICAN FOOTBALL TEAM



THE LEAGUE FINALS IN PROGRESS



3 GRETCHINS READY FOR ACTION IN WAAARGH! ROLEPLAY



THE SEALED KNOT AT A TURNING POINT IN THEIR BATTLE



BRIAN CRAIG, AUTHOR OF PLAGUE DAEMON, SIGNING HIS LIFE AWAY!



ANDY JONES PRESENTS THE YOUNGBLOODS AXE



THE MAIN HALL - FULL TO CAPACITY WITH EAGER GAMERS



FAST ACTION IN THE BLOODBOWL ARENA



GUY CARPENTER - 'MODELLING WORKSHOP'



THE KNIGHTS OF OUTREMER IN ACTION

As those who queued for over 2 hours may have realised, we experienced a few problems trying to get everyone into the hall. This was due, in part, to the sheer volume of people who turned up, but mainly because the staff at the Assembly Rooms simply could not cope. For some reason there were more people being let out of the hall than being admitted - and the hall actually started to empty whilst there was still a huge queue outside. Quick action from the GW staff resolved the situation, and the remaining queue was let in at once. Apologies to everyone in the queue, and many thanks for being so patient.

The finals of the first season of the Gaming Leagues taught us a great deal too, and the official annual finals at Games Day will be 100% better - more interesting terrain, more tightly structured games and strictly controlled forces.



NIGEL STILLMAN DEMONSTRATES MIGHTY EMPIRES



JERVIS JOHNSON & ANDY CHAMBERS REFEREE THE 25MM SCALE EPIC SPACE MARINE GAME

The sheer enthusiasm of everyone involved was unbelievable and made the months of preparation and planning well worth while. As the day ended and clearing up began, people were already talking about the displays they want to mount next year, with even larger painted armies and more breathtaking scenery...



STEVE HOW  
GOLDEN DEMON ORGANISER

### GOLDEN DEMON WINNERS

SINGLE FIGURE: RICHARD PICKUP  
MOUNTED FIGURE: J.S. TOYER  
MONSTER: MARK GIBBONS  
VIGNETTE: MICK BEARD  
TITAN: PAUL ROBBINS  
EPIC VIGNETTE: JOHN JAMES  
STD. BEARER: DAVID KNOWLES  
VEHICLE: DAVID SOPER  
OVERALL SWORD WINNER:  
DAVID SOPER

### YOUNG BLOODS

SINGLE FIGURE: A. DOCHERTY  
MONSTER: RICHARD JOHNSON  
MOUNTED FIGURE: A. DOCHERTY  
OVERALL WINNER:  
RICHARD JOHNSON

### MARAUDER BLADE WINNERS

VIGNETTE: DAVID KNOWLES  
SINGLE FIGURE: S.J. OSBOURNE  
REGIMENT: PAUL ROBBINS

### 1990 GAMING LEAGUE WINNERS

BLOODBOWL  
MARK DONALD - GW READING  
WARHAMMER 40.000  
DAVE LEWIS - GW BRISTOL  
SPACE HULK  
DAVID YAU - GW PLAZA  
WARHAMMER FANTASY BATTLE  
PAUL GROVES: GW BIRMINGHAM

# THE WINNERS

Choosing the winners of this year's awards was, if anything, a harder task than last year; after hours of careful deliberation we picked the following models.

The amount of work that has gone into the setting of Peter Cook's Genestealer Throne Room is amazing, something new seems to appear every time you look at it; had you noticed that there is a bird in the hanging cage?

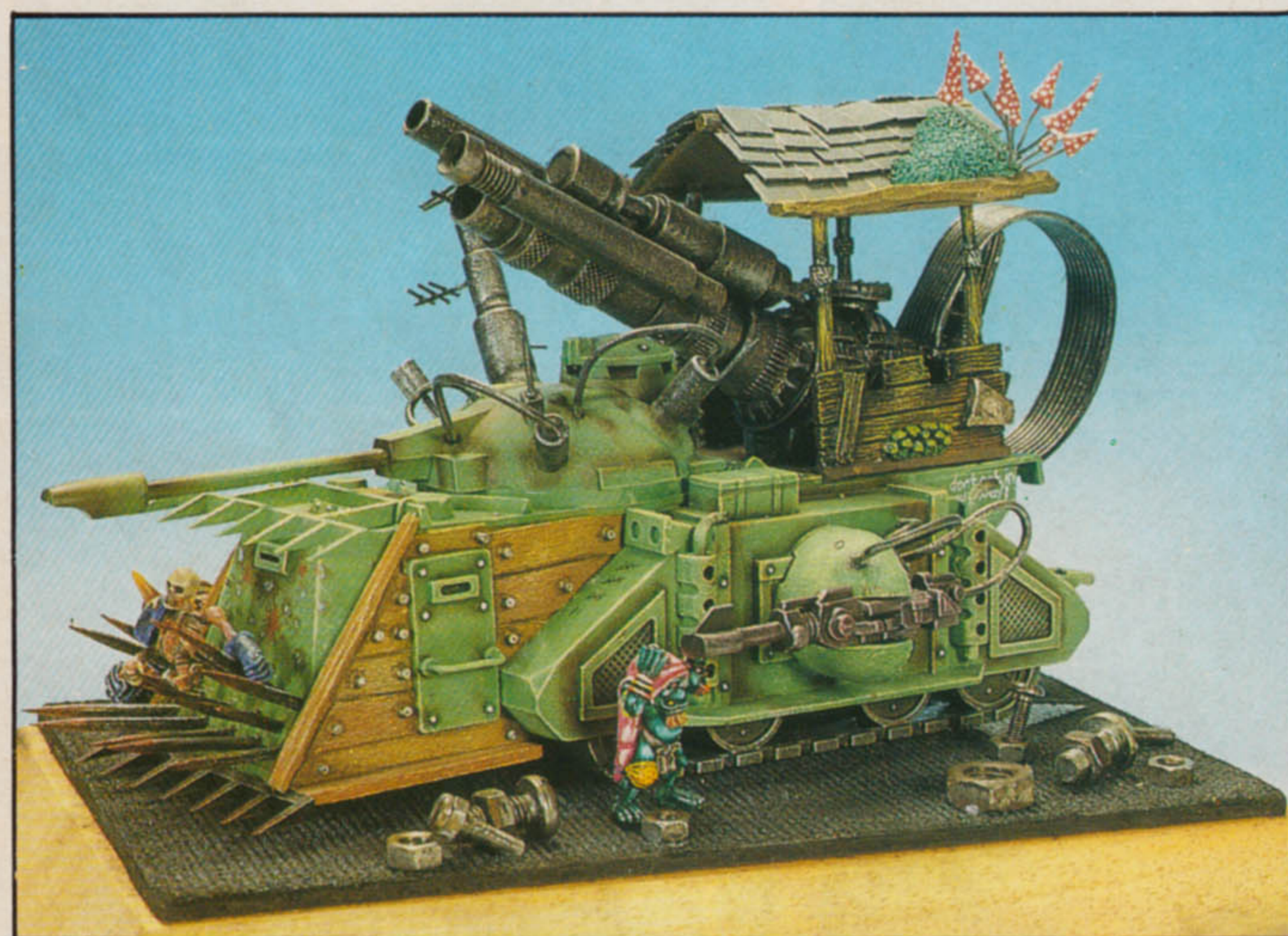
John James has used lengths of fine wire for the strings on his Titan Puppeteer, but has posed it in such a way that it really appears that the dreadnought is being manipulated.

Ben Satterthwaite's subtle rendering of Eaglewing has replicated the Terminator Captain's personal heraldry right down to the finest details.

The blue and white checks on David Knowles' Ork Gargant contrasts beautifully with the green mottling and the Mekaniak skull symbol provides a fine focal point.



MARK GIBBONS - 2ND PLACE MOUNTED MINIATURE



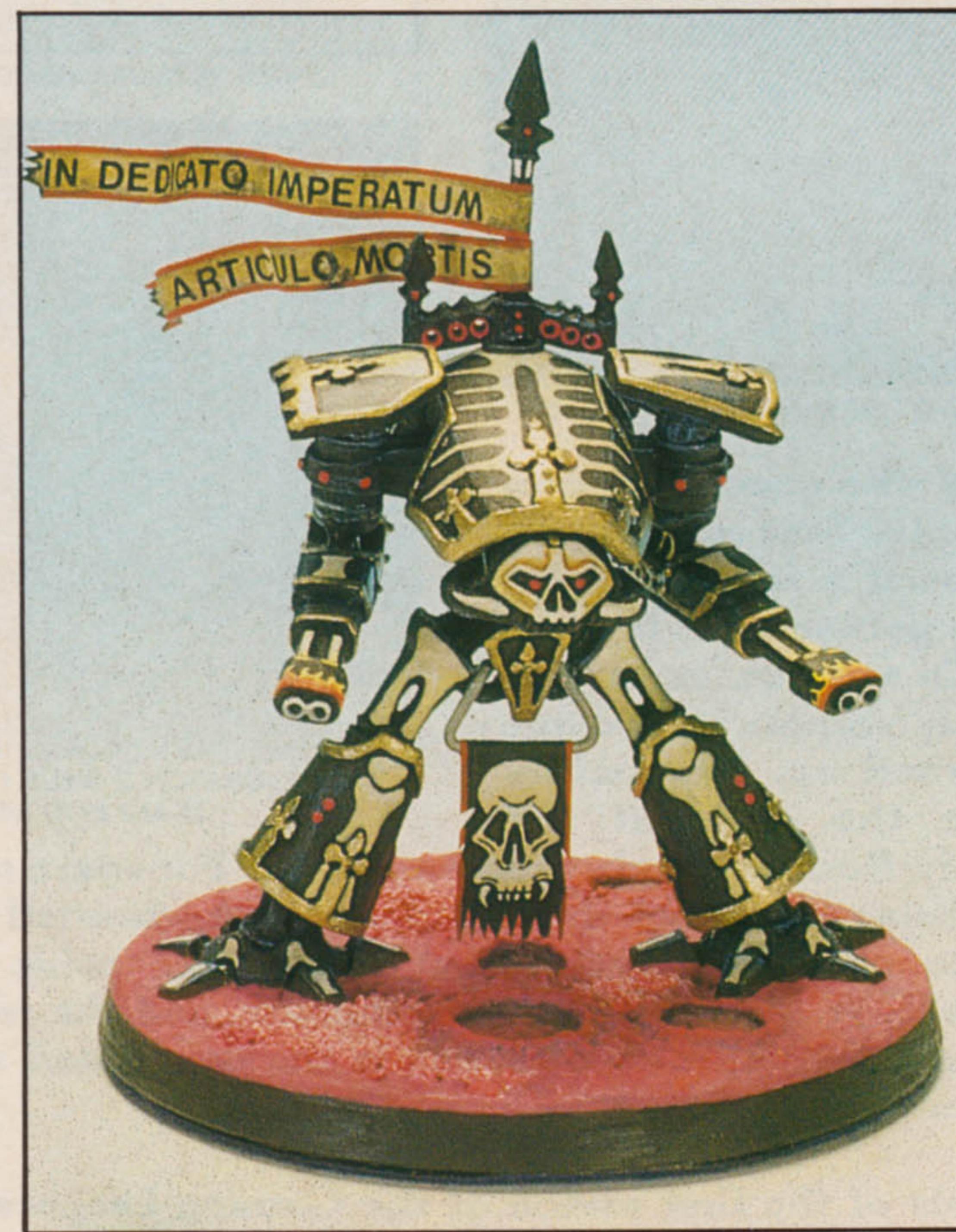
CRAIG SPARKS - 3RD PLACE VEHICLE



MARK GIBBONS - 1ST PLACE MONSTER



PETER COOK - COMMENDED VIGNETTE



STEVE OSBOURNE - 3RD PLACE SINGLE TITAN



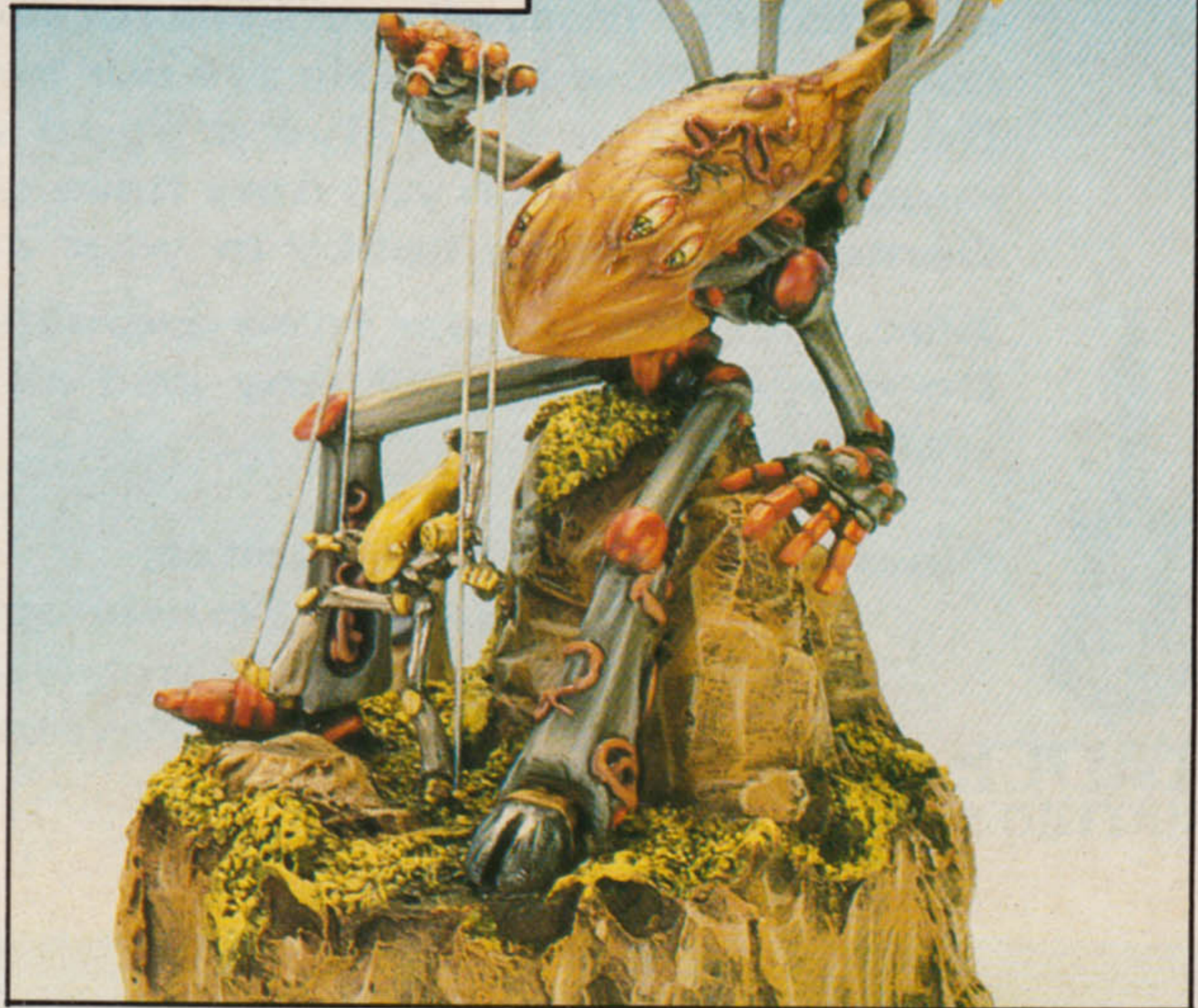
J.S. TOYER - 1ST PLACE MOUNTED MINIATURE



JOHN JAMES - 2ND PLACE SINGLE MINIATURE



ADRIAN WINK - 2ND PLACE STANDARD BEARER



JOHN JAMES - 1ST PLACE EPIC VIGNETTE



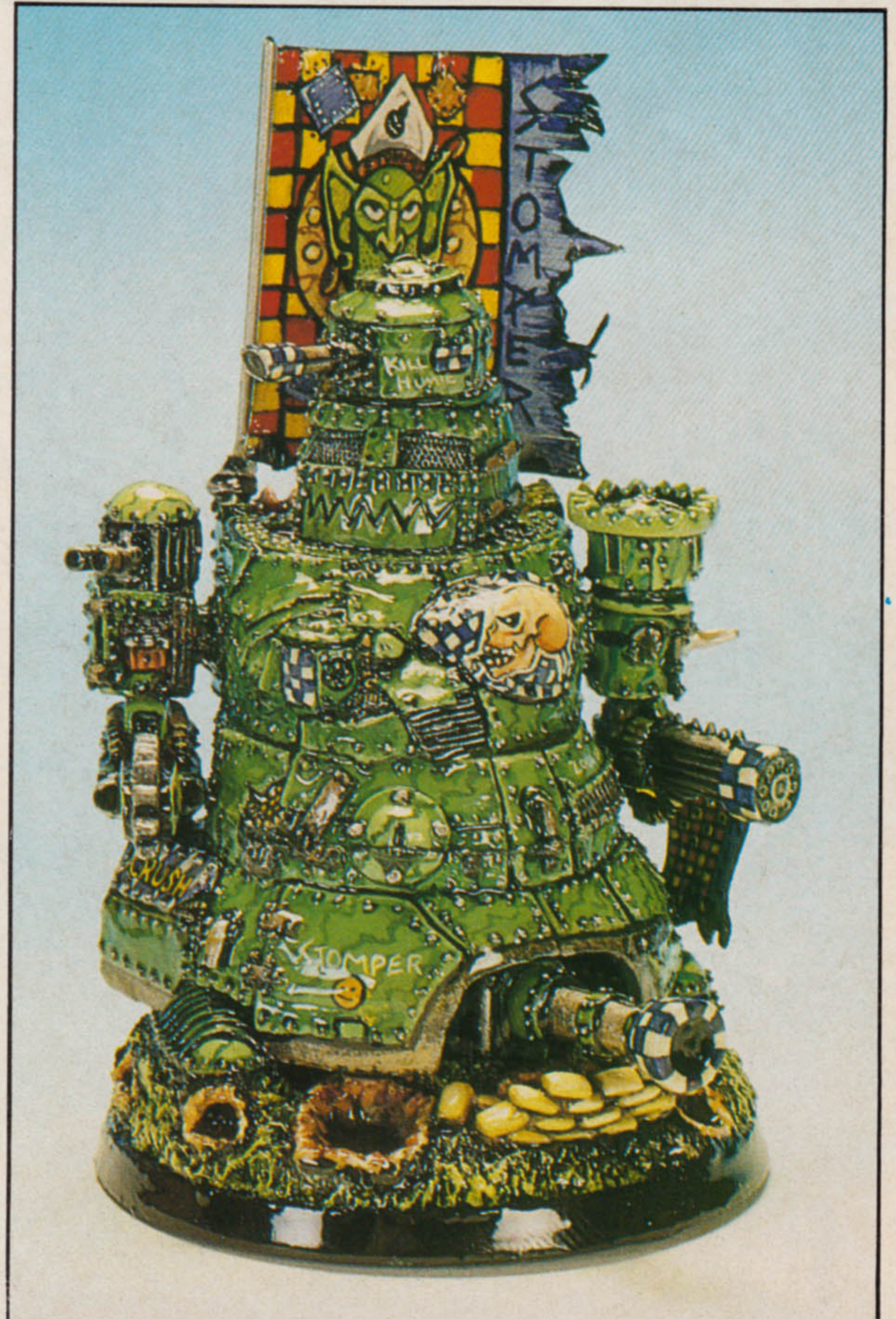
MANFRED ASSMUS - COMMENDED MOUNTED MINIATURE



IAN FAWCETT - COMMENDED SINGLE MINIATURE



BEN SATTERTHWAITTE - 3RD PLACE SINGLE MINIATURE



DAVID KNOWLES - 2ND PLACE SINGLE TITAN

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As part of our plans to expand the overseas Games Workshop hobby, we need to hear from all overseas retailers, particularly in the above mentioned countries. How available are our products? How is the hobby developing? Do you feel you receive a good service from us? Any comments or suggestions which you may have concerning the potential growth of the Games Workshop hobby in your area will be gladly accepted.

Also, we'd like to hear from overseas gamers - how good is your local shop? Do they run leagues? Any and all suggestions and comments are very welcome.

Please write to: Andy Jones,  
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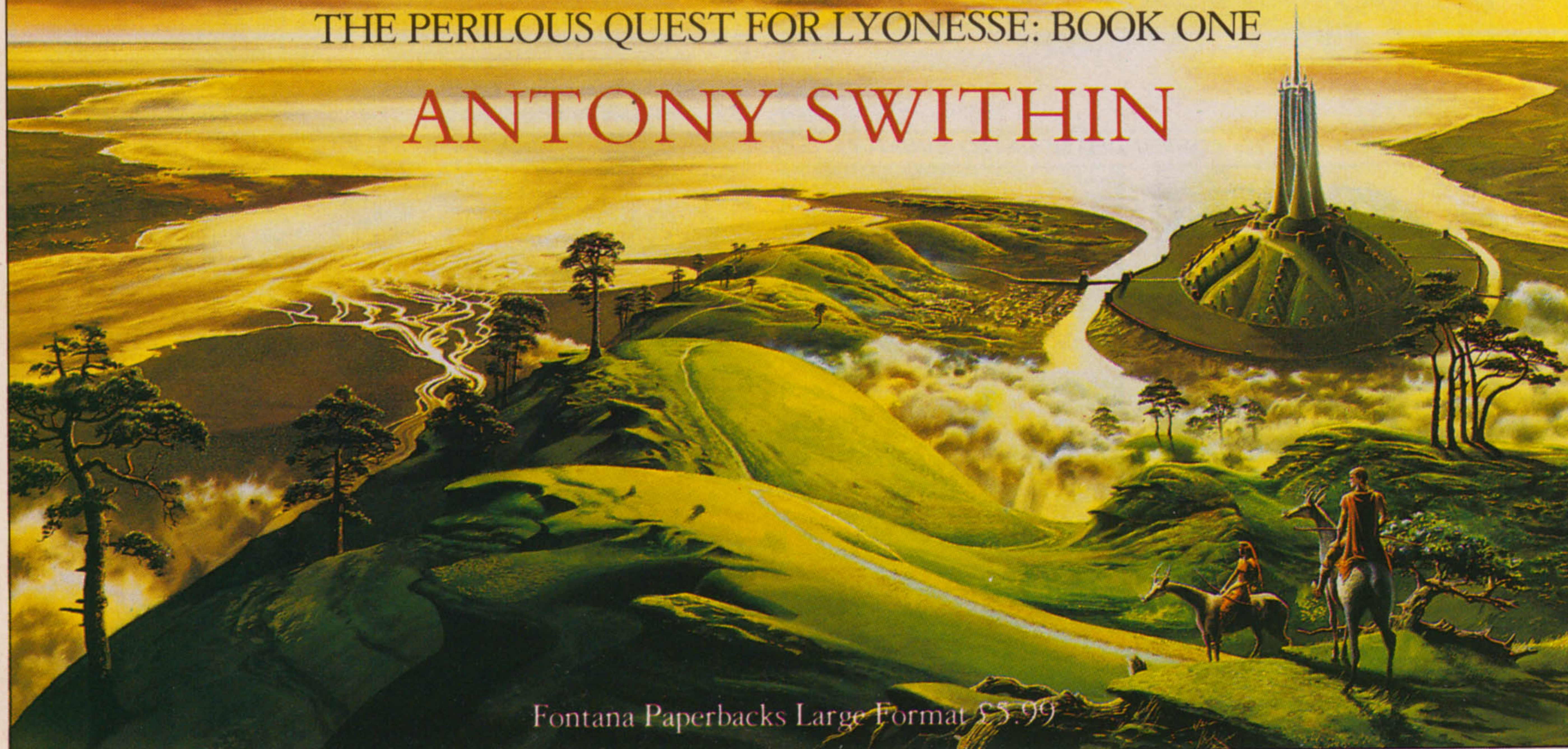


**CITADEL™**  
**MINIATURES**

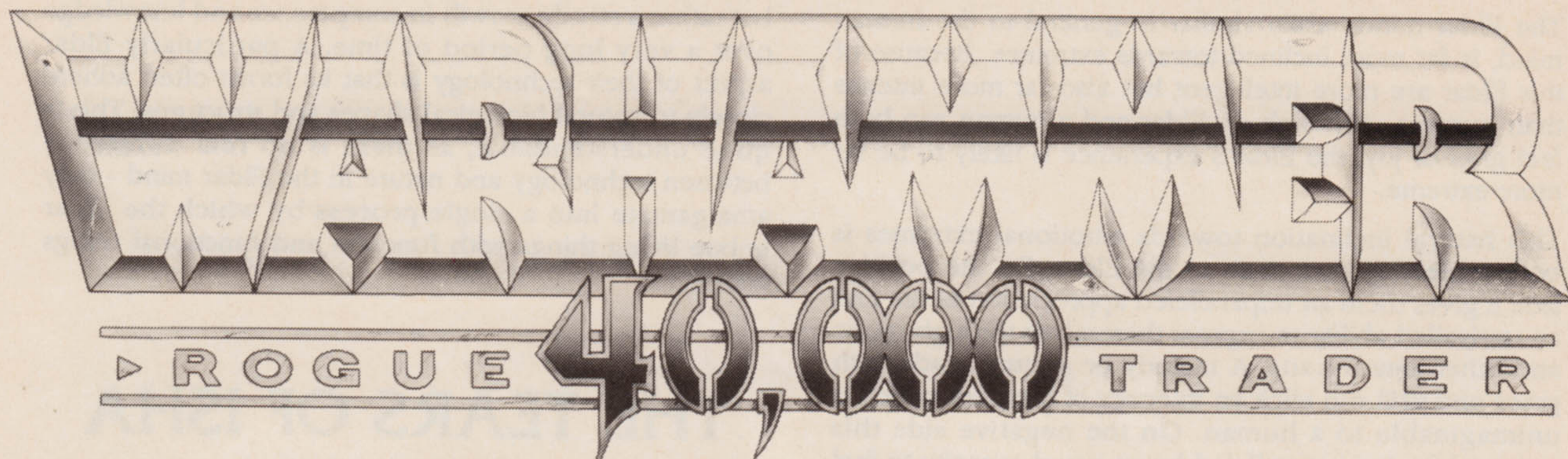
# PRINCES OF SANDASTRE

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# ELDAR

The Eldar race has a long and complex spacefaring history, so long in fact that little is known for certain about the course of their physical evolution and early planet-bound existence. The original Eldar Homeworld was destroyed during the catastrophic collapse of the Eldar civilisation known as the Fall of the Eldar. The remnants of Eldar culture that survived that cataclysm preserved much of their racial history in the form of traditional stories, songs and dance. Written records, monuments, and visual records were almost completely destroyed except for a few instances where they were taken aboard spacecraft fleeing from the doomed planets.

## BEFORE THE FALL

Although the whereabouts of the Eldar homeworld is unknown, it is likely that it lay in the region of the galaxy now known as the Eye of Terror. This area lies to the galactic north and east of Earth and forms a circular 'eye' shape approximately ten thousand light years across at its widest point. The Eldar believe that their homeworld and the extent of their ancient civilisation formerly covered the Eye of Terror, and that during the Fall their spacial realm was overwhelmed by Chaos. Today the Eye of Terror is known as the largest region of warp-real space overlap, where Chaos and the Material Universe mix into each other.

The Eye of Terror is not devoid of habitable planets, and it may be that the secrets of the Eldar past still lie there awaiting rediscovery. However, these worlds no longer form part of the real universe and are not bound by the normal logic of astro-physics. Instead they are controlled and in many cases actually shaped by the Chaos Powers or mighty daemons. For this reason these worlds are known as the Daemon Worlds. These planets take many bizarre forms, including worlds which are flat, where rivers of blood pour from the sky, where gigantic burning trees provide the only illumination, and many others created from the daemonic imaginations of their rulers.

Even so, these planets are not devoid of life, but are home to countless mortal followers and champions of the Chaos Powers as well as immortal daemons and their masters. Among the mortal inhabitants can still be found Eldar, some preserved since the time of the Fall, who

champion the cause of Chaos on the Daemon Worlds and throughout the galaxy.

Eldar are physically similar to humans, although not entirely identical by any means. They have longer and cleaner limbs, and fine ascetic features with penetrating and slightly slanted eyes. Their ears are also slightly pointed, but otherwise they could pass as human at first glance. The most obvious difference between humans and Eldar can only be seen when they move, for the movements of an Eldar radiate a subtle grace which is impossible for a human to emulate. This can be seen in even their slightest gestures or the dexterity with which they manipulate small objects.

Dance, mime and other gestural art forms are very important to the Eldar, their formal art investing a whole range of gestures and stance with precise meanings. Much of the early history of the Eldar is recorded in the form of traditional dances, recounting the stories of the ancient houses of Eldanesh and Ulthanash, the children of Kurnous and Isha, Gea and her twin consorts Khaine the Bloody Handed God and Asuryan the Phoenix King. The legends surrounding these mythical immortals and the birth of the Eldar form a complex cycle of ritual dance and song known as the Dream of Asuryan. Although mythic rather than historic in nature, this cycle of dance and song is said to embody profound secrets about the Eldar past within its subtle movements and tonal variations. In their highest form these dances are performed only by the Warrior Dancers called Harlequins, and only they really understand all of the myriad secrets hidden within these extremely physically demanding and incredibly precise dances.

The Eldar mind, while similar in general to the human mind, is far more inclined towards extremes. Because of this Eldar are more intelligent but also far more intense than humans. Although an Eldar and a human can both feel grief or joy, the Eldar's experience is likely to be far more extreme.

This natural inclination towards emotional extremes is both a blessing and curse to the Eldar. On the positive side it gives them an unparalleled appreciation of life and an unrivalled ability to express themselves through music and other creative arts. A melody or gesture made with grace and skill can elicit an intensity of pleasure which is unimaginable to a human. On the negative side this potential for joy is paralleled by an equal capacity to feel despair, ambition and even hatred. Confronted by grief or personal loss an Eldar suffers mental torments which far exceed the boundaries of human anguish.

The extreme nature of their temperament makes it very important that the Eldar retain a measure of self-control at all times, for it is dangerously easy for them to become entranced by and ultimately dependent upon the experiences that their culture offers them. At the same time they must learn how to control the darker side of themselves, the side which feels jealousy, rage and hatred, and which is no less a part of their personalities.

## THE PSYCHIC RACE

As far as is possible to tell, the Eldar have always been a psychic race. This manifests itself in a variety of unusual talents. One natural ability which is common to many Eldar is called psychomorphism by the human Xenobiologists of the Imperium. In crude terms this gives them the ability to shape matter and create simple artefacts from raw materials. More complex things can be made by several individuals working together or with the aid of forging machines to enhance the creative process.

Eldar can also move small objects by a form of psychokinesis and it is by this means that they build their most sophisticated devices.

Some Eldar can influence the structure of growing matter by a form of empathic telepathy. This empathic ability may have been particularly important during the early development of the Eldar race enabling them to promote the fruitfulness of edible crops and reshape the growth of trees to make simple shelters. During their primitive evolutionary stage the Eldar undoubtedly benefitted greatly from these skills. The first Eldar villages and towns are supposed to have been living structures grown from trees, often covering many square miles and reaching high into the air. Structures like this can still be found on worlds colonised by the Eldar in later times.

Because of their psychic abilities the Eldar race learned how to make and shape raw materials at a very early stage of cultural development. By means of their mental powers they were able to refine minerals and shape the resulting metals and stones into whatever they wanted. Eldar technology has a very ancient history and the pace of its progress is closely tied to the slow evolutionary development of the race.

There was never a sharply defined industrial phase of Eldar history (as for example there was in human history)

but rather a steady growth in competence and knowledge over a very long period of time. A particularly Eldar aspect of their technology is that its forms often adhere closely to natural biological shapes and structures. This is quite understandable, as there is no real difference between technology and nature in the Eldar mind - they amalgamate into a single process by which the Eldar imbue living things with function and functional things with life.

## THE TEARS OF ISHA

Artefacts called spirit stones have existed for as long as the Eldar can remember. The story about how they were created is told in the Dance of Asuryan. One night the Goddess Lileath had a dream in which she saw Khaine the War God torn to pieces by a mortal descendant of Kurnous the god of the hunt and Isha the goddess of the harvest. Kurnous and Isha had many children who included immortal gods as well as the very first mortals - the Eldar. When Lileath told Khaine about her dream he resolved to destroy the mortal children of Kurnous and Isha, and pursued them through the Heavenly Realm, trapping and slaying many before Asuryan the Phoenix King heard the weeping of their mother Isha and came to see what was happening. When he discovered what Khaine had done, Asuryan banished the remaining Eldar to the Mortal Lands and forbade all further contact between mortals and gods.

Kurnous and Isha were dismayed at being parted from their offspring and asked their uncle Vul the Smith god to help to reunite them. Vul took the tears shed by Isha and turned them into spirit stones. By means of the stones an Eldar could talk to the gods, and in this way the Eldar and gods could communicate even though they could never meet. Although Vul knew Asuryan had forbidden contact between mortals and gods he gave one of the stones to Isha and the remainder to her mortal children the Eldar.

By means of the stones the Eldar talked to Isha. They learned how to use the stones to draw runes, and were shown how the energy of the stones could be combined with the runes to make skeletal frameworks for all kinds of structures and craft. Unfortunately, Khaine overheard Isha one day as she talked through her stone to the Eldar, and the War God immediately told Asuryan.

Asuryan was so enraged that his order had been disobeyed that he gave Kurnous and Isha to Khaine to do with as he pleased. Vul could not bare to see his brother and sister harmed by Khaine so he struck a bargain in return for their safety. Khaine agreed that if Vul were to make him a thousand enchanted weapons by the same time the following year he would let Kurnous and Isha go free.

Vul worked hard all year, but at the end of the time the final weapon, a long sword, still lay unfinished on the anvil. To conceal the shortfall Vul picked up an ordinary sword and mixed it into the others, and gave the weapons to Khaine who was too pleased to spot the deception. Vul, Kurnous and Isha hurried away. As they made good their escape Khaine discovered the ordinary sword hidden among the weapons and roared with anger, calling Vul a cheat and crying out for revenge.





ELDAR FOREST-DOME INTERIOR

JES GOODWIN

## PSYCHIC ENGINEERING

The Eldar use Wraithbone to make the skeletal cores of their buildings and spacecraft. Much as the skeleton of an animal provides a framework for its fleshy tissue, so the Wraithbone skeleton of an Eldar spacecraft is a living core around which its functional structures are arranged.

The Wraithbone not only gives the construction rigidity, but also provides channels for psychic energy. This facilitates internal communication between systems, transmits power, and enables the craft to act as an organically integrated whole. In this way the Wraithbone skeleton not only performs the mechanical tasks which a bony skeleton would perform in an animal, but also the role of the nervous system and blood stream too.

The Wraithbone core of a spacecraft is surrounded by a structure which is literally grown into the required shapes. This is accomplished by a special class of Eldar called Bonesingers. These Bonesingers use their psychomorphic talents to accelerate the formation of psychotropic crystals around the Wraithbone. They then shape the resulting mass into fibrous bulkheads, supporting walls, floors, and conduits. The resulting shell completely surrounds the Wraithbone core and forms the hull and major internal divisions of the spacecraft. The same process is used to make any large structure including vehicles, but spacecraft are typical works of Eldar psychic engineering and serve as a good example of the process.

JES GOODWIN



EXARCH - SWOOPING HAWK

Following this episode the Dream of Asuryan tells how Khaine and Vul fight each other, and how Vul reforges the unfinished sword to use against his enemy. After a series of battles Vul is finally caught by Khaine who cripples him and chains the Smith God to his own anvil. Vul's Sword then passes into the hands of the mortal hero Eldanesh, who finally confronts Khaine and is torn apart and killed.

Asuryan was so appalled by the murder of Eldanesh that he cursed Khaine and made his hands drip eternally with the blood of Eldanesh so that everyone would remember what he had done. The sword then passed through the hands of Eldanesh's descendants until it was finally lost in the Sea of Broken Tears by Inriam the Young.

### SPIRIT STONES

Spirit stones are glassy spheres which are warm to the touch. They respond to the psychic emanations of anyone who holds them, glowing brightly in the hands of a mighty Bonesinger, blue if touched by a Farseer, and red or orange if handled by a Warlock. All of these are types of Eldar Seer - the name given to Eldar who have been trained to use their psychic powers.

A spirit stone is a tool which allows a Bonesinger to draw raw energy from the warp and shape it into matter. The matter created in this way is called Wraithbone, and it can be psychically teased and manipulated by the Bonesinger into almost any form he wishes. Wraithbone is extremely tough and resilient. It forms the backbone of spacecraft and large structures as well as countless smaller items. Nor is Wraithbone used only for utilitarian artifacts like spacecraft, it is also used to create sculptural works of art.

Because Wraithbone is a solidified form of warp energy it has several special properties. It never really loses its physical connection to the warp, so that in a sense part of it remains in the warp at all times. As a result Wraithbone can channel psychic energy much as an electric cable carries current. At the same time it also contains psychic forces and can shield the forces it contains from other psychic energy.



FIRE-DRAGON EXARCH

ADRIAN SMITH



WAYNE ENGLAND

Small runes are cast upon the ground by Eldar Seers who interpret the pattern and the proximity of one rune to another in order to divine the future. The runes are vital to every Seer because they enable him to focus and direct psychic energy, and by concentrating on a particular rune he can evoke a specific psychic power.

The runes used by Bonesingers function as templates or patterns for the various devices or structures which they grow from psychotropic crystals. The runes also have a protective function which is important to all Eldar Seers. Because the runes are made from Wraithbone, which is itself impervious to external psychic energy, they act as simple fuses. If a Seer draws too heavily upon his psychic energies, or if malign forces attempt to reach him while he is in a trance, then the runes will be destroyed severing the psychic connection between the Eldar and the warp. Were it not for the runes it is doubtful that the Eldar could use their psychic powers at all, as they would soon fall prey to the malicious entities of the warp.

## THE FALL OF THE ELDAR

Over ten thousand years ago the Eldar race suffered the greatest tragedy ever to befall a major intelligent race. The Eldar civilisation was at its height and spanned a significant portion of the galaxy. Their worlds were places of great beauty and peace, paradises of personal contentment and cultural achievement. However, all this was to end in a cataclysm of destruction which was to wipe out the inter-planetary civilisation of the Eldar at a single stroke. This cataclysm is known simply as the Fall.

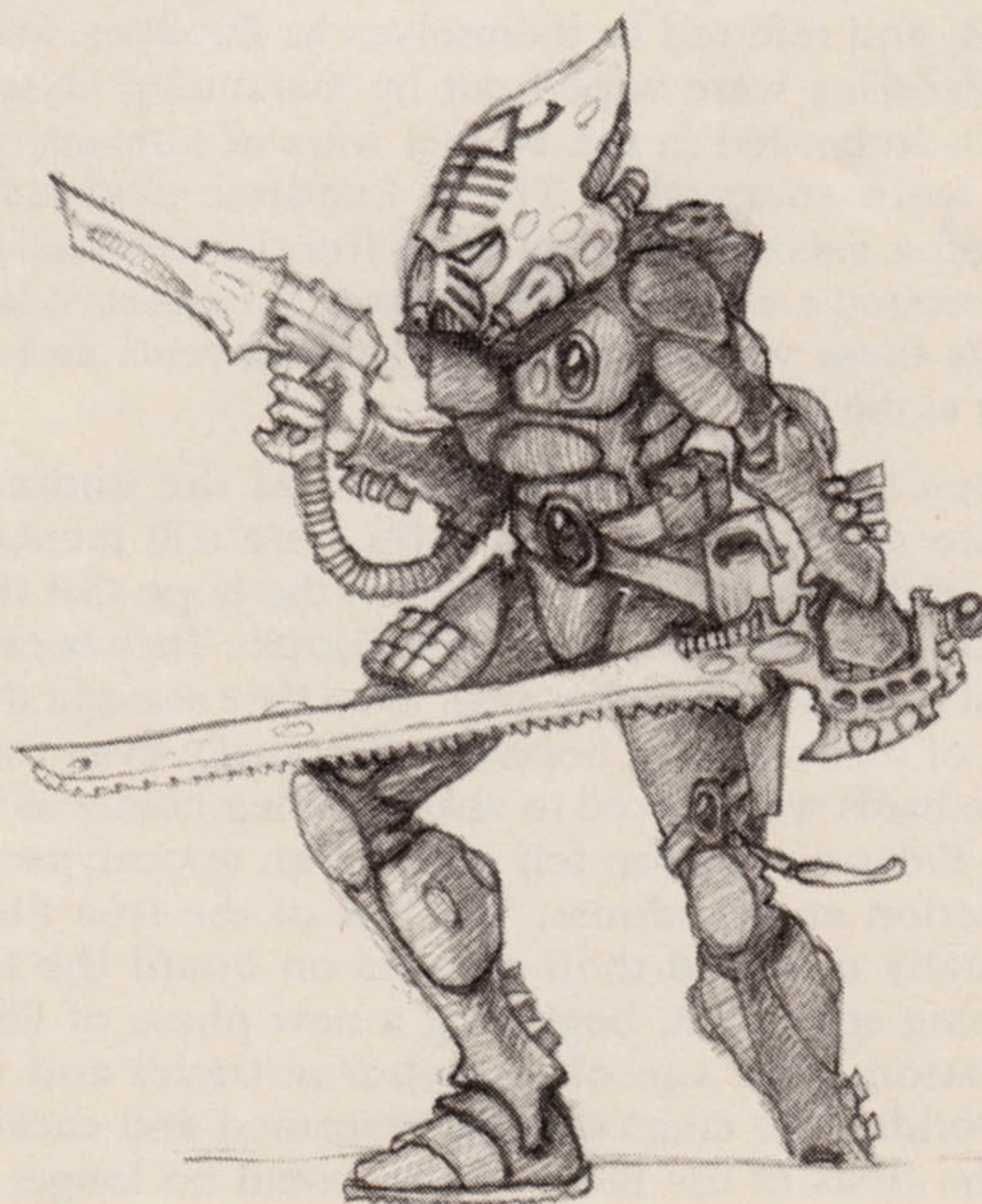
All Eldar tend towards extremes of emotion and intellect so that the temptation to pursue a life of pleasure, art, and intellectual gratification is very great. Even before the Fall the majority of Eldar recognised these temptations and fought against them, refusing to be drawn into the inescapable pleasures which their sensibilities and culture afforded.

Once the Bonesingers have laid the basic structure over a Wraithbone core, the spacecraft is ready to be fitted out. Individual systems can be either fabricated on board the ship by psychomorphism or made elsewhere and installed subsequently. Most of the craft's operating systems are connected directly to the Wraithbone core. The many thousands of systems draw power through the Wraithbone and are constantly monitored and ultimately controlled through it.

Because of the unique practices of Eldar psychic engineering, any Eldar construction, whether building, vehicle or spacecraft, resonates with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can evaluate and control various mechanical functions. This is the basis on which Eldar technology is achieved. Although it is very different from the simple mechanical processes used by humans, individual devices and structures usually look similar to comparable human artefacts. As a general rule, Eldar artefacts have an organic, flowing appearance and tend to lack hard angular edges.

## ELDAR RUNES

Wraithbone is also used to make small but psychically potent items including runes. Eldar runes are complex interwoven shapes each of which has its own distinct pattern. Because they are made of Wraithbone the runes retain a connection with the warp, and have the ability to both direct and contain psychic energy.



JES GOODWIN

# SLAANESH

The warp is an alternative universe inhabited entirely by psychic energy generated by the thoughts, emotions and mental life of the inhabitants of the material universe including the Eldar. These thoughts and emotions cannot die, they are eternal, so that over the ages they accrue and become stronger as they are reinforced by the similar thoughts and experiences of others. Eventually, a single idea or emotion can become so powerful within the warp that it attains a consciousness of its own and becomes a daemon or a god. These daemonic entities are known as Chaos Powers. The most powerful of these are the four Great Powers Khorne the god of war, bloodshed and anger; Tzeentch the god of change, plots and intrigue; Nurgle the god of plagues and morbidity; and Slaanesh, the god of pleasure and personal gratification. Slaanesh is particularly associated with the Eldar, and only came into being with their final Fall. Prior to this time Slaanesh was growing in power but not fully conscious - rather like a sleeping monster bellowing and kicking in its dream-disturbed sleep.

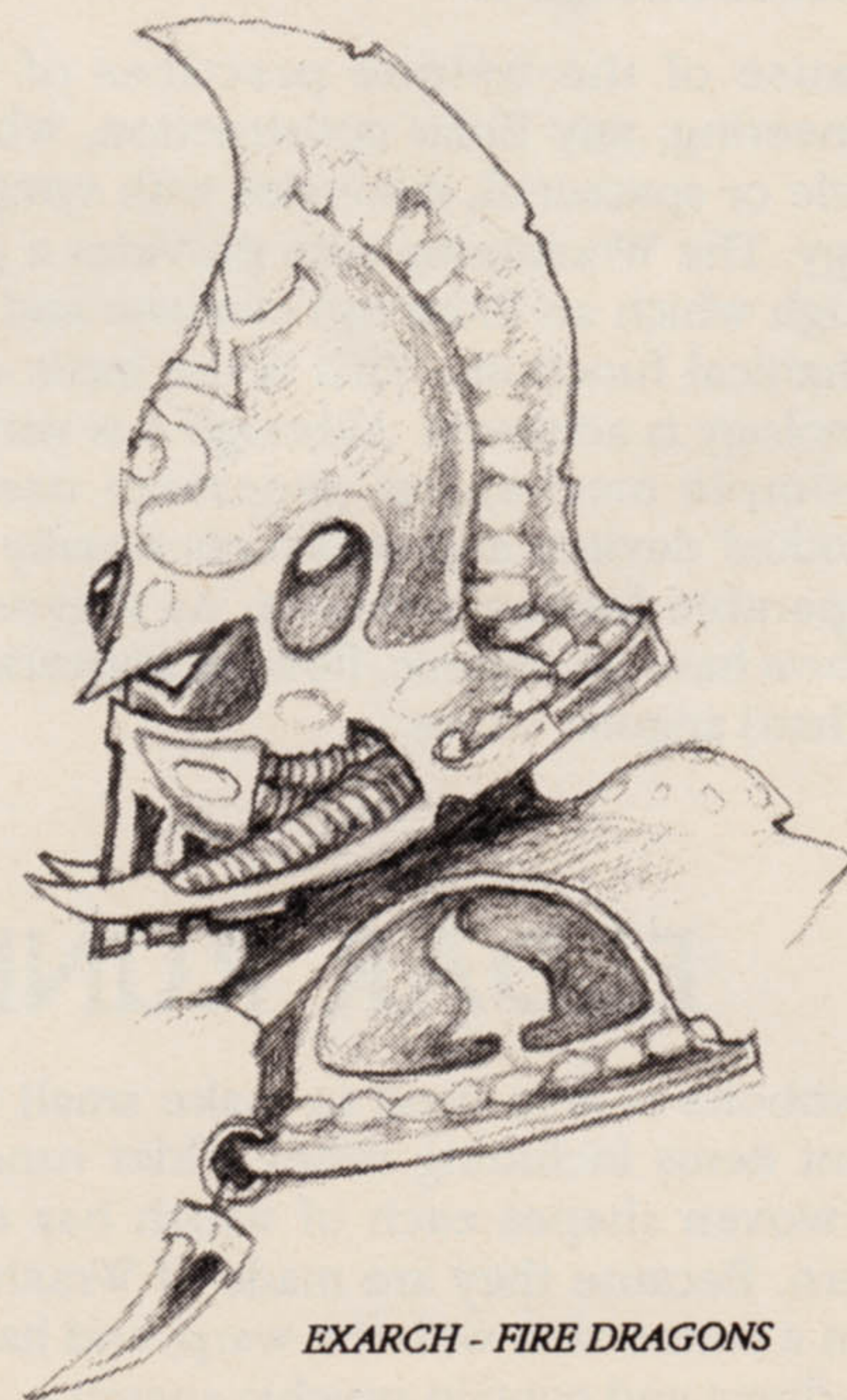
As the Eldar pursued their road to destruction so their emotional life degenerated into the reckless pursuit of pleasure, exotic experience and intellectual indulgence. The mental energies released into the warp as a result coagulated into an entity, an entity which was potentially very powerful but which was not yet fully conscious. This was, of course, the entity called Slaanesh. Although Slaanesh was not yet fully conscious some Eldar had already begun to worship the god's sleeping form. For centuries the Eldar had predicted the Coming of the Lord of Pleasure, so that many had come to disbelieve the prophets and their endless tales of doom. As the disturbed dreams of Slaanesh began to infiltrate the psychic minds of the Eldar, so their degeneration accelerated apace, further feeding Slaanesh in the warp, and creating an unbreakable cycle of doom. While there were Eldar sane enough to be appalled by the degeneration of their race, their horror kept Slaanesh from achieving full consciousness.



TONY HOUGH

However, the very act of fighting against their own nature had an unbalancing effect upon their minds. Hysteria, insanity and a multitude of racial psychoses began to affect almost the entire population. Some Eldar gave in to their hedonistic impulses, joining exotic cults in their pursuit for novel experiences, esoteric knowledge and sensual excess. As these cults proliferated, Eldar society became increasingly divided. Foreseeing the collapse of their civilisation, some Eldar began a series of mass migrations to newly seeded planets where they planned to set up utopian societies free from the taint of hedonism. These Eldar called their migrations the Exodus, and referred to themselves as Exodites. Many early Exodites were wiped out by marauding Orks or became embroiled in the eternal wars of humans, but some were successful. These Exodites eventually founded a second generation of frontier civilisations based around a core of noble houses. Their descendants still rule these worlds after ten thousand years and are known as the Eldar Knights.

Between the survivalist Exodites and the uncaring pleasure seekers were Eldar who were still mentally stable, and who remained behind in the hope that they could help restore order to their civilisation. They became increasingly few in number until even they realised their dream of recovery was hopeless. Eventually even these few die-hards were forced to abandon their homes as the whole Eldar civilisation fell apart in an apocalypse of destruction and madness. The last of the true Eldar eventually deserted their planets on board the few remaining spacecraft, beginning a new phase of Eldar civilisation - the age of spaceborne travel and the Craftworlds. The creatures that screamed and cackled over the ruins of the Eldar worlds could no longer be called Eldar.



EXARCH - FIRE DRAGONS

JES GOODWIN

Overhead, a sun the colour of blood beat down, turning the ash plain into a lake of crimson light. A good omen, Karhedron decided. They would sweep the foul influences of Chaos from this world.

He surveyed the scene through the eyes of his Warlock mask, his long thick robes fluttering in the breeze. He scanned the horizon, hoping to catch sight of the enemy.

In his mind lethal energies pulsed and surged. He felt the urge to unleash them creep through him. He was a vessel for transcendent power. All he had to do was focus it through his channelling runes or his witch blade to bring death to his enemies.

His mind cast back to his time as an Aspect Warrior, an experience he had hoped never to have submit himself to again. Countless times had he stood waiting like this for battle to commence. As a Fire Dragon Karhedron had fought on fields of ice under turquoise skies, danced through whirling red dust on burning desert plains, crept through underground labyrinths of dank dark stone. The ancient weapon he bore remembered too. It had not always been his - he had retrieved it from beside the fallen body of the famous Warlock Tathya, where she lay surrounded by dead Orks.

The song of wings filled the air as a group of Swooping Hawks soared ecstatically into the warm sky. They drifted lazily upward, catching thermals like giant birds of prey. Karhedron knew that their seeming indolence was illusory. The Keen-eyed Ones kept careful watch in case the enemy attempted a surprise attack.

He studied the squad of Aspect Warriors sitting on the nearby rocks, meditating on the inner nature of their weapons. The sun glinted off their blue armour, highlighting the Fire Shrine rune that marked them as belonging to their Craftworld. Their shuriken catapults lay dormant across their knees. Karhedron was not fooled by their apparent passiveness. He knew that the Dire Avengers could shift from quiet repose to instant action in the blink of an eye.

A high-pitched keening wail filled the air as the Howling Banshees performed the Dance of Skulls near their dropship. Karhedron watched as the women sparred in slow motion with invisible foes, each movement part of some greater intricate pattern, as if the whole unit were one organism sharing a single mind. Scarlet tresses swept through great arcs as the women swayed. Langourous kicks just seemed to miss each of the dancers. As the ritual continued the pace of the footstamping and handclapping speeded almost imperceptibly until the Banshees moved and tumbled almost too fast for the eye to follow.

A shimmering of air between the gateway tetrahedrons announced the arrival of a squad of chitinously armoured Striking Scorpions. They skittered across to the Farseer's position and bowed before Kelmon, the chosen Battleseer. Kelmon acknowledged their presence with an ornate salute.

Mandiblasters clicked acknowledgement then they turned and moved to take up a perimeter position.

Nearby atop a great butte, Dark Reapers, arranged in three-man fireteams, stood immobile as statues. Their massive forms radiated menace yet their presence was strangely reassuring. Karhedron knew no enemy could approach without being the target of their missile launchers.

A line of Fire Dragons weaved across the plain as the Eldar army arrived through the gateways and assembled, squad by squad, on the plain. A thrill passed through Karhedron as he realised the extent of the force the Craftworld was fielding. Unit after unit of Guardians arrived and took their place in the formation. Mighty Spirit Warriors stalked among the ranks on long insect-like legs.

As the last of the force assembled Karhedron speculated on the nature of the enemy they were to face. The corruption of chaos must be mighty indeed to justify the deployment of such a massive military strength, he thought.

As the formation was nearly complete a change of mood swept through the army. He felt tension galvanise the nearby Dire Avengers. The Banshees ceased their dance and stood poised like ballerinas, waiting. A hush of expectation settled over the assembled Eldar. The whole army held its breath.

Suddenly the smell of ozone filled the air. A crackling, hissing sound emerged from the gateway tetrahedrons. The runes along their sides blazed as if being overloaded with power. A bloody glow illuminated the area between the pyramids.

Space seemed to warp and then the Avatar was there, looming over his honour guard of Exarchs. Even the mighty masked warriors were dwarfed by his massive presence. The incarnation of Khaine stood half-again as tall as those who surrounded him. In his left fist he clutched a gigantic battle blade. Blood dripped from the fingers of his left hand. Crimson eyes glowed like red-hot rock within his helm. He swept a burning glance over his awe-stricken followers. Karhedron felt a cold wash of horror drench his soul as he beheld the god-like being, followed by an unholy thrill of anticipation.

The Avatar's incandescent gaze seemed to bore into the very heart of the Eldar warriors, kindling the fire of battlelust there. All fear, all hesitation was burned away by unholy joy and murder lust. The killing power within them stirred in answer to the being's call. A cry of pure exultation was torn from Karhedron's throat. It mingled with the great roar of the entire army.

The warcry rumbled like thunder over the plain, a shout to inspire pure terror in any living thing that heard it. It continued to rise into crescendo after crescendo till the Avatar made a short chopping gesture for silence. Instantly all was quiet.

Then, following their Bloody-handed God, the Eldar marched to war.

## THE ELDAR AND DEATH

The Fall was to have a further terrible result for the Eldar race, for their natural psychic natures made them especially vulnerable to the predations of daemonic creatures and especially to the newly awakened Slaanesh. As the representation of the Eldar mind, Slaanesh is able to gather up the psychic energy of Eldar as it flees their dying bodies. This means that when an Eldar dies the eternal psychic part of him, his soul, is immediately consumed by Slaanesh. Needless to say, this evokes great horror in the Eldar who will go to any means to avoid this fate.

In order to save their souls from destruction by Slaanesh, every Eldar wears a small spirit stone called a Waystone. If the Eldar dies his psychic self is absorbed by the Waystone. The Waystone can then be taken back to the Eldar's own Craftworld and embedded into the Wraithbone core where it will grow into a larger spirit stone. Once the spirit stone is implanted, the soul of the Eldar can travel freely through the Wraithbone, mingling with other Eldar souls and forming part of the communal spirit of the Craftworld itself. All the souls contained within a Craftworld are collectively known as the Infinity Circuit. Individual Eldar souls can enter specific parts of the Craftworld to provide the energy and controlling intelligence which is needed by many Eldar Technical devices. Other souls can leave the Infinity Circuit for a short while by entering Waystones which are then placed within robot bodies. The soul contained in the Waystone animates the robot body and enables the dead Eldar to move about the Craftworld and even fight alongside the living in the form of Wraithguard.

## THE SURVIVAL OF THE ELDAR

The Eldar are fully aware of their extreme predicament. From an early age they are taught about the tragedy of their race, and how their eternal souls face extinction due to the predations of Slaanesh. Their numbers are now a tiny fraction of the teeming billions which once spread across the universe. Now the Eldar race maintains its grip upon existence only because of a grim determination to survive. That determination is fuelled by an awareness of their past failing to control their own nature leading to the creation of their greatest enemy Slaanesh.

Because of their vulnerability to Slaanesh the Eldar have developed ways of protecting themselves when they use their natural psychic powers. The most important of these is the development of the Eldar Path - a social learning system which restricts the abilities and experiences an Eldar is subject to until such time as he is mentally strong enough to face them. Another important development is the use of runes to protect the principle psychic members of the race - the Seers.

The Eldar nurture a dream in which they confront Slaanesh in the warp, and overthrow their great enemy, freeing themselves from the constraints his existence places upon them and safeguarding the survival of their souls in the warp. Although the Eldar souls preserved in the Infinity Circuits of the Craftworlds can muster only a tiny amount of energy compared to that of Slaanesh, the Eldar hope that one day there will be enough souls to unite to fight and overthrow Slaanesh. It is a faint hope, but the only hope for the Eldar who must otherwise face the eternal threat of their own racial psyche.

When the cataclysm finally came there were few sane Eldar left on their home planets, only millions of millions of squawking, insane creatures crying and squealing with self-inflicted torment. The quickly-accelerating decline of the Eldar had fed the energy of Slaanesh until the god was ready to burst into consciousness, like a mighty dam about to break and release immeasurable flood waters.

As the few remaining sane Eldar fled aboard the flotillas of trading ships Slaanesh finally awoke. With a scream the god was shaken to consciousness and the other three Chaos Powers were driven scattered through the warp by the waking terror of Slaanesh like ships before a storm. The energy of that scream swept across the entire galaxy, and blew through the minds of psykers everywhere, destroying them in untold millions. Where the energy was concentrated most, in the area where the Eldar home planets were, the boundaries between the warp and real space were torn apart.

The intermixing of the two realities wiped out most of the inhabitants of the Eldar planets and formed the areas of warp real-space overlap the largest of which is now known as the Eye of Terror. Those Eldar who had succumbed to the temptations of pleasure were particularly vulnerable. Other Eldar, those who had resisted the decline of their civilisation, were better protected. Even so, many billions died even as they fled in the giant trading ships, but some survived - protected by their mental resilience or by the psychically impervious Wraithbone structure of the spacecraft themselves.

## THE CRAFTWORLDS

During their heyday the Eldar travelled the galaxy in vast trading ships called Craftworlds. These trading Craftworlds were whole self-contained communities housing hundreds of Eldar families. A typical trading mission might take the Craftworld away from its home planet for centuries, travelling thousands of light years beyond Eldar space before returning home. These Craftworlds developed a strong sense of independence, so that they were for the most part unaffected by the general malaise of Eldar society. Because a Craftworld might return to its home planet only three or four times in a thousand years, the decline of their civilisation was all the more apparent to them, whilst those who remained behind grew accustomed to the slow degeneration and so failed to heed the danger signs.

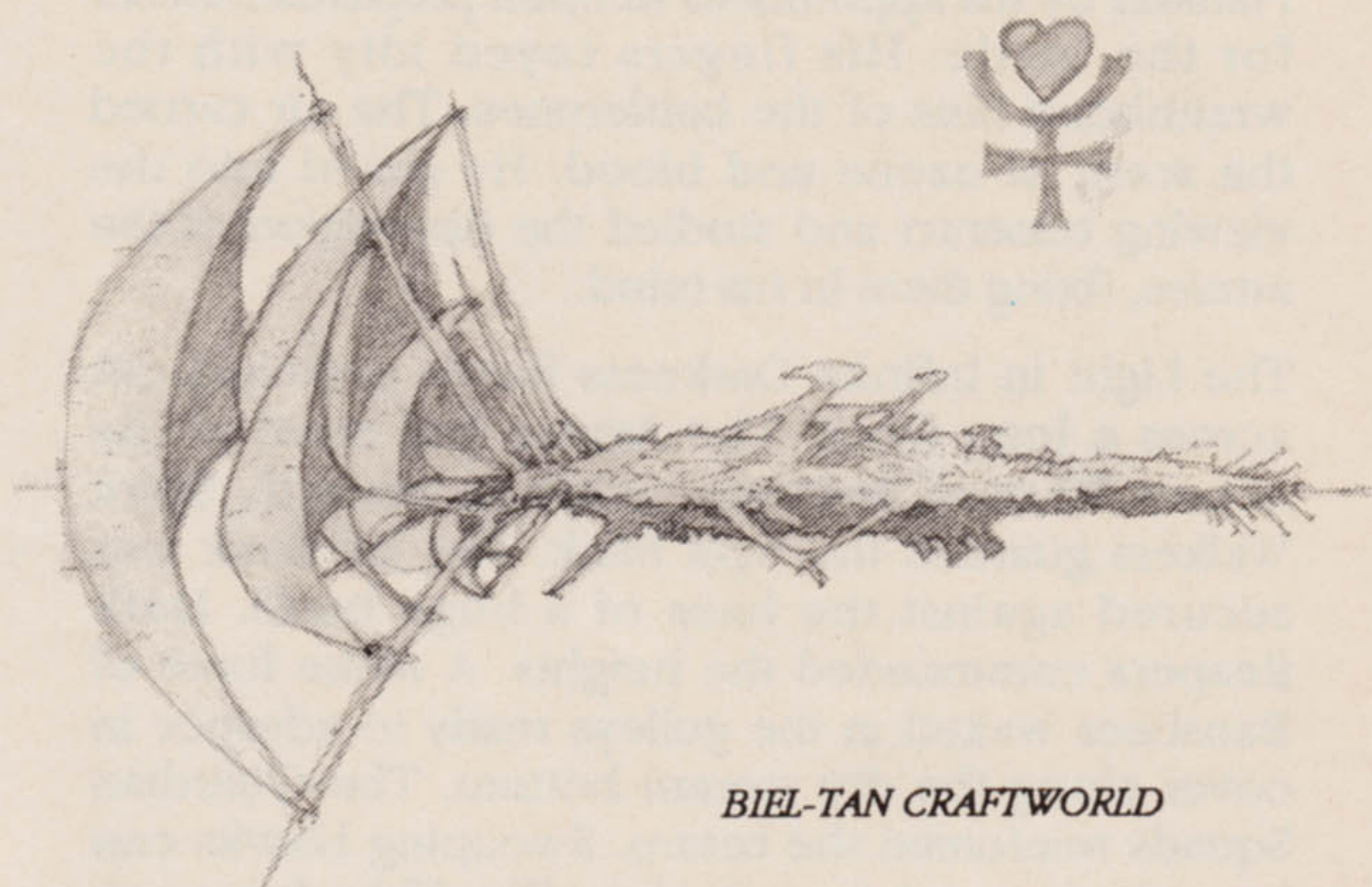
In the final weeks leading to the Fall, the returning Craftworld crews found their worlds in ruins. They rescued those of their kind who were still sane, and fled into the deeps of space through the rapidly collapsing warp tunnel network. Many Craftworlds lingered too long in attempting to rescue their kinsmen. Finding themselves in orbit at the moment of the Fall they were either destroyed by the psychic overspill or sucked through into the warp and consumed by Slaanesh.

Craftworlds travel through space via a system of warp tunnels which stretch through the galaxy. Long ago the Eldar learned how to make these holes through the warp which link two fixed places. It is likely that originally nearly all Eldar planets and Craftworlds were interconnected by warp tunnels. However, during the Fall a great part of the network was destroyed so that travel is no longer as easy as it once was. Some tunnels were attacked and destroyed by daemonic intrusions from the warp - their entrances had to be sealed or destroyed to keep Chaos from swallowing entire Craftworlds. Other tunnels simply collapsed or the places they led to were destroyed or desolated. Today the tunnel network still connects Craftworlds to each other and to millions of places throughout the galaxy but there are significant gaps in the system, and some Craftworlds are completely isolated. Because of the partial breakdown of their warp tunnel network, the Eldar find it impossible or extremely difficult to reach certain parts of the galaxy.

Since the Fall the original Craftworlds have grown considerably in size, so that they are now ten or a hundred times larger than the original trading ships which lie at their cores. Because they have expanded steadily over the years many are at least partially ruinous and have zones which await reclamation or very old zones which are largely uninhabited.

Each Craftworld is a self-contained biosystem, with zones which contain forests and natural flora as well as urbanised areas. These natural zones act as green lungs, furnishing a breathable atmosphere and providing renewable resources for the Eldar. Vast Space Docks are located on the outside of the Craftworld housing fleets of spacecraft. These Fleets carry the Eldar armies through the warp tunnels which connect the Craftworld to the rest of the galaxy.

Each Craftworld is independent and conducts its own affairs and wages its own wars. Craftworlds do sometimes ally together to face a common threat, or to achieve a



BIEL-TAN CRAFTWORLD

common objective, but such alliances are usually temporary and have no lasting significance. Of course, all Eldar are united by a common culture and racial identity, but that means little when it comes to defending the interests of their own particular Craftworld. Wars between one Craftworld and another are certainly not uncommon. Such wars are almost always fought over a locally disputed world, or colonising and mining interests. Such conflicts grow out of local disputes, and are usually resolved within a short time. For one Craftworld to actually assault and attempt the destruction of another would be regarded as a terribly wasteful and purposeless enterprise. Although such calamitous events have happened in the past they are not common.

### CRAFTWORLD COLONIES

Since the Fall, the Eldar Craftworlds have established many colonies of their own. These colonies are not independent, but remain a part of their society, and provide troops and raw materials for the home Craftworld. Colony planets are connected to their Craftworlds by means of warp tunnels. The number of colony planets associated with a Craftworld is tremendously variable, some have hundreds while others have only one or two. Most have about a dozen. These colonies are quite distinct from the earlier phase of colonisation by Exodites prior to the fall. The Eldar Knights, as the Exodites call themselves, remain fiercely independent. Although they trade and sometimes aid the Craftworlds they conduct their societies along entirely different lines, regarding the Craftworld civilisations as being dangerously close to the old Eldar ways which led to their downfall.

### THE ELDAR AT WAR

Although each Craftworld is a completely independent and self-contained realm, Eldar society is remarkably constant from one Craftworld to the next. The descriptions and army lists that follow are therefore representative of Eldar Craftworlds in general. Some Craftworlds, however, have unique variations which we have not had time to fully explore here. The troops you choose from the army lists will reflect some of these differences. Other differences will become clear over the next few months as we introduce new alternatives.

Flanked by his apprentices Kelmon prepared himself for the battle. His fingers toyed idly with the wraithbone tiles of the battlerunes. The air carried the scent of ozone and blood. He gazed into the viewing tesseract and studied the disposition of the armies, fixing them in his mind.

The Light in Infinite Darkness forces stretched out across a long front. The Avatar and most of the Aspect Warriors held the centre in strength. Spirit Walkers guarded the right flank. The left flank was secured against the base of a huge butte. Dark Reapers commanded the heights. A strike force of Banshees waited in the gulleys ready to advance in cover along the dry stream bottom. The Guardian Squads reinforced the centre. Swooping Hawks cast long shadows on the ash plain. The Eldar force was a river of colour suddenly frozen.

The chaos cultists faced them along the top of the ridge, a huge ragged army of depraved humans clutching ill-assorted weapons. Ofnce perhaps they had been part of the Planetary Defence Force before this world fell to the forces of depravity. Now they stood mouthing silent obscenities. A few hastily converted Rhinos lay hull down against the great ridge. The sign of Slaanesh was splashed in red paint along their side. The skeletal fingers of dead tree branches clutched at the sky. Beyond them Kelmon sensed rather than saw an obscenely powerful presence. A dozen rusty Dreadnoughts lumbered into position on the humans' left flank.

It was time. Kelmon breathed deeply and entered the trance. His fingers danced through the air scattering the red and blue runes representing the opposing forces. He emptied his mind and sifted through the possible futures, searching for a probability line that would give the Eldar victory. As always the future was turbulent, waves of possibility and psychic power and passion clouded the potential course of events. The power of the Avatar itself warped the timelines round it.

He felt a surge of exhilaration as the power flowed through him - nothing could compare with this feeling of power. All the game-playing and Event challenges among the Seers were only preparation for it and offered only pale hints of its satisfactions. He focussed all his attention on the runes, and under his scrutiny they moved delicately into conjunction with each other, establishing the weave of the pattern. The runes danced around him, shifting like a shoal of fish in ocean depths. Each represented a part of the assembled forces, and through them he could maintain a psychic link with the Eldar troops.

The blue stone representing the Spirit Walkers moved off cautiously, and on the battlefield the great war-machines strode forward. In his multi-compartmented mind a dozen potential futures blossomed. He saw the machines fall blasted by heavy weapons. He saw them stride among the dreadnoughts and engage in melee. He saw them stumble on the rough ground.

In the air the red runes rearranged themselves. In his minds eye he saw the human heavy weapons belch.

Flowers of flame bloomed at the feet of the Spirit Walkers. Kelmon reeled, feeling the pattern of the conflict emerging from the maelstrom of probability. Events were rapidly speeding up, and the dance of the runes reflected this. He struggled to keep track of the pattern as it became ever more complex and intertwined, twisting into impossibly convoluted designs symbolic of the state of the battle.

As one group of runes moved, another set responded in-turn. Images flickered through his mind. Swooping Hawks soared over the enemy front line dropping explosive grenades. A storm of laserbursts erupted round them. Several Hawks dropped like wounded birds into the ranks and were swiftly torn to pieces. Their rune flicked away from its endangered position and the airborne troops drifted into the sky out of laser range.

A wave of screaming humans raced forwards. They slid down the slope of the ridge, plumes of ash billowing round their feet, bolters blazing, looks of ecstatic bloodlust frozen on their faces. The Rhinos provided supporting fire. The red runes span round each other like a catherine wheel and touched the blue rune of the Dark Reapers. A hail of missiles leapt from the mesa top and tore the cultists to shreds. Another of the blue runes moved into the pattern and the Banshees started sneaking forward up the culverts of the stream bottom.

Pain flared through him as the Avatar rune grew in size and luminescence, attracting more blue runes around it as the Bloody-Handed One led the Scorpions and the Dragons towards the survivors of the human charge. Kelmon threw his efforts into following the new probability line the Avatar had instigated. The Hawks flew down across the ridge to assault the snipers and the Rhinos. The attack wasn't elegant but it distracted the humans from the frontal assault as they concentrated on the fliers.

Human reinforcements raced down the ridge, throwing themselves into the fray, seemingly unafraid of the Avatar. Once again Kelmon sensed the presence of some daemonic power. The rune of the Accursed One span into the middle of the pattern, and the sense of looming presence intensified. Men screamed as the Dragons' meltaguns charred their flesh. The Scorpions ripped through them, mandiblasters spitting death.

On the right, the Spirit Walkers had bogged down in an exchange of fire with the dreadnoughts. They seemed to be losing. The Spirit Walker rune flipped into a new position, placing itself in conjunction with the defence rune. The Walkers moved further to the right seeking cover.

The Dreadnoughts were on the move now, heading towards the swirling melee at the ridge bottom. In his minds eye Kelmon saw the Avatar turn and shred a mighty machine as if it were made of paper. Blood and oil mixed as the man within was ripped in two.

Warlocks danced through the fray, blasting their foes with psychic bolts. Kelmon sensed the ebb and flow of their power within the runes. There was a



brief flicker of unexpected contact where he looked through the eyes of the Warlock Karhedron. He felt the shock of contact as the Warlock rammed his witchblade into the stomach of a cultist then withdrew it almost before the blood spurted.

The Rhinos started to move, rumbling forwards, bolters blazing. The hail of fire shredded through cultist and Eldar alike. It pattered off the Avatar's armour like gentle rain. When the armoured vehicles came into range the Dark Reapers moved into action. Orange contrails of rocket fire flickered hellishly, and explosions ripped the earth around the Rhinos. A direct hit reduced one vehicle to mangled wreckage.

The withering rain of missiles stopped the armoured advance. Kelmon let his attention slide elsewhere. The Screaming Banshees had reached the hillside, and their rune twisted as they charged up the slope to clear the ridgetop. The outcome of this move was strangely obscured and when they were in position he found out why.

His heart skipped a beat as he felt empathically the terror of the warrior women. Row upon row of human warriors waited and when Kelmon recognised the being that led them he realised what had hid them from his vision. A Keeper of Secrets. A Greater Daemon in the service of Slaanesh towered over the assembled throng. Jewelled eyes glittered in its bull-like head. Its huge pincer arms caressed the head of a priestess almost lovingly. It beckoned with one of its other pair of human arms and a wave of cultists surged towards the Banshees.

The dancers held their ground, vaulting among the frenzied soldiers. Their masks screamed and Kelmon could hear the high pitched wailing in his head. Men fell clutching bleeding ears, faces liquefying under the impact of high intensity ultra-sound. Then the Daemon entered the fray and the Banshees died. The creature's fury was awesome to behold.

The Slayer of Slaanesh seemed almost to gloat as it thundered through the Eldar force, pincers ripping off heads. It lifted one frail body and tossed it aside casually, like a discarded toy. Laser bolts reflected from its glowing skin. It ignored the strike of the Banshee leader's power sword before playfully disembowelling her. The Banshees tried to retreat but they were cut off by the cultists surrounding them. Mad laughter frothed from the humans', foam-flecked lips as they killed the Aspect Warriors.

Now the Keeper of Secrets emerged onto the ridge top, holding the shattered body of a Banshee over its head. It stood there silhouetted against the sunlight and roared its contempt of the enemy below. It plucked the brightly-glowing waystone from the woman's armour and popped it in its mouth like a sweetmeat. A look of obscene pleasure passed across its face as it consumed the soul contained within.

The Eldar army froze. Moans of terror issued from a few lips. A lull settled over the battlefield and even the chatter of small arms fire seemed to recede.

The Avatar turned its burning gaze on the Daemon, silently responding to its mocking challenge. The

slow drip-drip-drip of blood from its left hand intensified. Its blade glowed brightly in its clenched right fist.

Kelmon sensed that they had reached the crisis point of the battle. Two mighty probability waves were about to clash, one bringing screaming terror and defeat to his people, the other bringing joyous victory. The outcome was unclear. Forces beyond his ability to comprehend had been unleashed here.

The Daemon led its followers down the ridge. The Eldar charged to meet them. Great clouds of dust rose around the combatants. Now all subtlety was thrown aside in the primal fury of conflict. The fighting became close and deadly as the two forces mingled. The Avatar and the Keeper of Secrets ploughed towards each other, leaving red destruction in their wakes. Swooping Hawks entered the melee. The Daemon rent two Exarchs asunder before it confronted the Avatar.

The earth shook as the two mighty beings clashed. The Avatar and the Daemon wrestled, each seeking advantage. Auras of power flickered around their heads as they duelled with blades of psychic force. The Daemon's claws locked tight on the Eldar's armour, striving to crush the being within. The Bloody-Handed One's left hand closed on the Daemon's throat as it sought to strangle its foe.

Kelmon felt a surge of power as the Warlocks entered the fray. Their witch blades flashed, cutting into the daemon's hide, distracting it for a second as it lashed out with its fists, breaking bodies with each terrific blow.

For a long moment the conflict stood in the balance. The Avatar and the Daemon stood locked, straining to their uttermost, neither able to break the deadlock. Kelmon sensed the total nature of the combat. Here were two beings, driven by burning hatred, battling on every level, physical, mental, spiritual; re-enacting an old cosmic battle. Around them the struggles of man and Eldar were dwarfed by the energies unleashed. It was like two giants fighting in an ant-heap.

Slowly, painfully, the Avatar forced the Daemon back. The Daemon held its ground, but was forced to sway, curving its back away from its foe. The Avatar seemed to grow as it exerted itself more fully. Suddenly, with a final desperate surge it lifted the Daemon and broke its back over one armoured knee. A terrible psychic scream rang out. The feedback through the runes almost caused Kelmon to faint.

The Avatar stood now in the centre of battle and raised its blade in triumph. The cultists moaned, having seen their god destroyed. The Avatar glared around. Its gaze fixed on one man who fell to his knees screaming. The Avatar reached out with its bloody hand. There was a great splintering and rending of bones as the man's heart burst out through his chest and floated into the Avatar's grasp. The cultists fell back demoralised.

The battle was over. The massacre began.

# THE ELDAR PATH

Eldar enjoy a naturally long life-span and can live for a thousand years or more. During this time, almost all of them pass through a series of distinct lifestyle stages, dramatically changing their social role at irregular intervals. For example, an Eldar might be a technician for a few decades before he adopts another role and becomes a warrior, following which he might choose to become a galactic trader or a colonist. Each new role does not totally replace those that went before, but merely adds to the Eldar's accumulated experience. As Eldar pass through these different stages they explore the many aspects of their own character. An Eldar of a thousand years or more will have usually experienced lots of different roles and attained a very sophisticated understanding of the universe.

This cyclical process is called the *Eldar Path*. As a social institution it evolved during the time of the decline and fall of the Eldar, when their ancient society began to break apart and the whole race seemed doomed. The fall of the Eldar was due to the intensity of the Eldar character and mind. Their heightened sensibilities offered an opportunity for intellectual and emotional gratification far beyond the sluggish human comprehension. It was uncontrolled self gratification which created the Chaos Power Slaanesh and which subsequently destroyed the old Eldar civilisation. The Eldar Path was envisaged as a way of allowing every Eldar to live within their full emotional and intellectual capacity in a safely controlled and progressive manner.

By concentrating on only one facet of their complex and overwhelming character at a time, the Eldar are free to explore that area in depth without dangers of distraction. As total awareness of each facet is achieved, the Eldar move to another, thus building a deeper understanding of the universe and their own capabilities. As an Eldar grows older and his comprehension of his own nature deepens, a wider range of more challenging roles becomes available to him. One of these is the role of Warlock - Eldar who open up their psychic minds and learn to control the forces of the warp itself. One of the most demanding of all roles is that of Warrior - the *Warrior Path* as this facet is called. An Eldar who embarks upon the Warrior Path chooses one of the many different *Warrior Aspects*, each of which is characterised by a different school of martial combat, distinctive armour, special weapons and tactics.

ONE VARIATION OF  
THE SWOOPING  
HAWK ASPECT'S  
WARPAINT



JES GOODWIN

## ASPECT WARRIORS

Most Eldar follow the Path of the Warrior at some time or other during their lives. Both male and female Eldar move along the Eldar Path in the way described, so Warriors are equally likely to be male or female. An Eldar entering the *Aspect of a Warrior* assumes one of several distinct and quite separate aspects of the Warrior Path.

Each of the Warrior Aspects represents one facet, or aspect, of the Eldar god of war known as the *Bloody Handed God*. In the Eldar tongue this god is called the Kaela Mensha Khaine, which translates roughly as Bloody Handed Khaine; the word Khaine signifying the essence of murder. The Bloody Handed God embodies the destructive impulse which underlies the Eldar psyche.

The Eldar Path is designed to steer the Eldar away from this dark, self-destructive side of their character. By assuming one of the many aspects of the Bloody Handed God, an Aspect Warrior faces and learns to live with the inner terror which his own potential for destructive violence evokes inside him.

When an Eldar becomes an Aspect Warrior he does not cease to utilise the facets of his character which he has already developed through his progress along the Eldar Path. Indeed, he deliberately continues to pursue the arts of peace, and will typically keep on practicing and perfecting his own artistic talents. Thus Aspect Warriors form a community of practising artists, poets, orators, dancers, and musicians. This is a strong contrast between their role as fighting warriors, as indeed it is meant to be.

Because Eldar perceive everything so much more sharply than humans, the passionate excitement of fighting and killing is too much for them to tolerate for long periods at a time. Should an Eldar spend too long actively fighting in the guise of an Aspect Warrior he may find it hard, if not impossible, to ever leave the Warrior Path.

In order to counter-balance his life as a fighter, the Aspect Warrior deliberately continues to cultivate the opposite side of his nature. To demark his fighting self from his true self, he carefully cultivates a separate distinct warrior personality, embodied within the armoured fighting suit of the Aspect Warrior. Only when he wears the suit does he become an Aspect of the Bloody Handed God - the terrible destructive impulse of the Eldar psyche.

The donning of the war suit is an act of special significance because it symbolises the sharp division between the Eldar in normal life and the same Eldar as an Aspect Warrior. It takes several hours to perform the ancient ceremonies designed to enable the Warrior to put his own personality aside and adopt an Aspect of the War God. In his guise of Aspect Warrior he feels no guilt, remorse or pity. It is as if he were another person entirely while he wears the masked suit. When he puts the suit aside and returns to his normal life he does so in the knowledge that no matter what violent or murderous things he has done he remains untainted by them.

## THE MANY ASPECTS OF THE WARRIOR

There are many different Aspects of the Bloody Handed God, each emphasising some facet of the War God's murderous character. Some of these are particular to certain Craftworlds, but the following six Aspects are common to almost all Craftworlds and account for the majority of Aspect Warriors. Their appearance, battlefield roles, and tactical preferences are described in detail in the lists that follow. Other Aspects are not covered in this list, but remain to be described as new models are released.

Dire Avengers  
Howling Banshees  
Striking Scorpions  
Swooping Hawks  
Fire Dragons  
Dark Reapers

The special armour and weapons of each Aspect are kept in shrines dedicated to the Bloody Handed God. Each shrine is tended by one or more Eldar who have passed from being ordinary Aspect Warriors to become Exarchs. The same suits and equipment are used year after year, passing from one Aspect Warrior to another.

## EXARCHS

Although Eldar accept that the Path of the Warrior is an essential and natural part of their nature, the blood-drenched Aspect Warrior still evokes extreme feelings of horror and repugnance which are hard for humans to fully understand. If ordinary Aspect Warriors elicit such feelings, at least it is understood that they will one day enter another cycle and put aside the warrior's suit for the final time.

Not all Eldar manage to pass beyond the Path of the Warrior. Some are unable to resist the passionate lure of battle and develop an unquenchable lust for blood-letting. They become trapped in the role they have chosen, unable to escape from the Aspects of the War God they represent. These Eldar are called *Exarchs*. They are regarded with a disturbing mixture of awe and revulsion.

Exarchs are held in awe because they single-mindedly pursue a side of their nature which most Eldar fear to even contemplate. On the other hand they are pitied because they have deserted the Eldar Path with its promise of new experience and constant development in favour of a life of bloodshed and battle. Perhaps, most horrifying of all to the Eldar mind, is the knowledge that every one of them holds the potential to become an Exarch, to lose their way along the Eldar Path and become addicted to their own lust for blood and death which only being an Exarch can truly satisfy.

Although only a few Eldar become trapped in the Aspect of the Warrior, it is not unknown for others to desert the Eldar Path for one reason or another. The intensely capable Eldar mind sometimes rebels against the highly structured delineation of achievement which the Eldar Path offers. Others find they are insufficiently prepared



for a role they have chosen and they become so obsessed by it that they can never leave. Without the protection of the Eldar Path individuals are likely to be driven crazy and eventually succumb to self-destructive urges. The Eldar Harlequins are one specific example of individuals who have left the Eldar Path. The Exarchs are another form of this same universal peril - although in this case they have a special place within society. The worst fate of all is known as the Path of Damnation - but of this aberration no Eldar will speak and so almost nothing is known. Regarding this and many other subtleties of the Eldar Path we shall have much to say in the future.

## EXARCHS AND THEIR WARRIOR ASPECTS

Exarchs sometimes remain trapped within the Path of the Warrior but continue to cycle from one Aspect to another. When they go to war this enables them to wear one of two or more armoured suits representing the different Aspects they have undertaken. Similarly, they choose weaponry appropriate to any of these Aspects. Exarchs who continue to cycle in this manner are sometimes called the Lost Warriors - or *Menshad Korum* - which roughly translates as, 'hunters in pursuit of themselves'.

In most cases however, Exarchs cease to change their Warrior Aspect once they become Exarchs, although they may pass through several cycles as different Aspect Warriors before they are finally trapped by the Warrior Path. The Eldar then becomes an Exarch of his final Warrior Aspect, a Fire Dragon Warrior can thus become a

Fire Dragon Exarch, or a Dire Avenger Warrior a Dire Avenger Exarch. He still retains all the battle-skills he has learned in any previous Warrior Aspects, so Exarchs tend to have a broader understanding of the Path of the Warrior than ordinary Aspect Warriors.

When he becomes an Exarch the Eldar assumes one of the ancient names which reflects his particular Aspect. For example, Horned Serpent, Gleaming Scale, and Slicing Fang are all names which have been assumed by Fire Dragon Exarchs. These names are particular to specific Craftworlds and specific shrines to the War God within each Craftworld.

Only one Exarch can bear a particular name at once. The name is associated with a set of Exarch armour which the Exarch wears in battle. Only if the Exarch is killed can another Aspect Warrior take the same armoured suit and name. Although the same suit is thereby worn by many Exarchs over thousands of years, the result is to continue the legendary life of the single heroic identity represented by that suit and name. This assumption of a ancient heroic identity emphasises the break with the Eldar's old life and the Eldar Path.

The Exarch's fighting suit is an elaborate and superior version of that worn by the ordinary members of his Warrior Aspect. Their very age means that they preserve much ancient workmanship, long-abandoned decorative styles, and various emblems and ornamentation which may now mean nothing to a typical Eldar.

Worked into the suit is a spirit-stone containing the spirit of the very first hero to have worn it, the Eldar whose name all subsequent Exarchs have perpetuated. When the Exarch enters the suit it is this spirit which merges with his own, adding its own accumulated memories and experiences to his. This enables the Eldar to understand much about the ancient weaponry and armour he is using, as well as giving him general knowledge about the distant times when the hero was alive. In this way, the Exarch is initiated into one of the most closely guarded of all Eldar secrets - the origin of the Exarchs during the time of the fall of the Eldar itself.

## EXARCHS AND THE SHRINES OF THE WAR GOD

When Exarchs are not fighting they tend the shrines of the Bloody Handed God. Each Warrior Aspect usually has a single shrine on the Craftworld. Some Craftworlds have more than one shrine to a particular Aspect, others may lack an Aspect altogether. There are therefore six shrines on a typical Craftworld - a Dire Avenger shrine, a Howling Banshee shrine, a Stinging Scorpion shrine, and so on.

These shrines are not just holy places, they are also armouries and places where the warriors learn martial arts and complete their weapon training. It is to these shrines that the Exarchs and Aspect Warriors gather when they are called to war, where they undergo the ritual transformation which culminates in the assumption of their warrior identities. The Exarchs are priests of the Bloody Handed God but they are also armourers and instructors who are responsible for maintaining the shrine's war gear and training the Aspect Warriors.

## AVATARS

When Kaela Mensha Khaine, the Bloody Handed God of the Eldar, fought with Slaanesh the Lord of Pleasure, he was quickly overwhelmed and his energy captured by the newborn God. For the Bloody Handed God was as much a part of Slaanesh as of Khorne - being a product of that part of the Eldar nature which finds gratification in murder and pleasure in bloody violence. Khorne the Blood God, the Patron of War, Murder and Battle, roared with rage to discover one of his own taken from him in this way. Then Khorne and Slaanesh clashed headlong, the Blood God fighting to recover the portion of his power that had been robbed from him, Slaanesh driven by his uncontrollable hunger to consume everything in his path. The Bloody Handed God of the Eldar was tossed this way and that, at first grasped by Slaanesh, then tugged back into the compass of Khorne.

Eventually the rage of the Blood God and the passion of the Lord of Pleasure were exhausted, and the boundaries between them were established. Like a leaf in the eye of a hurricane, Kaela Mensha Khaine fell among the calm, down through the Realm of Chaos and into the material universe. As he entered the material universe he divided into many shards of energy, scattering his power so that neither Khorne or Slaanesh could ever find him again. Each shard entered the body of an Eldar, filling the body with his own mind, possessing it, so that it became a virtually indestructible blood-lusting murderer - the material manifestation of the Bloody Handed God. These are the *Avatars of the Bloody Handed God*.

## THE THRONE OF THE WAR GOD

At the core of every Craftworld is a sealed chamber. Inside this chamber, upon a throne of smouldering iron, sits an Avatar of the Bloody Handed God. The Avatar is as still as a statue of ancient metal, pitted with age and encrusted with the patina of corrosion. His eyes reveal only an empty darkness as if his whole body were a hollow metal shell. The chamber is built of gleaming wraithbone whose skeletal structure stretches throughout the entire Craftworld, its strands connecting every part of the Craftworld to the throne.

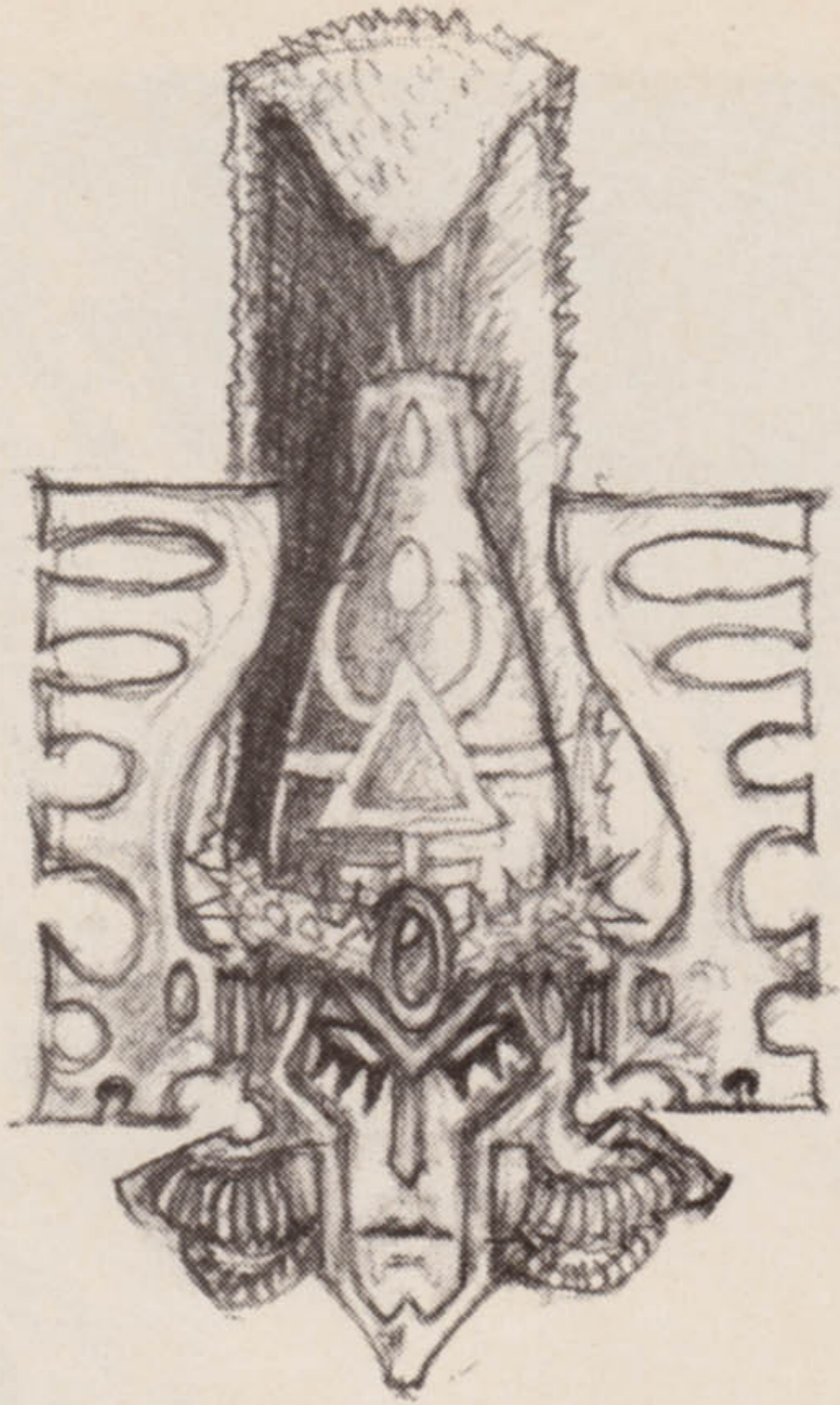
When the Eldar prepare for war the metal body of the Avatar begins to glow as the heat of his fiery blood is kindled. His metal heart begins to quicken and his iron flesh starts to pulse with life. Liquid iron boils through his veins, and his whole body crackles and hisses like a furnace. When he stirs upon his throne Exarchs and Aspect Warriors all over the Craftworld feel the vibrations reverberate through the gleaming threads of wraithbone which spread like naked ribs throughout its caverns and chambers. Recognising the Avatar's battle-call, the Exarchs and Aspect Warriors hurry to the shrines of the War God to begin the rituals of preparation.

As the Avatar's first stirrings are felt, the oldest Exarchs - one from each of the principal shrines on the Craftworld - gather outside the chamber and begin the ritual of Awakening. They wear their ritual masks and armour. They are accompanied by another Exarch called the *Young King*. The Young King is selected every year by the ritual divination of the Craftworld's Farseers - the psykers who guide the Craftworld's political decisions. The position is held only for one year, after which the



THE AVATAR WALKS

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Exarch steps down and another Young King is elected. The Awakening ceremony begins as the Young King is ritually disrobed and his body painted in blood with the runes of Kaela Mensha Khaine - weaving shapes that evoke the annual orbit of the sun, its rise in the solar dawn and its inevitable autumnal fall. With due ceremony the Exarchs bring the ritual regalia of the Avatar from its place in the various shrines of the War God, and present it to the Young King. Across his shoulders is draped the long mantle fastened by its golden pin. In his right hand he carries the long dark weapon of the Avatar - the *Siun Daellae* - the Doom that Wails. Into his hand is pressed the *Cup of Criel* - the bloody cup containing blood drawn from his own body.

The six Exarchs, the Young King, and a huge choir of Eldar Seers position themselves outside the massive bronze doors of the throne room, watching as its ancient metal grows hotter and starts to glow with a ruddy light. Behind them the Seer Choir sings the Hymn of Blood and the Exarchs take up its cry. From within the chamber come sounds of splintering metal and cracking flame. Very slowly the bronze doors begin to open. The interior is filled with brightness, in the very centre of which is the iron throne and, sat upon it, the Avatar himself, a great dark shadow amongst the unbearable light. The Young King steps inside as the Hymn of Blood reaches a crescendo of ritualised screams, seemingly random, but actually as carefully orchestrated and rehearsed as the rest of the ceremony. Slowly and deliberately the brazen doors close.

The music and the singing cease and the noises within the chamber become dull and bass like the sound of distant thunder. The Exarchs join hands forming a continuous circuit and begin their vigil. Groups of Exarchs take it in turns to maintain a continuous humming chant. Sometimes they must wait for several days, but usually an hour or two elapses before the Avatar awakes. He awakes without any warning. Suddenly there is a loud inhuman scream and the bronze doors are thrown aside by an explosion of energy and light. The Exarchs struggle against the hurricane of force, trying desperately to remain on their feet and maintain their closed circle. The Avatar walks from his throne and at that moment in shrines throughout the Craftworld the Aspect Warriors don their helmets in the culmination of a ritual that has paralleled that before the throne room.

## THE AVATAR WALKS

The Avatar's previously empty shell is now filled with a powerful energy. His eyes glow like coals and as he moves his whole surface crackles and spits like smouldering metal. Molten iron flows through his veins and bubbles of fiery ichor burst and solidify upon his skin. Dark tendrils of smoke and flying cinder enwreath him. Mixed with the hot smell of brazure and coal is the unmistakable taint of blood. He wears the mantle fastened upon his shoulder with its dagger-pin. His long powerful arms are covered with blood up to his elbows. Thick red blood oozes from his hands and drips from his fingers and leaving steaming red droplets behind him. In his right hand he carries the Doom that Wails. The runes etched upon it appear to writhe and struggle inside the weapon, as if tortured by the heat of the Avatar's bloody grasp. Of the Young King there remains no trace - unless it is the sickly seeping blood that drips from the Avatar's gory arms.

The Avatar's outer shell resembles a suit of war armour and is encrusted with individual spirit-stones which pulsate with vermillion light. These contain the spirits of all the Young Kings that have ever entered the chamber. The personalities and memories these spirit-stones contain fortify the Avatar and enable him to call upon the experiences of the Young Kings themselves. In a sense, therefore, Exarchs who become Avatars never die - they are united with the Avatar himself and continue to live in him forever.

## SEERS

All Eldar are incredibly sensitive to psychic energies and can manipulate these energies to a certain extent. However, every Eldar fully realises the inherent dangers of using psychic power without the preparation of proper training and experience. Uncontrolled psychic emanations can attract daemons and cause rifts in the warp through which malevolent forces move into the material universe. Because of this most Eldar deliberately choose to suppress any psychic tendencies they have. Only Eldar who have passed through many stages of the Eldar Path are likely to feel sufficiently confident of their mastery over their own minds to develop their psychic powers in an open way. These Eldar are known as *Seers* and they are said to follow the *Path of the Seer* or the *Witch Path*.

Seers learn how to develop their powers by means of special *Seer Runes*. These runic shapes are made from wraithbone and are usually kept in a special bag or case. Sets of Runes may be thousands of years old, and are passed on from one Seer to another, often with the addition of new Runes invented by his predecessor. Seers also wear spirit-stones containing the dead spirits of Eldar Seers. These are the Seer's spirit-guides - their purpose is to guide him along the Path of the Seer and protect him from the dangers of the warp. It is these spirits which gather the power of the warp and channel it through the Runes to provide his psychic energy. In this way the Runes and spirit-stones act as psychic fuses, protecting the vulnerable Eldar mind from the awesome power of the warp.

Every Seer explores his psychic potential in his own way. Some learn how to manipulate objects by kinetic forces, for example, and use these powers to create living symphonies of shape and movement. Some learn how to use empathic powers to heal or council others. The range of abilities is vast and will depend to a large extent on the roles already explored along the Eldar Path. An Eldar who has enjoyed a career as an engineer, for example, may learn how to apply his psychic skills to the structuring and arrangement of matter into buildings or bridges.

## WARLOCKS

The vast majority of Seers are unable to develop their powers in any militaristically useful way, and their powers are wholly restricted to peaceful or artistic purposes. These individuals can still fight in the Guardian Squads, but their abilities are not used in anger any more than are the abilities of other Eldar pursuing a career on the Eldar Path. However, Seers who have previously fought as Aspect Warriors can and do fight on the battlefield and are known as *Warlocks*. Because of their experiences as Aspect Warriors, they are able to develop combative psychic powers. Not all Seers who have been Aspect Warriors choose to develop this side of their nature. Indeed, many Seers regard it as a potentially dangerous and slightly unhealthy thing to do so.

When the Avatar stirs upon his throne and the Aspect Warriors make for their shrines to take up their battle gear, a Seer can also go to the shrine of his old Warrior Aspect. Although no longer treading the Warrior Path, he will be welcomed as a brother and invited to join in the ritual. He does not put on the weapons or armour of the Aspect Warrior, but when the time comes to put on masks, he is offered a special Warlock mask from the shrine. If he feels able to fight he accepts the mask and in doing so he recreates the two-fold division of his mind into self and warrior. He can only do this because he has already undergone the training necessary as an Aspect Warrior. He can always refuse the mask in the final event and his doing so brings no shame upon him.

Warlocks wear *Rune Armour* consisting of breast-plates, bangles, and other ornaments made from wraithbone. These runic shapes are interwoven with spirit-stones, creating an energised psychic field which protects the Warlock from harm.

## FARSEERS

After a number of years Seers usually pass on to some other life to continue their exploration of the rich possibilities of the Eldar Path. However, a Seer can give up the endless cycle of the Eldar Path and instead become a *Farseer*. Once an Eldar becomes a Farseer he is trapped upon the Witch Path and unable to change his future role. He uses his remaining years to learn and explore more about psychic power. Farseers spend much of their time casting the Seer Runes and making endless calculations and prognostications, trying to guide the fortunes of the Craftworld and anticipate any future difficulties. Because the calculations of the Farseers may



WARLOCK WITH FORCE STAFF

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be based upon predicted events happening hundreds of years in the future, their immediate effect is rather hard to determine. However, the Eldar consider Farseers to be a vital part of their Craftworld, basing all of their political decisions around their predictions.

The Eldar Army is sometimes accompanied by a single Farseer - more cannot be spared from their task of guiding the future of the Craftworld. Their powers are greater even than those of the Warlocks but are mostly concentrated on casting the Seer Runes to determine courses of action which will be most fortunate for the army.

## OTHER PATHS

The Paths of the Warrior and Seer are just two of the many roles which Eldar can assume during their lives. Some of these roles are quite clearly defined, with traditions and ritualised behaviour patterns of their own. Others are less structured and therefore offer less guidance - they allow a certain amount of freedom and rely on the inner strength that the Eldar has already attained. These roles allow the Eldar to fulfill the functions of technicians, civil administrators, fabricators, colonists, traders, explorers, and so on. However, we are not immediately concerned with these other Eldar as their part on the battlefield is not directly linked to their place upon the Eldar Path. Regardless of their current vocation, all Eldar are trained to take their position in the Eldar armies when they are needed. They serve in the Guardians as combat troops, weapon crews, drivers, technicians, and in all the other functions which are necessary to any fighting force. If danger is sufficiently pressing, every Eldar on a Craftworld can pick up a gun and rally to his or her designated Guardian unit.

Karhedron walked across the plain of ash. All around Bonesingers in wraithbone armour loomed from the twilight, their ornate helmets and baroque armour turning them into menacing spectral figures. They stood over the bodies of the Eldar dead, singing the Requiem for Fallen Heroes.

A thousand points of light glittered in the shadows transforming the battlefield into a carpet strewn with tiny stars. Each small fire was a waystone, pulsing with the soul of a slain warrior, a refuge against the ultimate death. Slowly the lights winked out as the Bonesingers reverently collected them for merger with the Infinity Circuit.

Karhedron passed the burned out remains of a fallen Spirit Walker. The machine was shattered beyond repair, its external carapace pitted with blast craters, its great head fused to molten slag. It lay on its side like the skeleton of a fallen giant.

He remembered the Spirit Walker as it had marched to battle, striding like an elegant thoroughbred, spidersilk pennons aflutter. He mourned its passing. Another artefact of ancient times destroyed, another object of irreplaceable beauty removed from the universe by the forces of senseless destruction.

He stepped over a human corpse. The man looked small and pitiful now he was dead, hands outstretched, begging for mercy he never received. His eyes were open, looking up to the unforgiving sky with an expression of shock. The Warlock bent down and closed his eyes gently, thinking that no-one should gaze out into the darkness forever.

Shocking quiet had fallen over the field now that the battle was over. Karhedron found it hard to believe that only hours earlier he had been trapped in a roaring melee, partially deafened by the clamour of battle. Now his ears seemed to ring with the absence of sound.

Nearby a Dire Avenger sat cross-legged by the body of her fallen comrade. She had removed her mask and crystal bright tears ran down her face. He knew her name was Talessa. He placed his hands on his own mask and toyed with the idea of removing it. He did not.

He knew that when he did so, the last remnants of his fighting persona would fall away and he would have to confront his own reaction to the battle. Then he too would weep. At the moment, armoured in the role of Warlock, he could ignore the worst of his sorrow.

He stalked through the aftermath of carnage, wondering if it was always like this, the grief and the hollowness of heart. He began to understand why some of the Eldar became trapped on the warrior path. Dealing with the sight of so much ruin could be too much to bear.

We have won this battle, he thought, but we can never win the war. In the end this ceaseless conflict will destroy us. Every fight leaves us diminished, a few more souls lost to the Warp forever.

He thought of Shiera, the Banshee whose waystone the daemon had devoured. That bright joyous girl would dance no more at the Feast of Forgotten Sorrows. She was gone now and a small part of the Eldar race had departed with her. The universe is colder for her passing, he thought.

All the bloodlust and the bright madness of battle had gone now. It was as if the Avatar had taken it with him when he vanished back to his nether-realm in the heart of the Craftworld.

Contemplating the darkness of spirit that the Bloody-Handed One's presence had revealed to him, Karhedron almost hated the creature. Part of him had enjoyed the battle, had revelled in the taking of life and the terrible excitement the being had led them into. The Avatar is part of us, he thought. We cannot escape that fact or shift the blame to him. We created him and we summoned him. His destructive potential is part of every Eldar. The Avatar's presence was simply an excuse for unleashing our darker selves. He is only our reflection, an incarnate nightmare of violence and death made real by our desires.

He reached the centre of the field where the remaining troops were gathered. Most of the Aspect Warriors had removed their masks, were becoming themselves again. Some sat quietly, some wept, some laughed. The faceless precision of the Aspect Squads was gone, replaced by the reactions of individual Eldar.

A group of people had gathered around the Farseer. Among their ranks Karhedron could make out the face of his mentor, Lahessa. Kelmon emerged to be greeted by their quiet approbation. His face was flushed, triumphant. He was raised on high by two Guardians, who lifted his thin, wasted body easily, and was taken down towards the bulk of the army.

Somewhere, someone struck up a tune on the splinterpipe. The wild melody drifted over the battlefield, moving slowly from a mood of melancholic sadness to exultant triumph. It was the music of survival, of people who had passed through the inferno of combat unscathed. It spoke of the strange joy of victory, of the simple gladness of being alive. It mourned the passing of the dead yet spoke to the beating hearts of the living. It said tomorrow we will grieve but tonight let us give thanks for our lives. All things pass, life goes on.

Still armoured as a Warlock, Karhedron was unmoved by this. He was frozen in the role of the hero, the eternal warrior. He confronted the Seer Lahessa. She met his gaze steadily.

'It's over,' she said. 'The time for heroes is past.'

For a long time he looked at her, wondering whether he could face being a simple mortal again, a dying thing in a dying world. The music and the message of her eyes reached out to him and Karhedron took off his mask, became truly himself again, and wept.



# THE ELDAR ARMY

An Eldar force represents troops drawn from a particular Eldar Craftworld. Troops are chosen by the player from among those available, and the total number will depend very much on his objectives and tactics.

## CHOOSING THE ARMY

The player represents the Avatar of the Bloody Handed God from a particular Craftworld. Although he may not appear in the army himself, he selects the troops which form the army, bearing in mind tactical objectives and the

nature of his enemy. The army is chosen from the list below. It is up to you and your opponent to decide the total points value of the opposing armies, but we recommend 1000 points for an evening's play.

### UP TO 1 AVATAR

AVATAR 300 POINTS

The army can include the Avatar but does not need to do so - the Avatar might be committed elsewhere or he might not consider his presence to be necessary. If present the Avatar represents the player himself. He commands the entire force and is also one of its most potent elements.

### ANY NUMBER OF ASPECT WARRIOR SQUADS

DIRE AVENGERS..... 160 POINTS PER SQUAD  
FIRE DRAGONS..... 160 POINTS PER SQUAD  
HOWLING BANSHEES..... 180 POINTS PER SQUAD

STRIKING SCORPIONS..... 180 POINTS PER SQUAD  
SWOOPING HAWKS..... 210 POINTS PER SQUAD  
DARK REAPERS..... 210 POINTS PER SQUAD

The army can include any number of Aspect Warrior Squads. Each Squad consists of Eldar belonging to one or other of the Warrior Aspects. There is no need for all Squads to belong to any particular Aspect - the player has a free hand to choose which Aspects he considers most appropriate to fight the coming encounter.

### ANY NUMBER OF EXARCHS UP TO A TOTAL OF 1 PER ASPECT WARRIOR SQUAD

EXARCH 80 POINTS EACH + 25 POINT OPTIONAL WEAPON

The army can include up to 1 Exarch corresponding to each Aspect Warrior Squad. These powerful warriors provide the fighting core of the army and can be used on their own or as leaders of Aspect Warriors.

### ANY NUMBER OF GUARDIAN SQUADS

GUARDIAN SQUAD 60 POINTS EACH + WEAPON UPGRADES

The army can include any number of Guardian Squads drawn from Eldar throughout the Craftworld and its associated colonies.

### ELDAR SUPPORT TEAMS UP TO A TOTAL NUMBER EQUAL TO THE NUMBER OF ELDAR SQUADS

HEAVY PLASMA..... 80 POINTS  
SCATTER LASER..... 60 POINTS

LASCANNON..... 120 POINTS  
DISTORT CANNON..... 150 POINTS

The army can include Support Teams drawn from the Craftworld. These units bring heavy support weapons onto the battlefield in order to back up other units of more lightly armed troops. Up to 1 Support Team can be included in the army for every Aspect Warrior Squad and Guardian Squad it contains. Thus if the army has a total of 4 of these Squads it may have up to 4 Support Teams.

### ANY NUMBER OF WARLOCKS

WARLOCK 100 POINTS + 25 POINTS PER ABILITY

The army can include any number of Warlocks. The total number is limited only by their points value - but as many of their powers are almost useless in isolation it is necessary to get a good balance of Warlocks and other troops.

### UP TO 1 FARSEER

FARSEER 100 POINTS + 25 POINTS PER ABILITY

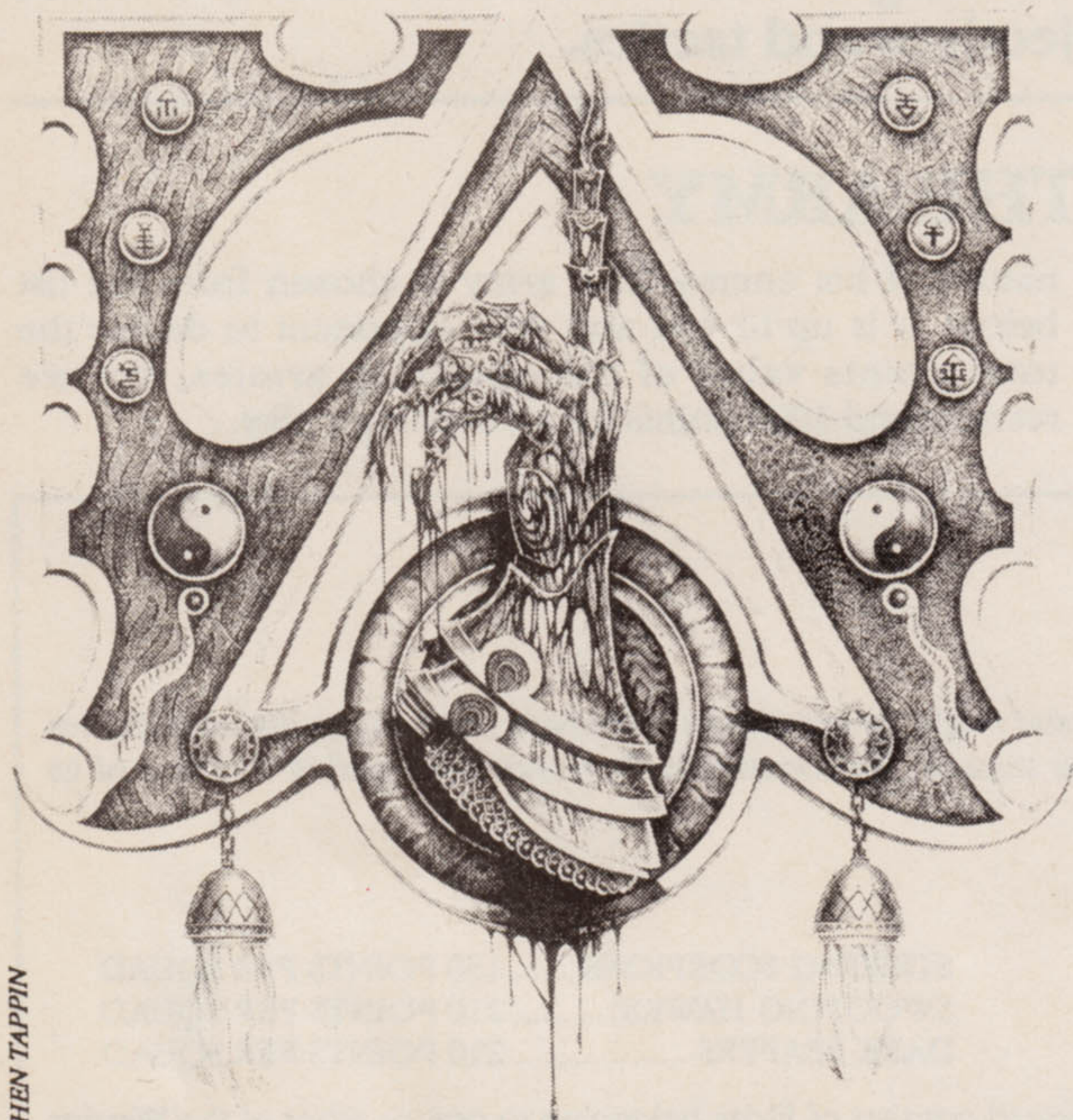
The army may include a single Farseer. Farseers are the most potent of all Eldar psykers and their presence on the battlefield will affect the fighting abilities of the entire force.

### UP TO ONE HARLEQUIN TROUPE

A single Harlequin Troupe may be chosen to accompany the army. The Troupe may be chosen from the separate Harlequin Army List in the *Warhammer 40,000 Compendium* or *White Dwarfs 105 - 106*.

# THE AVATAR

Points Value 300



STEPHEN TAPPIN

The Avatar represents the incarnation of the Bloody Handed God Kaela Mensha Khaine aroused from his throne of smouldering iron to lead the Eldar into war.

If he is present in the army the Avatar also represents the player as commander of the entire force - it is his responsibility whether the army succeeds or fails. Which troops he chooses from those available are as much part of winning the battle as how the army is deployed and manoeuvred once the battle has begun.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	D6+4	D6+4	D4+4	D4+4	D4+3	D4+6	D4+1	10	10	10	10

Each Avatar's profile is unique - the Avatar from one Craftworld will have an entirely different profile to one from another. The player randomly determines the profile for the Avatar model before the first game, and may then continue to use the same Avatar for future battles. Alternatively, the old Avatar may be abandoned and a new profile generated before the next game.

## Armour

The Avatar has a D6 saving throw of 2 or more on a D6 and always confers a save of at least 4, 5 or 6 irrespective of any modifiers.

For example, an Avatar hit by a Las-cannon has a saving throw of 4, 5 or 6, even though a -6 modifier is normally applied. Another effect of the Avatar's hardened exterior is that he cannot sustain more than D4 wounds from a single hit. If the number of wounds caused by a particular weapon or enemy is more than D4 (such as D6, 2D6, or D10) then a D4 is rolled instead.

## Weapon

The Avatar is armed with a ritual weapon - the *Suin Daellae* - the Doom that Wails. This weapon can appear in many guises - as a sword, a spear, or an axe for example. In hand-to-hand combat the Avatar fights using the *Suin Daellae* and has the specified number of attacks at his own strength. The enemy's D6 saving throw rolls are reduced by -6 and will therefore always fail unless the target has a minimum save value (as the Avatar himself for example).

## Psychology

The Avatar cannot be affected by psychology of any kind and cannot be routed. He causes *fear* in all living opponents.

## Special Invulnerabilities

The Avatar does not need fresh air to breathe and so is unaffected by gas weapons of any kind. His supernatural metabolism is red-hot, so melta weapons, plasma weapons and flammers are less effective than normal against him. This includes equivalent grenade types. Work out hits and damage as normal, but do not apply the armour save modifiers - all hits from melta, plasma or flamer weapons are therefore saved on a 2 or more.

## Powers

As the manifestation of the Bloody Handed God, the Avatar has D4 special *Warrior Powers*. The number of these is randomly generated, and each Warrior Power is generated from the Warrior Power Table at the end of these lists. These Warrior Powers are unique to the Eldar race and only the Avatar can have more than 1.

## Loss of the Avatar

The Avatar represents far more than just the commander of the army. He is the Bloody Handed God himself, and the focus of the power inherent in all the Aspect Warriors.

If the Avatar is slain in battle this is a calamitous event for the Eldar. The Avatar himself seems to fade and evaporate before he disappears altogether. In fact he is drawn back to his Craftworld by means of a permanent warp-link between himself and his iron throne. Meanwhile, the Eldar forces remaining on the battlefield are thrown into disarray by his loss. An immediate rout test must be taken by each unit, vehicle and character model.

## THE ELDAR MOONS

Although the whereabouts of the original Eldar homeworld is lost, it is known that the world had three moons: Lileath the Maiden Moon which was white, Kurnous the Hunter's Moon which was greenish and dim, and Eldanesh the Red Moon. According to the legends embodied in Dance of Asuryan, when Khaine slew Eldanesh the dead Eldar Lord was turned into a moon and coloured blood red in memory of Khaine's bloody-handed deed. The moon is always said to be a symbol of bad fortune and even today the Eldar regard the symbol of the red moon as a portent of disaster.

# DIRE AVENGER ASPECT WARRIORS

Points Value 160

The Dire Avengers cultivate the Aspect of the War God as the embodiment of the noble warrior - merciless to his enemies and unstinting in his devotion to his own people. They are the most flexible and therefore the most tactically ubiquitous of all Aspect Warriors. Dire Avengers are armed with the deadly Shuriken Catapult - the weapon which most readily characterises the Eldar at war. They wear special armour called *Avenger Armour*, composed of many interlocking flexible plates and coloured mostly blue with detailing and badges of a distinctive contrasting colour such as yellow. Each Squad wears its own variation of the basic colour scheme which identifies it in battle.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Dire Avenger Squad consists of 5 Dire Avenger Warriors and costs 160 points.

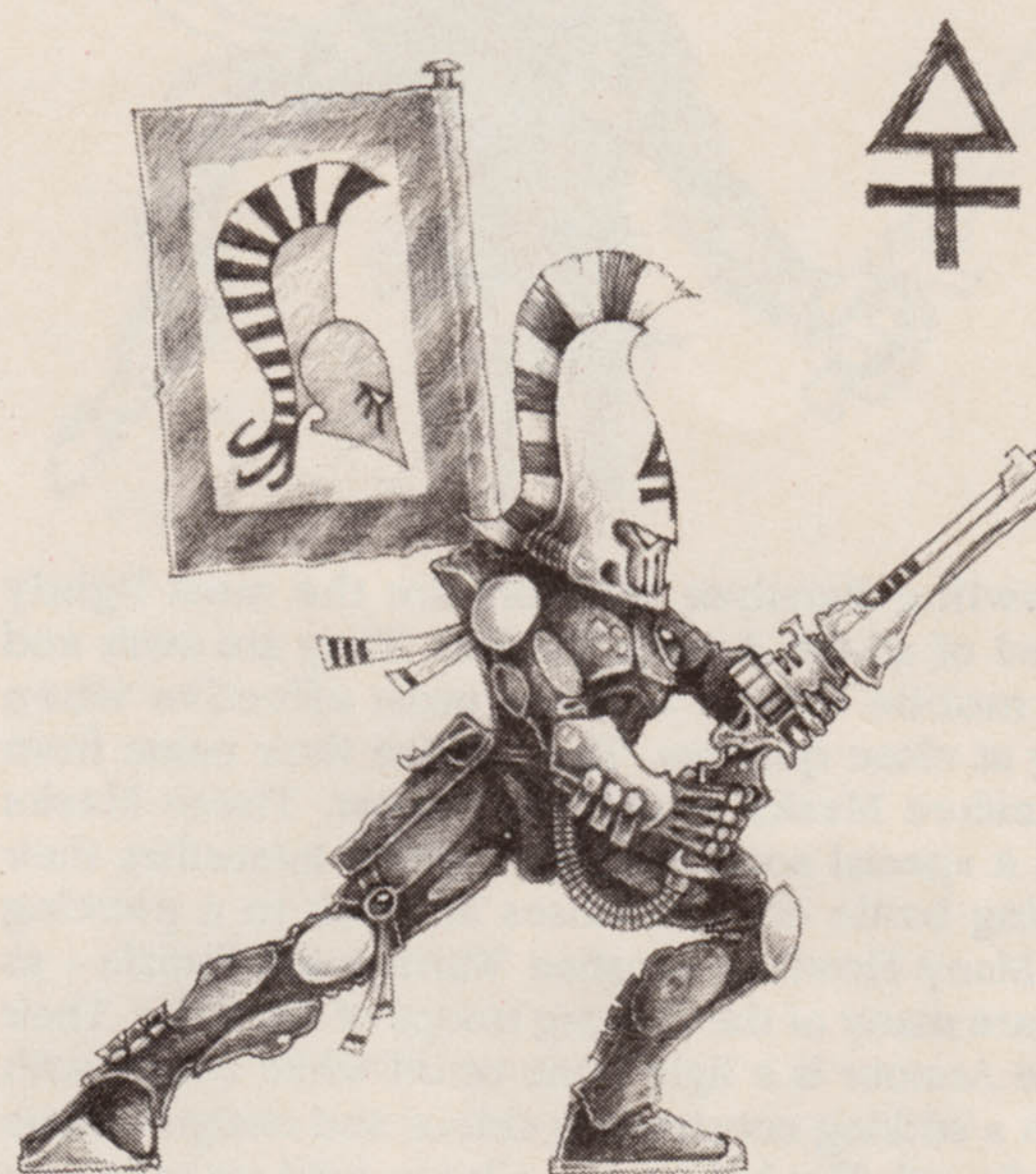
All Avengers are identically equipped as follows.

## Weapons

The Avenger carries a Shuriken Catapult - the archetypal weapon associated with the most renowned Eldar Warriors. A Laspistol is also carried for fighting in close combat. Eldar Laspistols are often very ornate and elegant weapons of great antiquity and beauty.

## Avenger Armour

This confers a basic saving throw of 4, 5 or 6.



JES GOODWIN

# FIRE DRAGON ASPECT WARRIORS

Points Value 160

Because Fire Dragon Warriors are heavily armoured they are less agile than other Aspect Warriors, although this is more than made up for by their greater level of protection. Their whole style of dress and warfare emulates the mythical beast that gives them their name. Even their armour is distinctively knobbly and spiny, and has a rather reptilian look to it. They are armed with devastating heat-blasting Meltaguns whose smoking nozzles and searing beams of heat make them look even more like Dragons. Dragon Armour is always a fiery colour such as red or flaming orange, and varies from squad to squad, each having its own distinctive pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	1	9	9	9	9

Each Fire Dragon Squad consists of 5 Fire Dragon Warriors and costs 160 points.

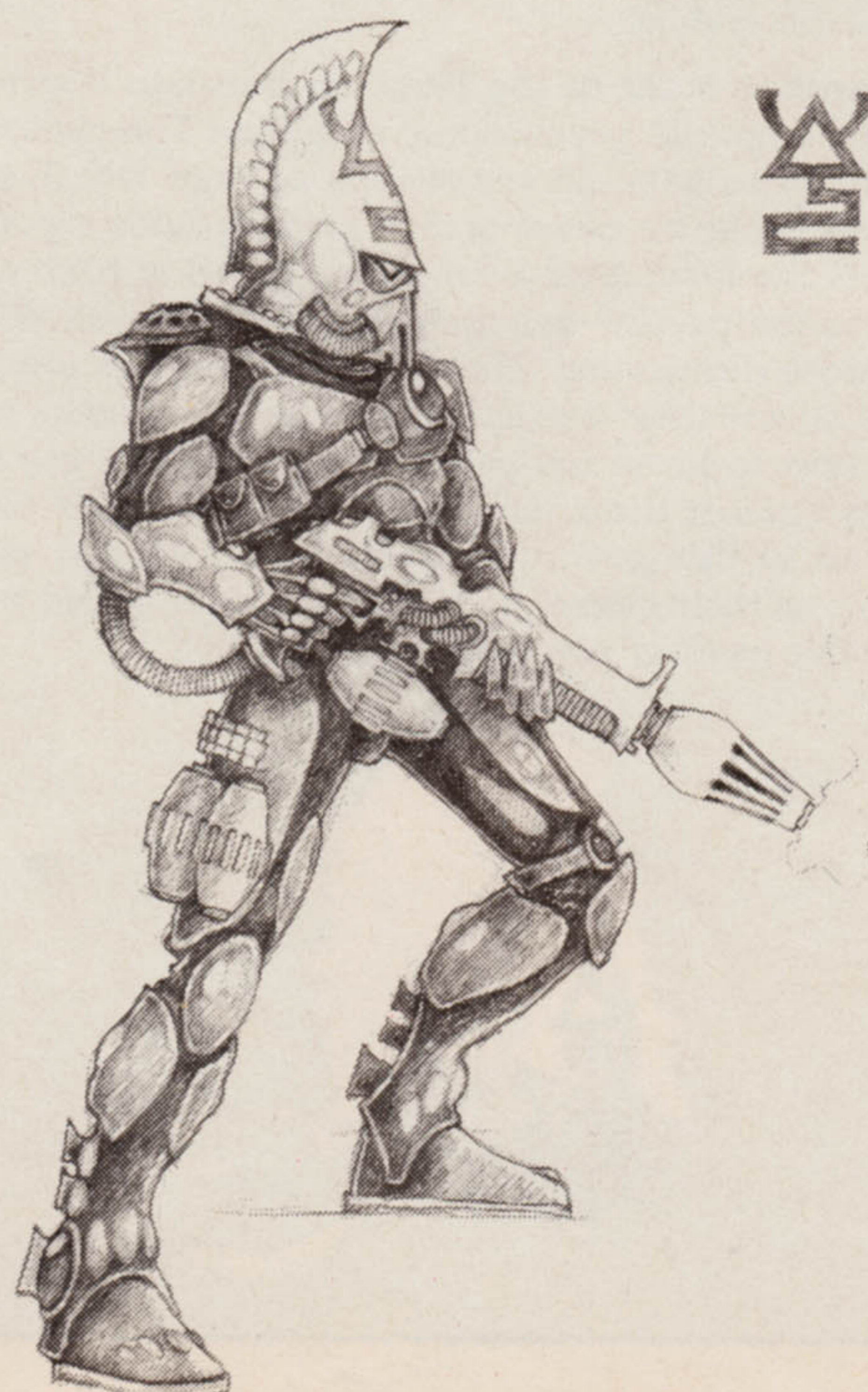
All Fire Dragon Warriors are identically equipped with:

## Dragon Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

## Weapons

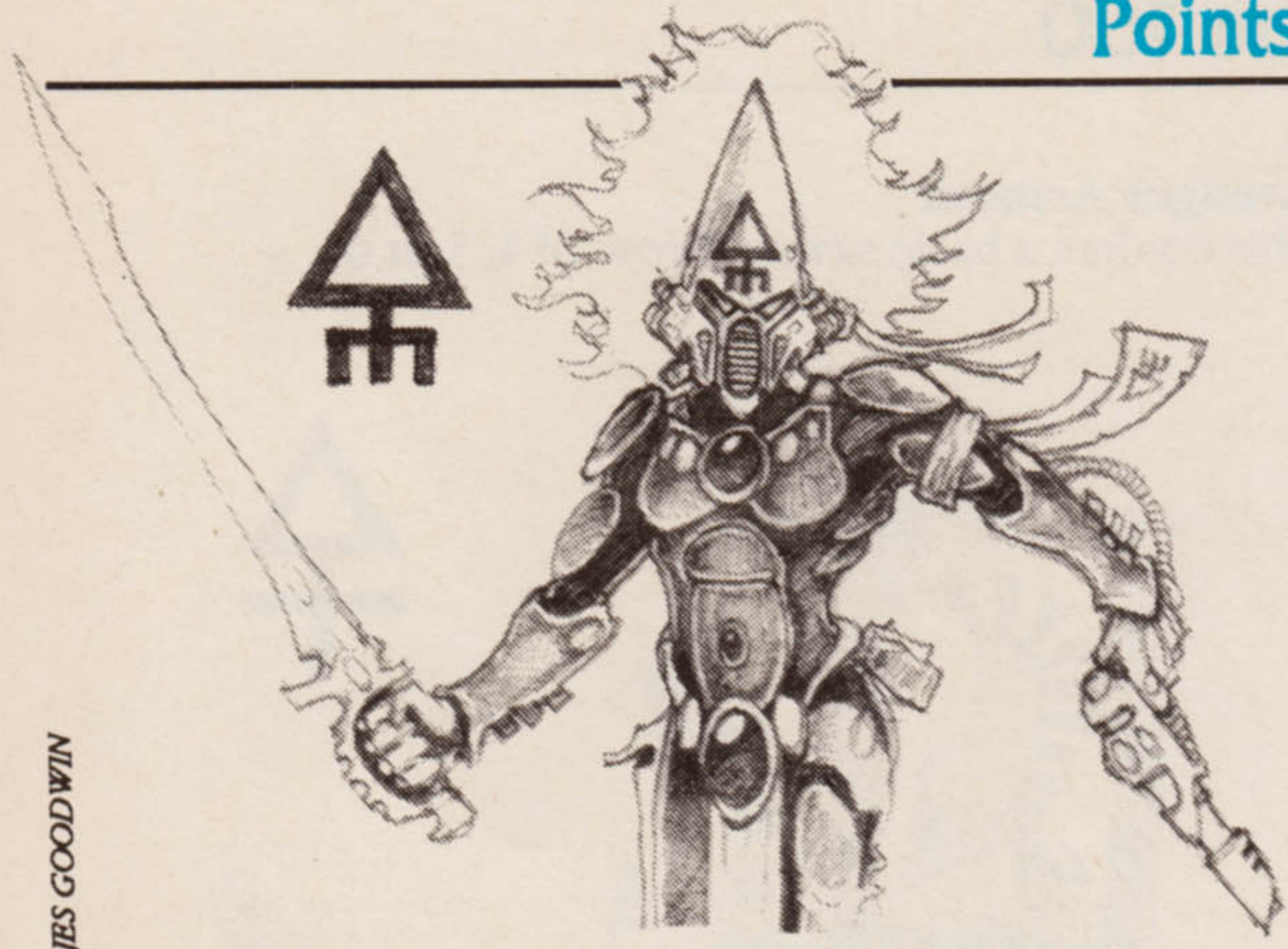
The Fire Dragon Warrior is armed with a Meltagun and a Laspistol for hand-to-hand fighting.



JES GOODWIN

# HOWLING BANSHEE ASPECT WARRIORS

Points Value 180



JES GOODWIN

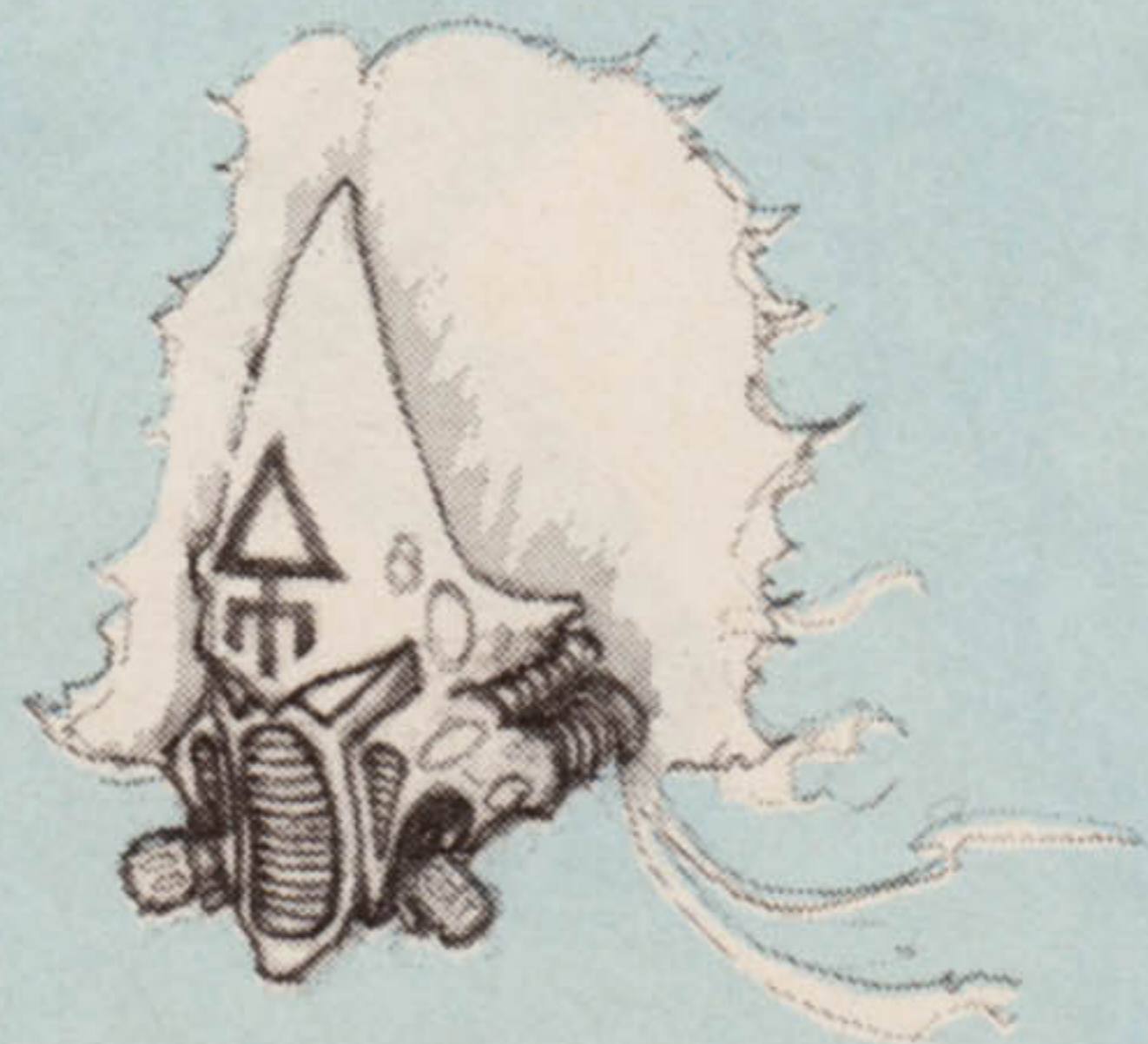
The Howling Banshee Warriors are the most lightly equipped of all the Aspect Warriors. They are swift and highly mobile troops and are most effective when fighting at close quarters. They derive their name from the Banshee Masks which they wear. These Masks contain a special sonic amplifier which intensifies their screaming battle cry and raises its pitch to a piercing shriek. Many Howling Banshee Warriors are female - as indeed are many of the fighting troops of the Eldar. Their Banshee Armour is a light bone or off-white colour with detail in a striking contrasting colour and design unique to each Squad. The helmet has a large, wild mane of hair which is usually red or bright orange.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	9	9	9	9

Each Howling Banshee Squad consists of 5 Howling Banshee Warriors and costs 180 points.

## BANSHEE MASK

The Banshee Mask of the Howling Banshee Warriors contains a special psychosonic amplifier. This weapon amplifies the psychic sensations of rage which the Banshees evoke by means of their piercing battle cry. The sound of the howl itself is amplified, raised in pitch and added to the psychic barrage to make the overall effect even more devastating. Howling Banshees are trained how to release their rage as they charge into combat, and taught how to focus and project the resultant psychic scream against their enemies. Those who are fully exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.



JES GOODWIN

He found her in the arbor, gazing into the heart of a purple iris. She silently acknowledged his approach, continuing to study the delicate dark petals of the flower. Elshar expected no more greeting. Since he had become trapped in the Aspect of the Warrior his feelings for Irillith had lessened to such a point that he could now barely remember them. Their paths had forked apart, but he still felt respect for her. She was a fine warrior, an honour to her Aspect.

All the Eldar sensed the growing tension which heralded the awakening of the Avatar and the summoning of the Aspect Warriors. A time of darkness and blood, a time when they had to trust their darker sides to preserve them from evil. He supposed she resented it, or was saddened by it, while he, as an Exarch, welcomed the the coming conflict. He found peace-time monotonous, only the thrill of battle made him feel truly alive. He was like a hunting hound being taken out to the chase.

'You've heard the news?' he asked her.

She shivered slightly at the rhetorical question, and turned to face him, her dark hair gliding over her shoulders.

'Yes, we go to fight again. The wraithbone hums with the message of war. I feel... *him*. He is beginning to wake. Soon I shall be assuming my Aspect, and you... Do we need to say farewell Elshar, or will you even care to remember me?'

All Howling Banshees are identically equipped in the traditional and highly ritualised regalia of the Howling Banshee Warrior. This consists of:

### Weapons

Howling Banshees carry a Power Sword and a Laspistol.

### Banshee Armour

Conferring a basic saving throw of 4, 5 or 6.

### Banshee Mask

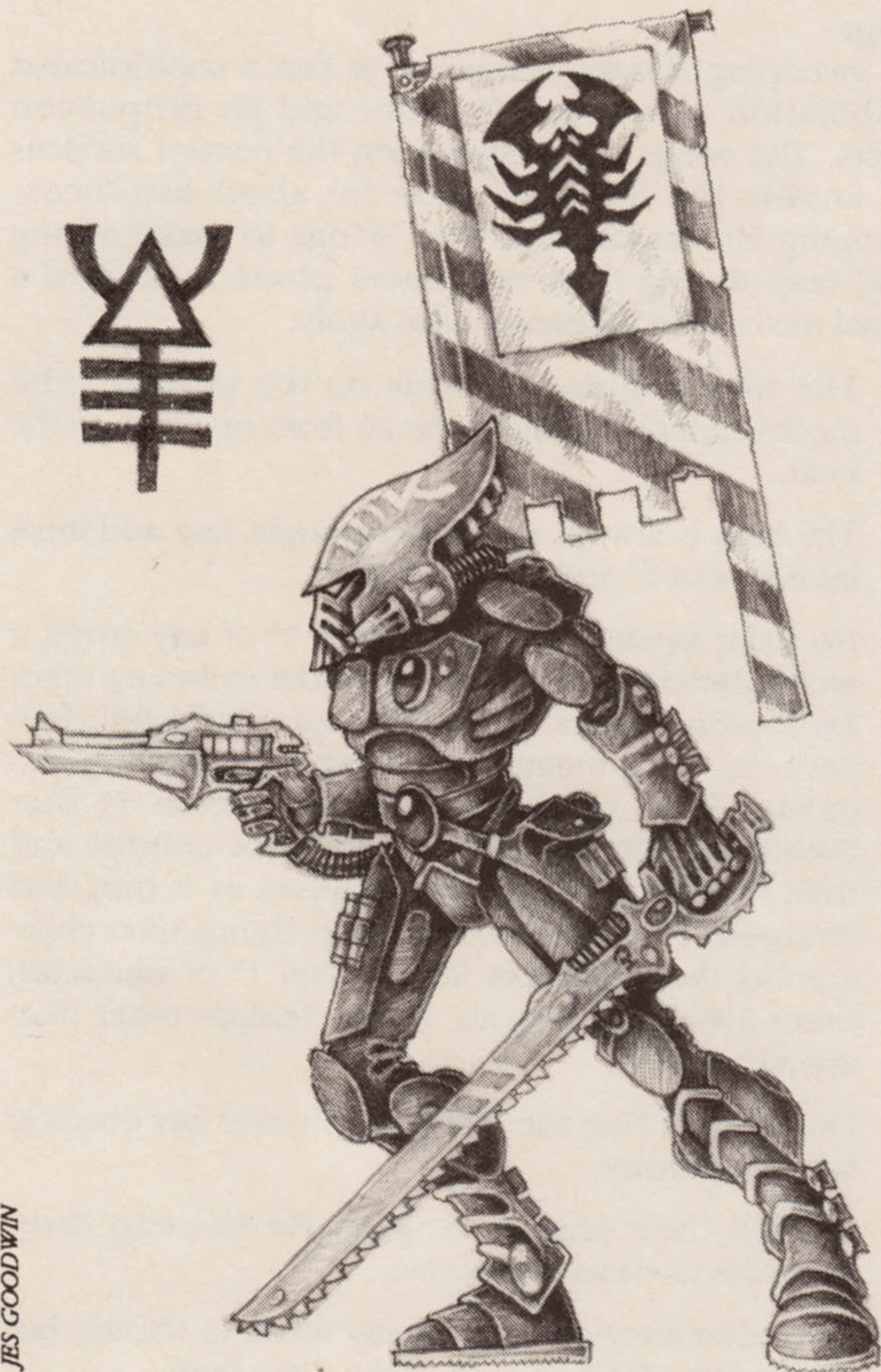
Because they wear a Banshee Mask the Howling Banshee Warriors can utter a psychic scream when they charge into combat. This has the effect of stunning the central nervous system of their target.

The target may neither run away nor stand and fire at the charging Banshee Warrior, but is obliged to hold his ground. Furthermore, the target may not attack during the first round of combat unless the player succeeds in rolling a 6 on a D6. This does not affect the target's ability to defend itself as normal.

The Banshee Mask is only effective when the Howling Banshee charges - it has no effect if the Howling Banshee is charged by an enemy model. In the second and subsequent rounds of a close combat engagement the Mask also has no effect.

# STRIKING SCORPION ASPECT WARRIORS

Points Value 180



JES GOODWIN

The Striking Scorpion Warriors are the most powerful of all hand-to-hand fighting Aspect Warriors. Their special Scorpion Armour and curving helmets emphasise the resemblance with the deadly creature after which they are named. The curving mandibles on their helmets conceal special weapons called *Mandiblasters* - these provide the deadly sting which is the unmistakable mark of the Striking Scorpion. Scorpion Armour is generally green, but often combines various shades of green together with detail in yellow, black or orange. Each Squad is identified by its own unique interpretation of this basic colour scheme.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Striking Scorpion Squad consists of 5 Striking Scorpion Warriors and costs 180 points.

All Striking Scorpions are identically equipped with the traditional and highly ritualised regalia of the Striking Scorpion Warrior. This consists of:

### Scorpion Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

### Weapons

The Striking Scorpion Warrior carries a Chainsword and Shuriken Pistol.

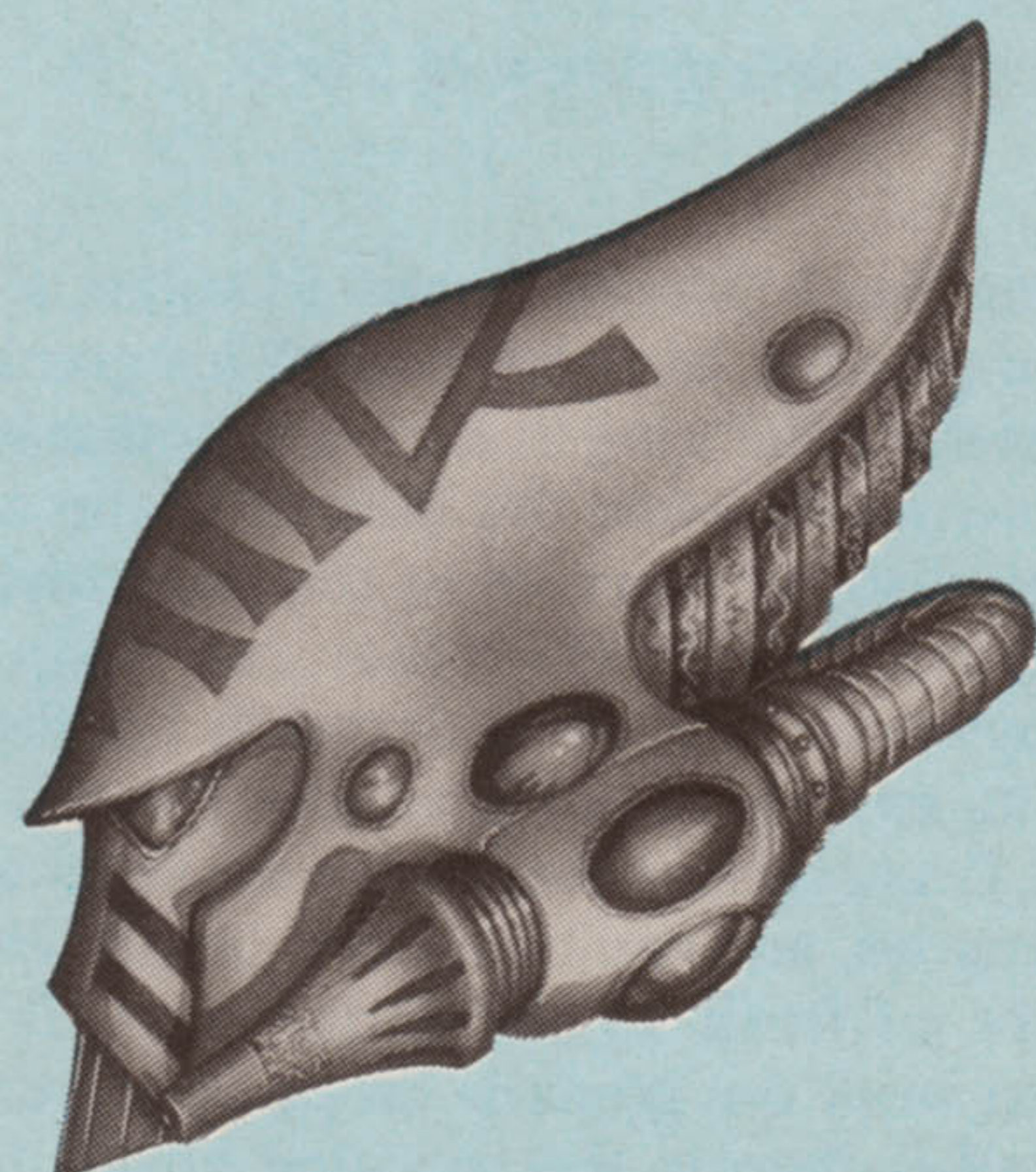
### Mandiblasters

The helmet of a Striking Scorpion Warrior incorporates mandible-like nozzles which conceal a deadly combination of weapons. This is the Mandiblasters - or the Sting of the Scorpion! If the Scorpion Warrior strikes at least 1 close combat hit with normal weapons, then he can follow up with a single special Mandiblasters attack. It does not matter if their normal hit or hits fail to cause damage or if the target subsequently saves thanks to its armour - the Mandiblasters attack still proceeds so long as at least 1 hit is scored.

Searing laser arcs leap from the Striking Scorpion's helmet mandibles and send jets of laser energy into the already weakened target. The Mandiblasters attack automatically hits - there is no need to roll a dice. Roll a D6. If the total score is equal to or more than the target's toughness 1 wound is sustained. Saving throws from Mandiblasters attacks are resolved with a -2 dice modifier.

### MANDIBLASTERS

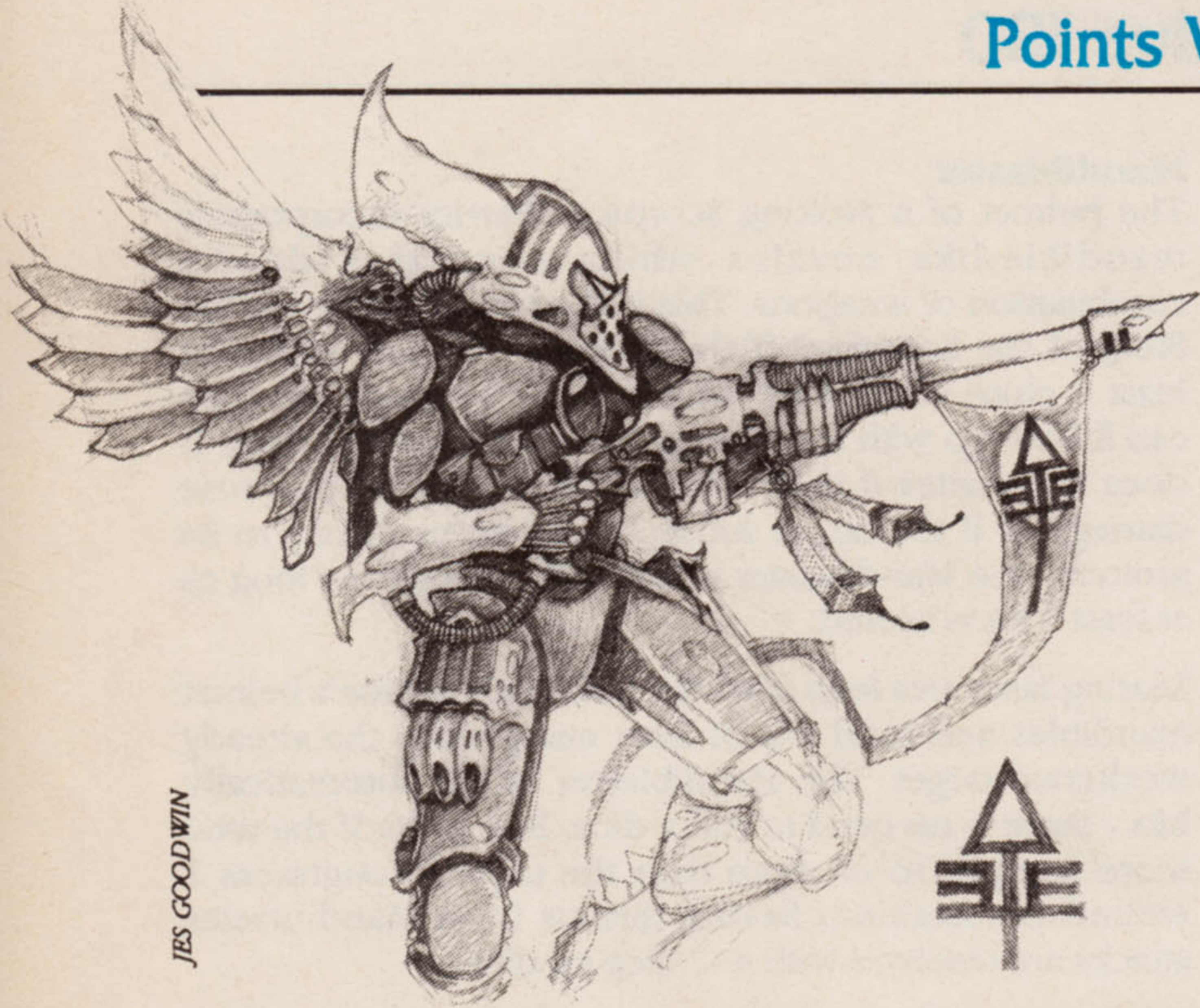
The helmets of the Striking Scorpions incorporate a pair of weapon pods positioned and shaped much like the mandibles of a Scorpion. Each pod houses a mandiblasters - or Mandiblasters - a unique and deadly device also known as the Sting of the Scorpion. The Mandiblasters is an extremely short range weapon, useful only at a distance of a foot or so. It is activated by a psychic pick-up in the helmet, and fires a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage themselves, although in the case of unarmoured targets they can tear and lacerate flesh, but rather they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting. This laser energy vaporises the tiny slivers of metal into plasma which rips straight into the target. The Mandiblasters is a highly effective secondary weapon which is designed to be used to follow up a successful blow from another weapon. It is brought into play while the Aspect Warrior's opponent is still reeling from the effects of a conventional attack, enabling the Eldar to get in close to deliver a vital attack before the enemy can recover and while he is most vulnerable.



KEVIN WALKER

# SWOOPING HAWK ASPECT WARRIORS

Points Value 210



JES GOODWIN

The Swooping Hawk Warriors wear a special winged harness which enables them to fly through the air - making them the swiftest and most mobile of all Eldar Warriors. Their Hawk Armour and much of their equipment is made from a cellular material full of tiny air-pockets much like the bones of birds; this makes it extremely light without affecting its outward appearance. One of their favourite tactics is to drop grenades from special launcher packs as they fly over enemy units. Hawk Armour is basically light grey, and each squad has details, badges and usually a helmet, of a different colour. The wings, and especially the outer span of feathers, are also coloured either in a single solid colour or two or more contrasting colours forming a readily identifiable pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Swooping Hawk Squad consists of 5 Swooping Hawks and costs 210 points. All Swooping Hawks are identically equipped with the armour and weapons of the Swooping Hawk Warrior consisting of:

## Hawk Armour

Conferring a basic saving throw of 5 or 6.

## Weapons

The Swooping Hawk Warrior carries a Lasgun, a Laspistol and a special grenade launcher pack. This grenade pack is fastened to the Eldar's leg in such a way that it releases grenades downwards while the Eldar is in the air. Single grenades can also be taken from the pack and thrown normally. During flight the Eldar can drop up to 3 grenades anywhere directly underneath his flight path. Work out hits exactly as for grenades thrown at point blank range. Grenade launcher packs are fitted with Krak and Frag grenades, and can be used to launch either type or a mixture of both as the Eldar flies. It is most convenient to work out grenade drops during the Eldar's movement rather than in the shooting phase. Dropping grenades from the air does not count as shooting - the Eldar can still shoot his Lasgun in the shooting phase.

## Wings

The Swooping Hawks' wings are in fact a sophisticated combination of anti-gravity lifter and jet propulsion motors. The wings themselves form the control surfaces and enable the Eldar to glide for short distances. Swooping Hawks can use their wings to make a long aerial leap during their movement phase instead of a normal move. The following rules apply:

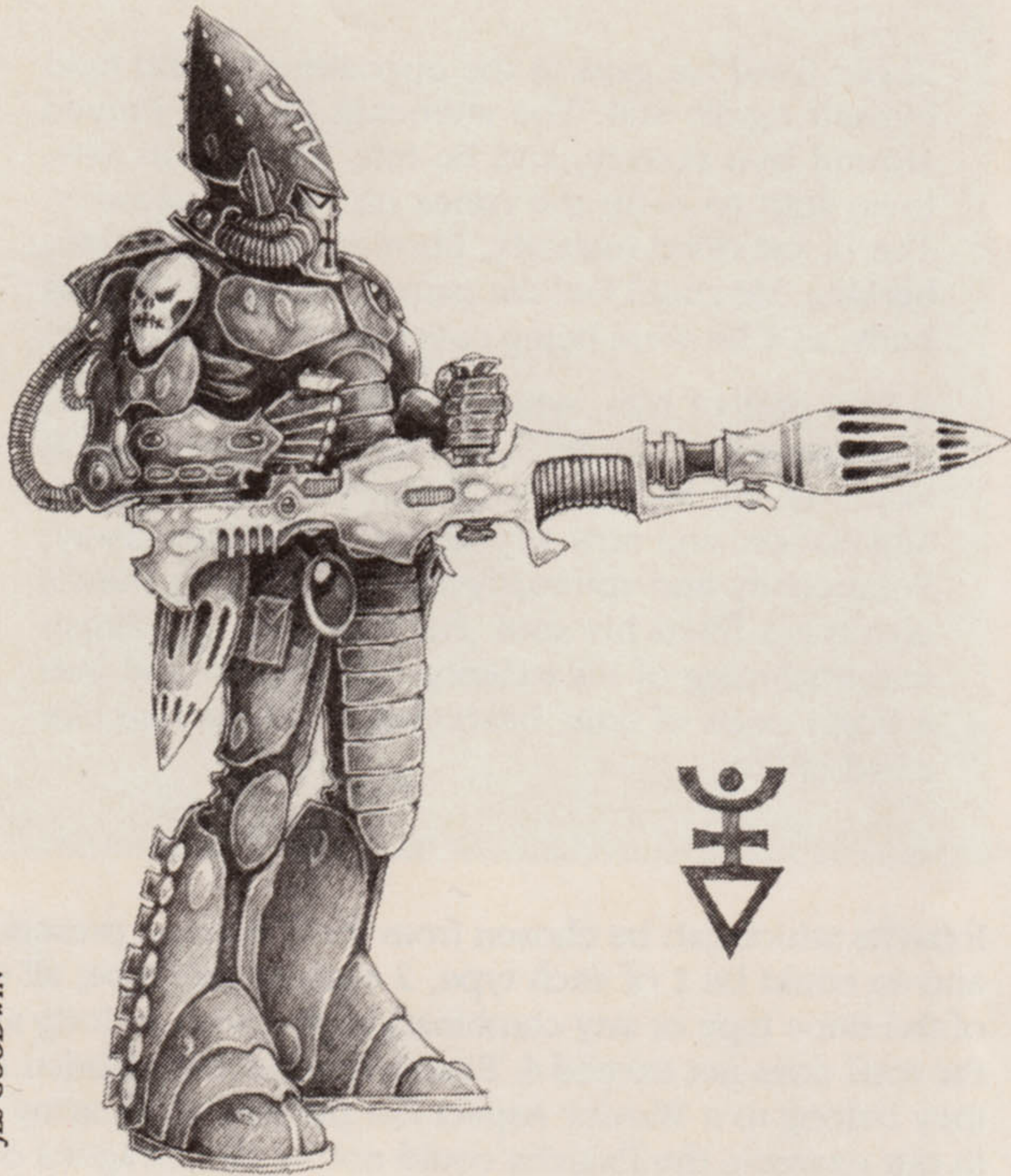
1. The leap begins and ends on the ground - the model cannot remain in the air from one turn to the next.
2. The leap is always made in a straight line and must be between 6" and 18" in length.
3. No Eldar model may land within 1" of any cover, a wood, building, or any other model including other Swooping Hawks. Such features would interfere with the wing membranes during the landing and cause them to crash. The exception is that Swooping Hawks can fly into close combat and then receive close combat bonuses as if they had charged. However, even when flying into close combat they must not land within 1" of obstacles, other Swooping Hawks, or any feature other than enemy models.
4. During their leap the Eldar can fly over any obstacle without penalty.
5. During their leap Swooping Hawks can drop grenades as described above.
6. Unit coherency does not apply while in the air, but comes into effect as soon as the Eldar land.

The Swooping Hawks can also use their wings to fly high into the sky in order to escape from the battlefield altogether. The following rules apply:

1. At the start of their movement phase the Swooping Hawk unit declares it is flying away from the battle and the models are removed from the table. They may make no other movement on the table that turn.
2. Models may fly away from a hand-to-hand combat engagement in this way without incurring blows against them.
3. Swooping Hawks which leave the table spend the entire turn off the game table and cannot do anything. They are soaring high above the table out of range of all weapons including the effective range of their own grenades - any grenades dropped from this height automatically miss and cause no damage, explode in the air, or fail to function.
4. A Swooping Hawk unit which left the battle in a previous turn may land back on the table anywhere it wishes during its following movement phase but may not make any other movement that turn. A returning Swooping Hawk unit may be shot as normal, but is unable to drop grenades in that turn.

# DARK REAPER ASPECT WARRIORS

Points Value 210



JES GOODWIN

## ASPECT ARMOUR

The armour worn by Aspect Warriors is made from a pliable but resilient natural material overlaid with flexible but very tough plates of varying sizes. The flowing organic shapes of Eldar armour are typical of the biologically derived shapes which they use for most of the things they make. The design of the armour depends on the Aspect represented, each Warrior Aspect having its own distinctive design and basic colour scheme. Aspect Armour is psychically sensitive to its wearer, and can transmit energy through its fabric to provide the extra power to lift heavy objects. This means that an Eldar Aspect Warrior never suffers from the movement penalties associated with heavy weapons - particularly in the case of the Dark Reapers whose main armament is a missile launcher. This does not overcome the weapon's inherent slowness, so it is not possible for a Dark Reaper to move and fire in the same turn even with the benefit of Aspect Armour. This unique armour is the Eldar equivalent of Power Armour, and it has the same ability to provide a safe isolated environment for the individual wearing it, protecting the Eldar from most gas weapons for example. Most importantly of all, the Aspect Armour suit is fitted with a Waystone which will gather the Eldar's soul should he be slain, preserving his psychic self so that it can be recovered and taken back to his Craftworld.

The Dark Reapers are the most heavily equipped of all the Aspect Warriors. Their armour is made from heavy interlocked plates and has very characteristic heavy armoured boots. These provide extra stability for firing the Missile Launcher that Dark Reapers carry. Special range-finders link the weapon's view-sight directly into the Dark Reaper helmet whose receptor vanes make the

Aspect warrior look even more threatening. Dark Reapers wear armour of a very dark colour, a near black or very dark blue which echoes the night sky. Each Squad has details and badges of a distinctive colour and pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	4	3	3	1	4	1	9	9	9	9

Each Dark Reaper Squad consists of 3 Dark Reapers and costs 210 points. Dark Reaper Squads are smaller than other Aspect Warrior Squads as this allows the same number of warriors to fight over a larger battle-front - lending their support where it is needed rather than in one concentrated mass.

All the war gear of a Squad of Dark Reaper Aspect Warriors is identical. This equipment consists of:

### Reaper Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

### Weapons

The Dark Reaper carries a Missile Launcher. It contains sufficient missiles to last for the duration of a battle. Every Dark Reaper carries Frag, Super-Krak and Melta missiles. A Laspistol is also carried for use in hand-to-hand combat or as an alternative weapon at short range.

### Reaper Range-Finder

The Dark Reaper's helmet is fitted out with special range finders which help the Eldar to locate and lock the Missile Launcher onto its target. This adds plus +1 onto the 'to hit' like any other target, but also enables the firer to track fast moving targets. The normal negative modifier for firing at a fast moving target is therefore ignored.

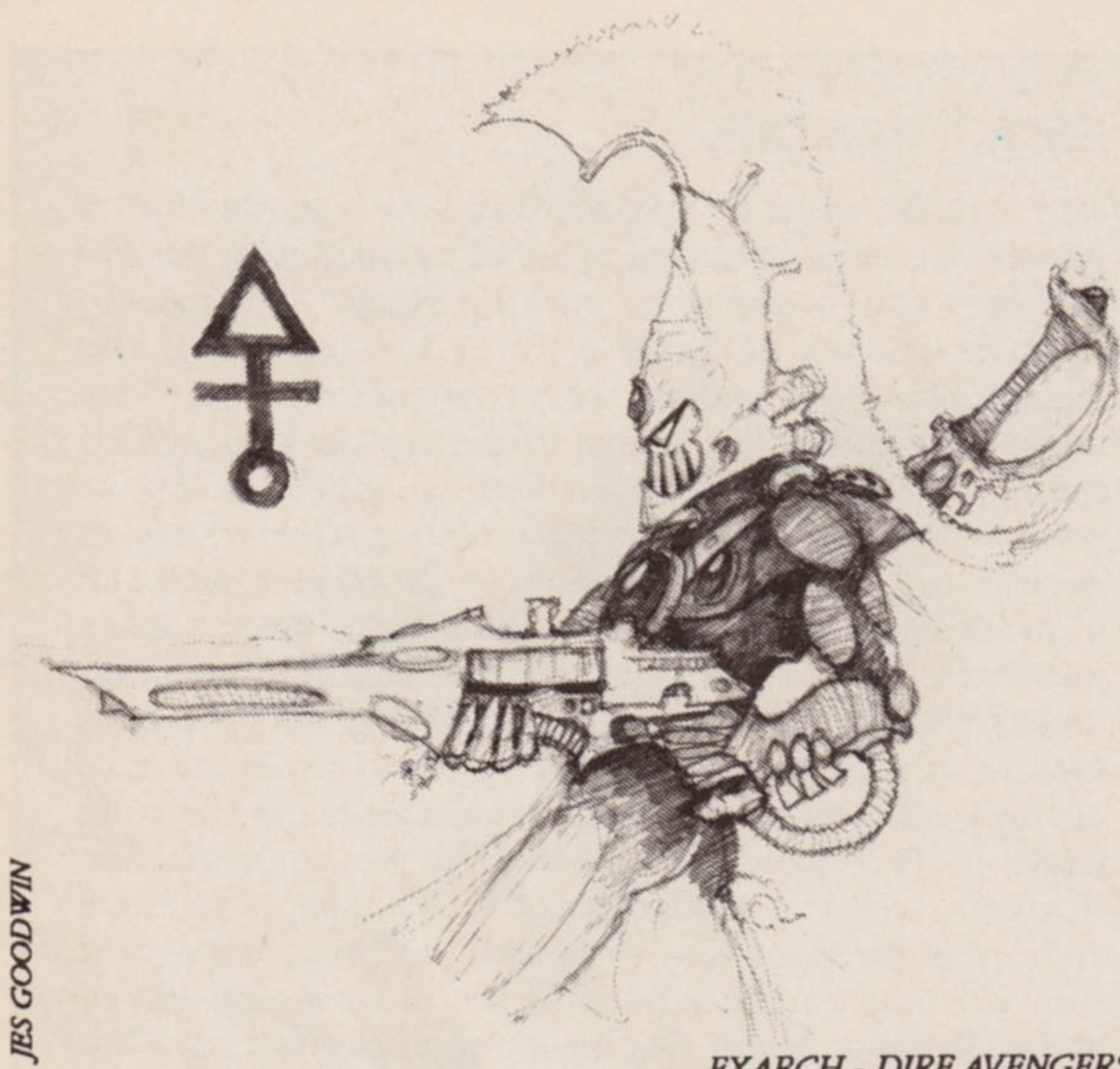
Macthen drew back respectfully as Elshar strode past. The Exarch didn't appear to have noticed him. They used to be as close as brothers when they fought together as Aspect Warriors. While Macthen had travelled the Path of the Warrior and re-emerged into the light, Elshar had become increasingly caught up in the Aspect until he entirely surrendered to it. And now the Time of War was upon them, and Elshar had been elected the Young King. Macthen didn't envy him his role.

He'd once officiated at the awakening of the Avatar, and the terrible experience still haunted his dreams. Now he followed a different path he couldn't remember the details of the ceremony very clearly, but the image of the Avatar bursting through the doors of bronze would remain with him always.

Elshar was an Exarch of some standing now, his daring exploits celebrated in song and dance through many Craftworlds. Now all that separated him from his ultimate fate was the span of two days and a mortal body. It was a great honour to join the Avatar in immortality, but Macthen found the idea and the process involved quite horrifying.

# EXARCHS

Points Value 80 + optional Ancient Weapon at 25 points



EXARCH - DIRE AVENGERS

The Exarchs are the guardians of the shrines to the Bloody Handed God and the mentors of the Aspect Warriors. They are awesome and frightening individuals, having become so caught up in their Warrior Aspect that they are no longer able to continue along the Eldar Path. Exarchs always belong to a specific Warrior Aspect, so they are Howling Banshee Exarchs, Dire Avenger Exarchs, or whatever.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	8	2	10	10	10	10

The army may include one Exarch for every Aspect Warrior Squad. So, for example, if the army includes 4 Aspect Warrior Squads then it can include up to 4 Exarchs - it can include less or none at all if the player prefers. The player can choose any type of Exarch so long as there is at least 1 Squad of that Warrior Aspect in the army. For example, if the army includes one Squad each of Howling Banshees, Dire Avengers, Striking Scorpions, and Swooping Hawks, then it may include up to 4

## THE CRONE WORLDS

The old Eldar homeworlds still exist in the Eye of Terror - although they have been transformed into hellish places where daemons rule over subjugated races of mortals. The Eldar call these the *Crone Worlds* - referring to Morai-heg the Crone Goddess. The Crone Worlds remain the primary source of spirit stones. Acquiring new spirit stones is extremely hazardous because it necessitates an expedition to an area of warp-real space overlap such as the Eye of Terror. However, there are said to be untold secrets buried on the Crone Worlds since the time of the Fall and this attracts thousands of Eldar in search of their legendary past. According to legend the spirit stones were made by Vaul from the Tears of Isha. This is interpreted as a metaphor for the crystallization of psychic energies caused by the interface between the warp and the material universe. This process is associated with the Fall, and especially with the final catastrophe which ended the Eldar civilisation.

Elshar fixed his gaze to the opposite wall and held himself rigidly still. The attendant Exarchs moved around him silently, and he felt, rather than saw, them start to paint the runes on his naked body. The blood dried instantly, burning corrosively into his skin. He could feel the pattern creeping over his body, as if he were being covered with a net of fire.

A tiny part of him, which he thought long gone, whimpered softly in fear, and he suppressed it viciously. He had climbed to the peak of his terror and elation, and now all feelings were falling away. Emotionally and spiritually he was growing numb, bleakness filled his soul. His thoughts, the finish and beginning of his existence were polarised into a single point of time, bearing down upon him like a ball of fire...

Exarchs which can be chosen from the 4 Aspects present, and so could be 1 of each type, 2 each of one type, all 4 of the same type or any combination you wish so long as the total does not exceed 4. Exarchs cannot be included if they belong to a Warrior Aspect not present in the army - in our example the Exarchs could not be Fire Dragons or Dark Reapers as neither Aspect appears in the army.

Regardless of his Aspect the Exarch costs a basic 80 points. He fights as an individual or can join any Aspect Warrior Squad and lead it if he wishes. The Exarch's profile is not significantly better than that of the Aspect Warriors. His superior prowess is represented by a single special Warrior Power. This is generated randomly for each Exarch in turn using the Warrior Powers Table given at the end of the list.

### Exarch Armour

Exarchs wear armour which is generally tougher and lighter than that of their equivalent Aspect. It also includes very efficient neurally activated servo-mechanisms which make the Exarch faster and more agile than an equivalently armoured Aspect Warrior. Exarch Armour confers a basic saving throw of 3, 4, 5 or 6 on a D6.

### Weapons

Exarchs carry the same armament as the Warriors of their Aspect. Alternatively any Exarch may surrender this equipment in favour of a single randomly generated weapon from the Ancient Weapons Chart given at the end of this list. This costs an additional 25 points.

### Special Aspect Gear

An Exarch of the Howling Banshees retains his Banshee Mask, an Exarch of the Swooping Hawks retains his Wings, and a Striking Scorpion keeps his Mandiblaster. A Dark Reaper loses his special targeter if he surrenders his Missile Launcher as this is considered to be attached to the weapon. Hawks lose their grenade packs along with other weapons if they substitute their armament for an Ancient Weapon.



# ELDAR GUARDIAN SQUAD

Points Value 60 points per Squad



JES GOODWIN

GUARDIAN - BIEL-TAN CRAFTWORLD

The greater mass of Eldar who live on the Eldar Craftworlds are not currently Aspect Warriors, but pursue some other vocation or study not directly connected with warfare. Some fulfill the roles of engineers and constructors, others are engaged in providing essential services, a few become academics, philosophers and historians, still others explore their personal potential as athletes or entertainers.

Although these Eldar are not warriors they are still trained to fight as Guardian troops in the Eldar armies. Some will have been Aspect Warriors in the past, and their military skills are harboured to provide officers. Every Eldar on the Craftworld is ready to fight if they are needed. In times of emergency almost the entire population can be mobilised - in which case the number of Guardian Squads will far outweigh the number of Aspect Warriors. Their armour and appearance varies a great deal, sometimes even within a single Squad, although each member of a Squad generally has the same basic weaponry. Unlike the Aspect Warriors, their war gear is not dictated by ritual pattern, but can include a variety of weapon combinations.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	8	9	8	8

Each Guardian Squad consists of 5 Eldar and costs 60 points.

All members of the Squad, including its leader, have identical basic equipment and weapons, but these may be upgraded or changed as explained below. This basic armament consists of:

### Mesh Armour

A suit of interwoven flexible plates similar to, but somewhat lighter than the armour worn by Aspect Warriors. This confers a basic saving throw of 5 or 6.

### Weapons

The Eldar trooper is equipped with a Lasgun and Laspistol.

### OPTIONAL WARGEAR

The entire Squad may exchange its basic weaponry of Lasgun and Laspistol for another combination of weapons. This turns the Squad into either a Close Combat Squad if it is re-equipped with close combat weapons, or a Battle Squad if it is uparmed with more effective weaponry.

**Close Combat Squad.** All members of the Squad may exchange their basic armament of Lasgun and Laspistol for either two Laspistols or a Laspistol and Power Sword. All Eldar in the Squad change to the same new armament. This costs no extra points.

**Battle Squad.** All members of the Squad may exchange their basic armament of Lasgun and Laspistol for Shuriken Catapult and Laspistol. This costs an extra 40 points per Squad. BUT the maximum number of Guardian Squads that may be converted to Battle Squads is half the total number in the army. Thus - if the army has a total of 4 Guardian Squads it may only have a maximum of 2 Battle Squads. This does not restrict the number of Guardian Squads that can be converted to Close Combat Squads - an army may include 2 Close Combat and 2 Battle Squads for example.

### JET BIKES

The Eldar make great use of Jet Bikes. It is certainly the case that many of the unique Warrior Aspects not covered by this article ride Jet Bikes. Jet Bikes can also be ridden by Eldar Combat Squads. This practice is more common on some Eldar Craftworlds than others, and we may make provision in the future for whole armies of Jet Bike riders. However, these lists deal with a representative or typical Craftworld where only a limited proportion of Eldar would be equipped in this way.

Up to two Eldar Combat Squads may be equipped with Jet Bikes at an additional cost of 150 points per Squad. This includes bikes to mount a Standard Bearer and Musician if they are present. Jet Bikes are armed with two forward firing Shuriken Catapults.

### THE MAIDEN WORLDS

Before the Fall the Eldar seeded many dead worlds with life as part of a program of colonisation which would take many thousands of years to reach fruition. Many of these worlds did not become inhabitable until many years after the fall, and some were then settled by humans and Orks who were quite unaware that they were living on a planet originally intended as an Eldar colony. The Eldar refer to these worlds as the Maiden Worlds, or Lilaethan after Lilaeth the Maiden goddess of the Eldar. Since the Fall fresh colonies have been settled from the Craftworlds themselves, often on worlds seeded before the fall, but sometimes on newly seeded or newly discovered habitable planets. The Eldar refer to all such worlds as Maiden Worlds as opposed to the lost Crone Worlds of their ancient civilisation.

**OPTIONAL WEAPONS FOR LEADERS**

The Squad's Leader model may substitute his weaponry for one of the following combinations:

<b>New Weapons</b>	<b>Pts</b>
Plasma Gun and Laspistol .....	10
Powerglove and Powersword .....	10
Flamer and Powersword .....	5
Chainsword and Shuriken Pistol .....	0
Laspistol and Shuriken Pistol .....	0

**OTHER WEAPON OPTIONS**

A single member of any ordinary Guardian or Battle Squad may substitute his weapons for those listed below. In the case of Battle Squads this does not affect the points already paid for Shuriken Catapults. Close Combat Squads may not include these weapons as they are either too bulky or inappropriate for hand-to-hand fighting.

1 model in the Squad may substitute its weapons for:

<b>New Weapons</b>	<b>Pts</b>
Las-cannon and Laspistol .....	60
Missile Launcher* and Laspistol .....	35
Melta-gun .....	10

\* Missile launchers have Super Krak and Frag shells.

**STANDARDS AND MUSICIANS**

Each Squad may include a Standard Bearer and/or a Musician in addition to its normal fighting strength. This costs 10 points per model. Thus a Squad with both a Standard Bearer and Musician will actually have 7 models rather than 5 and costs an extra 20 points. These models have the same profile and armour as the rest of the Squad and carry either Laspistols or Power Swords or both. They fight as parts of their unit as normal.

Irillith and Berel clasped each other closely, the last moment of human contact before they assumed their warrior aspects. Around them, the walls of the shrine were humming with tension, sparkles of psychic energy running along the wraithbone.

They pulled apart and took their positions with the others on the floor. The Exarch raised her arms and the ceremony began. As the Eldar intoned the ritual chants and performed the familiar gestures they felt their humanity sliding away as the dark side of their nature was slowly released. Irillith's natural gentleness, her fears, her pity for Elshar were washed away by the relentless tsunami of the Aspect of the Warrior. As the mental breakwaters seceded, the part of her that was Irillith was swept further and further back until it was exiled to a tiny refuge in the core of her being.





Fully suited now, but still holding their masks, the Banshee warriors received the final blessing. The Exarch passed among them, dipping her finger in blood and drawing the sacred rune of the aspect on their foreheads.

The psychic tension was now almost unbearable, and the mane of hair on the Banshees' helmets stood on end with static. As one, they closed their eyes and raised their masks to their faces. A psychic shockwave boomed through the Craftworld as, simultaneously, the Avatar burst through the doors of bronze and the Aspect Warriors donned and fastened their masks.

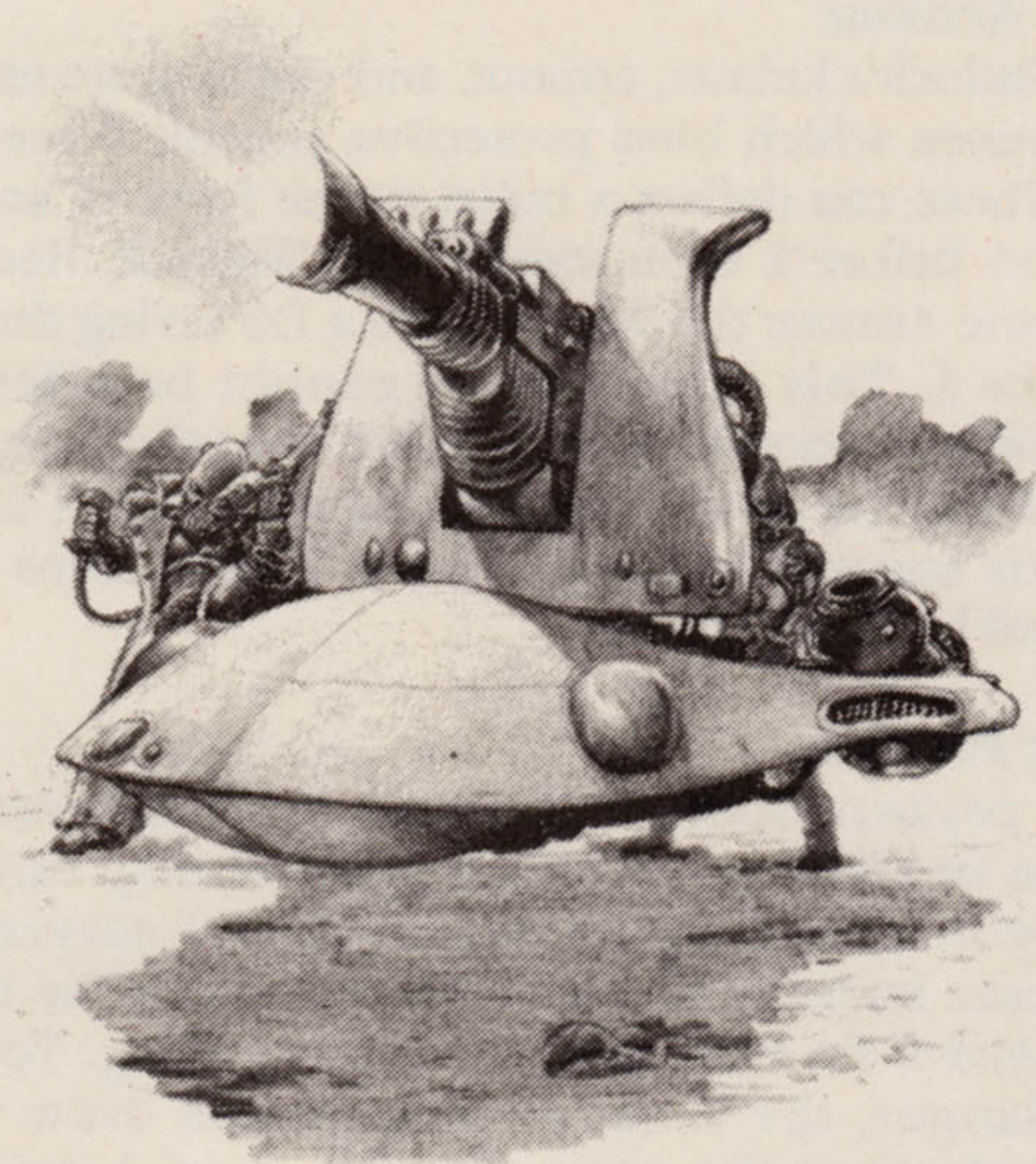
Irillith snapped open her eyes, and a film of pure red washed down over them. Blood, she smelled blood. The call to battle raced through the veins of her body. She wanted to leap, to sing with the joy of death. Most of all, she wanted to *kill*.

**THE WORLD RUNES**

Of all the many Craftworlds four of the largest and most famous are Ulthwe, Biel-tan, Saim-hann, and Iyanden. Like all Craftworlds these are represented by their own badge or symbol called the *World Rune*. The Runes symbolise each particular Craftworld and are used as its badge on banners, vehicles, and spacecraft.

<b>Craftworld Name</b>	<b>Meaning of Name</b>	<b>Rune</b>	<b>Name of Rune</b>
Ulthwe	The Song of Ulthanash		The Eye of Isha
Biel-tan	The Rebirth of Ancient Days		The Reborn
Saim-hann	The Quest for Enlightenment		The Cosmic Serpent
Iyanden	Light in Infinite Darkness		The Shrine of Asuryan

# ELDAR SUPPORT TEAMS



KEVIN WALKER

Eldar Support Teams are drawn from Eldar currently pursuing Aspects which emphasise technical expertise. These Eldar are enrolled into their own guardian units and trained how to operate support weapons such as Lascannons, Distort Cannons, and other heavy equipment. On the battlefield these teams provide the additional fire-power needed to destroy enemy armoured formations, fortifications, heavily armoured troops, and massed targets. Each Support Team consists of two Eldar crewmen and a heavy weapon mounted on a mobile platform. These platforms allow the weapon to be moved easily by the crew and as a result Eldar support weaponry is extremely fast moving and flexible.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	8	9	8	8

Each Support Team consists of 2 Eldar plus a support weapon mounted on a mobile platform. A Support Team including its weapon costs the number of points shown below.

- Heavy Plasma Gun..... 80 Points
- Scatter Laser ..... 60 Points
- Las-cannon.....120 Points
- Distort Cannon .....150 Points

The Support Teams crew are armed and equipped with:

### Mesh Armour

A suit of interwoven flexible plates as worn by the Guardian Squads. This confers a basic saving throw of 5 or 6. If a crewman is hit all wounds resulting from that hit are ignored on the D6 roll of a 5 or 6. Modifiers from specific weapons or opponents may reduce this save or even make it impossible to save altogether.

### Weapons

Each crewman is equipped with either a Laspistol or Shuriken Pistol.

### MOBILE PLATFORMS

The Eldar mobile platform has anti-gravity suspensors and small jet propulsion motors built into it so that it floats above the ground surface and can be moved with only the slightest effort. Each crew model remains within 1" of the weapon whenever possible, and when one is obliged to move away (as a result of close combat/routs/etc) he will always attempt to return to his weapon if it is still intact. So long as both crew are within 1" of the weapon and are otherwise unoccupied the weapon may be moved up to 4" and fired during the turn. Normal movement penalties applying to the crew also apply to the gun, so deduct 2" for crossing a wall and move at half rate in a wood, for example.

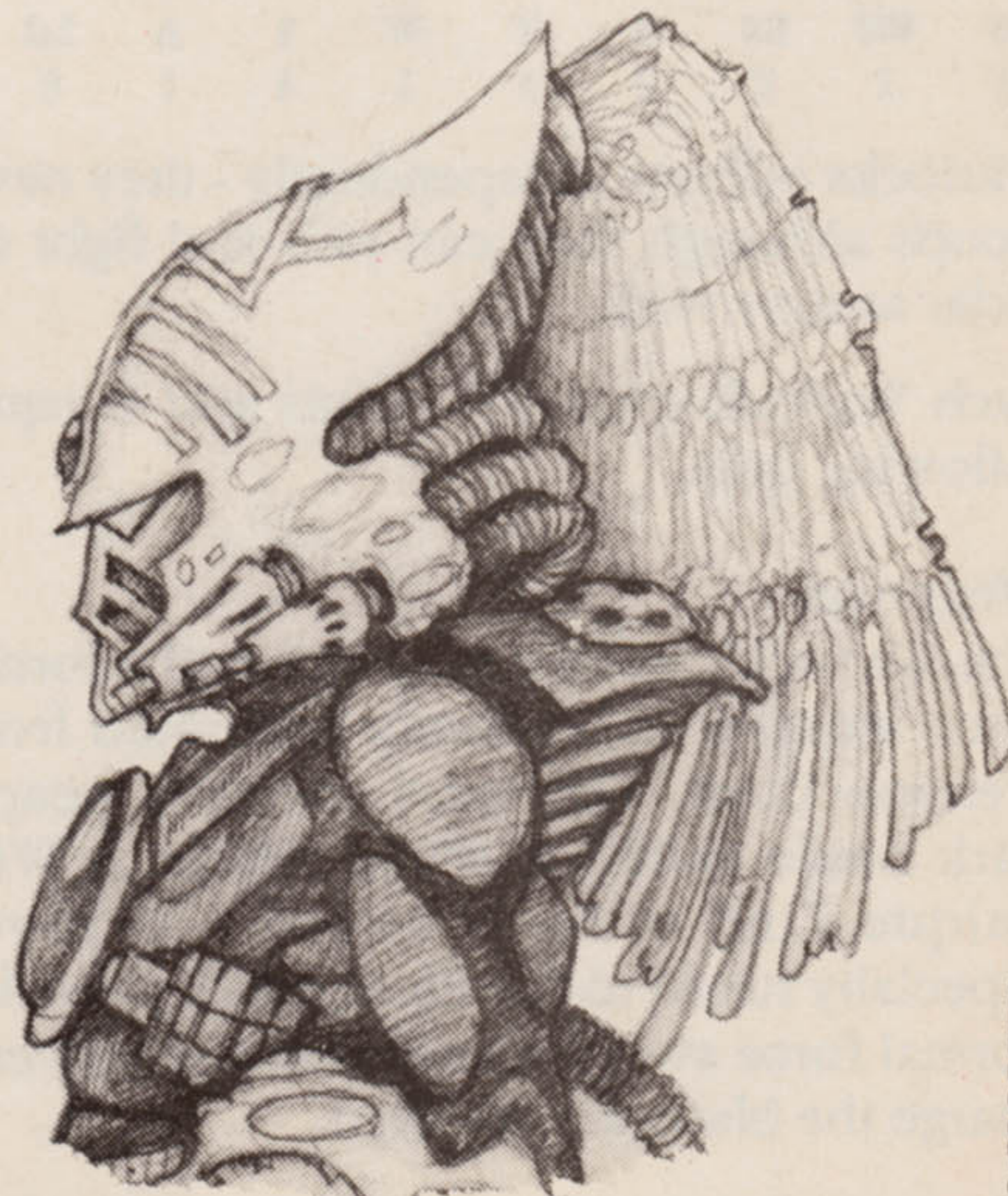
When an enemy shoots at either gun or crew work out whether the shot hits, and then randomly determine whether it is the gun itself or a crewman which is hit. This can be done quite simply by nominating one crewman as 1-2, the other as 3-4, the weapon as 5-6, and roll a D6. The weapon and mobile platform has a nominal toughness of 4 - if any damage is caused roll a D6.

**1 Platform Destroyed.**  
Weapon is immobilised for the rest of the game. It cannot be turned, but may continue to be fired within its normal arc.

**2-6 Weapon and platform destroyed.**

If a weapon is destroyed then its crew may function as a small independent unit from then on. Alternatively, they may move towards and join another Support Team and act as reserve crew - taking over if the weapon's own crew are killed.

A single crewman may either shoot the weapon or move it during the turn, but not both in the same turn, turning the weapon to face a new direction is considered to be moving. If both crew are killed the weapon is left in place. It can be taken over and used by other Support Team crews, but not by enemy troops. Enemy troops may destroy the weapon by moving into base to base contact with it once all crew are gone.



EXARCH - STRIKING SCORPION

JES GOODWIN

# WARLOCKS

Points Value 100



JES GOODWIN

Eldar who feel their destiny is to thoroughly explore their own psychic natures become Seers. Seers who have already had experience as Aspect Warriors may become Warlocks and accompany the Eldar to war in this capacity.

Warlocks wear flowing robes and richly decorated Rune Armour. Runes made from Wraithbone cover their costume and are worn as jewellery. The Warlock focuses his power through these runes, and they act as a sort of psychic fuse, protecting the psyker from the daemons of the warp. Interwoven with the runes are spirit-stones containing the souls of dead Warlocks - these act as spirit-guides and advisers to the Warlock and enable him to draw upon the experiences and powers of long-dead comrades.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	2	2	3	1	4	1	8	9	8	9

Warlocks operate independently - they never lead units of troops although they can join and fight alongside other Eldar as they wish.

Each Warlock costs 100 points and is equipped with the following gear.

### Weapons

The Warlock carries a Laspistol and a force weapon. This force weapon is randomly generated from the Warlock Weapon Chart. The most common weapon is the long dark blade called a *Witch Blade*. A Witch Blade is a unique kind of force sword - its psychic matrix is especially tuned to the Eldar mind. It works exactly like a normal force sword except that any power points used to charge the blade are doubled.

### Rune Armour

The Warlock's helmet, armour, and clothing are enscribed with runes which bind protective psychic forces about him. These can deflect a bullet or the force of an enemy weapon before it even touches the Warlock. Because of this Rune Armour the Warlock has a D6 saving throw of a 4, 5, or 6. This saving throw cannot be affected by weapon save modifiers - no matter what the weapon hits the Warlock he always has a saving throw of 4+. Even the fantastic energies of Lascannons or Plasma Guns may be diverted by Rune Armour.

### Runic Powers

Eldar psykers operate in a way quite different from human or other races. This is because they cannot tap energy directly from the warp without attracting the daemonic forces of Chaos. A Warlock would be instantly destroyed if he even attempted such a thing. To bypass this danger, the Eldar's spirit guides draw energy indirectly from the warp through special runes. The psychic abilities an Eldar can use are therefore called *Runic Powers*.

A Warlock can have up to 4 Runic Powers at his disposal. He can use 1 Power during the turn - this is normally declared at the start of the turn and not in the psionic phase. Each Runic Power costs an additional 25 points and is generated randomly from the Runic Powers Table. If the same result is rolled a second time the Warlock can choose any other Power off the table instead. The table below lists 4 Runic Powers. Note that this is completely experimental at the moment - we might be tempted to change the entire system if we have any better ideas! At the very least we plan to expand the number of entries considerably in the course of further games development.

### Psychic Power Points

Strictly speaking Eldar Warlocks don't need power points to use their psychic abilities. However, they do need some power points to use their force weapons. They can also use power points to enhance their psychic saving throws against psychic attack. Each Warlock has 2D6 power points for these purposes. These are generated at start of the battle and are recorded by the player as they are used.

The moment must be very near now, thought Macthen, nearly upon us. Over his head, the wraithbone sparkled and pulsated with power. He tried not to think consciously about his work, his Seer's mind empathically absorbing the psychic waves that danced through the core of the Craftworld. He felt the energy being channelled through his body, rippling down his arms, flowing through his wrists and hands to the sculpture. When the shockwave of the Avatar's awakening had passed, he looked down at his creation. From the crude iron ingot a leaping figure of an Avatar arced gracefully up. He was not suprised that the daemon mask of its armour echoed Elshar's face.

## WARLOCK RUNIC POWERS TABLE

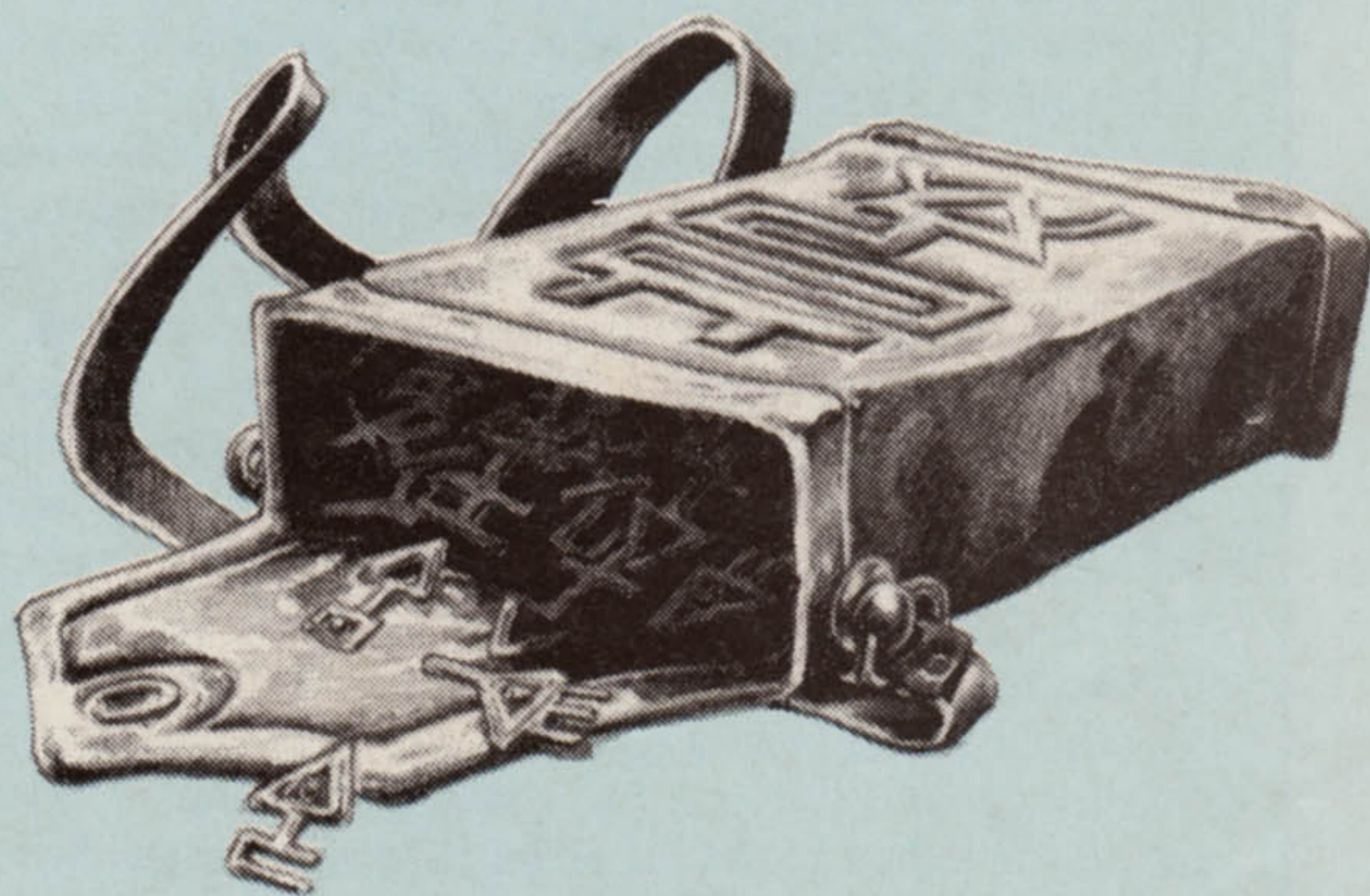
### D4 Runic Power

1 **Fortune.**  
The Warlock declares he is using this power at the start of his turn, and its effects last until the start of his following turn unless he is slain. All Eldar within 12" of the Warlock when they attempt any armour saving roll may add +1 to the dice score. This may make the save automatic in some cases.

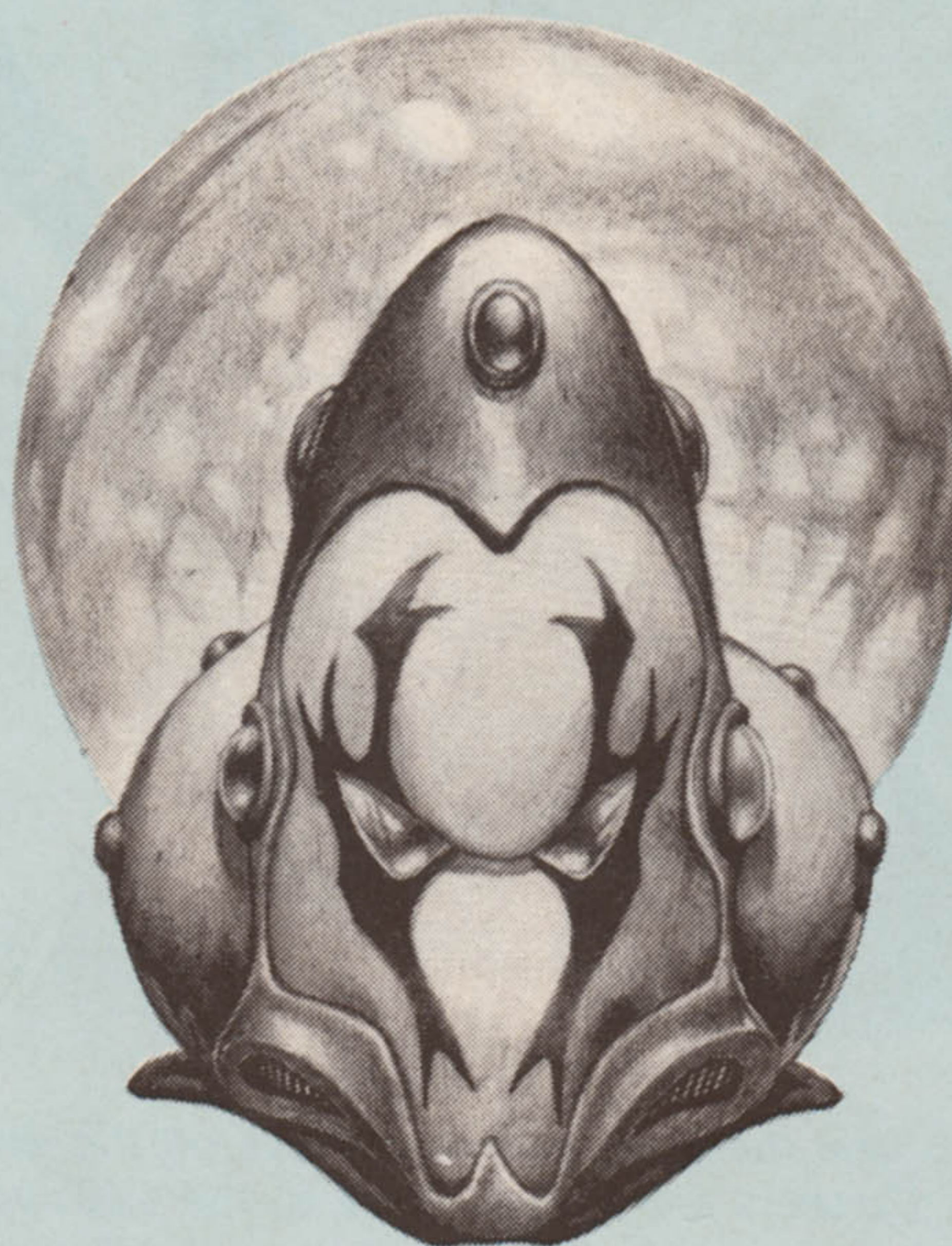
2 **Destructor.**  
The Warlock unleashes a devastating beam of energy during the turn - he can do this at any time in the turn, but it is most convenient to work out at the same time as shooting. The beam has a basic range of 12" and is 1" wide - if you have an ordinary foot rule you can use this as a template. All models within this area are hit automatically and each sustains D3 wounds on the D6 dice roll of a 3 or more. All saving throws from armour are ignored. Psykers are allowed a psychic save as normal.

Once hits on all models within the area have been worked out, the Warlock can extend the beam in a straight line by a further 12". However if he does this there is a chance the continuous use of power will overload his mind and cause him to black out. Roll a D6. On the score of a 6 the Warlock blacks out and can do nothing until he rolls another 6 on a D6 at the start of one of his subsequent turns.

If the Warlock blacks out the attack is immediately ended. Otherwise the rule template can be repositioned and further hits worked out as before. After hits have been worked out the Warlock can again decide to extend the attack, and may continue to extend the attack by 12" a time right to the end of the gaming area if he wishes. Obviously, the longer the range is extended to the greater will be the chance of rolling a 6 and blacking out.



KEVIN WALKER



KEVIN WALKER

### D4 Runic Power

3 **Guide.**  
The Warlock selects any Eldar model within 12" and directs the powers of his spirit-stone guides into that Eldar's mind. The Eldar may shoot once that turn and will automatically hit the target it shoots at and may extend the range of its weapon to twice normal. There is no need to roll to hit - just select your target and work out damage. Note that the Eldar can shoot only once - so following fire is never applied in conjunction with Guide.

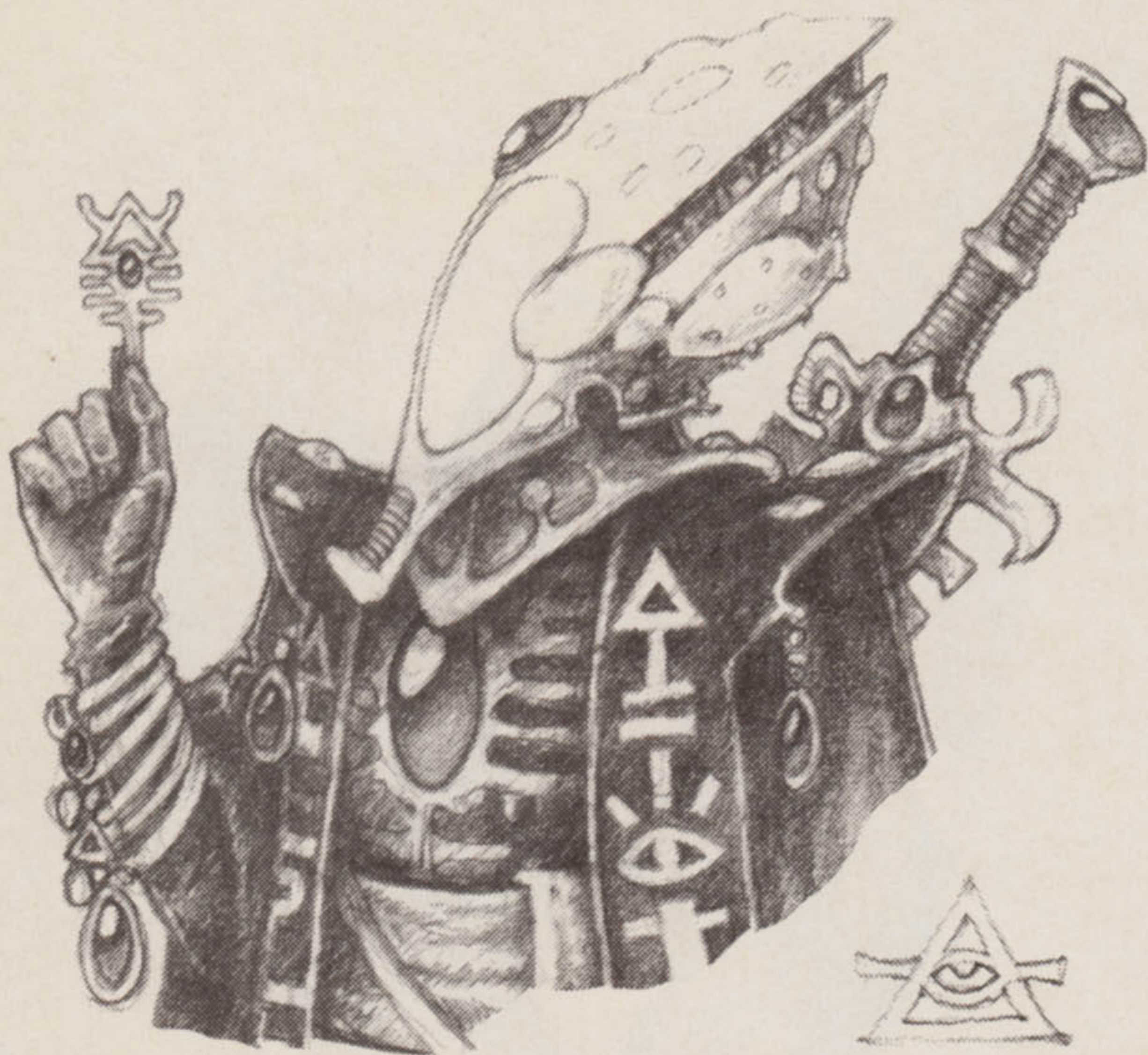
4 **Strike.**  
The Warlock releases all the energies gathered by his spirit-stones. These psychic energies blast the minds of all living creatures nearby. All models within 12", friend or foe, are knocked to the ground and may do nothing for the remainder of the turn. Their minds boil with psychic energy and they thrash around blindly upon the ground.

Friendly models may rise immediately the following turn, while each enemy model on the ground rolls a D6, and may only rise on the D6 score of a 6. Models which do not rise may do nothing until the start of their next turn, when they may test again. Psykers who have been knocked to the ground by a Strike may use power points to augment their dice roll to rise - so they can always rise so long as they have sufficient power points left.

# FARSEER

## Points Value 100

JES GOODWIN



A Farseer is one the most potent psykers on the entire Craftworld. Farseers are so important to the Craftworld that they only leave it when the need is extremely urgent indeed. Farseers spend most of their time in a deep trance in which they study the possible futures of the Craftworld, working out the potential effect of current events on each of an almost infinite number of possible futures. If dangers threaten the Craftworld the Farseers will anticipate them - hopefully - no matter how subtle or how far in the future they might lie. Thus their visionary skills protect and guide the Craftworld and ensure its survival. When the powers of a Farseer are needed on the battlefield he wakes from his trance in anticipation and prepares himself to fight.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	D4	D4	D4	D4	D4+3	D6	1	10	10	10	10

Each Farseer's profile is unique in the same way as Avatars. Because Farseers spend extended periods of time almost immobile their bodies sometimes become wasted. This is reflected in the random nature of the profile. The player randomly determines the profile for the Farseer model before the first game, and then may continue to use the same Farseer and same profile for future battles. Alternatively, a new Farseer and a new profile can be generated for each new battle.

Farseers operate independently in the same way as Warlocks - they never lead units of troops although they can join and fight alongside other Eldar as they wish.

The Farseer costs 100 points and is equipped with the following gear.

### Weapons

The Farseer is armed with a Laspistol and a Warlock Force Weapon. This force weapon is usually a Witch Blade as described already for Warlocks. It works exactly like a normal Force Sword except that any power points used to charge the blade are doubled. Generate the Farseer's weapon from the Warlock Force Weapons Chart at the end of the list.

### Rune Armour

The Farseer's helmet, armour, and clothing are enscribed with Eldar Runes which bind protective psychic forces about him. This protective focus is the special wraithbone breastplate which he wears upon his chest. This can deflect a bullet or the force of an enemy weapon before it even touches the Farseer.

Because of this Rune Armour the Farseer has a D6 saving throw of a 4, 5, or 6. This saving throw cannot be affected by weapon save modifiers - no matter what the weapon hits the Farseer he always has a saving throw of 4+. Even the fantastic energies of Lascannons or Plasma Guns may be diverted by Rune Armour.

### Psychic Power Points

As with Warlocks, Farseers don't need power points to use their psychic abilities. However, they may need some power points to use their force weapons.

They can also use power points to enhance their psychic saving throws against psychic attack. The Farseer has 6+D6 power points for these purposes. These are generated at start of the battle and are recorded by the player as they are used.

### Runic Powers

A Farseer may have any of the Runic Powers already described for Warlocks or any of the following additional Runic Powers. The Farseer can use 1 Power during the turn - this is normally declared at the start of the turn and not in the psionic phase.

The four Runic Powers from the Warlock's section cost 25 points for a random roll in exactly the same way as for a Warlock. The Runic Powers listed below also cost 25 points per random roll. If the same result is rolled a second time the Farseer can choose any other Power off the table instead.

### THE CRYSTAL SEERS

As Farseers grow older their close association with the life of their Craftworld begins to affect them - their psyches becomes inextricably linked to the Wraithbone core of the Craftworld and their physical bodies grow increasingly dormant. Eventually, a Farseer of great age will retreat to the Dome of Crystal Seers, a bio-dome many miles across where the Wraithbone core of the craft breaks through to the surface and forms a forest of Wraithbone trees. Once a Seer enters the Dome his body begins to crystallise and grow transparent, first affecting his lower body so that his upper torso still lives normally whilst his feet are rooted to the spot, then creeping upwards so that only his head is still flesh, finally turning him entirely to transparent crystal. Once this has happened the Farseer is part of the Craftworld, his consciousness has flowed into the Wraithbone core where it will be preserved forever in the Infinity Circuit. Other Eldar sometimes come to wander round the Dome of Crystal Seers to look upon the Seers of old whose forms are preserved forever amongst the changeless Wraithbone glades.

## FARSEER RUNIC POWER TABLE

### D4 Runic Power

1 **Battle Fate.** The Farseer declares he is using this power at the start of the Eldar player's turn. Its effects last throughout the turn. The Farseer looks into the immediate future to discover which course the battle might take - whether now is a good time to attack or whether it is time to hold fire. In this way an Eldar Farseer can foresee impending success or doom. The player rolls a D6 and consults the chart below. The resulting modifier is applied to all Eldar shooting and hand-to-hand combat 'to hit' rolls that turn - and can result in automatic hits or misses during that turn.

D6	To Hit Modifier
1	-2
2	-1
3	None
4-5	+1
6	+2

2 **Doom.** The Farseer searches for the thread of destiny that spells the destruction of an enemy. The Farseer can locate the thread of destiny and place a Doom upon any enemy model on the battlefield. Once a Doom has been placed on a model all hits caused either by shooting or hand-to-hand combat automatically cause damage - no damage roll is necessary. In addition, any damage caused is automatically doubled - so instead of causing 1 wound a bolt gun will cause 2, while 2 wounds becomes 4, 3 becomes 6 and so on. Saving throws are not affected.

3 **Mind War.** The Farseer engages the mind of any enemy psyker in mental combat. He can declare this at any time during his own turn. The Farseer rolls 6 D6's plus one more D6 for every additional power point he wishes to expend from his total (this may be none at all). The player counts the number of 6's rolled. The enemy psyker now rolls one D6 for every power point he wishes to expend - which can be any amount up to his total. The enemy player now counts the number of 6's he has rolled. If the Farseer has rolled more 6's than his target the enemy psyker's mind has been taken over by the Farseer. The model passes under the complete control of the Farseer, moving, shooting and taking its turn along with the Eldar. The psyker cannot use psychic powers - as these will have all been drained away during the Mind War - but he can certainly make a nuisance of himself by attacking his former comrades. If the Farseer fails to roll more 6's than his opponent then his attack is repulsed with no further effect.

### D4 Runic Power

4 **Death Mission.** At the start of his turn the Farseer declares that he is seeking his own death, and has worked out how he can cause as much possible damage to the enemy before he dies. The opposing player, or a third party, secretly rolls a D6 and either notes the score or leaves the dice where it lies but covers it with a paper cup or similar receptacle. For this number of turns the Farseer cannot be killed. During this time he is immune to all attacks and is impossible to harm. Even in the most deadly of situations fate will conspire to save him. After this time has elapsed the model can be killed as normal. Once the Farseer declares a Death Mission he cannot use any further Runic Powers - all of his powers are diverted into feeding his physical body.

During the Death Mission the Farseer's movement is doubled, and all shots he makes will hit automatically without the need to roll to hit. In hand-to-hand combat he always strikes first regardless of initiative levels, and all of his blows automatically hit without the need to roll. His number of attacks in hand-to-hand combat is doubled and his strength is increased to 10. Any enemy suffering damage as a result of hand-to-hand combat blows has his armour saving dice throw reduced by -2.

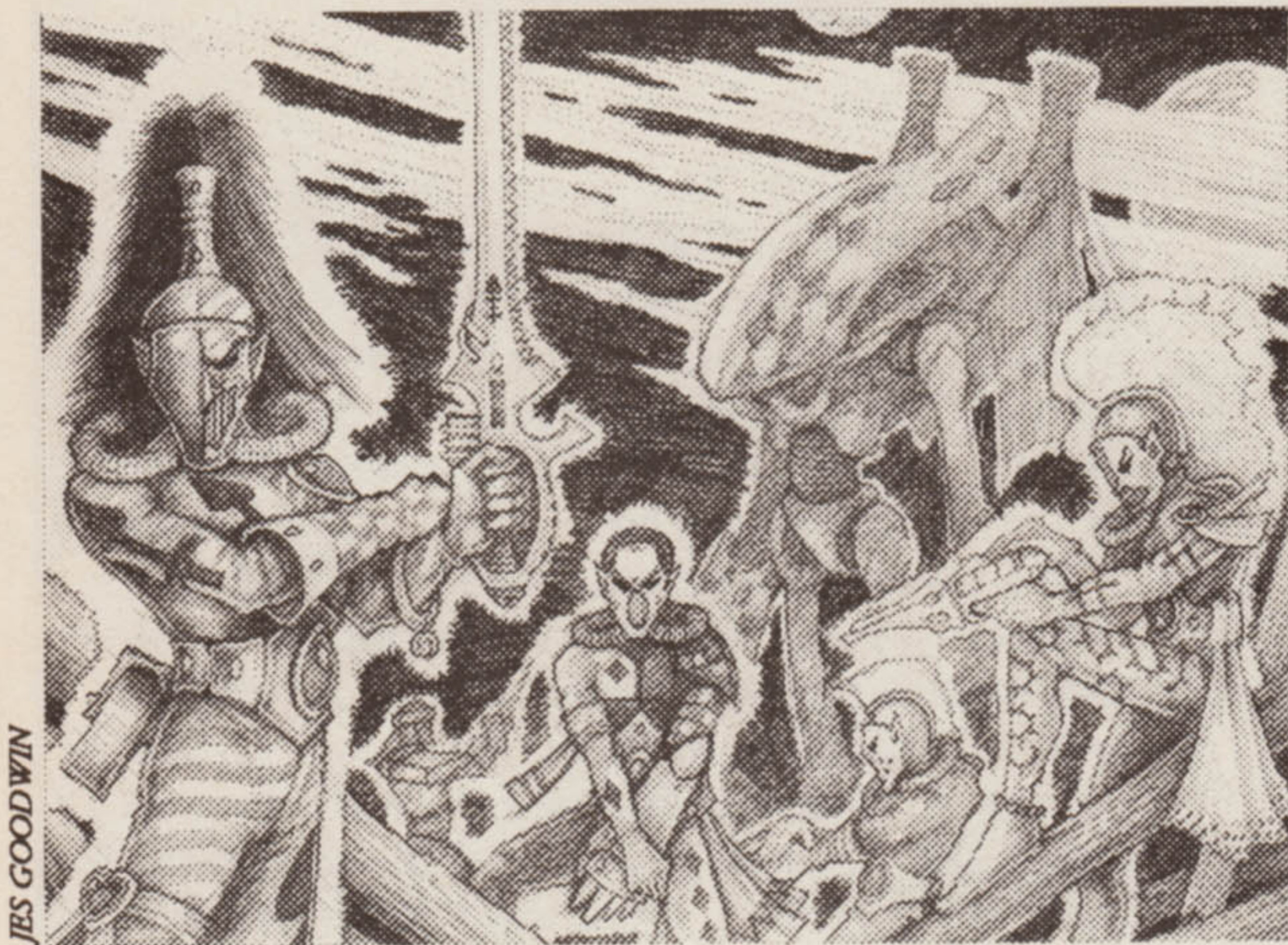
If the Farseer is lucky enough to survive until the end of the game he does not die, but his exact fate is uncertain and nothing will compel an Eldar to speak of such a thing. He leaves the Craftworld and cannot be included in its army again.



FARSEER BANNER

JES GOODWIN

# HARLEQUINS



JES GOODWIN

Harlequins owe no allegiance to any Craftworld, travelling from world to world and even between Eldar and alien societies. They are a unique caste of warrior-troubadour whose marvellous performances recall the legends of the Fall of the Eldar and the god known as the Great Harlequin.

Harlequins are just as much warriors as they are performing artists - indeed they make no distinction between art and war, believing that even war is an artform. An Eldar army can include a single troupe of Harlequins. This may be chosen from the Harlequin Army List in the *Warhammer 40,000 Compendium* originally printed in WD105/106. In the fullness of time we will be revising and expanding the Harlequins, but in the meantime the rules and lists already published may be used in conjunction with this list.

He found her in the arbor, gazing into the heart of a purple iris. She silently acknowledged his approach, continuing to study the delicate dark petals of the flower. He examined her face, looking for some improvement in her mood since their return.

Two months had passed since the massacre on Sarlinn's World. Outfaced, outnumbered and outmanoeuvred, the Eldar forces had been forced to fight a bloody retreat back through the warp tunnel which linked them to the planet. Barely a tenth of the Eldar engaged in the campaign had returned, a bitter blow to Craftworld's already diminished population. Worse still, in the desperate struggle against the forces of chaos there had been few chances to gather the waystones of the fallen.

Physically and spiritually the Craftworld had been dealt a mortal blow, a blow from which it was unlikely ever to recover. Their few colonies were already seriously depleted of personnel and resources, and they could expect little reprieve from that quarter.

The Eldar had clawed their way out of the pit of despair, but were never able to surmount the brim of their eternal tragedy. They were too few, the omnipresent darkness of Slaanesh was too powerful. The only respite was bought at such a terrible cost of lives and souls.

The Craftworld seemed ominously empty now. It had never been very populous, but the corridors and rooms had rung with laughter and music. Every thing, every being, every creation was so precious, and they were all aware of that fact. The Eldar had continuously celebrated the joy of their existence, had fought when they needed to, had passed through the darkness back to the light again.

Now, it seemed, they had lost sight of the light. The Eldar who had returned brought no joy of victory with them, only the shadow of despair. So many had

died on the stony fields of Sarlinn. Worse than dead, their souls had been lost forever to chaos. The awareness of this irreplaceable loss loomed over the remaining Eldar like a close dark cloud, oppressing their thoughts and their spirits. In their tunnel vision, all they could see was a slow, inevitable decline. No more laughter, no more life, no more hope.

Strange rumours were whispered in the empty corridors, that the rooms of the dead had sealed themselves off, that Wraithguard had been seen patrolling the outer limits, that the Avatar no longer sat on his throne of iron. A deadness permeated everything, colours had lost their brilliance, tunes fell flat and monotonous.

'Irillith?' he said gently, touching her on the shoulder. 'Come back with me, you look pale, you need to eat. You shouldn't spend so much time alone, it won't help anything.'

She threw off his hand and turned to face him, violet eyes glowing in her shadowed, gaunt face. 'Leave me alone Macthen. There's nothing more for me out there, for any of us. You've heard what the seers have seen, nothing... *Nothing!*'

'That's not true,' he replied, the lie coming awkwardly from his mouth. 'There is always a future. You mustn't give up hope. As long as we have hope, we have a future. I've brought you something - I think Elshar would have wanted it.'

She took the bundle from him and unwound the silk wrappings hesitantly. He saw her eyes glisten with emotion as she turned the statuette over and over in her hands, feeling its grace and symmetry.

Realising he could do nothing more to help Irillith, Macthen left. As he closed the door he thought he caught a glimpse of someone standing behind her, a stooped old woman, but he couldn't be sure. It might just have been a trick of the light.



# WARRIOR POWERS

Eldar Exarchs are warriors cast in an heroic mould - almost literally so - for when they wear the armoured Exarch suit they assume the heroic identity of the long dead Eldar champion it originally belonged to. The personality of the armour's original owner, together with all the Exarchs who have worn it since then, remain trapped in the spirit stone that adorns the suit. When an Exarch uses the Exarch suit, he becomes the living incarnation of the massed experience and power of all the Eldar who have worn it before him, and his own personality is temporarily put aside. Exarchs are distinguished from ordinary Aspect Warriors by the wearing of these ancient suits and in most cases by the Ancient Weapons they bear too. Exarchs also possess special Warrior Powers which reflect their greater - indeed their absolute - devotion to the Path of the Warrior. An Exarch may acquire the skills and experience which these Warrior Powers imply during his time as an Aspect Warrior, and depending upon which skills he has learned, he then adopts an heroic identity - and Exarch suit - which best reflects those skills.

The table below provides a preliminary list of Warrior Powers, though we anticipate it will grow to include many more. Every Exarch has a single randomly generated Warrior Power. Avatars are unique in that they have more D4 Warrior Powers, rather than just 1.

## D100 Warrior Power

### 01-06 Crack Shot

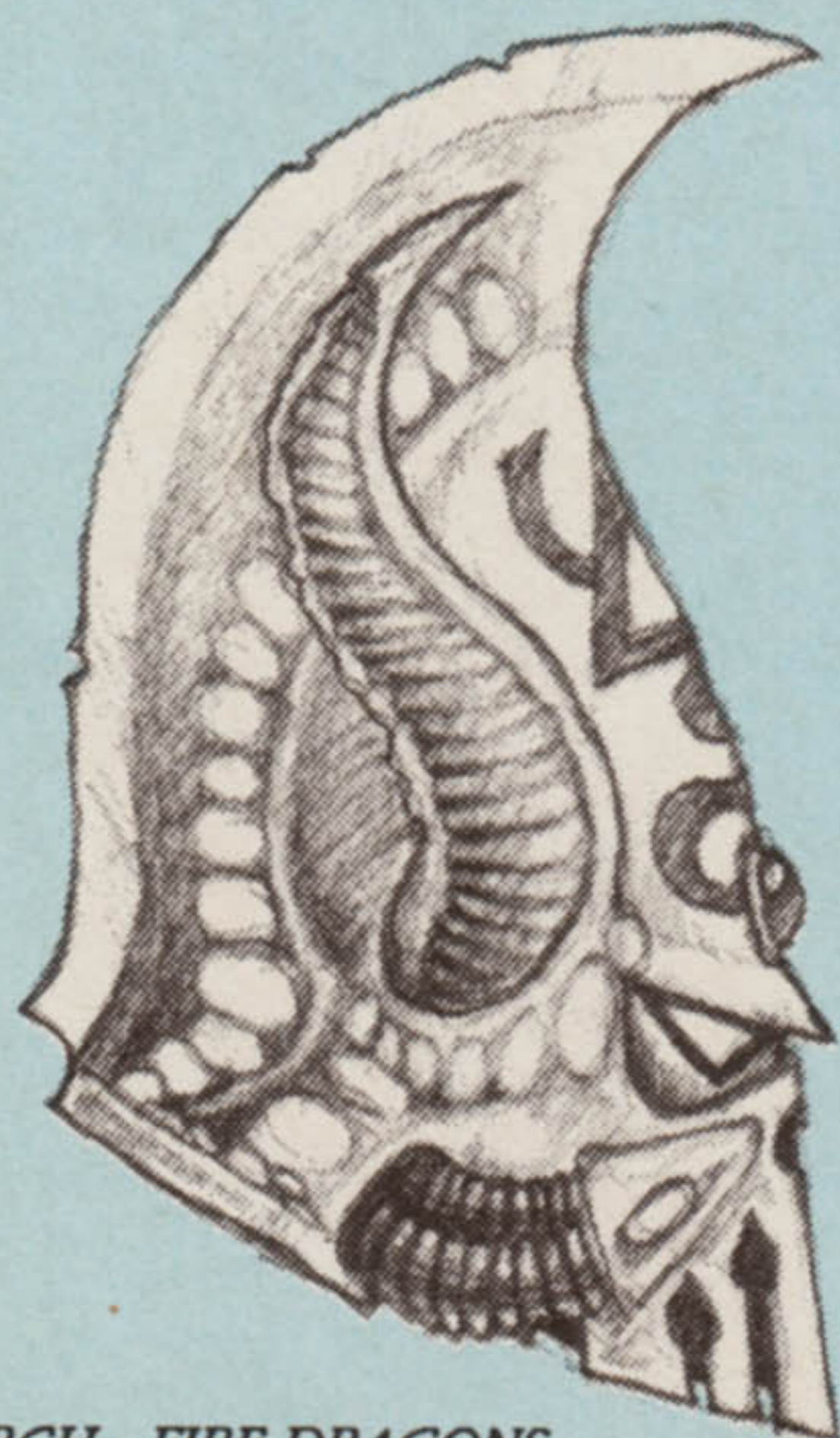
The Exarch has +1 BS. If he remains stationary during the turn he can shoot with a range 50% greater than normal, rounding down to the nearest inch. This extra range applies to long range fire. So, for example, a Lasgun's long range would be between 12 and 36".

### 07-12 Defend

The Exarch can choose to defend himself in hand-to-hand combat rather than attack. He foregoes his own attacks that turn, but immediately cancels out 1+D6 enemy attacks. Any attacks not stopped by the Exarch are worked out as normal, and so may still fail to hit or damage and can be saved by armour.

### 13-18 Disarm

If the Exarch hits his hand-to-hand combat opponent he may forego causing any further damage in favour of attempting to disarm him of one weapon. Both sides roll a D6 and if the Exarch rolls the highest score he successfully disarms his opponent. The weapon is knocked aside and is assumed to be either destroyed or lost. The weapon is automatically recovered by winning side after the battle and they can include it in future games at no points cost.



EXARCH - FIRE DRAGONS

JES GOODWIN

## D100 Warrior Power

### 19-24 Fast Strike

Regardless of relative initiative levels the Exarch always strikes first in hand-to-hand combat. Should two Exarchs meet, or an Exarch be confronted with any other foe with the same ability, then both sides roll a D6 and the highest score strikes first. Alternatively, both players can agree to strike blows alternately - one at a time.

### 25-30 Crushing Blow

The Exarch is capable of striking an especially powerful blow with any hand-held weapon or even his bare arms. His own strength is increased by +1 and the strength of any hand-held cutting or crushing weapons (any chainsword, power sword or axe for example) is also increased by +1.

### 31-36 Bounding Leap

The Exarch can leap 4" in addition to his normal or his charge move - this leap will take him over any obstacle up to ten feet high, including other human sized or comparable models. If engaged in hand-to-hand combat he can leap out of combat once any close combat round is over, disengaging without suffering any penalty. The Exarch can leap out of close combat in any turn - even the enemy player's turn.

If the Exarch leaps over an enemy model, but does not complete his move engaged in hand-to-hand combat, he can strike a single blow against the model he leaps over. This is worked out as normal. The target cannot attack back though it can defend itself. Striking a blow during a leap does not affect the Exarch's ability to shoot in the shooting phase.

### 37-42 War Shout

The Exarch releases a terrifying shout as he charges - the vocalisation of all the anger and blood-lust that lies deep in the Eldar psyche. The Exarch causes fear in any model or unit he charges.

**D100 Warrior Power**

**43-48 Fighting Fury**

The Exarch fights with the guile and ferocity of a wild-cat. He increases his number of attacks by +1.

**49-54 Mighty Strike**

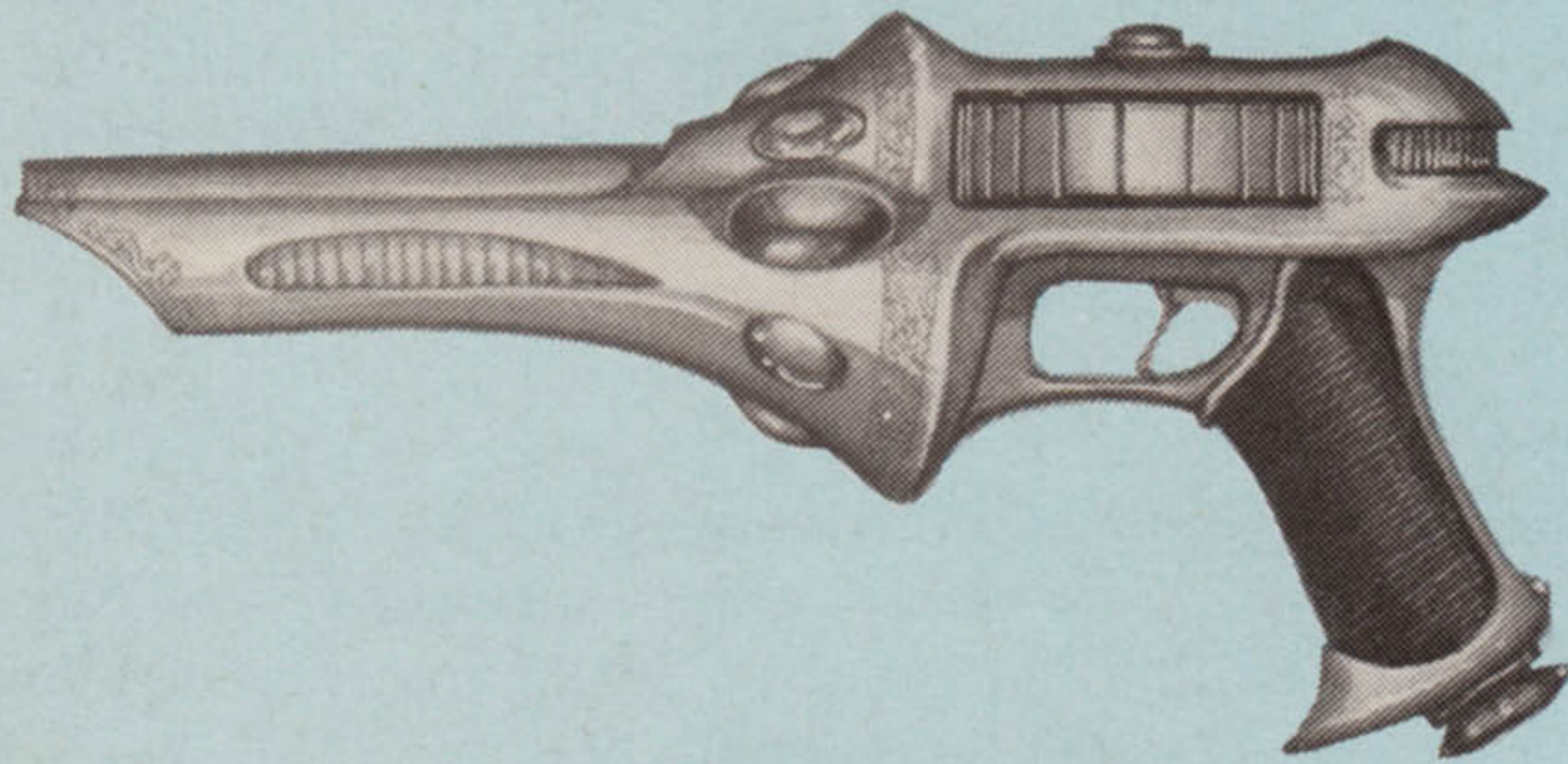
Once he has worked out how many hits he has caused against a single hand-to-hand combat opponent, the Exarch can either work out each hit separately (as normal) or convert all the hits into a single mighty strike. To do this take the total number of hits and multiply by the strength of the attack (if two strengths are involved because of a weapon in both hands then take the highest value). Work out the hit at this multiplied strength value up to a maximum value of 10. The target's saving throw is reduced by a further -1 for each hit after the first (1 hit normal save, 2 hits -1, 3 hits -2, etc). The amount of damage caused is equal to the amount caused by one blow multiplied by the number of hits. For example, an Exarch scoring 2 hits with a power sword (strength 5, save -1) can multiply this up to a single hit with a strength of 10, save of -2, and causing 2 wounds.

**55-60 Distract**

The Exarch makes a hypnotic gesture which temporarily distracts his hand-to-hand combat opponent. Both sides roll a D6 at the start of each combat round. If the target's score is higher it shrugs off the effect but still fights with a -1 to hit. If the Exarch's score is higher then his opponent loses D6 of his attacks that round and any remaining attacks are resolved with a -1 to hit modifier.

**61-66 Sustained Assault**

If the Exarch successfully slays all of his hand-to-hand opponents during the combat round, and sustains no wounds himself, then he may immediately move up to 4" to attack another unengaged enemy model. The new target cannot stand and fire or run away. Another round of hand-to-hand combat is fought as normal. As before, if the enemy is slain and the Exarch unwounded during the fight, then he can make another 4" move to attack another unengaged enemy model. The Exarch can continue in this fashion until he either fails to slay his opponent, suffers a wound, there are no unengaged targets within 4", or if he wishes to stop.



SHURIKEN PISTOL

KEVIN WALKER

**D100 Warrior Power**

**67-72 Trance of Indestructibility**

At the start of any of his turns the Exarch can begin a Trance of Indestructibility in which he welds his body and mind into a time loop. Nothing can harm him while he remains in this state but he can do nothing himself. The Exarch can come out of the trance at the start of any of his following turns on the D6 dice roll of a 4 or more. At this point the time he has lost will automatically catch up with him - he will experience life twice as fast as everyone else for the number of turns equivalent to the number of turns he was entranced. So if he spends 4 turns entranced then he acts twice as fast as normal for a further 4 turns. During this time he moves at twice normal rate, shoots twice in the shooting phase, and strikes twice as many blows in hand-to-hand combat. The longest time an Exarch can remain safely entranced is 6 turns. If the trance exceeds this limit he cannot be woken up except by a Farseer (after the battle is over).

**73-78 Fast Shot**

The Exarch reacts with lightning speed and can shoot twice in the shooting phase rather than once. This can be with the same weapon or two different pistol weapons if he is appropriately armed.

**79-84 Very Strong**

The Exarch is very strong, his muscles are as hard as iron and his armoured suit enhanced to multiply this strength. The Exarch adds D4 to his strength characteristic to a maximum of 10.

**85-90 Very Tough**

The Exarch is very resilient and can sustain damage which would otherwise hurt or kill him. His toughness is increased by D4 to a maximum of 10.

**91-96 Stealth**

The Exarch has the uncanny ability to move unseen - even in the open. His ability is a mixture of subtle movement and a mild psychic projection which disrupts his visual impression in the mind of an onlooker. He is always -1 to hit to any shooter at short range and -2 at long range. If he remains stationary and does not fire during the turn he can elect to hide - even if he is in the open and otherwise perfectly visible. He remains hidden until the beginning of his following turn - when he may elect to hide again if he wishes. While hidden he cannot be seen or shot at (he may still be hit by area weapons aimed at targets nearby if their area of effect overlaps him).

**97-00 Roll Again**

Roll again or choose the Warrior Power which most represents the Exarchs Aspect as shown below.

- |                    |                   |
|--------------------|-------------------|
| Dire Avengers      | Fast Shot         |
| Howling Banshees   | War Shout         |
| Striking Scorpions | Distract          |
| Swooping Hawks     | Sustained Assault |
| Fire Dragons       | Mighty Strike     |
| Dark Reapers       | Crushing Blow     |

# ANCIENT WEAPONS

Aspect Warrior Exarchs wear elaborate armour and may carry special Ancient Weapons. The origin of these weapons is known only to the Exarchs themselves - and in many cases even they are ignorant. Many are strange alien artifacts and others were undoubtedly made by the Eldar thousands of years before the collapse of their planet bound civilisation.

For the cost of 25 points, an Exarch may exchange his standard weaponry for either a Laspistol or a Shuriken pistol plus a randomly determined Ancient Weapon. None of these weapons incur movement penalties on the Exarch, irrespective of their size or bulk. If the Exarch wishes, he can also carry a sword or knife at no extra points cost.

## D100 Weapon

### 01-07 Diresword

The Diresword is a dark blade encrusted with Seer Runes - many so ancient that they can no longer be read. As the sword is held these runes shift and twist, spelling out in their inscrutable way the fates of those who behold it. The wielder of a Diresword fights with a strength bonus of +D6. The bonus is resolved each time the blade hits, and cannot take the wielder's strength to more than 10.

### 08-14 Biting Sword

The Biting Sword is a heavy Chainsword with teeth made from crystalline shards. It has a strength of 5 and a saving throw modifier of -2.

### 15-21 Power Sword

Power Swords are relatively common forms of ancient weapon amongst the Eldar - many come from the time before the fall. They have normal profiles of strength 5 and save modifier -1.

### 22-28 Power Axe

The Power Axe is another, more potent form of Eldar Power Weapon. Its profile is the same as a normal Power Axe - a strength of 6 and save modifier of -3.

### 29-35 Power Blade

The Power Blade fits neatly under the forearm, attached by a harness which straps around the wrist and palm. It is a small Power Sword with a strength of 5 and saving throw modifier of -1. An Exarch who carries a Power Blade may also carry a second Power Blade for no extra cost.

### 36-42 Power Glove

The Power Glove has a normal profile for its kind - a strength of 8 and saving throw modifier of -5.

### 43-49 Executioner

The Executioner is shaped like a great scythe or heavy spear. It is the largest and most potent of all the hand-held power weapons with a strength of 8 and a saving throw modifier of -6. It requires both hands to use.

### 50-56 Firepike

The Firepike is an intricate and elegant heat weapon - a form of long ranged Melta-gun. Its profile is shown below.

Short Range	Long Range	To Hit		STR	DAM	Save Modifier	Area Radius
		S	L				
0-12"	12-24"	+1		8	D6	-4	1"

### 57-63 Brightlance

The Brightlance is a high powered laser weapon - like a lighter and more mobile Lascannon. It has a profile as shown below.

Short Range	Long Range	To Hit		STR	DAM	Save Modifier	Area Radius
		S	L				
0-12"	12-36"	+1		9	2D4	-6	

## D100 Weapon

### 64-70 Power Glove and Shuriken Pistol

This weapon combines a Power Glove and a Shuriken Pistol into a single moulded gauntlet. This allows the wearer to use the Shuriken Pistol while fighting with the Power Glove. In hand-to-hand combat the wielder has his normal number of attacks with both weapons - effectively doubling his number of attacks. The Power Glove has a normal profile - a strength of 8 and saving throw modifier of -5.

### 71-77 Lasblaster

The Lasblaster is a triple barrelled laser gun with a powered blade attached to the stock. The weapon requires both hands to use and cannot be fired in hand-to-hand combat, though the powered stock can be wielded with the same effect as a Power Sword - ie with a strength of 5 and save modifier of -1. The Lasblaster itself has a profile as follows. It has three barrels and automatically fires three shots. Roll separately for each shot to hit. If the previous shot hits then add one to your dice roll, if the previous shot misses deduct one from the roll. Work out the effects of each hit separately.

Short Range	Long Range	To Hit		STR	DAM	Save Modifier	Area Radius
		S	L				
0-12"	12-24"	+1		6	1	-2	

### 78-84 Web of Skulls

This weapon consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the chain links and cast like a spinning bolas, and will automatically return to its user. The Web of Skulls can also be used in hand-to-hand fighting like a flail or morning star. When thrown the weapon has a profile as shown below.

Short Range	Long Range	To Hit		STR	DAM	Save Modifier	Area Radius
		S	L				
0-12"	12-24"		-1	6	1	-2	

The Web of Skulls can be thrown at any three targets within 24" of the thrower and within 12" of each other - this represents the flying arc of the bolas which may potentially strike several targets before it returns to its thrower. Roll to hit each of these target in turn. In hand-to-hand combat the Web of Skulls has the same strength and save modifier as a thrown weapon.

### 85-00

The Exarch is armed with the weapon most commonly associated with his Aspect:

Dire Avengers	Powersword
Howling Banshees	Power Axe
Striking Scorpions	Biting Sword
Swooping Hawks	Lasblaster
Fire Dragons	Firepike
Dark Reapers	Power Blade

# ELDAR

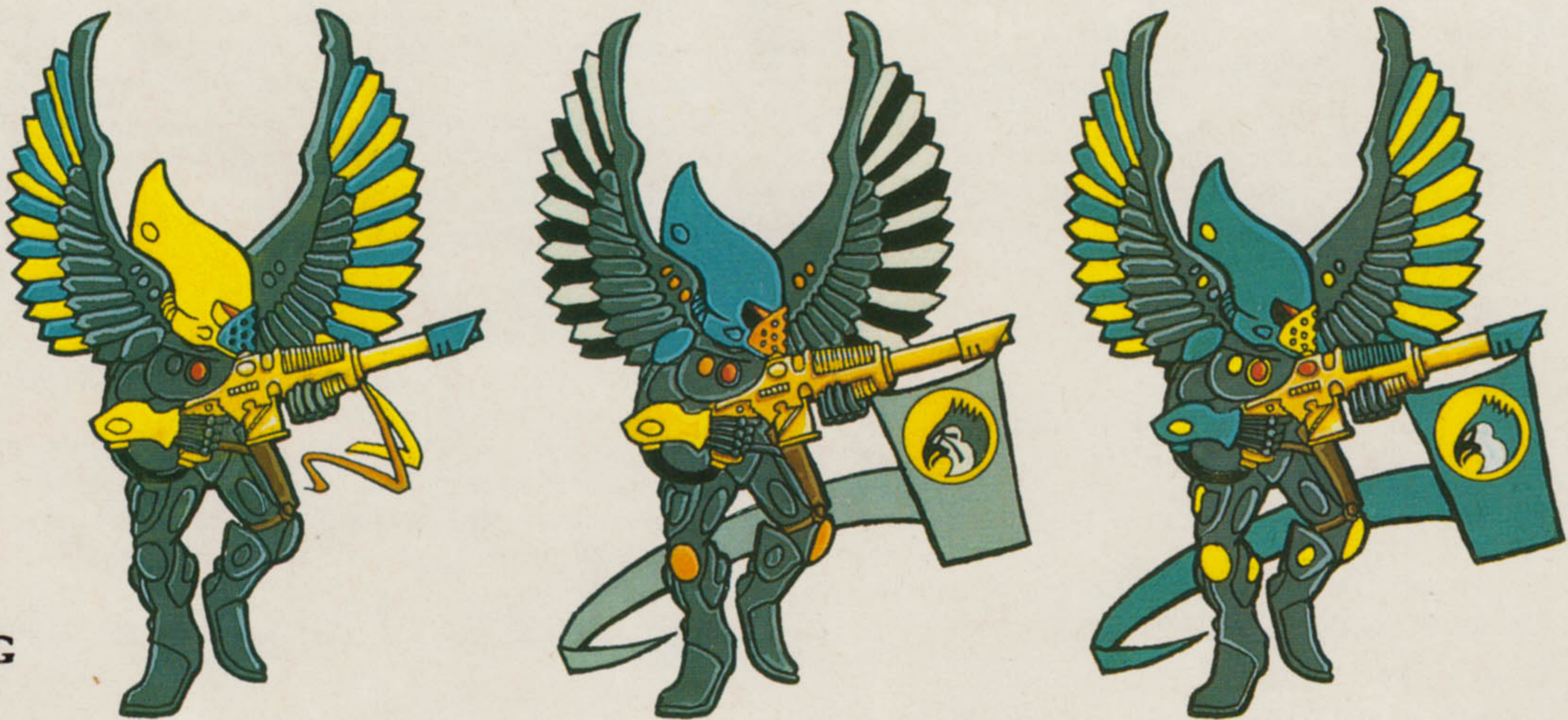
## ASPECT WARRIORS

Runes - some Squads apply Aspect runes to prominent parts of their armour such as their helmets



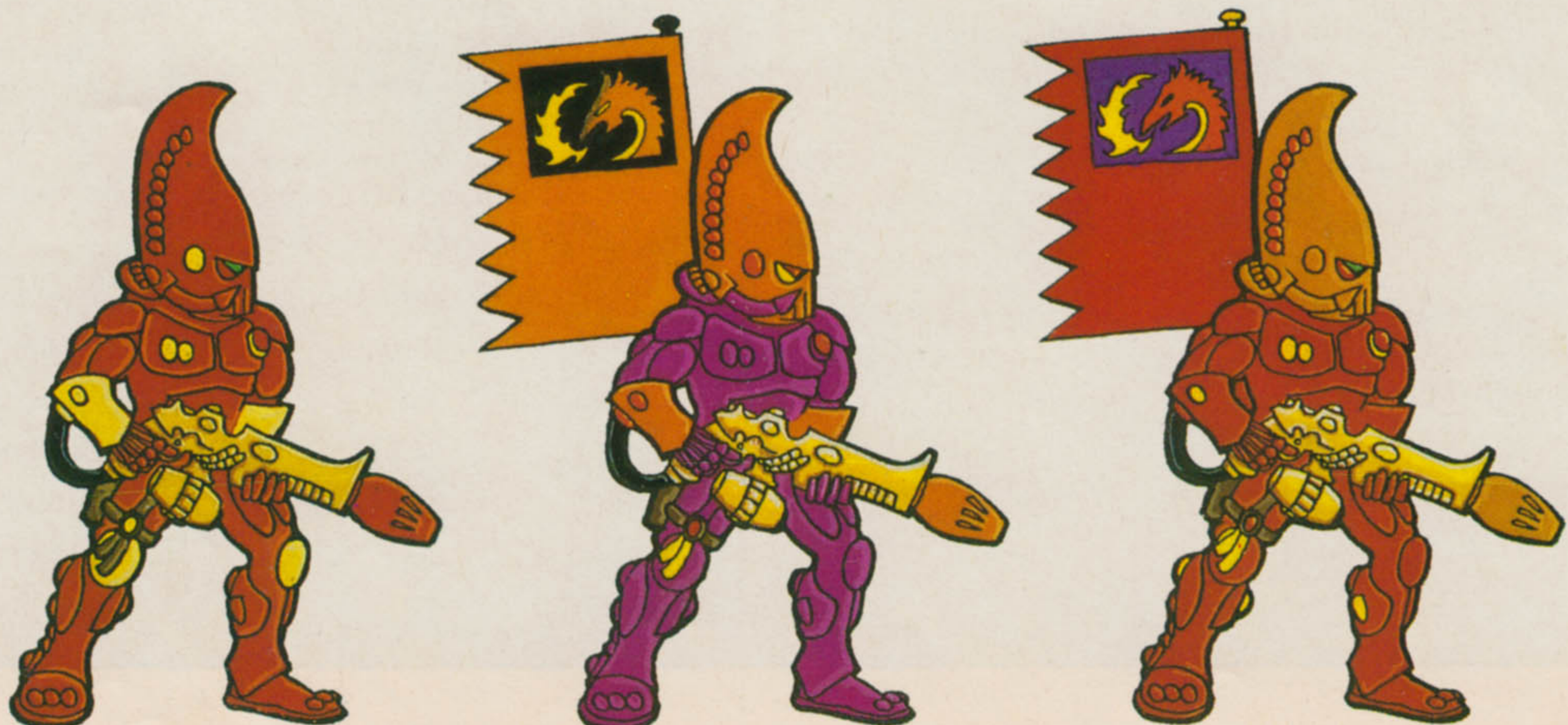
  
**DIRE AVENGERS**

Banners - any or all models in an Aspect Warrior Squad may carry a back banner displaying the traditional symbol of their Aspect. These symbols allow the Squad to be identified from afar.



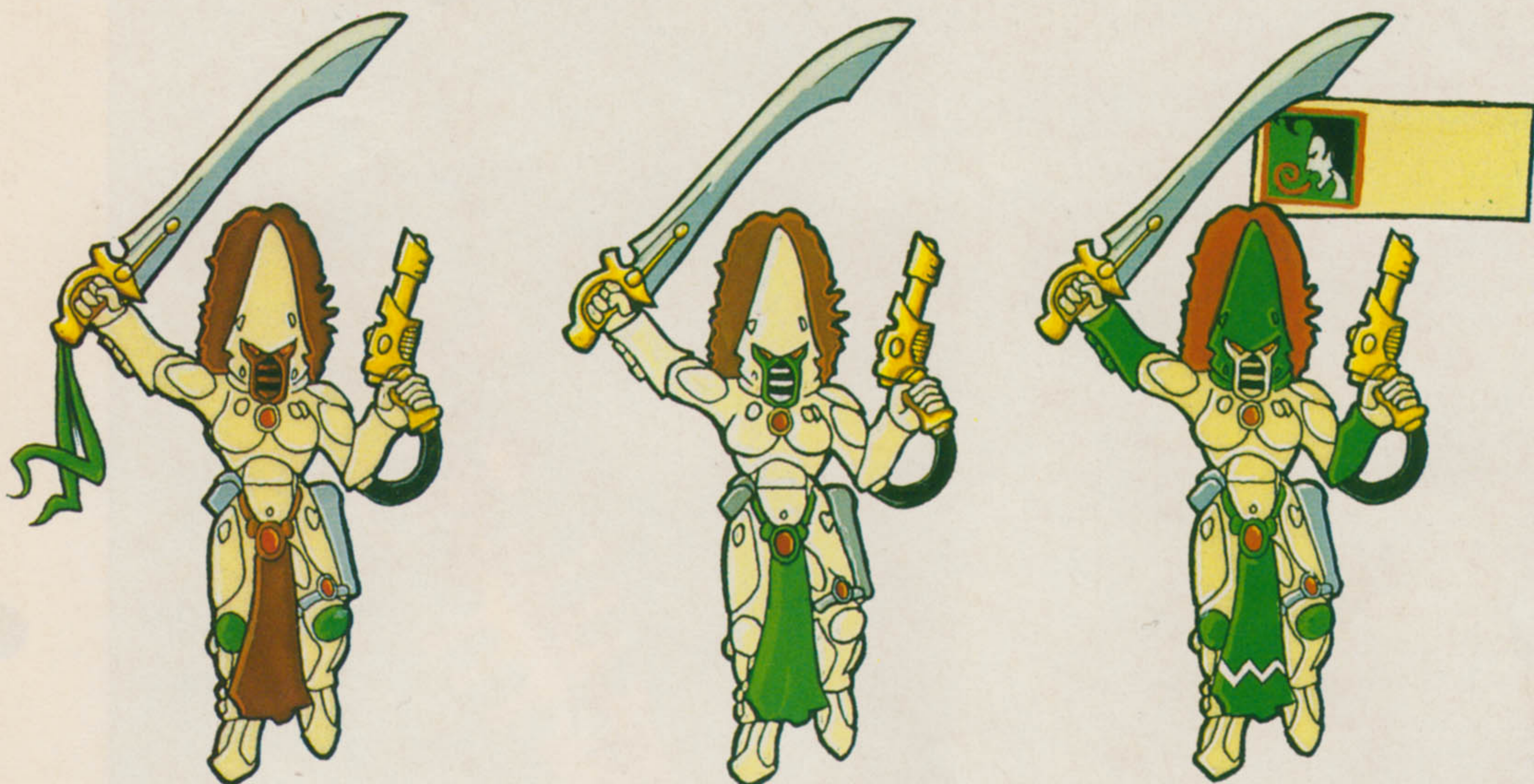
  
**SWOOPING HAWKS**

Weapon banners - any or all Swooping Hawks in a unit may have a weapon banner instead of a back banner.

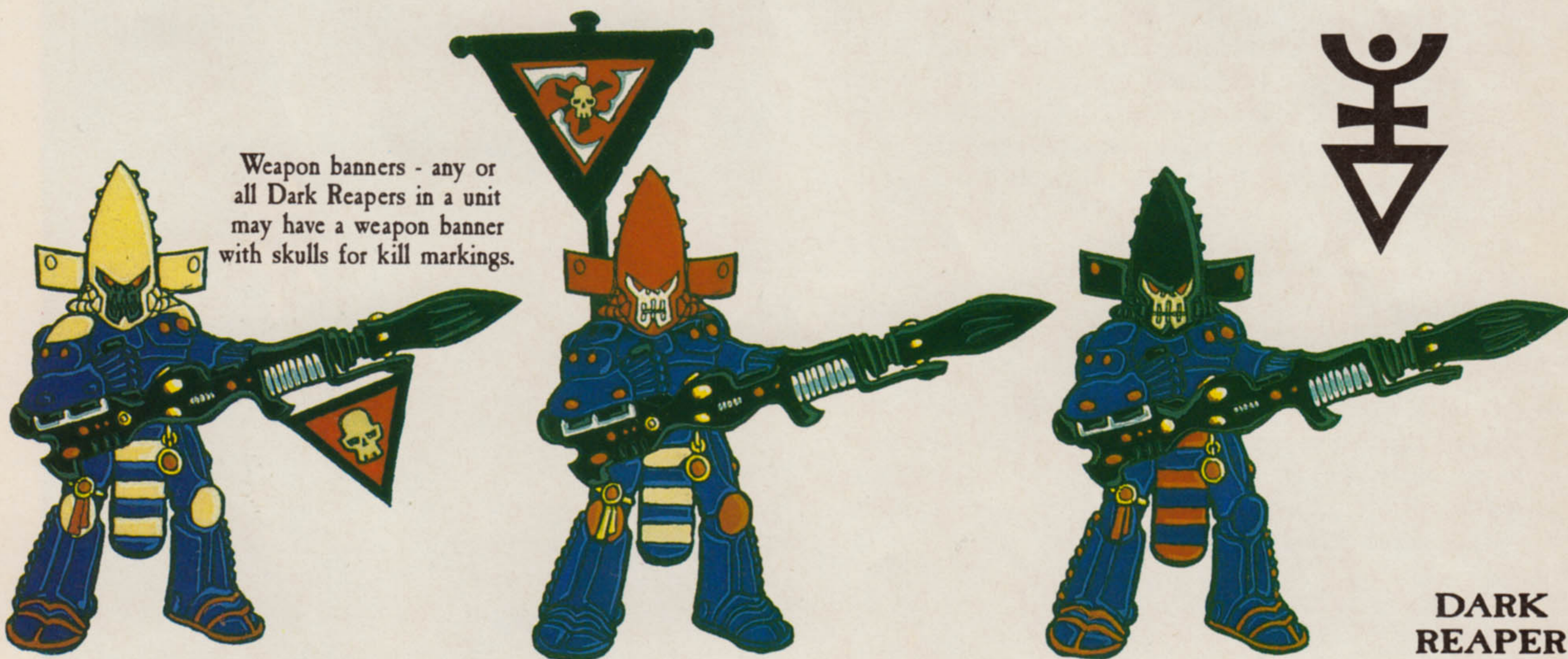


  
**FIRE DRAGONS**

Each Warrior Aspect has its own typical uniform colour schemes, weapon combination and tactical role. These are remarkably consistent from one Craftworld to the next with only minor variations in uniform details to distinguish the various Aspect Warrior squads. Each basic uniform colour reflects the role of the particular Aspect - for example, the base colour of the Howling Banshee's is that of bone, the Dark Reapers are the colour of night, the Swooping Hawks are the colour of the ashen sky, the Fire Dragons are the colour of flame, and so on. This basic colour obviously varies a little depending on how it is interpreted - the illustrations below show typical examples of these basic colours. Each Squad is further distinguished by contrasting detail colours - the secondary colours shown below are examples but might equally well be other colours or a combination of several colours and these are sometimes also displayed on ribbons attached to weapons.



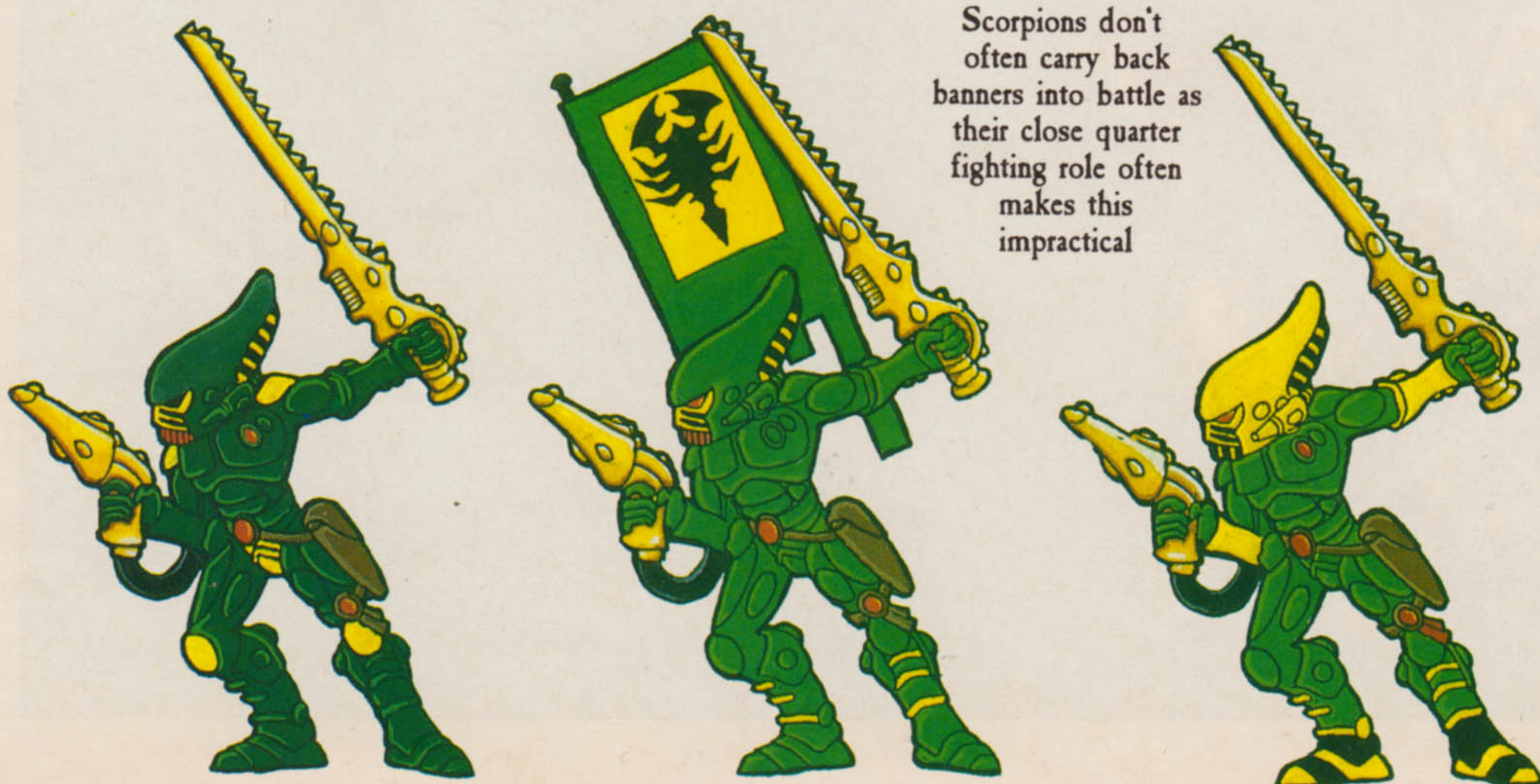
**HOWLING  
BANSHEES**



Weapon banners - any or all Dark Reapers in a unit may have a weapon banner with skulls for kill markings.



**DARK  
REAPERS**



Scorpions don't often carry back banners into battle as their close quarter fighting role often makes this impractical



**STRIKING  
SCORPIONS**

# WARLOCK FORCE WEAPONS

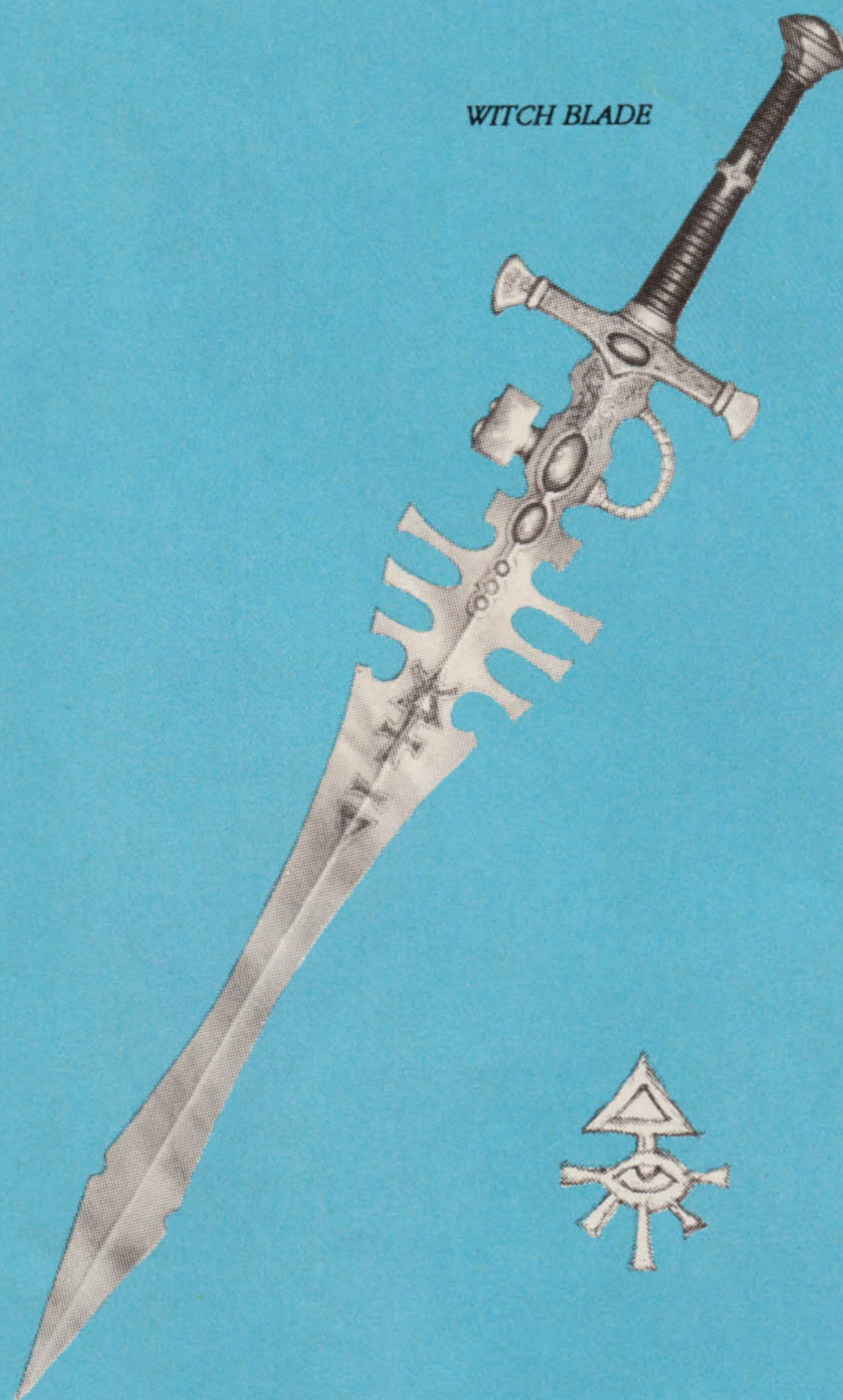
Warlocks may be armed with psychically active weapons - these are known as Force Weapons. Roll a D100 to determine which kind of weapon each Warlock or Farseer has.

## 01-40 Witch Blade

The Witch Blade is a weapon primarily associated with the Warlocks - a Force Weapon which channels the user's psychic energies into the blow. Its crystalline psychic matrix is specially attuned to the Eldar mind - other races are either unable to use them at all or, if they are able, cannot draw upon their full potential. The Witch Blade is exactly like an ordinary Force Sword, except that the number of power points used is always doubled. So, for example, a Warlock with a strength of 3 can put 2 power points into the weapon, increasing the strength of a hit by +4 to give a total strength of 7. The 2 power points will also reduce the target's saving throw by -4.

## 41-55 Singing Spear

The Singing Spear is a silver spear chased with mysterious metals and covered with sparkling gems. Its name is derived from the constant drone which the weapon emits when it is held by a psyker. The Spear channels the psychic forces of its wielder much like other Force Weapons - the number of power points used is not doubled as in the case of the Witch Blade. The Spear can also be thrown up to 12". If the Spear hits either in hand-to-hand combat or when thrown, the user can pour psychic energy into the target by means of a psychic link that connects the Singing Spear to its owner. The hit will have a strength of 4 regardless of whether a hit is hand-to-hand or a result of a throw. The strength is increased by +1 and the target's saving throw reduced by -1 for every power point expended. In addition, the spear causes D4 +D4 extra wounds for every power point. So, for example, if 2 power points are expended the Singing Spear causes a strength 6 hit, 3D4 wounds and has a save modifier of -2. Once thrown, the Spear automatically returns to its user as the psychic thread tightens and draws it back to his hand.



WITCH BLADE



KEVIN WALKER

## 56-70 Force Sword

The Warlock carries a dark bladed Force Sword which is normal for its type - each power point used increases the strength of a hit by +1 and reduces the enemy's saving throw by -1.

## 71-85 Force Staff

The Warlock carries a long dark staff topped with a decorative blade or ornament. Although similar in appearance to the Singing Spear it is quite different in effect. A Force Staff can be used in hand-to-hand combat exactly like a Force Sword. Additional psychic energy can also be stored in the seer runes carved into it. At the start of the game the Staff already contains D6 power points, which can be drawn upon by the Warlock and used just like his own power points.

## 86-00 Ancient Weapon

The Warlock does not carry a Force Weapon but has an Ancient Weapon instead - roll again on the *Ancient Weapon Chart*.



JES GOODWIN

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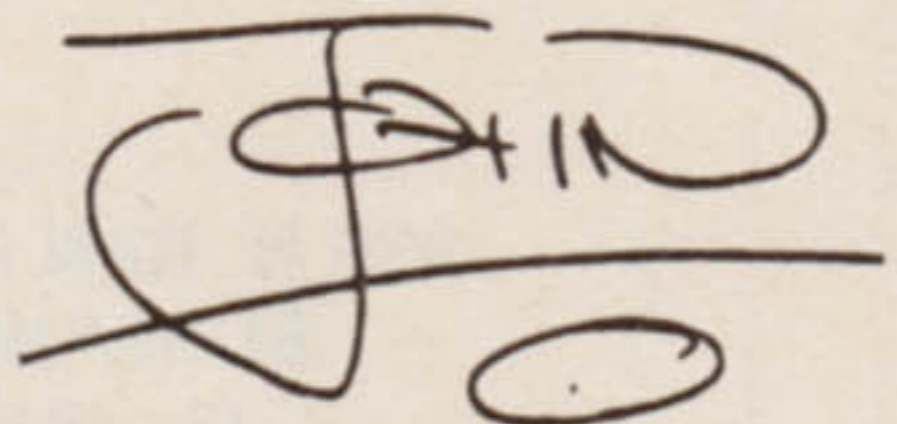


# EAVY METAL

## PRESENTED BY JOHN BLANCHE

In this month's 'Eavy Metal we are concentrating on the superb new Eldar miniatures shown on the back cover. The models are the first releases in an extensive range covering the entire Eldar army list. If the first six Aspect Warriors and two Warlocks are anything to go by, these new Eldar promise to be Jes Goodwin's finest miniatures yet.

Also featured are Rob Baker's Deathwing Terminator conversions. And not described below but definitely worth a close look are Steve Mussared's excellent Skeletons on the Marauder Miniatures page. Thanks to both Rob and Steve for their efforts.



## ASPECT WARRIORS

All Aspect Warriors have very simple colour schemes, making them quick to paint. I found that the simplest approach is to paint a base colour over the entire miniature except for the helmet and the weapons. As each of the Aspects has a definite range of colours, the choice of base colour was a simple matter: deep red for the Fire Dragons; dark blue for the Dire Avengers; black for the Dark Reapers; dark green for the Striking Scorpions; dark grey for the Swooping Hawks; and deep bone for the Howling Banshees.

As well as the painted models on the back cover, there are more examples of Aspect Warrior painting schemes on the full-colour page in the Eldar army list itself. As you can see, each scheme is different but each Aspect uses the same basic colours. Using this basic set of colours, you'll find an endless variety of actual painting schemes can be devised, giving each squad its own individual appearance and at the same time making its Aspect instantly identifiable.

**FIRE DRAGONS:** I gave the miniature a base coat of a mix of Imperial Purple and Red Ink. I then thinned this down to a wash which I applied over the entire miniature except for the helmet and weapons. For the next step, I applied the first stage highlights with Blood Red. The softer areas of the Aspect suit need to remain darker than the hard plates, so I gave them only small highlights on the edges of the creases and raised areas. I picked out each of the hard plates in Blood Red and highlighted them with Blood Angel Orange and Skull White. I gave the helmet a base coat of Spearstaff Brown with a spot of Orange Ink, highlighted with Sunburst Yellow and Skull White.

I decided that painting the Aspect rune on the front of the helmet in black would look dramatic and add to the feel of the model. These runes can actually be painted on any part of the armour or left off altogether – it's up to you. I find the easiest way to paint them is to use a sharp pencil to lightly draw out the rune, then paint it in using Chaos Black thinned down with Black Ink. When you use a pencil to draw onto a model, it's important to make sure that the paint is completely dry and hard, and that you only draw very lightly.

**DIRE AVENGERS:** I got the overall blue colour scheme by putting a base coat of Marine Dark Blue on in a thin wash. When this was dry, I highlighted with Ultramarine and Skull White. The undersuit was left darker than the top plates so there were no final highlights.

I chose yellow as the secondary colour because of the striking contrast with blue. I gave these areas a base coat of Spearstaff Brown highlighted with Sunburst Yellow and Skull White. The black and white stripes on the helmet crest and gun are particularly effective and are a clear way of indicating the squad.

**DARK REAPERS:** I used a black undercoat on this miniature instead of the normal white. This creates a deep shadow, just leaving the highlights to be added. On the undersuit, the highlights are a mix of Chaos Black and Skull White with the final highlights in Elf Grey.

I highlighted the top plates with a mix of Chaos Black and Moody Blue, then added Skull White for the final highlight mix. I picked red as the secondary colour because it contrasts dramatically with the black and bone of the overall scheme. Finally, a coat of gloss varnish of the helmet makes the whole miniature particularly effective.

**STRIKING SCORPIONS:** I thinned down a mix of Woodland Green and Chaos Black and applied this as a base coat over the whole model apart from the weapons. I highlighted the softer areas by adding Skull White to the original colour; for the hard plates I used Goblin Green and Bilious Green to highlight.

I chose yellow as a contrasting colour as it combines very effectively with the black on the underside of the helmet and backpack, as shown on the rear of the model. The Blood Red gems look very dramatic set against the green armour.

**SWOOPING HAWKS:** Squads of Swooping Hawks are often differentiated by the colour of the outer feathers on their wings; I picked yellow and turquoise because they look striking together and go very well with the overall feel of the model. I made up the turquoise colour by mixing Ultramarine and Woodland Green in a ratio of 1:2. I then highlighted this base colour by adding Skull White to the mix. Once the highlights were dry, I painted on a few very thin washes of turquoise ink to enrich the colour. This ink is mixed from Blue and Green Inks in the same 1:2 ratio as the paint.

**HOWLING BANSHEES:** I got the bone effect on the Banshee armour by applying a base coat of Bestial Brown and Orc Brown. I then highlighted this with Bronzed Flesh and Skull White with a final highlight of pure Skull White round the edge of the plates.

I painted the hair using a base coat of Terracotta, highlighted with Blood Angel Orange and Skull White. I then added a wash of Chestnut Ink to tone down the white and create a richer colour. If you want, the Banshee's loincloth is an ideal area on which to paint the Aspect rune or just a decorative pattern.

**WEAPONS:** The look I wanted to achieve for the weapons was an antique gold effect to suggest venerable age and fine craftsmanship. I used a base coat of Chaos Black over all the weapons to create a very deep shadow. I then covered this almost completely with a mix of Shining Gold and Brown Ink, highlighted by adding more Shining Gold and Mithril Silver to the base mix. A final thin glaze of Brown Ink helped to smooth it all out. You can achieve an even more intricate effect by painting fine filigree work on the weapons. To do this, I use a base coat of Chaos Black; when it's dry, I paint on very fine interlacing lines of Skull White, adding a thin glaze of Orange Ink to give a gold effect.

**BANNERS:** At the bottom of the page are some banner designs for the six Aspects; you should photocopy these and paint in the appropriate colours. You may find it easier to paint the banners if you tape the photocopied sheet onto the back of a book or other hard surface and only cut it out once you've finished.

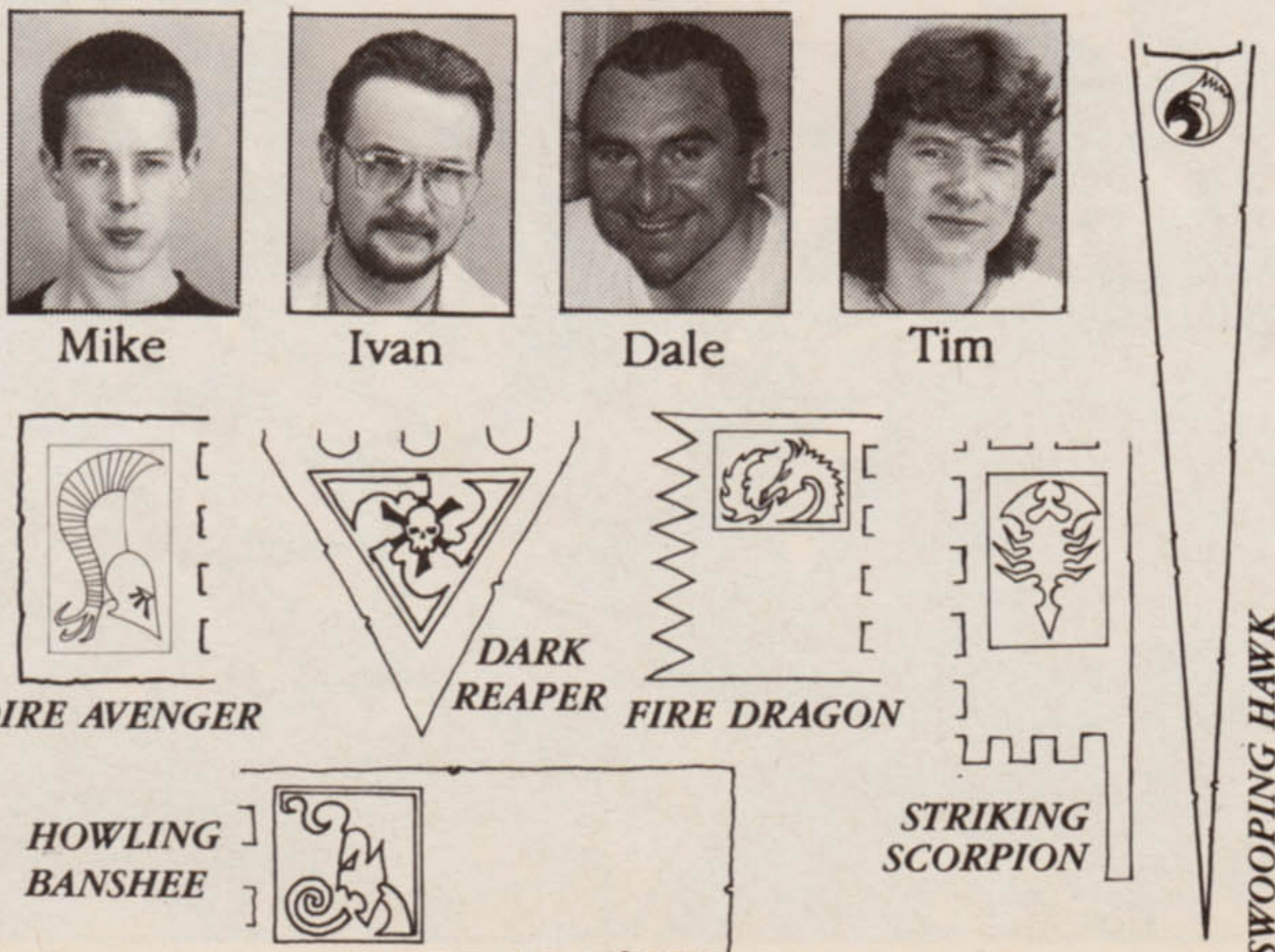
After I'd painted the Swooping Hawks' banner, I fastened it to the underside of the gun with superglue and bent it around the model to give a feeling of grace and movement.

**WARLOCKS:** The only thing that I had to bear in mind when painting the two Warlocks was that they have dark robes and their helmets are a bright contrasting colour. I got the purple colour by using a base coat of Imperial Purple and Chaos Black, highlighted with Imperial Purple and Skull White. For the blue, I used Space Marine Blue highlighted with Ultramarine and Skull White. The runes on the robes were painted on in Skull White and shaded with Yellow and Brown Ink.

## ROB BAKER

Rob has managed to capture the ethnic feel of these Deathwing Terminators by removing the helmets and replacing them with faces cut off Genestealer Hybrids. He's added long hair and head bands with modelling putty to cover up the join between the new pieces.

The addition of feathers, runes and pictograms of animals all add to these evocative conversions, as do the natural leather colours that he's painted them. You can get this sort of leather effect by using a base colour of Orc Brown, highlighted with a mix of Orc Brown and Skull White. A wash of Brown Ink helps to give deep shading and definition.





# ROB BAKER

Following the success of Deathwing, Rob Baker brings us his evocative Terminator conversions and other models from his collection. The atmosphere and feel of the Dark Angel Deathwing has been captured by the addition of loincloths, runes and feathers to the basic Terminators. The heads have also been removed and replaced with those from, of all things, Genestealer Hybrids!



FLESH EATER MARINE WITH BOLTER



FLESH EATER MARINE WITH FLAMER



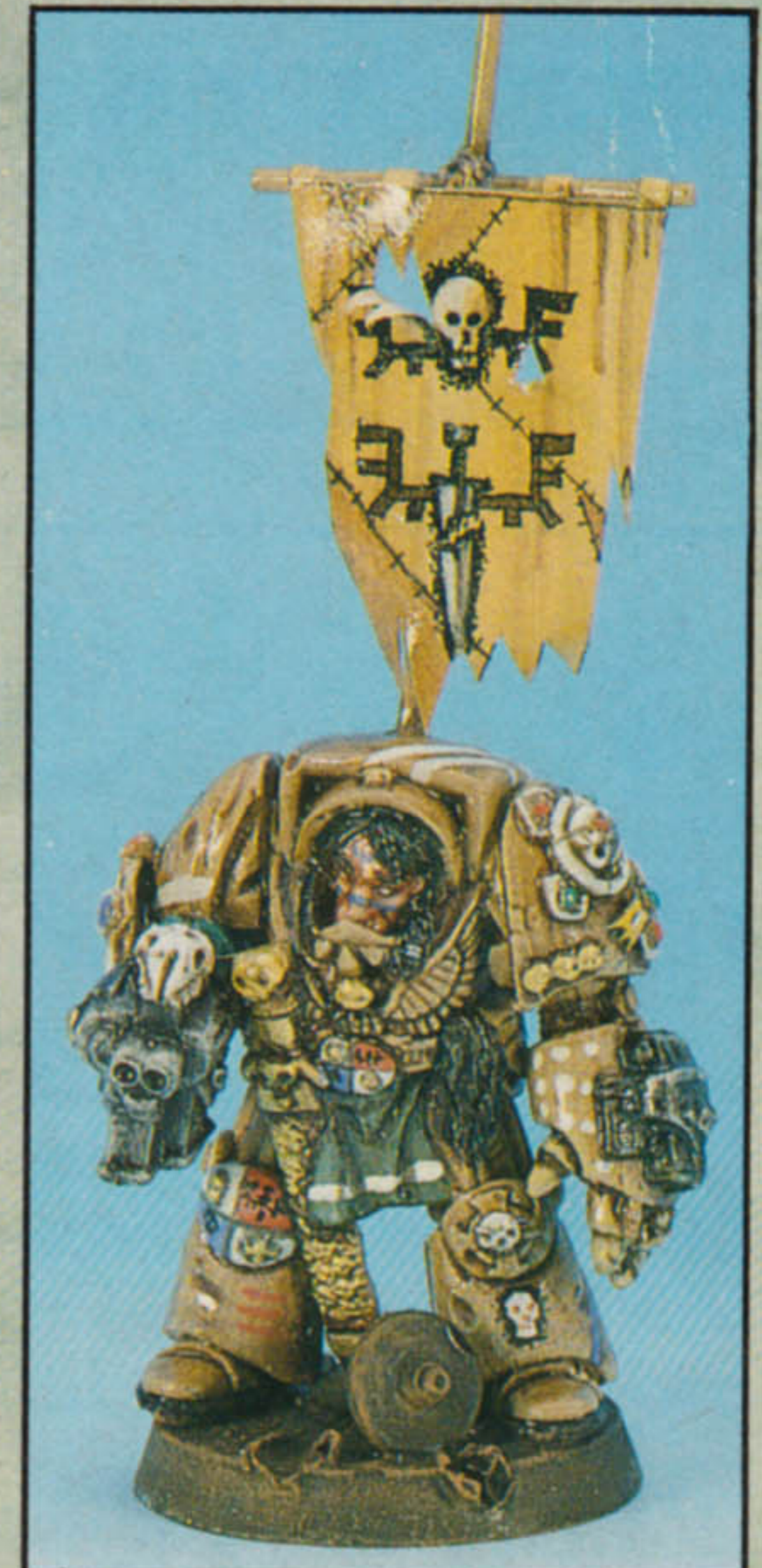
FLESH EATER MARINE WITH BOLTER



FLESH EATER MARINE SERGEANT WITH POWER SWORD



'NINJA' GREY KNIGHT TERMINATOR CONVERSION



DEATHWING CAPTAIN WITH STORM BOLTER AND POWER FIST



DEATHWING TERMINATOR WITH STORM BOLTER



DEATHWING TERMINATOR WITH FLAMER AND CHAINFIST



DEATHWING TERMINATOR WITH AUTOCANNON



FLESH EATER COMMUNICATIONS OFFICER



FLESH EATER MARINE WITH BOLTER



DEATHWING TERMINATOR WITH STORM BOLTER AND TOMAHAWK



PLASTIC SKELETONS BAND

# SPACE MARINE™

## SQUATS

### HOW TO DESIGN A SQUAT WAR HOST BY ANDY CHAMBERS

Steadfast and determined, the Squats survived for millennia cut off from the Imperium and assailed from all sides. Their courage and resilience maintained their freedom and now their warriors and war machines battle on both sides for the fate of the Imperium in the Horus Heresy.

Squats originate from a number of worlds known as the Home Worlds. The Home Worlds contain many planets barren of life but rich in mineral deposits and they formed one of Humanity's first expansion areas during the Dark Age of Technology. During the Age of Strife, the Home Worlds were completely cut off by warpstorms and a distinct Squat culture developed as the technicians and miners of the Home Worlds had to become self-sufficient, relying on technology to survive. Also during this period, the distinguishing physical features of the Squats emerged: their short powerful build and high manual dexterity, ideally suited to their underground existence.

At certain stages in their isolation, the Squats traded with both the Eldar and the Orks. However, when the Home

Worlds were rediscovered by the Imperium, the Squats had already been fighting off the Orks for millennia and regarded the Eldars' failure to help them as black treachery. To this day, the Squats retain a deep racial enmity against both the Orks and Eldar.

When the Home Worlds were rediscovered, the Imperium readily returned the Squats back into the fold. Through several millennia of isolation, the Squats had developed a strong sense of independence and developed a series of mutual defence and trading leagues. In view of the mineral resources and STC materials on the Home Worlds, the Administratum was content to offer the Squats a larger degree of autonomy than normal. Much in the same way as the Knight worlds are simply traded with and expected to supply warriors, so the Squats remain a self-governing league of worlds within the Imperium.

## ORGANIZATION

Squat military organization operates on two levels: each army is made up from one or more war hosts, each of which contains a number of brotherhoods and Guild expeditionary forces. A **brotherhood** is composed of several detachments of warriors from a particular stronghold. Each brotherhood is commanded by one of the stronghold's Warlords and his attendant Hearthguard. Squat brotherhoods often fight as mercenary **free companies**, favouring distinctive dress and banners to indicate their stronghold of origin and current affiliation. The Engineers Guild also contribute their own Bike and heavy weapons Trike detachments at this level, forming separate **Guild expeditionary forces**.

In times of war, all the Squat strongholds in a particular league contribute brotherhoods and equipment to form a **war host**. A war host contains three or more brotherhoods and at least one Engineers Guild expeditionary force. A highly revered Squat Lord is chosen to act as **Grand Marshal** for the host. Often the Grand Marshal is almost old enough to reach the status of a Living Ancestor and has many hundreds of years' understanding of strategy and the art of warfare. The Grand Marshal has direct command of a pool of Bike and Trike detachments from the Engineers Guild, brotherhood heavy weapons teams, vehicles, robots, tunnellers and artillery which he attaches to brotherhoods and Guild expeditionary forces as necessary.



Mark Gibbons

# DESIGNING A WAR HOST

War hosts are designed by choosing detachments from the Squat army list. Each part of the war host has a separate list for brotherhood detachments, Guild expeditionary force detachments and war host detachments. You keep track of the detachments you have selected by placing detachment counters into boxes on an organization template.

## Organization Templates

An **organization template** is a representation of the order of battle used by a war host. When you start designing your war host you will need photocopies of several templates for your own use – you'll need at least three brotherhood templates for each war host you design.

The war host is constructed from three types of template: brotherhood templates, Guild expeditionary force templates and a war host template. Each of these templates is used in conjunction with the appropriate part of the list to construct formations. For instance, to design a Squat brotherhood you use the brotherhood template and pick what detachments to place in it from the brotherhood part of the army list.

A war host is made up of two basic parts: the war host template at the top with three or more brotherhood templates and one or more Guild expeditionary force templates at the bottom. Each war host can contain up to nine Squat brotherhoods, plus a maximum of one Guild expeditionary force for every three brotherhoods in the host.

We've designed a sample war host which you'll find later in this article – if you take a look at this now, you'll see how the different templates fit together.

**WAR HOST**

WAR HOST NAME.....

WAR HOST BR.....

GRAND MARSHAL AND STAFF.....  BR 200.

DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8

TOTAL BATTLE RATING.....

### WAR HOST

**Symbol:** use the space provided to draw in the Squat badge or symbol you've chosen to paint on the vehicles and banners of your war host.

**War Host Name:** the Squats often name their war hosts, typically using the name of the world the host was formed on or the league it was formed by; eg the Kendal Host or the Bruggen League.

**War Host Battle Rating:** the total BR of every detachment in the host, including the cost of the Grand Marshal and his staff if they are taken.

**Grand Marshal And Staff:** tick this box if you want to include the Grand Marshal and his staff in battles.

**War Host Detachments:** you can place detachments chosen from the war host section of the army list here – one to a box

**Total Battle Rating:** add up the BR of all the war host detachments.

The **war host template** shows the eight war host detachment boxes and an area at the top to note the war hosts' details. The war host detachments are kept in reserve by the Grand Marshal and assigned to different brotherhoods and expeditionary forces as needed (see the *Special Rules* for details).

The **brotherhood template** contains six detachment boxes with the Hearthguard at the top. Note that two boxes are already filled: these troops are compulsory tactical detachments which have to be placed in each brotherhood anyway so we've added them in on the template for convenience. The **Guild expeditionary force template** contains only four detachment boxes, one of which has already been filled by compulsory troops.

Remember that you can place a maximum of one detachment counter in each box on the template but you don't have to fill all the boxes if you don't want to. The number of detachment boxes in each template is fixed so you can't have more detachments in a formation than it has boxes, though you can of course have less.

## BROTHERHOOD

**Symbol:** draw the Squat symbol you've chosen for the brotherhood in the space provided. You should paint this on the brotherhood's banners – it's a good idea to also colour in this one to help identify the brotherhood in battle.

**Brotherhood Name:** Each brotherhood is named either after the stronghold it hails from or, in the case of the more flamboyant free companies, after their commander – two examples are the Malonir Brotherhood or the famed Thungrims' Stompers.

**Brotherhood BR:** Fill in the total BR of all the detachments in the brotherhood – remember to add the cost of the Hearthguard.

**Hearthguard:** You must decide if you want the brotherhood's Warlord and his Hearthguard to be upgraded to wear exo-armor. Tick the appropriate box on the template and add on the right BR.

**Brotherhood Detachment Boxes:** Choose detachments from the brotherhood section of the army list and place the correct counters for them here. Each box on the template can hold a single detachment counter. Two tactical detachments are compulsory and have already been included. You don't have to place detachment counters in all the remaining boxes: you can fill some, all or none of the boxes – it's entirely up to you.

**BROTHERHOOD**

NAME.....

BROTHERHOOD BR.....

<b>HEARTHGUARD</b>  150	HEARTH GUARD CHOOSE TYPE: <input type="checkbox"/> EXO-ARMOURED <input type="checkbox"/> STANDARD	<b>HEARTHGUARD</b>  250
<b>TACTICAL</b>  350	<b>TACTICAL</b>  350	
DETACHMENT 1		DETACHMENT 2
DETACHMENT 3		DETACHMENT 4

## EXPEDITIONARY FORCE

**Symbol:** draw a Guild badge in the space provided – when you paint it on vehicles, it'll be tiny so keep it simple.

**Force Name:** Each Guild expeditionary force is named after some interesting or destructive tool or life form commonly encountered by the Guild Engineers on their travels: typical examples include the Hammers or the Diamondbacks.

**Force BR:** add together all the battle ratings of the detachments in the force.

**Guild Expeditionary Force Detachments:** one detachment of Guild bikers is compulsory and you can choose up to three other detachments from the Guild section of the army list.

**GUILD EXPEDITIONARY FORCE**

FORCE NAME.....

FORCE BR.....

<b>GUILD BIKES</b>  550	DETACHMENT 1
DETACHMENT 2	DETACHMENT 3

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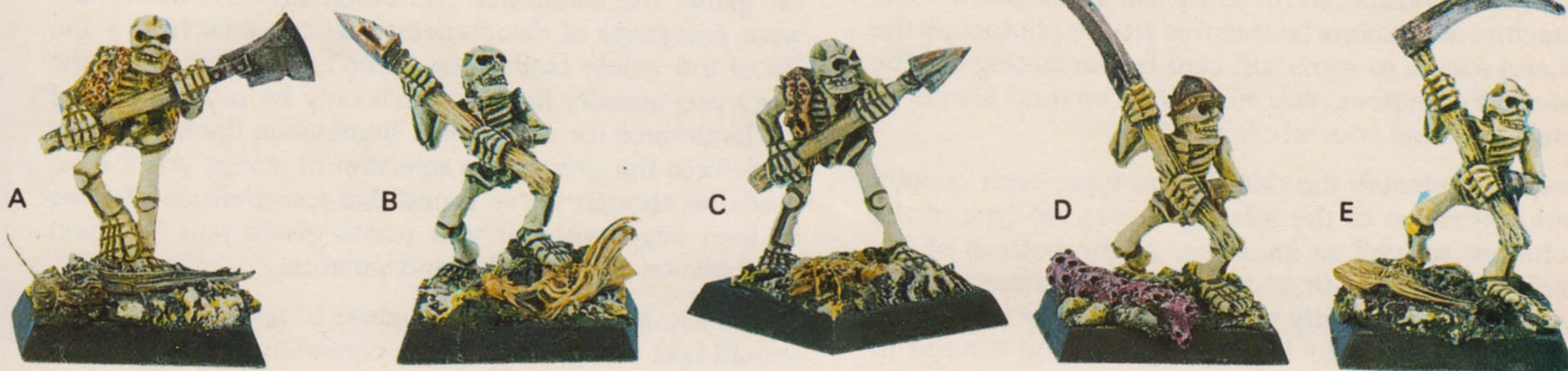
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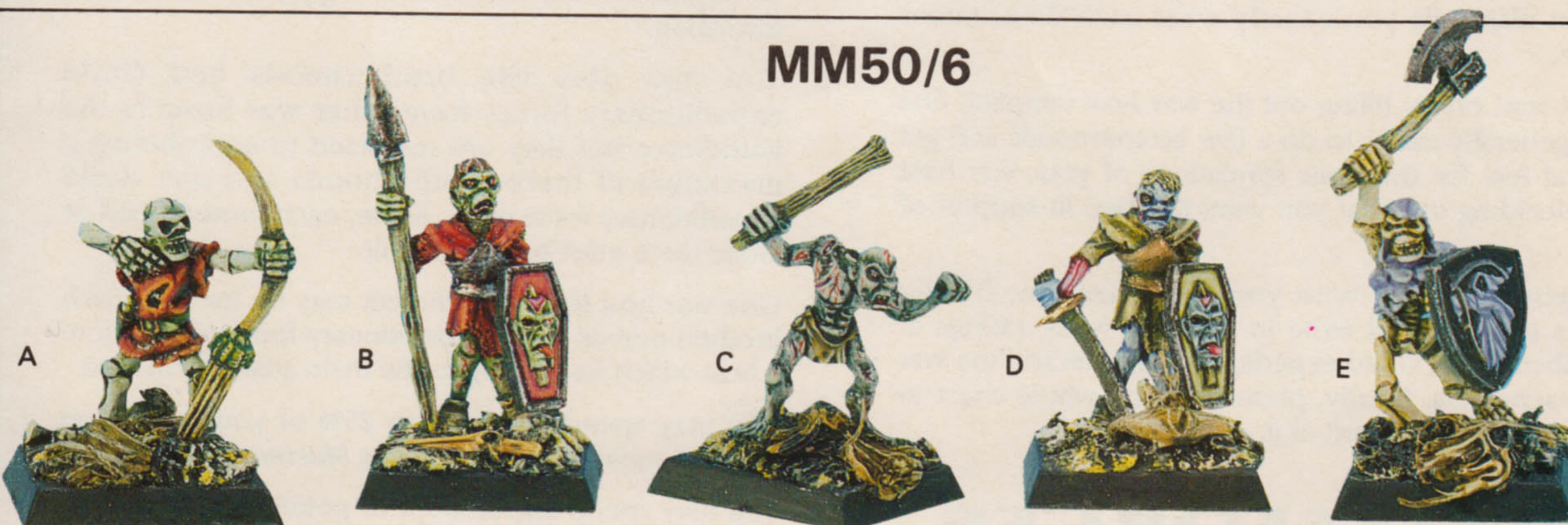


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## Detachment Counters

Each **detachment counter** represents one of the detachments available in the army list. You'll find a sheet of detachment counters later in this article; photocopy the sheet and stick it to some stiff card before cutting out the counters. Remember, you may need several sheets of counters to fill out your whole war host.

To help you identify the detachment type, each counter has an illustration of the infantry or vehicle type in the detachment as well as its name. At the bottom of the counter is the battle rating for the whole detachment. The army list tells you exactly what's in each detachment and how many vehicles or infantry stands you'll need to represent it on the table top. Once placed on the templates, the detachment counters give you an instant visual representation of what's in a formation.

## Filling the Organization Templates

Start off by photocopying a number of templates and detachment counters. When you've done this, consult the army list to find out what detachments you can place on each template. The army list is broken down into three sections: brotherhoods, Guild expeditionary forces and war host level detachments. The appropriate part of the army list tells you the minimum and maximum number of detachments of each type you can take. These limitations apply to each template (not to the whole war host) and where appropriate we've included compulsory detachments on the template itself for convenience. The army list also tells you exactly what each detachment contains.

You can start off by filling out the war host template first but it's generally easier to do a few brotherhoods and get a general feel for the basic formations of your war host before deciding on what you want to place in support of them.

When you're happy with your organization, fix the counters in place and write in the total battle ratings of the brotherhoods, Guild expeditionary forces and the war host detachments. Finally, photocopy the whole sheet to make a permanent record of it.

## BATTLEFORCES

It's rare for a Squat war host to fight alone. Each war host is part of a trading league and when the fighting starts the whole league pitches in. Also, Squats fulfilling their duties to the Emperor are often found fighting alongside Imperial Guard and Marine forces as part of a full battleforce. Squat troops are eagerly sought after to be placed in battleforces where their fighting ability is only outshone by their technical expertise.

A battleforce is any large formation including regiments and allied battalions temporarily placed together for the course of a single campaign – a battleforce can be almost any size ranging from a single war host or regiment plus allies to a force combining dozens of war hosts and regiments created to undertake a major action such as the conquest of whole continent or planet. By using this army list in conjunction with those already published for the Marines and Imperial Guard you can create your own combined battleforce.

You can include as many formations in your battleforce as you like, though you should agree with your opponent how large a battleforce you intend to use before you start the game. The battleforce you design and use will dictate what groupings of detachments you can pick from – the BR of the whole battleforce doesn't affect the BR of the army you actually field as you'll only be picking part of the battleforce for each game. Remember, the larger your battleforce the greater the selection of troops you'll have available, though we've found that a battleforce of three or four regiments or war hosts gives you the best combination of practicality and variation.

When you arrange to play a game of Space Marine you should take along a battleforce consisting of a number of predesigned regiments and war hosts. The detachments you use in the game are selected from the formations in your battleforce.

## Using a Battleforce

Once you have decided on the points available for the game, you select your detachments subject to the following limitations:

1. One of the regiments or war hosts in the battleforce is picked as the **main attack formation** – this unit is providing the core of the troops used in the battle. If the main attack formation is a Squat war host, it may use war host level detachments without restriction and may employ any number of brotherhoods or Guild expeditionary forces. Each brotherhood or Guild force picked must be used in full: every detachment must be fielded and the full battle rating paid for the whole formation.
2. You may also use brotherhoods and Guild expeditionary forces from other war hosts in the battleforce but they are restricted to contributing a maximum of three brotherhoods and one Guild expeditionary force each. Again, each brotherhood or Guild force must be used in full.
3. One war host level detachment may be used for each brotherhood or Guild expeditionary force picked from a host which isn't acting as the main attack formation.
4. You may spend up to up to 25% of your points on support counters (see the *Space Marine* rulebook).
5. You may spend any amount of points on Titans from allied Orders or battalions from allied Marine and Guard regiments in your battleforce. Remember that allied formations may never act as the main attack formation so you will only be able to select detachments from the battalion level, never from the regimental level. See the appropriate army lists for further information.

## Allies

Squats may be allied to Imperial Guard and Marines. Squats fought on both sides during the Heresy so they can be part of a Loyalist or a Traitor force.

Squats fighting against Chaos will join a force containing Eldar allies but the Squats may not act as the main attack formation. Their mutual distrust of one another means that Eldar and Squat units on the same side will only move at half speed while they are within 24cm of each other.

## THE SQUAT ARMY LIST

There are separate sections in the army list for brotherhoods, Guild expeditionary forces and war host detachments. Each section contains a number of boxes. Each box in the list represents one detachment type and has three pieces of information in it.

**Number Available:** At the top of the box it gives the minimum and maximum numbers of detachments of this type you can place on the template. For example, in the brotherhood section of the list it states that a brotherhood may have *0-4 Support Weapons Detachments*. This means the brotherhood may have four, three, two, one or none – it's your choice. In this box there's a selection of counters to choose from so you could take any combination up to the maximum limit – say, 2 Thudd Gun detachments, one Mole Mortar detachment and one Tarantula detachment.

**Counters:** Below the number available are examples of the counters that represent the detachments in this box. These counters are the same as those we've provided for you to photocopy. They give the detachment type and the battle rating for the whole detachment, and have an illustration on them for easy identification. You may find it helpful to place your card counters in these spaces to have them readily available as you fill out the templates.

**Units In Detachment:** Below the counter illustration is a list of the number and type of the vehicles or infantry stands in the detachment. To continue our previous example, a support weapons detachment comprises five weapons of the type shown on the counter. You can't mix

different types of vehicles in a detachment even if they appear in the same box. So in a support weapons detachment you could have, for example, five Mole Mortars or five Rapiers, but you couldn't have, say, three Mole Mortars and two Rapiers in the same detachment.

Note that the Hearthguard and Grand Marshal boxes have a slightly different format – see the *Special Rules* for details of these units.

### SQUAT INFANTRY AND VEHICLES

INFANTRY	Speed	Save	CAF	Basic	Support	BR
Tactical	6/12	5+	+2	Lasguns	Missile Launcher	55
Assault	6/12	5+	+4	Bolt Pistols	None	40
Support	6/12	5+	+4	5 x Heavy Bolter	None	70
Hearthguard	6/12	4+	+4	Bolters	Heavy Plasma Gun	75
Exo-Armoured Hearthguard	6/12	2+	+6	Bolters	Heavy Plasma Gun	125
Guild Trikes	32/48	5+	+2	Bolters	None	90
VEHICLES	AR	Save	CAF	Speed	Weapons	BR
Guild Trike	+2	6+	+1/0	32/48	Multi-Melta (Tt2)	75
<b>Notes:</b> armoured vehicle; may snapfire while moving						
Exo-Bikes	+2	5+	+3/0	32/48	Las-Cannon (FxF1) Bolter (SwF1)	75
<b>Notes:</b> armoured vehicle						

Harald Harreksonn rubbed his eyes with the knuckles of his massive fists. A wave of weariness swept over him. *Where will it end?* the Grand Marshal of the Bruggen League asked himself. Aware that all eyes were on him, the old Squat straightened his back and forced a calm smile for the other commanders.

"Do we pull out?" asked Gotri Njalsonn, warlord of Tengen Hold. "Dare we abandon our brethren to certain death? Have we so lost all pride that we would foreswear our oath of kinship?"

Harald shook his head. Gotri spoke with the impetuosity of youth yet his words rang with the call of honour, swaying many of the host's commanders. Harald wished this decision had not fallen to him. He was old and white of beard. He had lived a life full of honour. Soon he would either die or become a Living Ancestor. Bones. At this moment, he longed for such end to responsibility; the choice he had made sickened him.

"We retreat," he said, gazing bleakly around the command post, ignoring the gasps of his fellow commanders. Gotri spluttered with rage.

"We cannot abandon the Bjornlings. Their bravery this day does credit to us all. We must save them. Have you no pride? Does their courage not stir you?"

"They are a credit to their ancestors and their hold but we have no choice." Harald spoke slowly and

distinctly. He heard the death sentence implicit in every word. "We do not have the manpower to push back the Orks. We would simply waste more lives. We have spent too much of that coin this day."

Gotri glared at him contemptuously. "You have no honour. You would break our oath of brotherhood with the Bjornlings."

Harald gazed back at him evenly. "No-one in this host has acquired more honour than I. That is why I am your leader. Will you foreswear your oath to take my orders, Gotri, son of Njal?"

For a moment, Harald feared Gotri might refuse. Eventually, the warlord turned to leave the command post followed by his Hearthguard. "I will obey you, Harald Harreksonn. But the shame of this day will be yours."

He paused and anger drained out of him. "There's still a chance we could rescue them," he said imploringly, tears in his eyes.

"Too slim," said Harald in a voice like stone breaking, knowing that in his heart of hearts he would always be haunted by the possibility of saving his brave comrades. He wondered where he would find the strength to bear the shame of ordering this retreat and how this decision would look in the eyes of his ancestral spirits. He hoped his judgment would prove sound.

## SPECIAL RULES

All of the rules in *Space Marine* and apply to Squats except as noted below.

### The Warlord and Hearthguard

Each brotherhood is commanded by a Warlord who is accompanied into battle by his elite Hearthguard. The Hearthguard are hand picked from the warrior aristocracy of the stronghold and are an imposing sight on the field, dressed in lavishly decorated equipment and armour. A particularly wealthy Warlord may supply his Hearthguard with exo-armour to turn them into a truly prestigious force.

Each brotherhood has its Warlord and his Hearthguard already included on the brotherhood template. Whenever the brotherhood is used, the Warlord is automatically included. The template includes a tick box so you can field the Hearthguard either in their standard carapace helms and breastplates or in exo-armour at an increased cost – just tick the relevant box and remember to add the extra 100 BR to the brotherhood's total battle rating.

The Warlord and Hearthguard are represented by two stands on the table, one of which includes the Warlord himself. The Warlord and his Hearthguard may act as separate detachments and follow the normal rules except in these respects:

1. The Hearthguard is a very distinctive unit and may be picked out and attacked even if it is not the closest infantry target in range. This rule does not apply if the Hearthguard is within 6cm of another friendly infantry detachment.

2. In the orders phase the Warlord may take command of a detachment which has lost its commander if it is within 12cm of him. This means the detachment will not be forced to take a morale check this turn and may be ordered normally.
3. The Warlord may spot for indirect fire and off-table support. The Warlord also receives +1 on all support requests.
4. Detachments from the Warlord's brotherhood may use the special hollow square formation (see later) if the Warlord is within 12cm of the detachment.
5. Hearthguard stands are always elite – see the *Space Marine* rulebook for full details of elite status troops. The CAF bonus and BR increase for elite status have already been included in the Hearthguard stats.

### The Grand Marshal and Staff

The Grand Marshal and his personal aides are often to be seen on the battlefield. They are a magnificent sight, dressed in their exo-armour, passing amongst the troops and exhorting them to great to great acts of courage. The Grand Marshal also plays an important role in the planning and execution of a war host's battle plan, using his wealth of experience to predict enemy actions and outmanoeuvre his opponents.

If a war host is acting as the main attack formation in a battleforce, the Grand Marshal and his staff may be used on the tabletop for a BR of 200. The unit is represented by a detachment of five Exo-Bikes which are subject to the following special rules:

1. The detachment representing the Grand Marshal and his staff is always elite.
2. To represent the pre-planning undertaken by the Grand Marshal before a battle, he may send up to two detachments of Squats on a **flank march**. Flank marching detachments must have an advance rate of at least 20cm or be mounted on vehicles with an advance rate of 20cm. Flank marchers are not deployed at the beginning of the game; instead, roll a dice on the second and subsequent turns in the orders phase. If the number rolled is equal to or less than the current turn number the flank marching detachments may enter at any point on either neutral table edge (ie one of the table edges that neither side set up on). If the roll is a six, the detachments may enter on the enemy's own set-up edge. The Grand Marshal may start rolling for entry of flank marchers later than the second turn if he wishes but once he has started rolling for them he must roll on every subsequent turn until they arrive. On the turn of arrival, flank marchers may have advance or charge orders.
3. The Grand Marshal's tactical ability and great experience mean he may also issue two orders counters to a detachment from his war host within 24cm of him or alternatively issue two order counters to his own detachment. A detachment with two order counters may select which one to use after the enemy has revealed his orders for the turn.
4. If the detachment representing the Grand Marshal and his staff is destroyed, all the Squats from his war host within 24cm must take a morale test in the following order phase at an additional -2 modifier. The results apply for the following turn only.



Paul Bonner



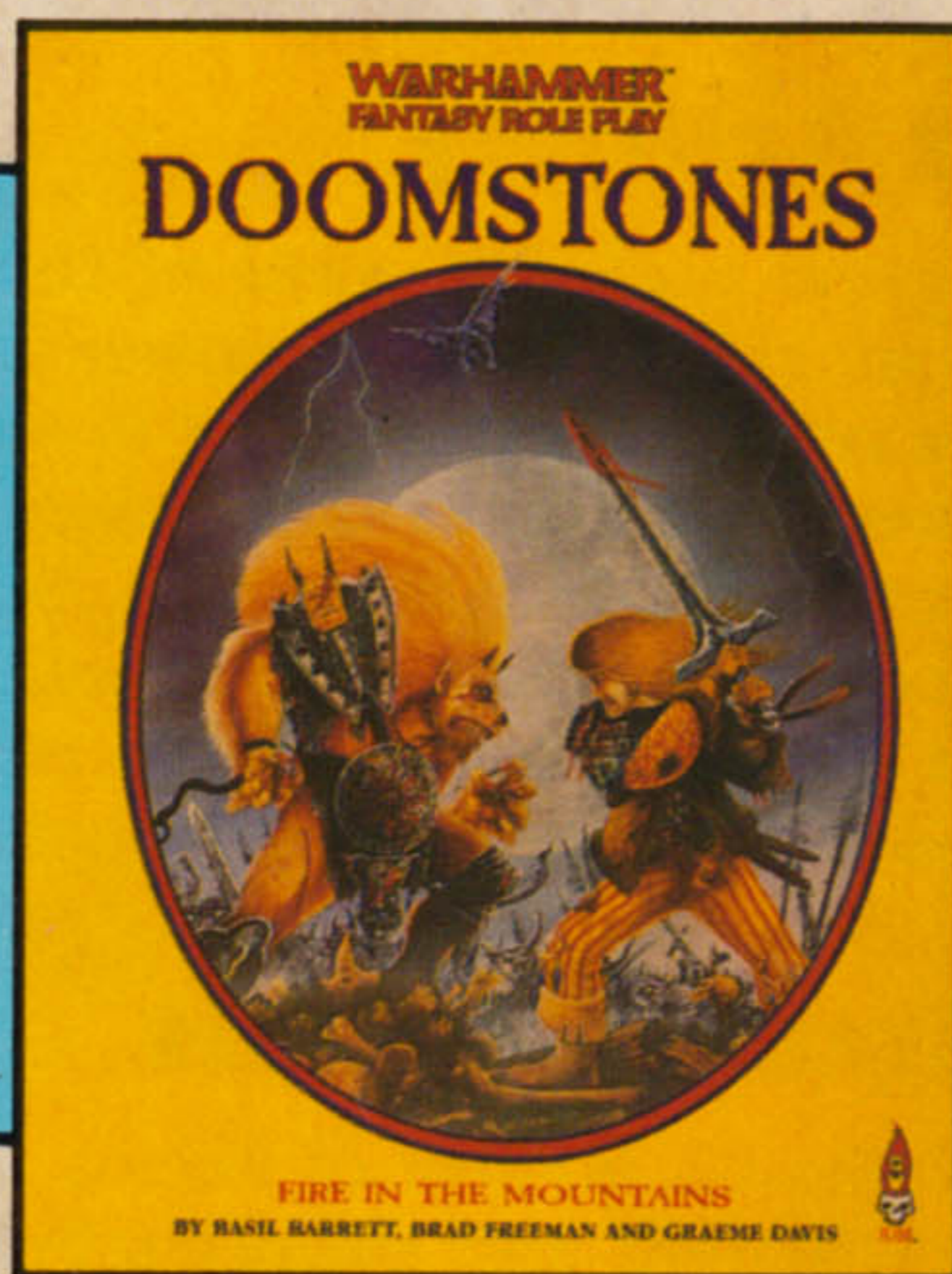


'Roll-playin' wuz ded borin' 'til da boyz foun' deeze 'ere Flamin' Pub-lick-ashuns booky fings. Now me an' da boyz spendz all uz time havin' loadsa grate Hadvenchurs.

Iz almos' betta than stuntybashin' - an' dat's sayin' a gobfull! We all enjoys killin' fings, an' findin' da gold and all o' dat, but da uvver bitz iz good too, I'spose. Bit gurlly tho', all dat stuff 'bout karik-tar-ize-ashun an' da mapz an' artwurk. Not enuff killin', reelly in dose bitz...

"Jus' sho' us 'oo needz beltin'!" Dat's wot da boyz say! Dey don' giv a stuff 'bout da gurlly bitz eevur.

F'myself, I likes playin' wiv da dices. But dat's prob'ly cuz I can't read long wurdz...



### Fire in the Mountains £7.99

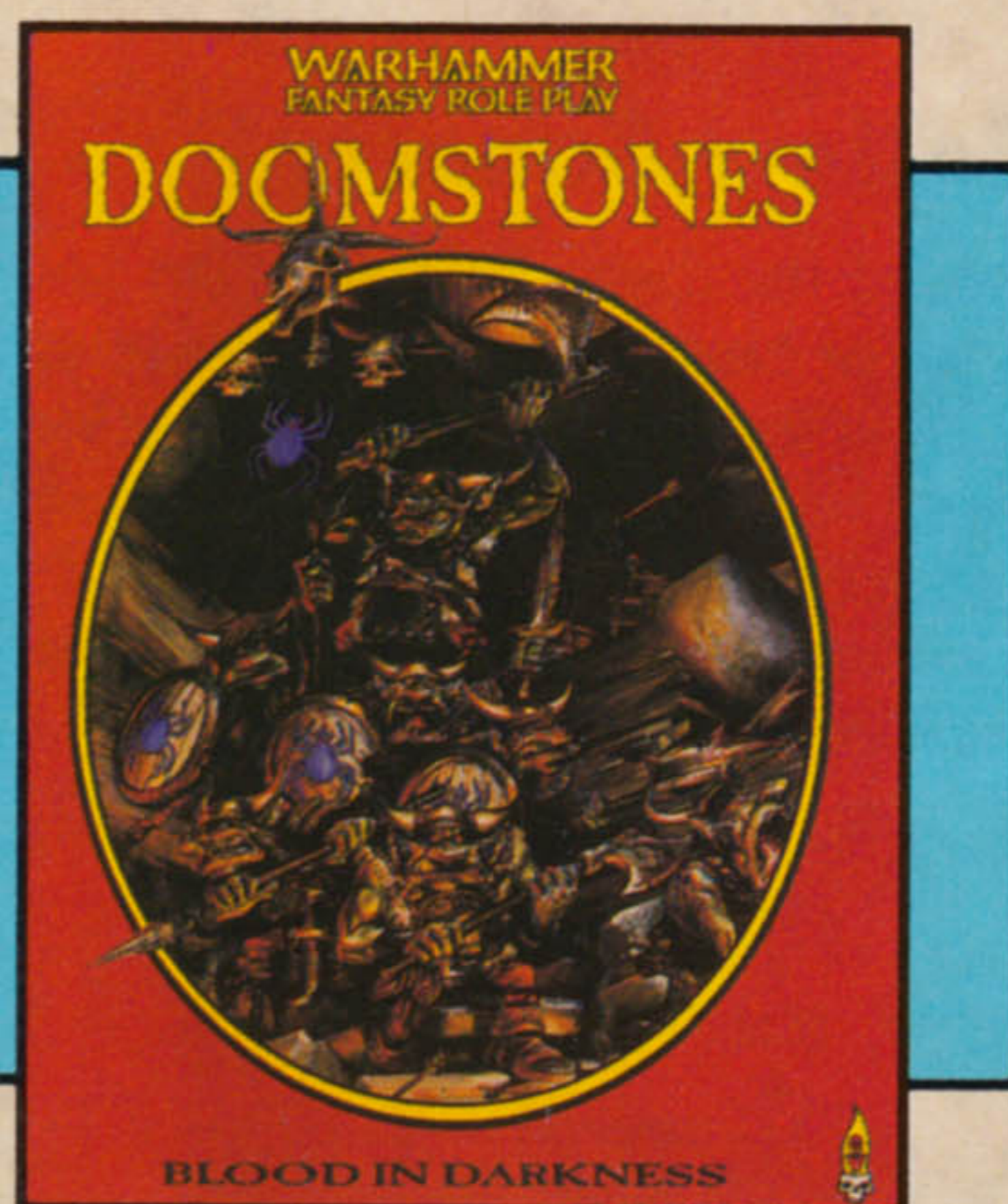
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## Morale

Any brotherhood infantry detachment without a Hearthguard stand in the orders phase must take a morale test to determine its orders for that turn.

Roll a D6, add any appropriate modifiers, and consult the table below.

Modified Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	Fall back or first fire
1 or less	Fall back	Fall back only

### Morale Modifiers

Hearthguard within 12cm	+1
All stands in the detachment in hard cover or in a hollow square formation	+1
Detachment has 2 or less remaining stands	-1
Detachment had fall back orders last turn	-1

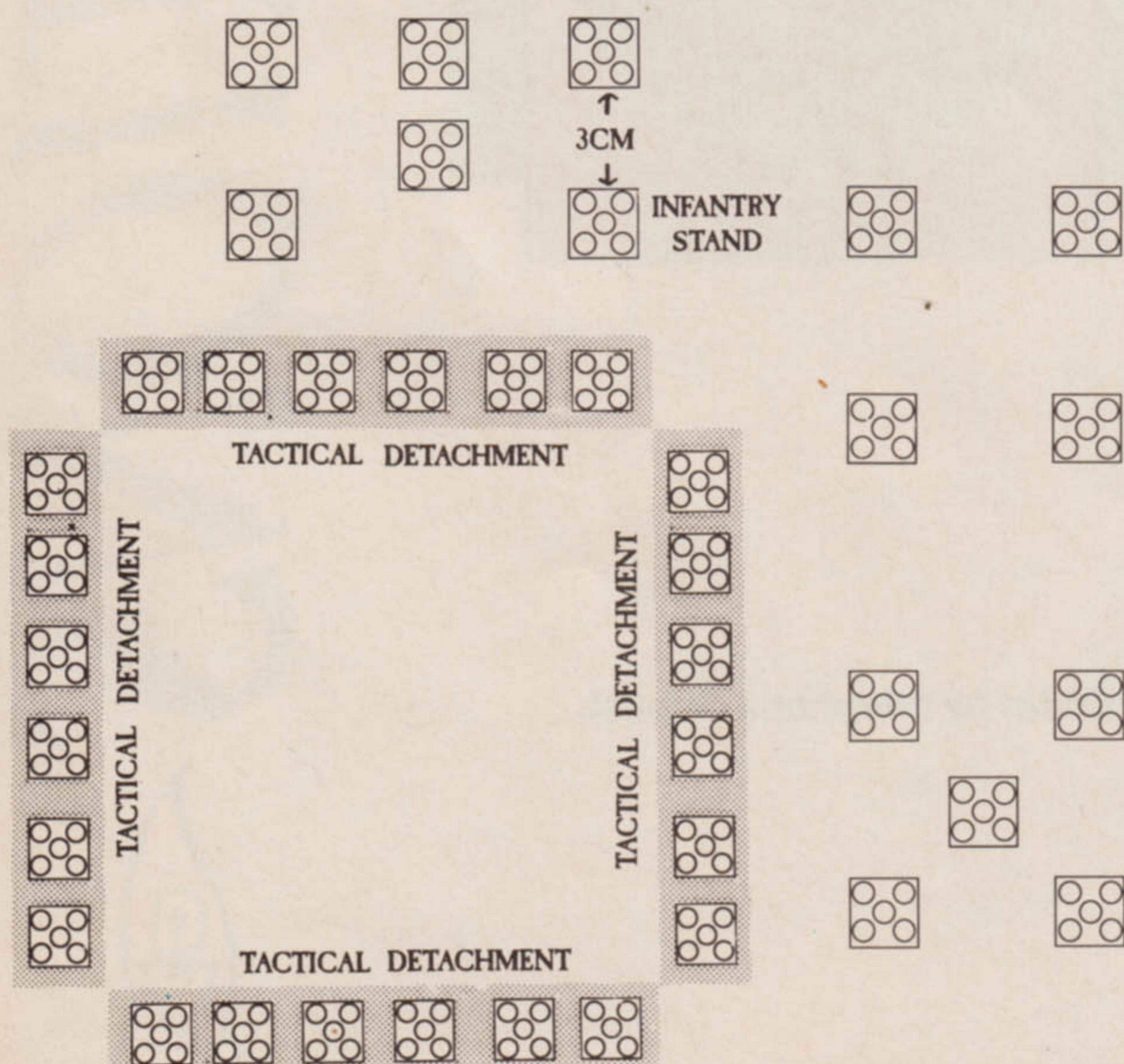
## Formations

Stands in Squat infantry detachments must remain within 3cm of at least one other stand in the detachment. The commander of a detachment must be attached to one of the stands in the detachment and is lost if the stand is destroyed.

Guild Bike detachments are independent formations and they do not require a command stand to be issued with orders. Also, Guild Bike stands only need to remain within 6cm of another stand from the same detachment to maintain formation.

## Brotherhood Hollow Squares

Squat infantry are renowned for their determination and resilience under fire. To make best use of these qualities, the brotherhoods have developed a special formation known as the **hollow square**. To form a hollow square, the Squat stands in it must have their brotherhood's Hearthguard within 12cm at the start of the turn and then move into one of the positions shown below.



Here are some examples of how the hollow square is formed from a detachment containing six, five and four stands and one formed from several infantry detachments.

All the stands in a hollow square gain certain advantages:

1. All stands in the square gain +1 to their CAF.
2. Mounted units do not receive a charge bonus to their CAF against the square.
3. Squats in square formation do not need to take a morale check until all the stands with commanders in the formation have been destroyed.

Stands in the square may only be given first fire or advance orders without breaking the formation. If several detachments are in a square together, they must all be given the same orders.

In the end phase of the turn, the Squat player may rearrange stands in the square to maintain formation. Note that this may only be done to compensate for losses and stands cannot be moved more than 6cm.

## Squat Field Artillery

Because of the great technical skill of their Guild Engineers, Squats are able to fit small power fields onto nearly all their heavy equipment – this is why Guild Trikes and Exo-Bikes count as armoured vehicles despite their relatively small size. For this reason, Squat field artillery count as being armoured vehicles with a saving throw of 6+. The increase in their battle ratings has already been included on the detachment counters.

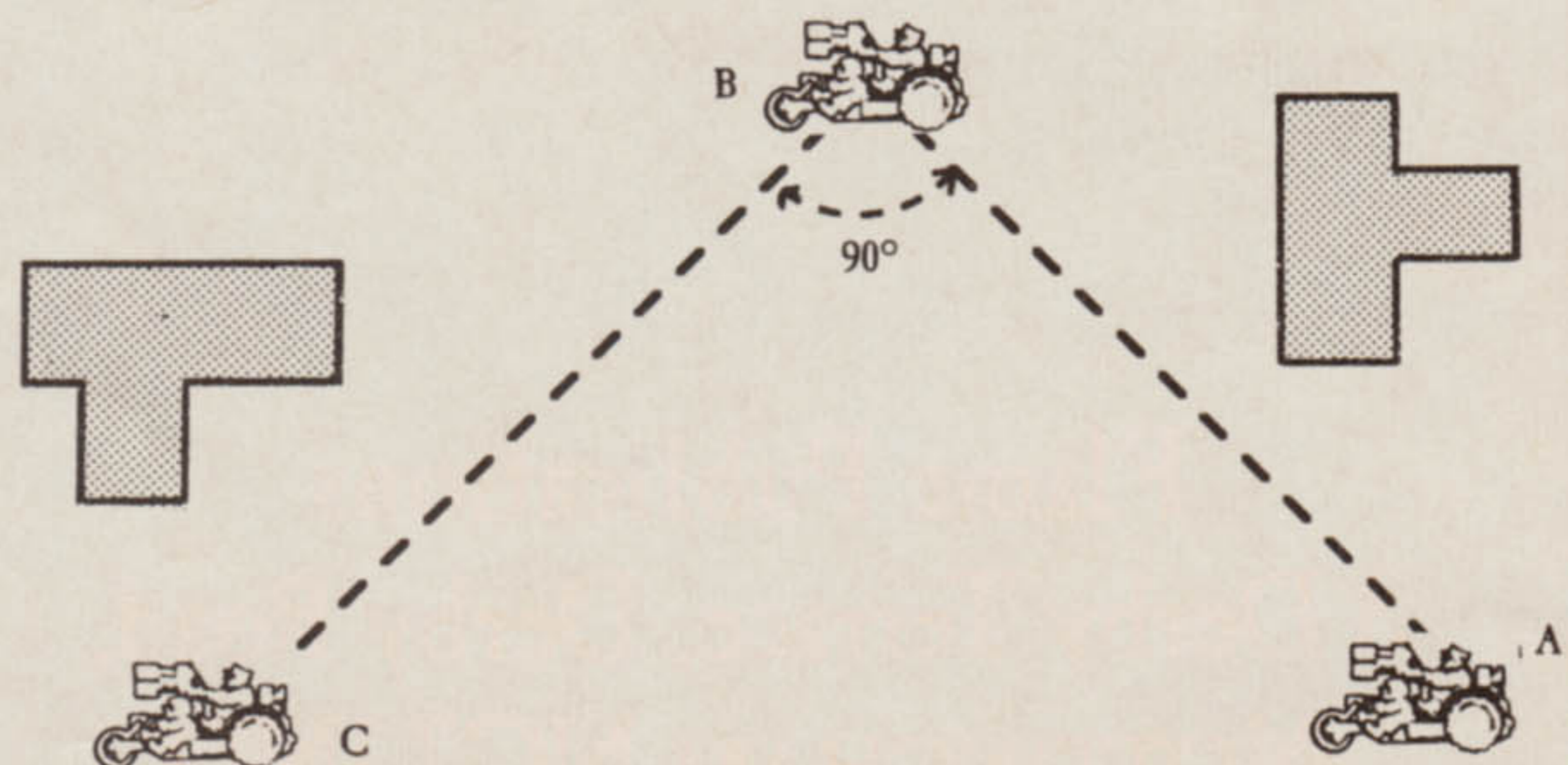
## War Host Transport Pools

Each war host maintains a number of Rhinos. These are used to move equipment and supplies behind the battleline and to transport brotherhood infantry detachments into battle as mechanized infantry.

The transport pool counters are not specific detachments; each counter represents the ability of a particular war host to muster enough Rhinos to mount its infantry. The Squat player may specify which detachments he is giving access to the transport pool before the start of the battle, up to two detachments per transport pool. Each detachment receives a number of Rhinos equal to the number of stands in the detachment divided by two and rounded up.

## Guild Trike Hit and Run Tactics

Guild Trike crews are able to perform a specialized manoeuvre in which they approach their target at high speed, then skid around at the last moment and fire, before speeding away again. To represent this, Guild Trikes may snapfire while moving. The attack must be combined with a 90° turn and standard hit modifiers apply. If the unmodified roll to hit is 1, the Trike overturns while executing the manoeuvre and is destroyed.



The trike starts moving from point A, reaches point B, making its 90° turn and firing as it does so, before moving back into cover at point C.

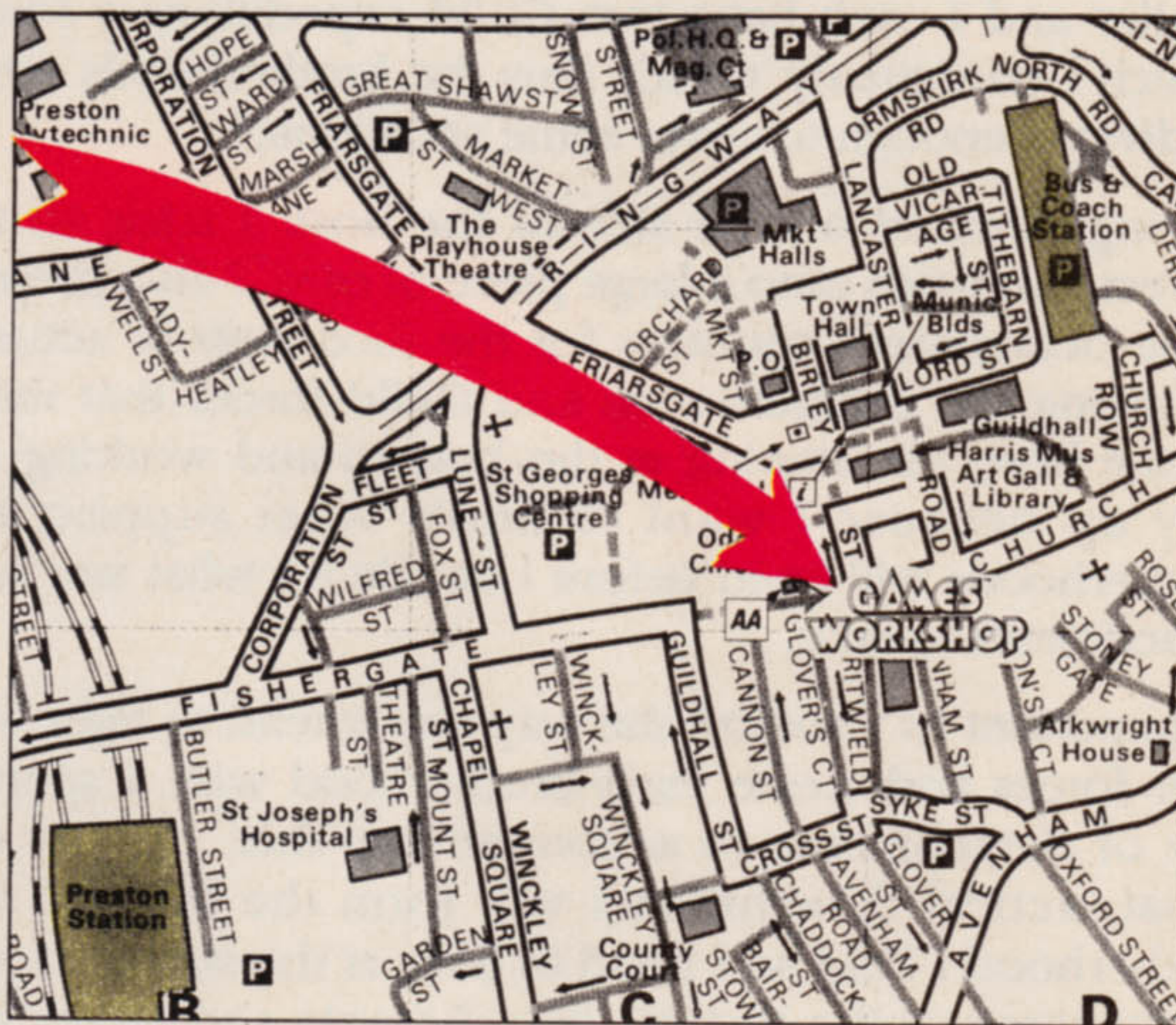
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# SAMPLE SQUAT WAR HOST

Designing a war host may seem a daunting task at first. To help you, I've designed one of my own and I'll go through it step by step and explain the decisions I made.

The first thing to do is decide on the size of the war host. I think in this case that six brotherhoods and two Guild expeditionary forces should supply me with all the space I need: if the war host is too large, brotherhoods simply end up duplicating each other, which is a waste – I may as well include more war hosts in my battleforce and gain access to more war host detachments that way. Any smaller and I can't have two Guild expeditionary forces (which I particularly want), plus the brotherhoods won't be diverse enough to cover some situations.

Having decided on the size of the host, I stick all the correct templates onto a large piece of card. I also prepare some detachment counters for the next step of actually designing the brotherhoods and Guild forces that make up the host. I'm starting at the bottom and working my way up because I want to know what support the brotherhoods will need before I decide on what war host detachments to take.

It's important to visualize the way you intend to fight with your forces and create each brotherhood with a specific mix of detachments to accommodate this. I know the Squat tactical detachments will form the bulk of any brotherhood I field so I need to look at the strengths and weaknesses of the tactical detachments and cover any failings with supporting detachments. Overall, the Squat tactical detachments are excellent – they have high morale, they're well armed and they're quite cheap. On the deficit side, they're slow and can potentially get pinned down easily by enemy vehicles because they have to remain stationary to shoot back with their heavy weapons. With these factors in mind, I start designing the brotherhoods.

**The Malonir Brotherhood:** I want to make this brotherhood a fairly flexible one so I add a support detachment and a Tarantula detachment to beef up its firepower against infantry and vehicles respectively. The support detachment will need to be used with care as it only comprises three stands, but the devastating punch of five heavy bolters per stand means it should prove worth having. The Tarantulas are simply there to ward off enemy vehicles so in a battle they'll need to be deployed up front and kept on first fire orders whenever possible. I opt to make the Hearthguard a standard one to save on points. This brings the whole brotherhood to a fairly affordable 1350 points.

**The Bruggen Brotherhood:** I want this brotherhood to operate as a 'line' formation to soak up enemy fire and give as good as it gets. To add the necessary numbers I put in an extra tactical detachment. I've found Mole Mortars to be incredibly useful in the past so I add in a detachment to ensure good anti-infantry fire support is available to the brotherhood. I opt for giving the Hearthguard exo-armour this time to increase their survivability. In a battle, I'll want to get this brotherhood deployed in cover as quickly as possible to form a front line and pin the enemy down with long range missile launcher and Mole Mortar fire while other units move into position. In total the Bruggen Brotherhood come to 1550 points.

**The Gruben Brotherhood:** The Gruben Brotherhood is a fire support formation with two detachments of Thudd Guns. This brotherhood is too fragile to use in attack but will make a good defensive formation against specific opponents such as Orks or Imperial Guard who might try to overwhelm me with infantry wave attacks. Again, I opt to make the Hearthguard standard to keep the cost of the brotherhood down, making the Gruben Brotherhood 1350 points.

**The Hammers:** This Guild force will be one of the few really mobile formations I'll have available to me. The trikes and bikes are fairly vulnerable to enemy fire so I'll deploy them on a flank or keep them in reserve until the right moment. I've already got plenty of units capable of dealing with enemy infantry so I don't bother taking any more Guild bikers. However, I want as many trikes as possible, both because they're useful and also because I like the models, so I take both the trike detachments and leave it at that. The total battle rating of the Hammers comes to 1150 points.

**Diamondbacks:** This is the second Guild force in the war host. This time I limit myself to just one detachment of trikes to create a cheaper formation. At 850 points they're more affordable and open up the option for using both Guild forces together to form a good mobile strike force.

**The Grindel Brotherhood:** So far most of the brotherhoods are rather expensive. So, for the occasions when points are limited or I want to use another main attack formation with the Squats acting as allies, I've tried to keep this formation cheap and effective. I've done this by sticking to the basic compulsory troops with the addition of a Tarantula detachment for fire support. By choosing to have the Hearthguard as standard, I manage to keep the points for this brotherhood down to 1100.

**The Kelekan Brotherhood:** Working on the same principles as those for Grindel Brotherhood I decide to use just the basic troops in the brotherhood with no additional detachments. This means the Kelekan Brotherhood can be used to fill out a force with excellent Squat tactical detachments for a minimal cost of 850 points.

**Thungrim's Stompers:** I want the last brotherhood to be a strong one, able to undertake assaults on its own. I include one extra tactical detachment, plus an assault and a support detachment to give it the necessary numbers and firepower. Supporting fire is supplied by a detachment of Mole Mortars and I give the Hearthguard exo-armour so they can move near the front without getting blown away by the enemy. The total for Thungrim's Stompers is 2050 points – this is expensive but remember that it contains enough infantry to supply all my needs in a small battle and could easily form a whole flank or the centre in a larger game.

**War Host Detachments:** Now I've worked out all my line formations, I can see what I need to put at war host level to be handed out as needed to support the troops. The war host also gives me somewhere to place things I particularly want to collect because I like the models or I think they'll be interesting to use. The biggest necessities I have to address first are transportation for some of my

infantry and some heavy artillery to pound the enemy. I take two detachments of Bombards to fulfill my artillery needs and a transport pool to supply some Rhinos. I'm torn as to whether or not I should take the second transport pool. Though it's tempting, in the end I forgo the second transport pool in favour of adding more support weapons and plump for a detachment of Tarantulas instead.

So far, I haven't taken any Rapiers in my war host so I include detachment of them - I can experiment with them for a few battles and see if they're worth having. Tunnellers would be able to supply me with both transport and firepower when they emerge so I think a detachment of Moles would be well worth the points. I want Moles rather than Termites because the transport ability of Moles is twice that of Termites, plus the greater firepower of multi-launchers over las-cannon (which I've got in large numbers already) will prove more useful. For my final two boxes I add a detachment of Nobles and a Guild Trike detachment - this way I can take some light, fast vehicles without having to use a whole Guild expeditionary force.

Finally, I opt to take the Grand Marshal and his staff - for 200 points it'd be criminal not to. The special skills of the Grand Marshal will prove very useful in some situations, plus the fighting ability of an elite Nobles detachment can't be overlooked. The total for the whole war host comes to 12750 points.

### Tactics

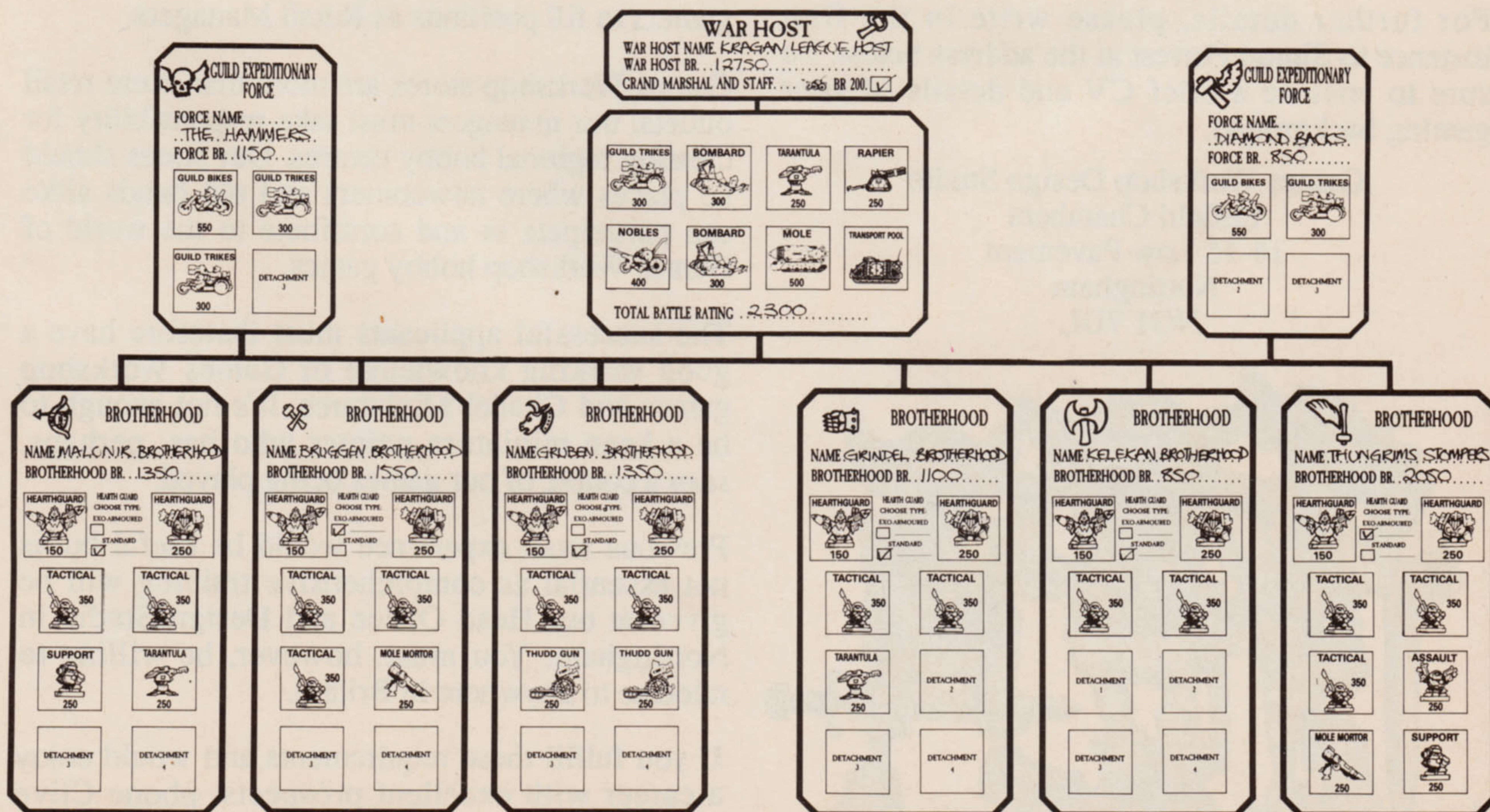
Finally, a word about tactics. I'll limit myself to commenting on purely Squat battleforces, though everything I say here applies equally to Squats in a battleforce with allies. Squat brotherhoods are relatively large and expensive so I've endeavoured to make each one a self-contained unit with its own support weapons. In most games, I'll only be able to use two brotherhoods

and this means it's essential to pick the most effective brotherhoods, taking into consideration the terrain and the opponent - it's no good picking a brotherhood with Tarantula support if they're going to be streetfighting against infantry, for instance.

Probably the best tactic for the Squats is to get on first fire orders with a good field of fire and blast away at the enemy until they run out of targets and then move up. Because the Squats' strength is in their infantry, they'll do best on the defensive in dense terrain using their firepower to whittle the enemy down. In an attack, they'll have to rely on a very gradual advance using detachments on first fire to maintain the pressure as other detachments move forward.

As I mentioned above, the lighter vehicles like Guild Trikes need to be used with great care to avoid them being shot to pieces - the high speed of these types means its very tempting to fling them too far forward and get them destroyed while they're unsupported. Sometimes it's useful to pin the enemy down in this way while your main force gets into position but for the most part it's better to keep them in reserve until the enemy starts to falter or breaks through, and then use them to lead a counterattack.

The special rules for Squats include a few unique tactics they can use: don't fall into the trap of using them just because you can - use them when they're appropriate. The hollow square, for instance, is an excellent defence against overruns and close assaults, but it's madness to use it if enemy artillery can range in on you - you can guarantee that such a densely-packed target will receive their full attention! Similarly, sending detachments on a flank march can turn an enemy's flank or disrupt his plans but if badly timed can simply end up with your forces being destroyed piecemeal. Remember, patience and tenacity are the Squats' speciality - if you keep a steady battle line and keep firing you should do well.



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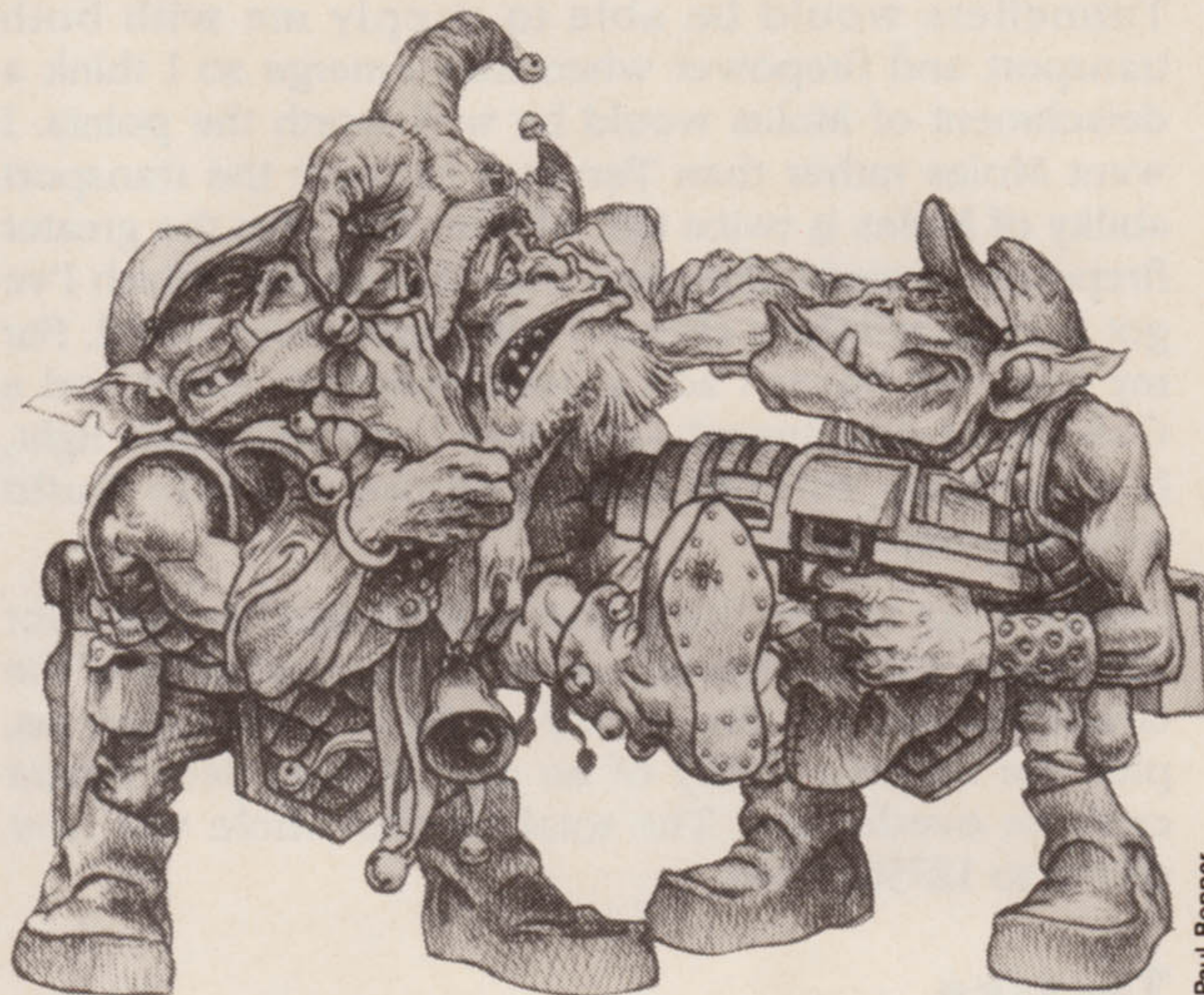
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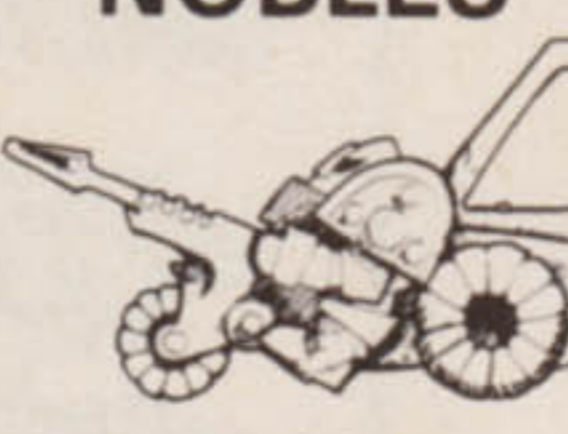
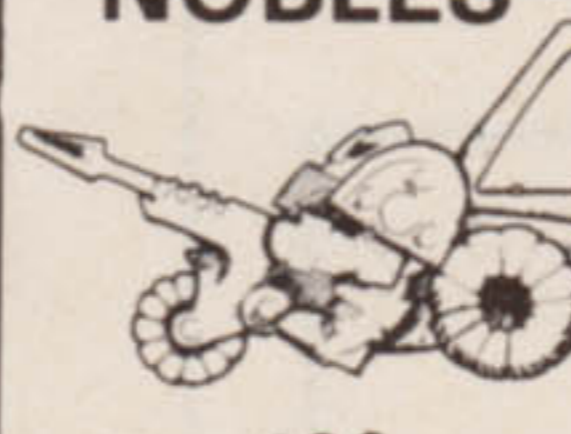





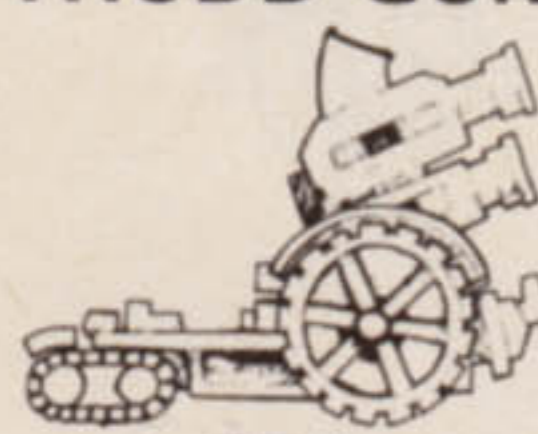
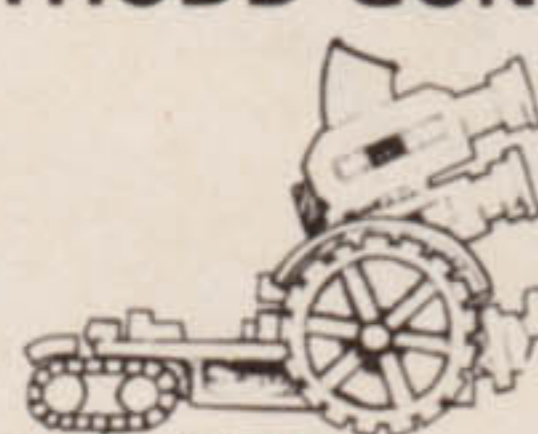


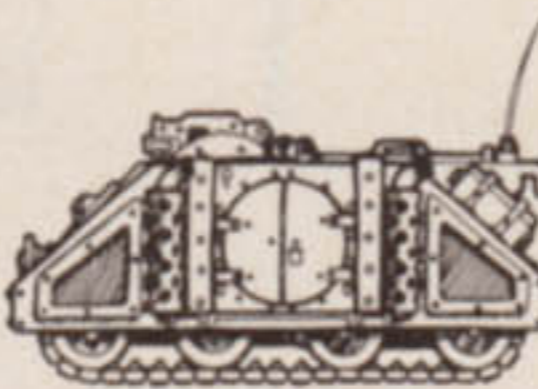
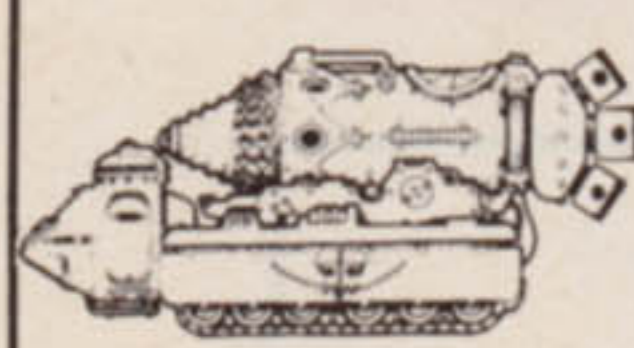


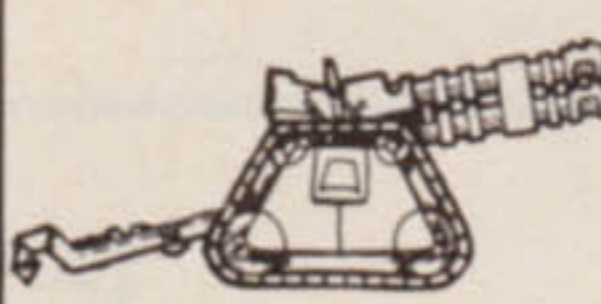
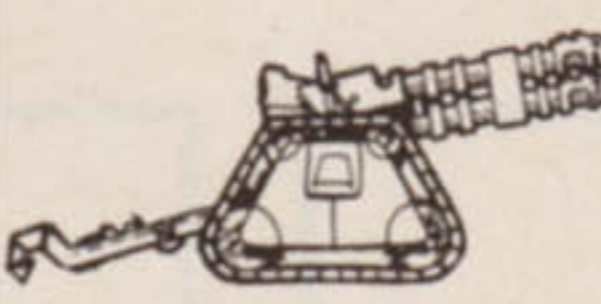
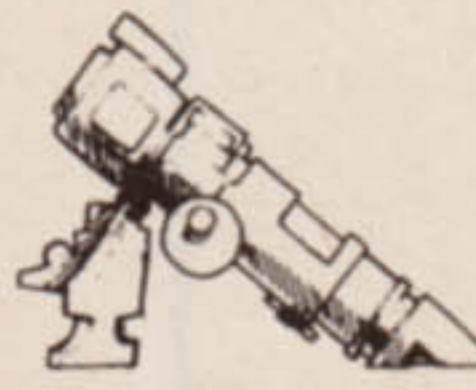
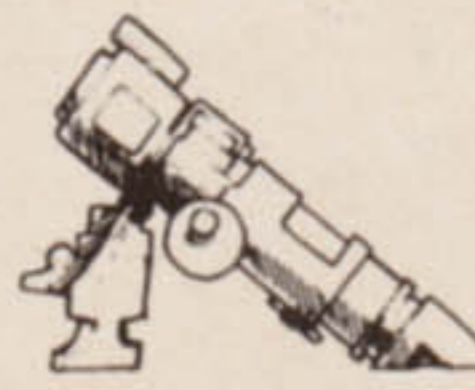
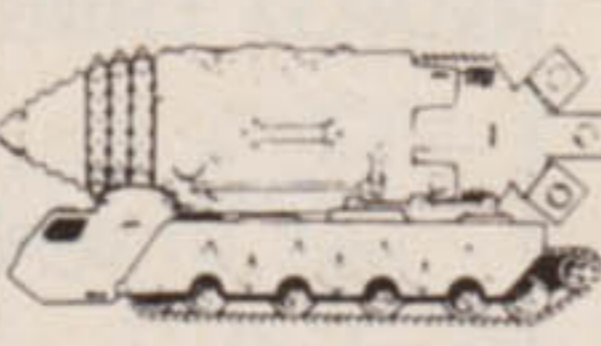
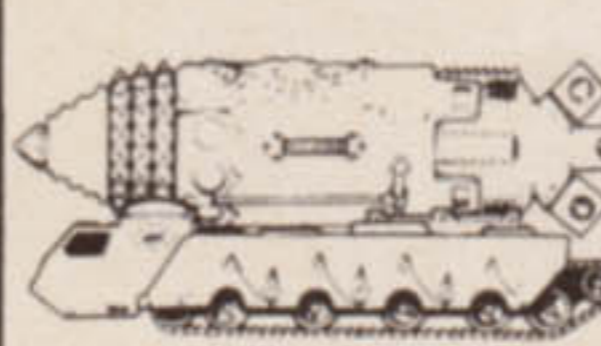
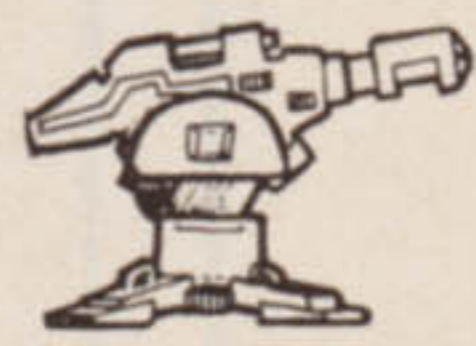
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# WAR HOST

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 WAR HOST BR. ....  
 GRAND MARSHAL AND STAFF. ...  BR 200.



DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8



TOTAL BATTLE RATING .....

<b>SUPPORT</b>  250	<b>TACTICAL</b>  350	<b>TACTICAL</b>  350	<b>TACTICAL</b>  350	<b>TACTICAL</b>  350
<b>SUPPORT</b>  250	<b>ASSAULT</b>  250	<b>ASSAULT</b>  250	<b>NOBLES</b>  400	<b>NOBLES</b>  400
<b>GUILD BIKES</b>  550	<b>GUILD BIKES</b>  550	<b>GUILD BIKES</b>  550	<b>GUILD BIKES</b>  550	<b>ROBOT</b>  150
<b>THUDD GUN</b>  250	<b>THUDD GUN</b>  250	<b>GUILD TRIKES</b>  300	<b>GUILD TRIKES</b>  300	<b>TRANSPORT POOL</b>  250
<b>TERMITE</b>  300	<b>TERMITE</b>  300	<b>BOMBARD</b>  300	<b>RAPIER</b>  250	<b>RAPIER</b>  250
<b>MOLE MORTOR</b>  250	<b>MOLE MORTOR</b>  250	<b>MOLE</b>  500	<b>MOLE</b>  500	<b>TARANTULA</b>  250

# BROTHERHOOD


NAME .....  
 BROTHERHOOD BR. ....

<b>HEARTHGUARD</b>  150	HEARTH GUARD CHOOSE TYPE: EXO-ARMoured <input type="checkbox"/> ..... STANDARD <input type="checkbox"/> .....	<b>HEARTHGUARD</b>  250
--	--	--

<b>TACTICAL</b>  350	<b>TACTICAL</b>  350
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4

# GUILD EXPEDITIONARY FORCE

FORCE NAME .....  
 FORCE BR. ....

<b>GUILD BIKES</b>  550	DETACHMENT 1
DETACHMENT 2	DETACHMENT 3

# EPIC SQUAT ARMY LIST

## BROTHERHOOD DETACHMENTS

### HEARTHGUARD



2 HEARTHGUARD STANDS  
1 COMMANDER

The Hearthguard may be upgraded to wear  
exo-armour by paying the higher BR

### 2-4 SQUAT TACTICAL DETACHMENTS



5 TACTICAL STANDS  
1 SUPPORT STAND  
1 COMMANDER

### 0-2 SQUAT SUPPORT DETACHMENTS

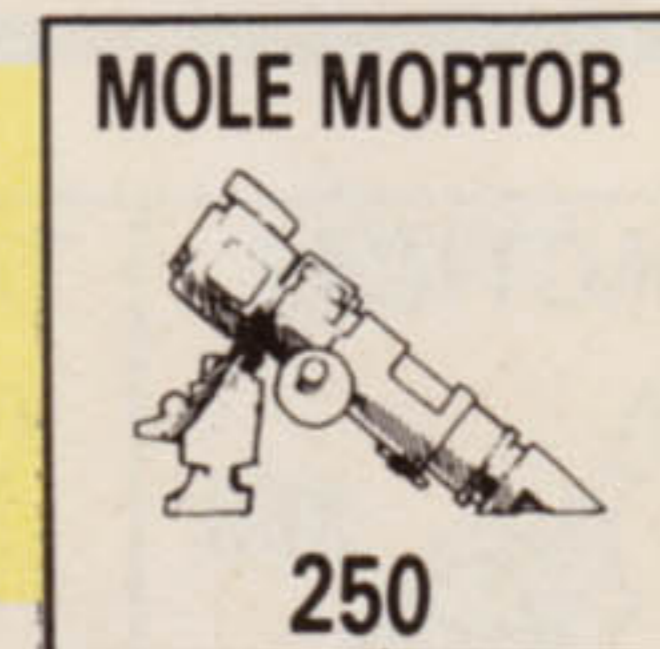


3 SUPPORT STANDS  
1 COMMANDER

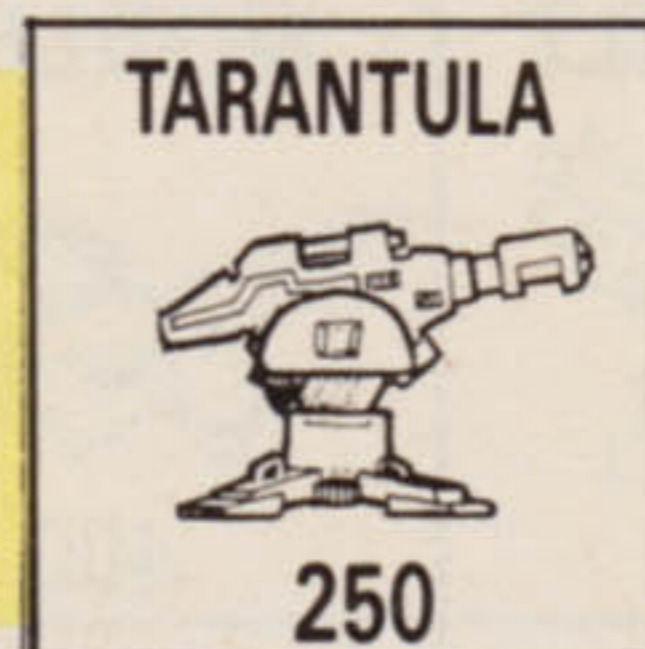
### 0-4 SUPPORT WEAPON DETACHMENTS



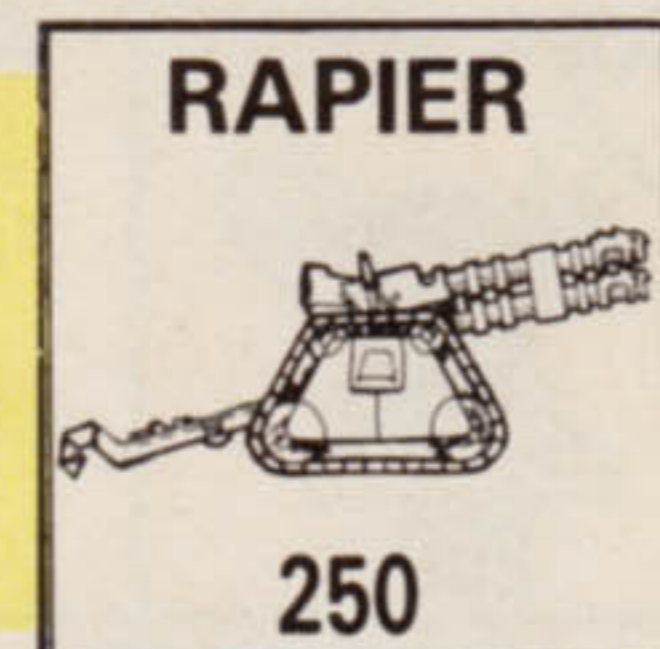
5 THUDD GUNS



5 MOLE MORTARS



5 TARANTULAS



5 RAPIERS

### 0-2 SQUAT ASSAULT DETACHMENTS



5 ASSAULT STANDS  
1 COMMANDER



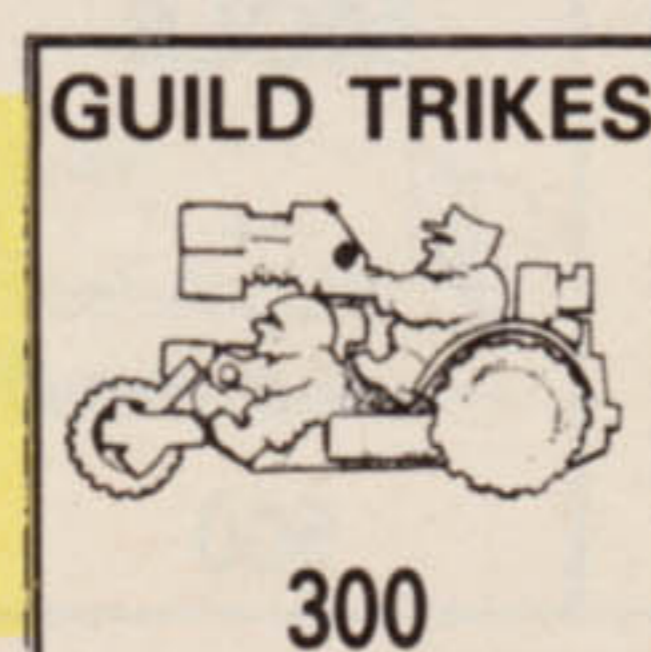
## GUILD EXPEDITIONARY FORCE DETACHMENTS

### 1-4 GUILD BIKE DETACHMENTS



6 GUILD BIKE STANDS

### 0-2 GUILD TRIKE DETACHMENTS

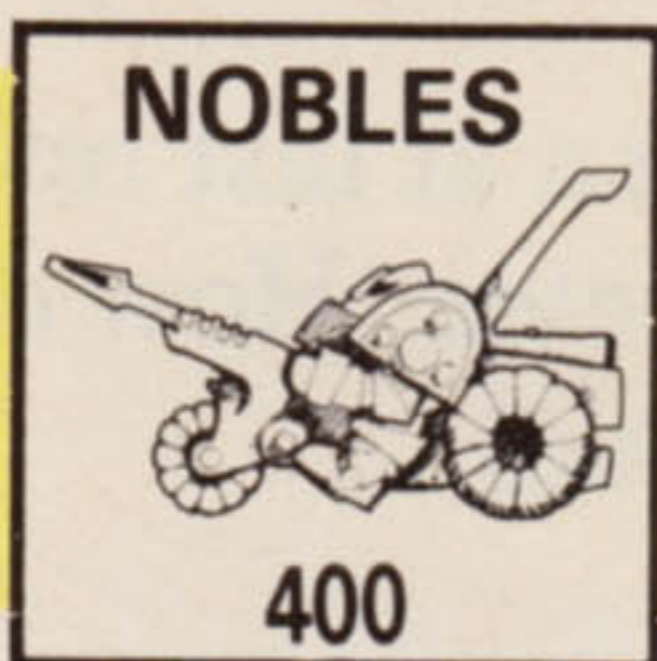


5 GUILD TRIKES



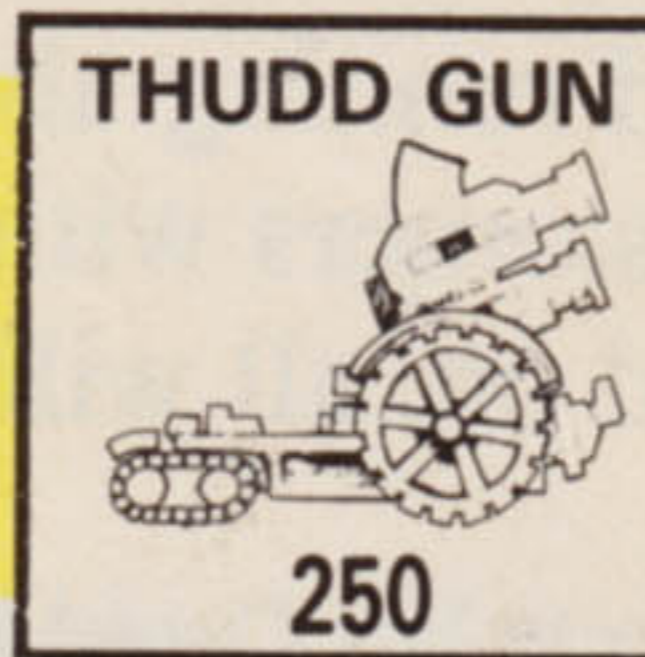
# WAR HOST DETACHMENTS

## GRAND MARSHALL AND STAFF

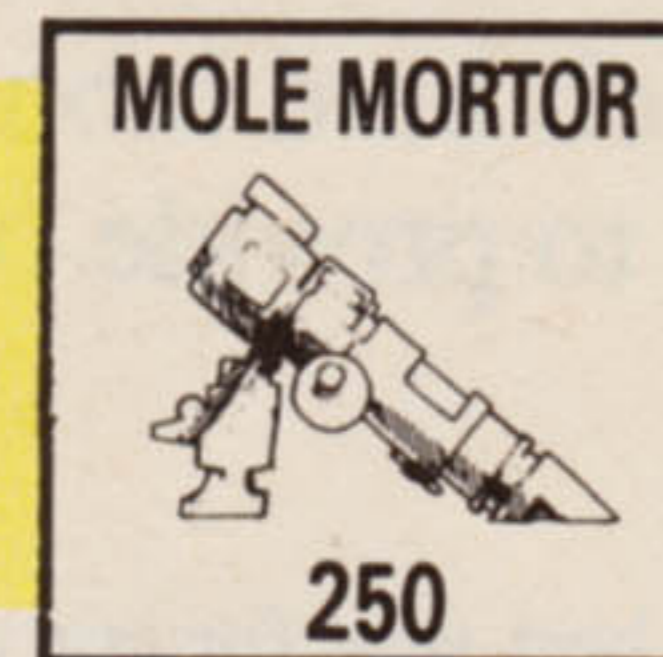


5 EXO BIKES

## ANY NUMBER OF SUPPORT WEAPON DETACHMENTS

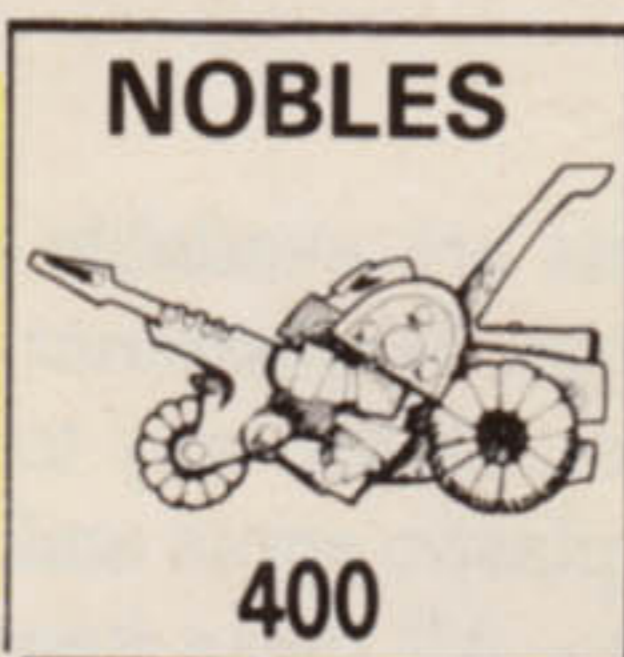


5 THUDD GUNS

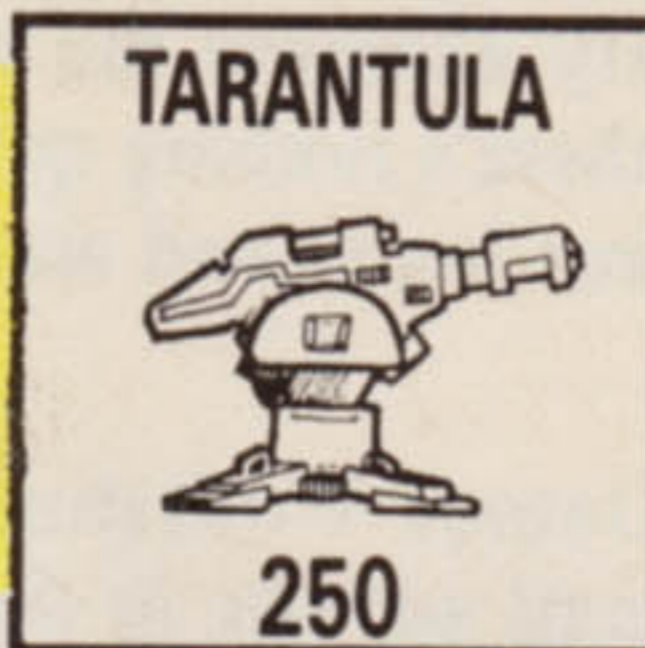


5 MOLE MORTARS

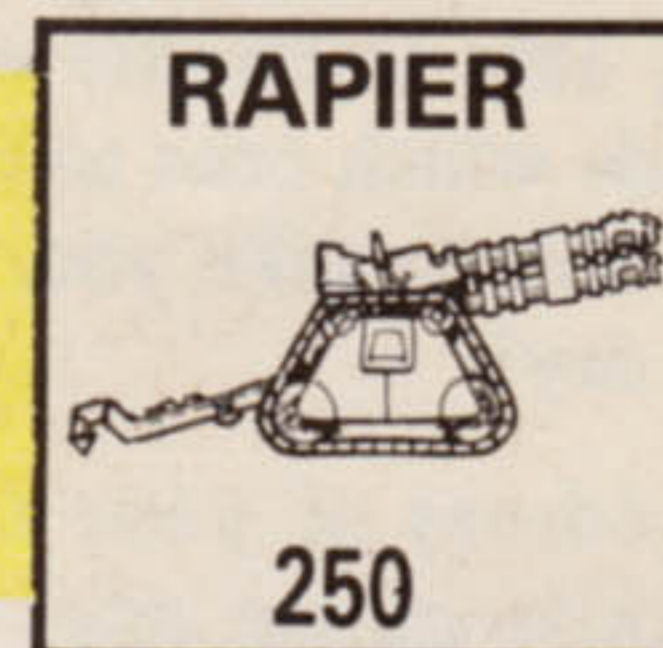
## 0-4 NOBLES DETACHMENTS



5 EXO-BIKES

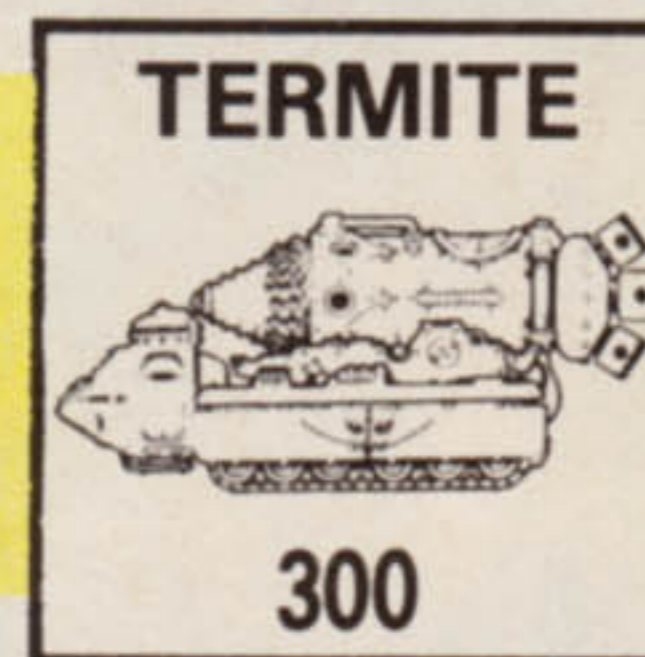


5 TARANTULAS



5 RAPIERS

## ANY NUMBER OF TUNNELLER DETACHMENTS



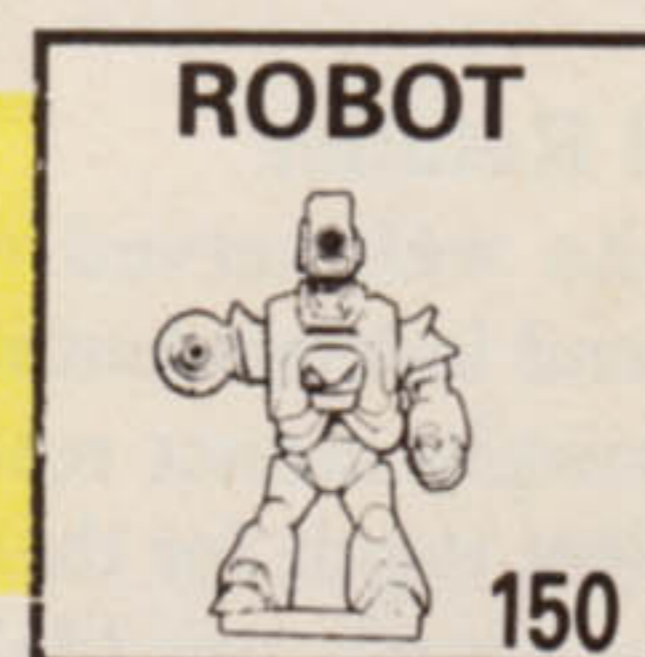
3 TERMITES  
3 IMPERIAL MOLES

## 0-2 GUILD BIKE DETACHMENTS



6 GUILD BIKE STANDS

## ANY NUMBER OF WALKER DETACHMENTS



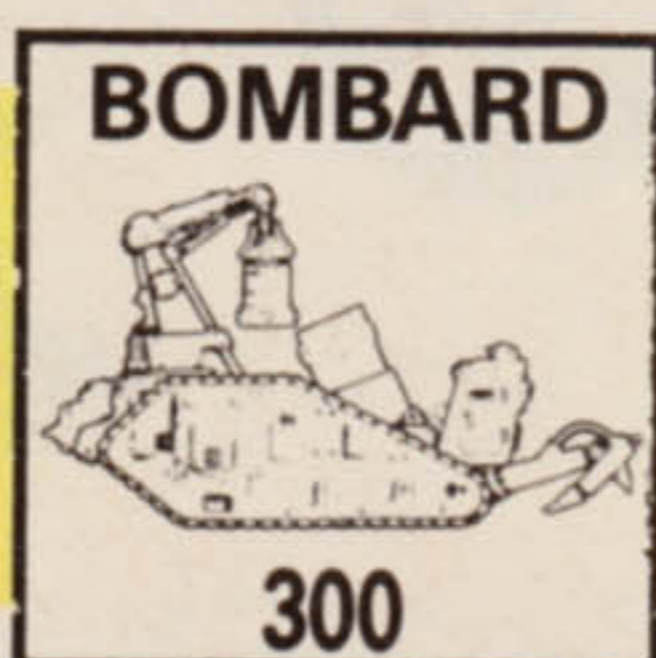
5 OF ANY ROBOT

## 0-2 GUILD TRIKE DETACHMENTS



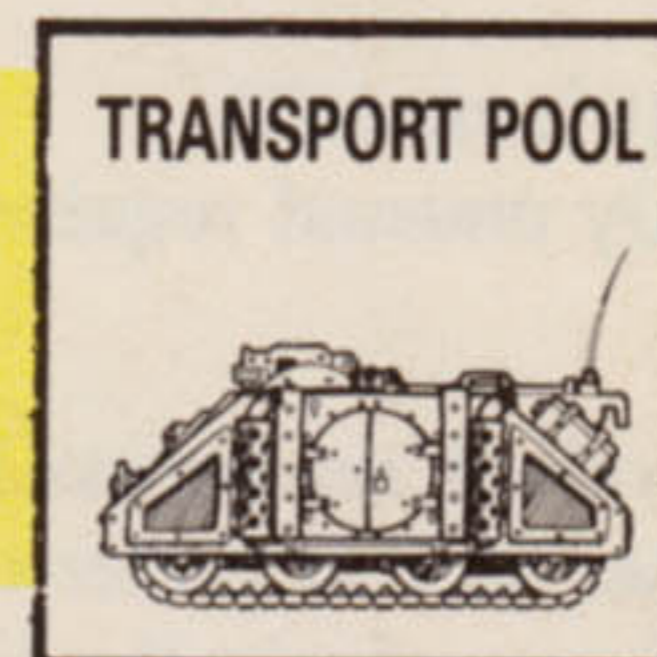
5 GUILD TRIKES

## ANY NUMBER OF ARTILLERY DETACHMENTS



2 BOMBARDS

## UP TO 2 TRANSPORT POOLS



1 RHINO PER  
2 INFANTRY STANDS

Each transport pool may supply enough Rhinos to mount up to two infantry detachments



## Bases

Most of our models come with separate plastic bases. These are specifically designed to match the model they are supplied with if you are using the Warhammer rules systems. If for some reason you don't want the 'official' size of base, just let us know and again we will substitute at no extra cost.

## Modelling Brochure

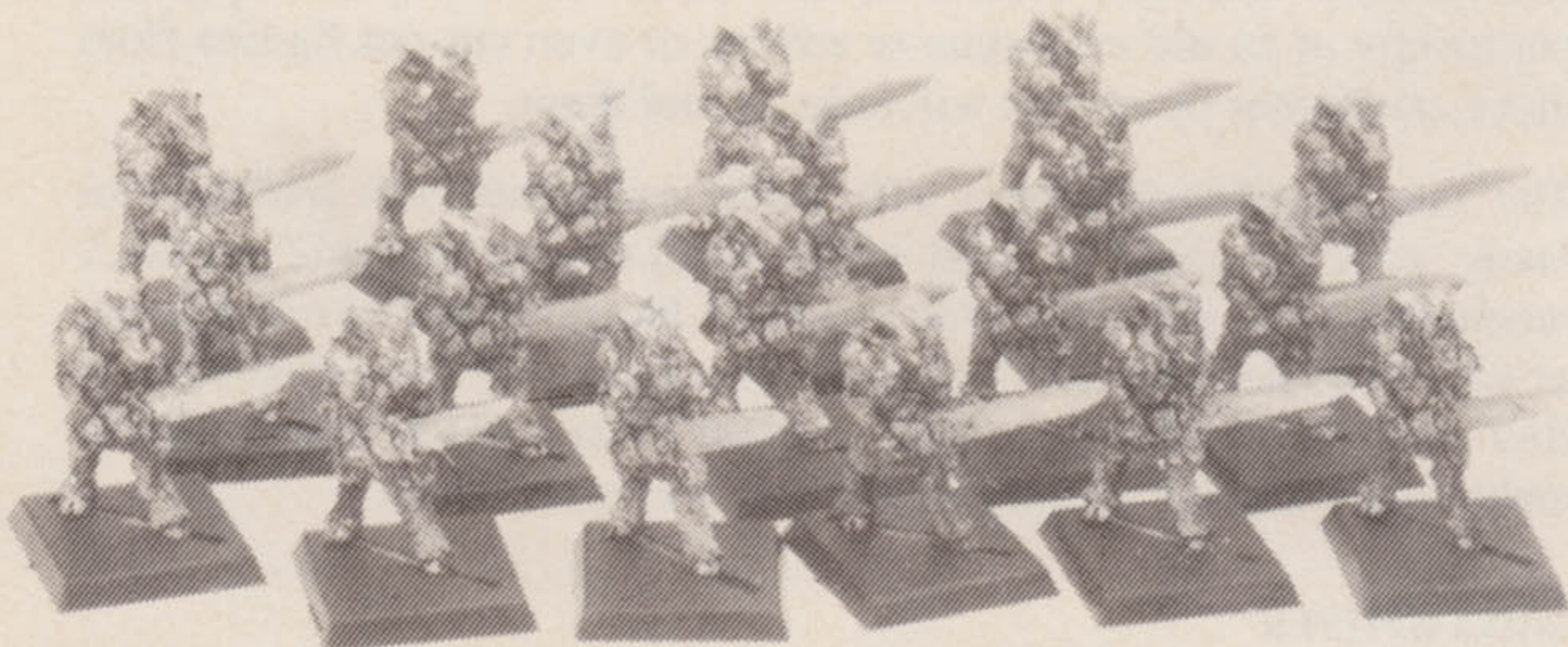
By the Summer of 1990 we will have a colour brochure on modelling work and conversion available. This is free on receipt of a large, stamped, self-addressed envelope, and will prove useful to both beginners and experienced modellers.

## T-Shirts

Most weeks we produce a few new T-shirts, mostly for sale in our own Retail Stores. As the designs change so fast and it's so difficult to hold a full range of sizes in stock we've stopped advertising these in White Dwarf or in our Mail Order literature. However, if you ring the Mail Order Department they can tell you what is available on a day-to-day basis.

## Games

If you want to buy our range of games and books it is usually best to visit a retail store. However, we do appreciate that some of our customers can't easily do this so all our games, books and models are available through Mail Order.



*If you need lots of exactly the same model, Mail Order can supply them!*

## Rules Enquiries

Like yourselves, the Mail Order staff are enthusiastic game players. However, they do not write our rules and in the past where we have allowed them to attempt to answer rule enquiries, this has only slowed down the Mail Order process far too much. Our rule writers and game designers work about 10 miles away from the Mail Order Department and so are not available for consultation! For this reason Mail Order does not provide written answers to rule enquiries.

If you do send a rule enquiry to Mail Order all you'll get back is a form letter explaining that they don't answer them!

If a Mail Order specialist is familiar with a particular rules system, he'll be happy to give you advice over the phone, but his responses are not 'official' and are not to be taken as binding for competition games, Leagues, or whatever!

If you do need answers to rule enquiries then we're delighted to help you. In fact it's very useful for us to see what questions are being asked and what rules are causing confusion. However, you must go through the correct channels!

If you need a query answering then you should write to our Nottingham Design Studio:

You must make sure of three things:-

1. Phrase your questions so they can be answered 'Yes' or 'No'.
2. Leave enough space on the sheet for us to write in our reply.
3. Enclose a stamped, self-addressed envelope.

Failure to comply with any of the above will involve your enquiry being fed to Nigel Stillman or used to line Rick Priestley's nest.

## White Dwarf Subscriptions

We offer special rates and sometimes unusual and interesting offers on White Dwarf subscriptions via our Mail Order Department. Just give us a ring and we'll tell you what the current price and deal is.



## White Dwarf Back Issues

Many back-issues of White Dwarf are still in stock. If you're looking for a particular article, or a particular rule, our Mail Order staff can probably tell you where to find it and whether that issue is still available.

## Cleaning, Preparation and Painting

All our models are hand cast by a large man wielding a heavy ladle full of molten metal. The entire manufacturing process is extremely old-fashioned and imprecise and it's a miracle that we produce castings of the standard or finish and detail that we do!

You can therefore expect minor flaws on the models.

The most common flaw, found on about half of our models, are small pieces of excess metal called 'flash'. This is either a thin line of metal formed where the two halves of the mould join, or thin slivers of metal from excess material which has run down the air-vents on the mould. Occasionally rough edges will be found on the models where the edges of the mould are slightly worn.

All three of these effects are unavoidable. Fortunately the models can be easily cleaned using a modelling knife or a needle file. Preparing the models in this way is an integral and enjoyable part of the process of assembling and painting your miniatures, and is part of the pleasure and challenge of modelling. It is at this stage that you can convert your miniatures if you want to.

Multi-piece castings, of course, have to be glued together. Because the models are cast in rubber moulds, no two castings ever come out exactly the same size and so, inevitably, multi-piece castings do not fit together exactly and a certain amount of cleaning, filing, carving and filling is required to assemble the model.

*Do not allow unsupervised children access to modelling knives.*

## CITADEL MINIATURES ARE NOT TOYS

Citadel Miniatures are intended for collectors and for use as playing pieces by serious gamers. **THEY ARE NOT TOYS.** Metal Citadel Miniatures contain Lead WHICH IS HARMFUL IF INGESTED. Plastic Citadel Miniatures contain small, sharp pieces and are too complex for assembly by small children.

**UNDER NO CIRCUMSTANCES** should you give Citadel Miniatures to children under 14 and not to older children you cannot trust not to put them in their mouths.

## Painting the Models

Games Workshop manufacture a range of paints and inks specifically designed for our models which are available through our Mail Order service and from our shops.

We strongly recommend that you undercoat models before painting them. Our paints are formulated so they can be used direct onto metal or plastic, but a better result and a brighter colour can be obtained if the model is undercoated first.

We manufacture and supply a special primer designed for use with our miniatures, but a very good alternative is to use an ordinary spray-can of car undercoat from Halfords, or similar car supply shop.

If you are going to game with the models we recommend you use an aerosol varnish to provide a finishing and protective coat. Wait at least 24 hours after painting the model before varnishing.

## Painting Brochure

We have a full colour brochure all about painting metal miniatures, which will prove useful to beginners and experienced painters alike. We also have a new mini catalogue. If you would like a free copy please send us a large, stamped, self-addressed envelope.

## Lists

All our new miniatures are featured in our monthly magazine *White Dwarf*, together with painting articles and photos of finished models. A subscription is available at a discounted rate through our Mail Order service. In addition, we produce catalogue sheets at irregular intervals featuring new models and sometimes special offers. We automatically put any sheets available in each Mail Order as it is despatched. If you just want the current sheets, or if you would like additional sheets sent on the next time a batch is available, send us a stamped, self-addressed envelope, or include one with your order. Overseas customers should send two International Postal Reply coupons instead of stamps. These are available at your local Post Office. If you don't send an SAE you won't get any sheets!



*Simon and Chris picking orders.*

## How to Order Citadel Miniatures

The Citadel Miniatures range is very large and changes continually. In general we will have all the models we've made over the last few years in stock. All you have to do is let us know exactly which models, or pieces of models, you require and we'll be able to send them to you!

We now exclusively employ gaming enthusiasts to man our Mail Order phones, and pack and despatch your orders. If the item you require can possibly be made available they will be able to identify, find or cast it and despatch it to you.

By the Autumn of 1990 our new Mail Order Catalogue will be available. This will feature everything we make and once it is out we will have definitive identifying names and codes for every model or part we produce. Until then you'll have to rely on recent new-release sheets and the adverts in *White Dwarf*.

Over the past few years the description and code numbers of models have often been altered, but this should not be a problem. Our Mail Order staff have all our old adverts, catalogues and paperwork to hand and will certainly be able to identify which model you're looking for.

## Phone or Post?

We strongly recommend that you phone in your orders. You'll be talking directly to the Mail Order specialist who'll actually be packing and despatching your order. He'll be able to tell you exactly what is and isn't available, and suggest alternatives in the case of any problems. They will also be able to tell you about any new models that have become available since the last issue of *White Dwarf*, and any special offers we may be running on old, discontinued or over-stocked items.



Our phone lines operate between 8.00 a.m. and 6.30 p.m. We accept Visa, Access, and Mastercharge.

If it's simply not possible for you to order by phone then it doesn't matter too much. Most orders are for current models advertised in the last year or so's *White Dwarfs*, and all you have to do is tell us the name (if available) and code. If you have any doubts or are trying to locate older models, then a sketch of the model you require, a photocopy of an old catalogue or advert, or even cut-out figures from those catalogues or adverts will help us find them.

The new, complete catalogue will feature prices and code numbers for many spare parts and unusual items. Until this is available we don't recommend that you attempt to purchase things of this nature by post, as you really need to talk directly to one of our staff over the phone to find out how much that wheel or giant's head costs, and for us to make sure we know which one it is that you really want.

## Alternatives

Our order form gives you plenty of space to list alternatives if any of the models you require should be out of stock. Even if you make an order by phone it is often wise to give a few alternatives. Our staff should be able to offer viable alternatives for any models which are out of stock or no longer produced.

It is particularly important to give alternatives when you are responding to a Sale or Special Offer as the more popular items sometimes go out of stock quite quickly and unless you provide alternatives you may miss your opportunity to obtain any of the bargains. It's usually fairly obvious which items are going to sell out first!

## Out of Stocks

If you order over the phone the Mail Order specialist at the other end of the line should be able to tell you which items are in stock. Inevitably they will sometimes go to the rack and find, for reasons completely beyond their control, that the item has sold out. This need not necessarily be a problem as we can probably cast the miniature specially for you. The only reason that we won't be able to supply you with a model is that it has been discontinued and the mould is no longer available on the factory floor, or if the mould has worn out and is waiting to be re-made. Normally speaking, we do manage to supply 95% of orders.

## *WE DO NOT HOLD BACK ORDERS.*

We will supply all the models we can in your order and then supply you with any alternative you have listed or send you a Credit Note.

For fairly obvious reasons, models are more commonly out of stock when orders are received by post and again, we automatically despatch the order as fast as we can and enclose alternatives or a Credit Note.

### Credit Notes

You can return your Credit Note with your next order for goods to that value, *or*

You can return the Credit Note for a full cash refund, *or*

You can spend the Credit Note at any Games Workshop shop.

Credit Notes do not go out of date, and you can use them any time.

### Breakages and Mistakes

Even we make the occasional mistake. If you do receive broken miniatures, or we make a mistake in your order, then we'll gladly correct the error, replace the product and refund your postage with a generous number of free castings. If you do have a problem please give us a ring and we will discuss whether it's necessary for you to send any part of your order back, and how we can correct it.

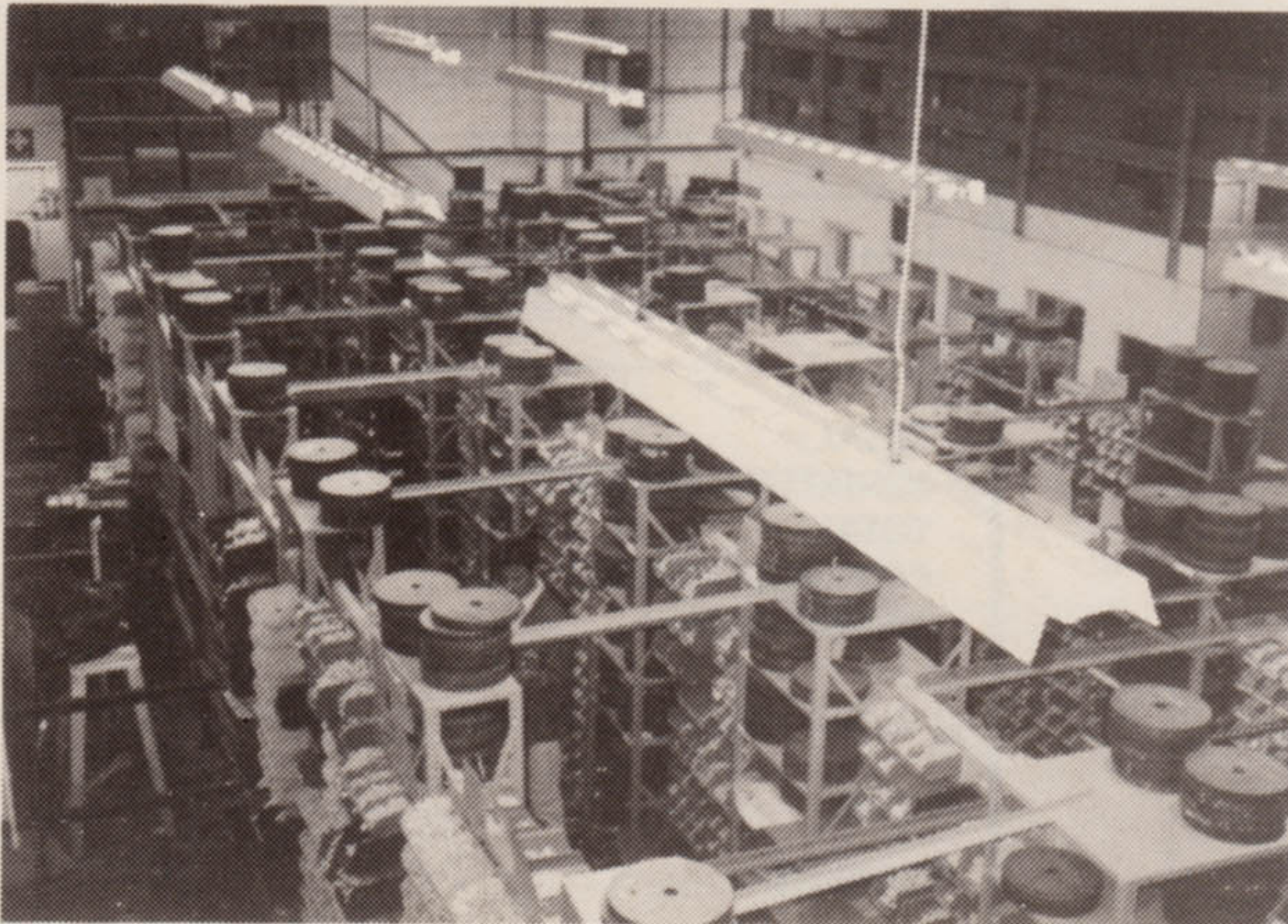
We will need:-

- Full details of your order.
- The number on the packing slip, and possibly the packing slip itself.
- Probably the return of the damaged product (unpainted and unglued!).

Unfortunately we cannot accept models for exchange for any other reasons than they were imperfect or wrongly supplied, and under no circumstances can we take back models which are painted or assembled.

If you have a problem with goods bought from a retailer then again give us a ring. We will require a shop receipt.

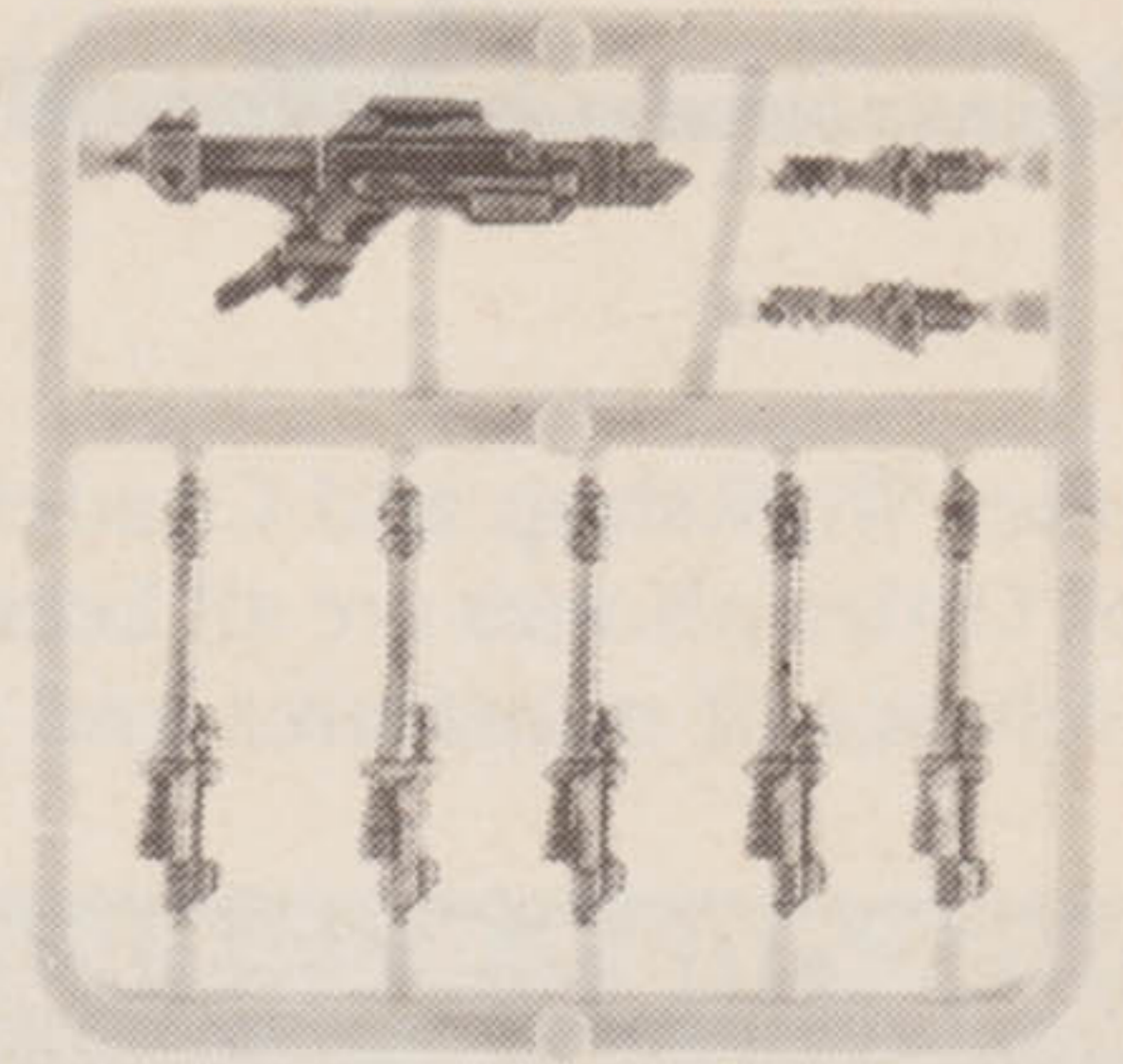
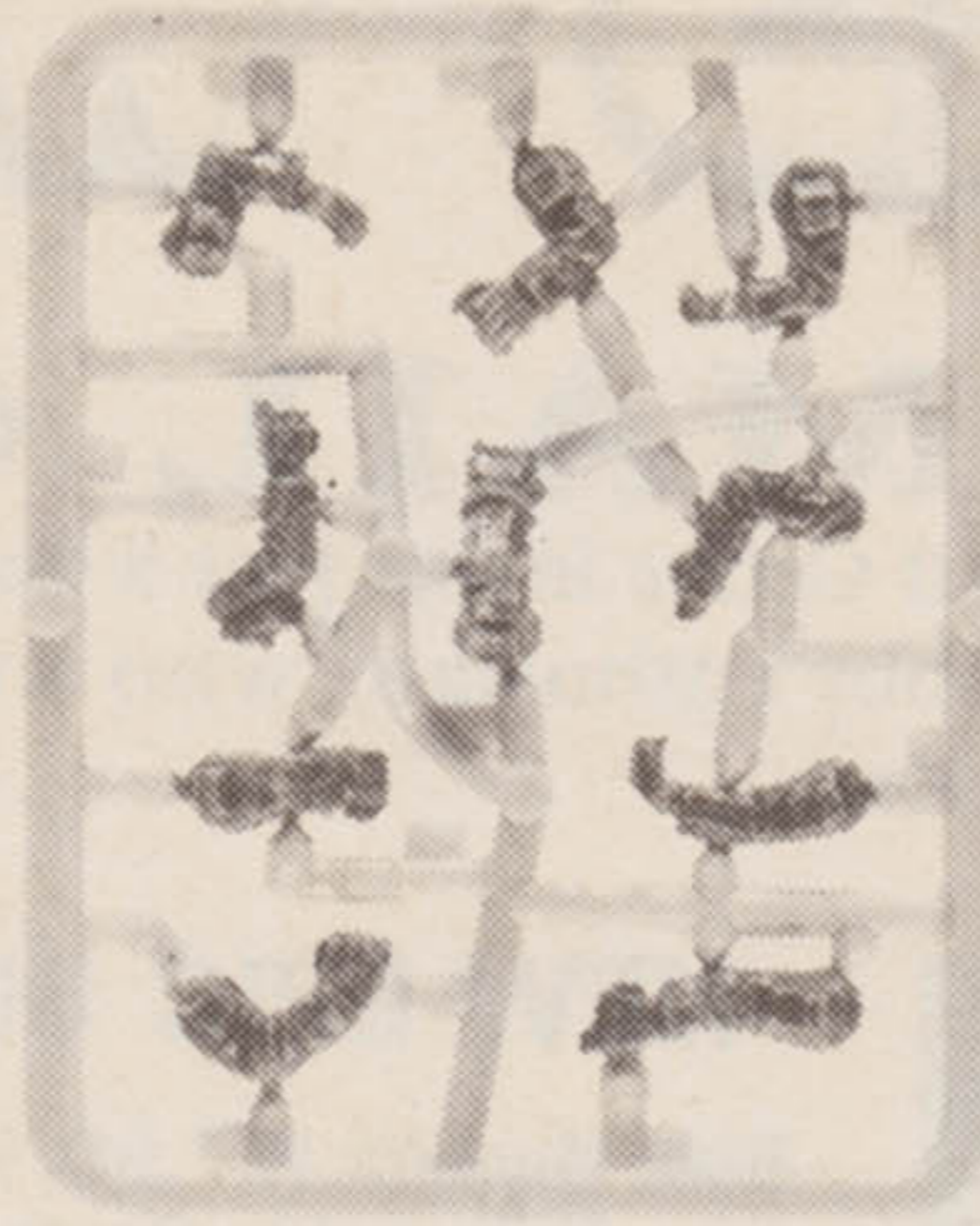
Faulty items purchased from a Games Workshop shop should be returned to the shop, where the manager will be happy to sort out your problem.



### Despatch and Delivery

We always try and despatch your order within two days of receipt; quite often we get it out the same day.

Remember that parcels take rather longer than letters but in general you should get your order back within 10 days. Sometimes it will even arrive sooner! We do occasionally get a little behind, but this usually only happens when we hold a large SALE with lots of irresistible offers, and at Christmas.



Mail Order can supply you with plastic sprues and accessories. Phone for price and details.

So, if you're responding to a sale offer be prepared to wait rather longer, and if you're ordering during December you may not see your order until January.

PLEASE, PLEASE, PLEASE DO NOT SEND IN ORDERS WHICH YOU EXPECT IN TIME FOR CHRISTMAS LATER THAN THE LAST WEEK-END IN NOVEMBER.

During the Christmas period we not only receive massive amounts of mail, but the Post Office service also generally disintegrates. There is nothing at all we can do about this, other than work steadily through the orders in the order in which they were received. It is always painful having to refuse friends and relatives who desperately want an order in time for a Christmas gift, but we are often powerless to help.

Always allow 28 days for delivery. Our Mail Order staff will be happy to give you a status report on your order and its likely delivery time if you give them a ring, but please wait for at least 10 days before calling.

### Foreign Orders

We are very happy indeed to supply foreign orders through our UK Mail Order Department.

### Postage and Packing

Total up your order and add the postage and packing costs given below.

UK and BFPO: Add £2.50 for postage and packing.

Overseas (including Eire): Add 40% for postage and packing. If you pay by credit card, postage and packing will be charged at cost.

### Methods of Payment

If you are posting your order, you can send us a cheque, postal order or your credit card details (we will need the card number and expiry date). Please also remember to send your name and address!

If you phone our Mail Order hotlines to place an immediate order, please have your Access, Master Card or Visa to hand when you call.

## UK MAIL ORDER

Our UK Mail Order Hotlines are open for your call from 8.00am to 6.30pm, Monday to Friday.

The numbers to ring are: (0773) 760462 or (0773) 713213

If you're sending your order by post, please address it to:

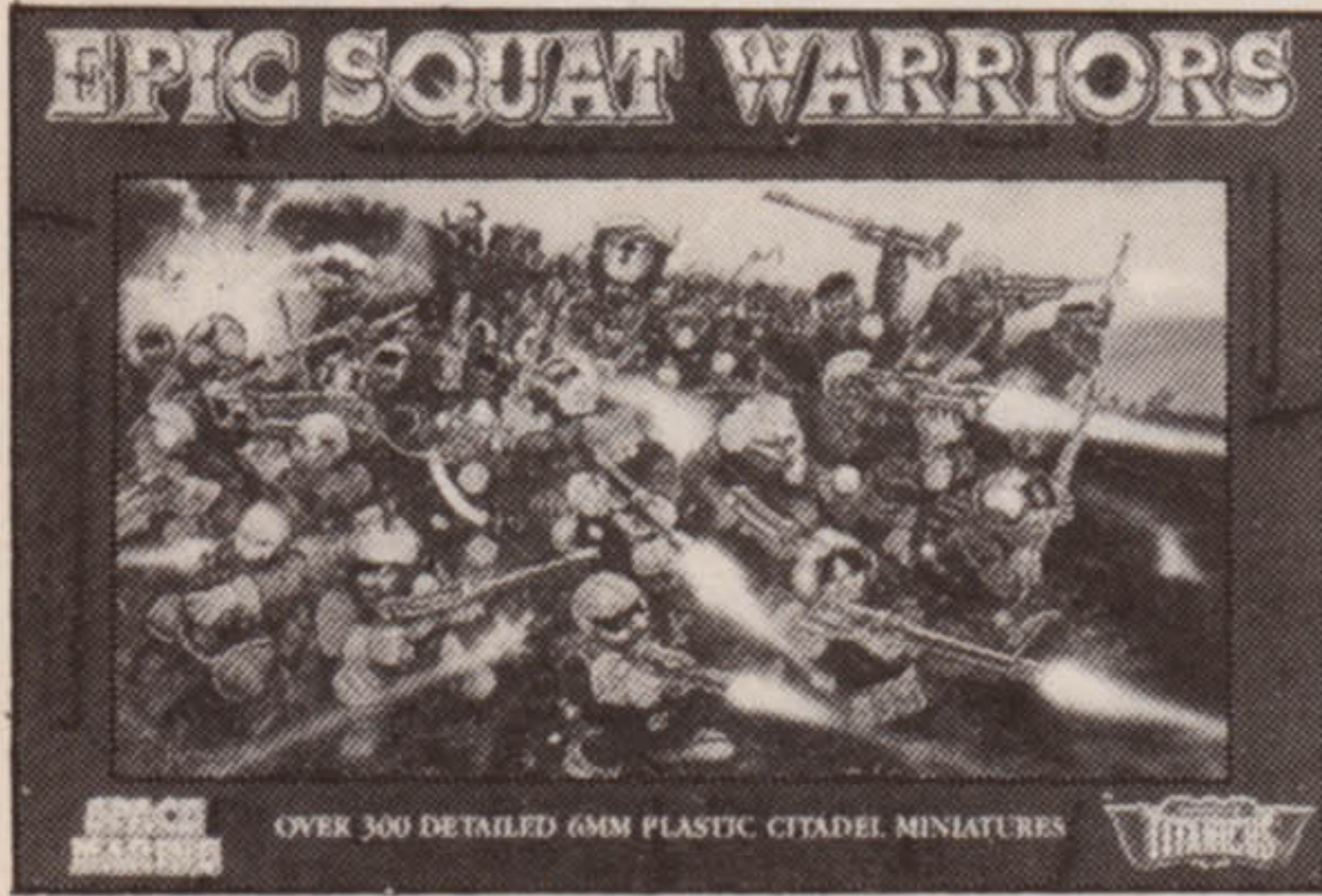
Games Workshop Mail Order Service  
Chewton Street, Eastwood, Nottingham NG16 3HY.

Orders can be faxed on (0773) 530155

# GAMES WORKSHOP

## MAIL ORDER

Games Workshop and Citadel Mail Order is not just a packing and despatch service. The friendly staff who man the Mail Order phones are all keen hobby enthusiasts who will be more than happy to give you help and advice with your purchases of miniatures and games.



### NEW EPIC SCALE RELEASES

**Epic Squats** (£7.99/\$16.95) contains over 300 new Epic scale 6mm plastic Citadel miniatures including Warriors, Missile Launchers, Hearthguard, Exo-Armoured Squats, Guild Bikers and Thudd Guns.

**Epic Ork Invasion** (£7.99/\$16.95) contains over 300 detailed Epic scale 6mm plastic Citadel miniatures including Nobz, Madboyz, Heavy Weapons, War Buggies, Boarboyz and Ork Tractor Beams.



### ORDERING CITADEL MINIATURES

### ORDERING OTHER PRODUCTS

PACK NUMBER	DESCRIPTION	PRICE	QTY	TOTAL PRICE	NAME	PRICE
071572/1	WARLOCKS	£1.00 EACH				
071560/1/A	DARK REAPERS	£1.00 EACH OR £2.99 FOR 3				
071560/2/B	STRIKING SCORPIONS	60p EACH OR £2.99 FOR 5				
071560/2/C	HOWLING BANSHEES	60p EACH OR £2.99 FOR 5				
071560/2/D	DIRE AVENGERS	60p EACH OR £2.99 FOR 5				
071560/2/E	SWOOPING HAWKS	60p EACH OR £2.99 FOR 5				
071560/2/F	FIRE DRAGON	60p EACH OR £2.99 FOR 5				
071519/1	ELDAR GUARDIANS	60p EACH OR £2.99 FOR 5				
071519/2	ELDAR GUARDIANS	60p EACH OR £2.99 FOR 5				
071519/3	ELDAR GUARDIANS	60p EACH OR £2.99 FOR 5				
071519/4	HARLEQUINS	60p EACH OR £2.99 FOR 5				
071519/5	HARLEQUINS	60p EACH OR £2.99 FOR 5				
071519/6	HARLEQUINS	60p EACH OR £2.99 FOR 5				
070620/5	ORK RUNTHERDZ	£1.00 EACH OR £2.99 FOR 3				
070620/6	ORK RUNTHERDZ	£1.00 EACH OR £2.99 FOR 3				
070620/7	ORK MEKANIAKS	£1.00 EACH OR £2.99 FOR 3				
070620/8	ORK PAINBOYZ	£1.00 EACH OR £2.99 FOR 3				
<b>TOTAL:</b>					<b>TOTAL:</b> <b>MINIATURE PACKS TOTAL:</b> <b>TOTAL:</b> <b>POSTAGE/PACKING:</b> <b>GRAND TOTAL:</b>	
					NAME ..... ADDRESS: ..... ..... .....	
					<b>SCN NO:</b>	

#### HOW TO ORDER CITADEL MINIATURES

**PICK YOUR BLISTERS:** Pick the blisters you want and fill in the quantities of each blister, the blister code and the description on the *Order Form*. Then use the price list to fill in the price column. Each blister has its own individual number in the box with its photo - make sure you remember to include the number after the slash, or we won't know which blisters you want from the range.

**PICK YOUR MODELS:** In many cases, there are several different models in a blister, or several variations of the same model possible. In the UK, you can pick specific models or choose the selection of parts when you order - just add the relevant letter or letters for the models or parts to the blister code when you write the numbers in on the *Order Form*.

When you're ordering individual models and parts of models, make it really clear exactly what you're after - write your order clearly in capital letters so there can be no mistake.

You can only pick individual models or specific parts when ordering from our UK Mail Order Service.

#### DELIVERY TIMES

Our aim is to despatch every order within two working days of receipt - with the time it takes through the post, this means you should receive your order within ten days.

However, some days are just too full for us to manage and occasionally we get a little further behind so please allow up to 28 days for delivery.

#### ALTERNATIVE MINIATURES

Although we make every effort to keep stocks of all Citadel Miniatures, there are times when we temporarily run out of certain models. If you list some alternatives on your order, we'll be able to supply you quickly even if a few of your first-choice models are out of stock - otherwise you'll have to wait a short time for us to cast some more of the models you asked for. When specifying alternative models, make sure it's clear which are your first-choice models and which the alternatives.

#### POSTAGE AND PACKING

Once you've decided what miniatures and games you're going to order, add up all the prices and make sure that your order is at least £5.00 (UK and BFPO) or £10.00 (overseas). On top of this total, you have to add the post and packing given below.

**UK & BFPO:** minimum order of £5.00. Add £2.50 for handling. If the order consists of only metal miniatures and is over £20.00 there is no charge for handling.

You can also fax Access and Visa miniatures orders direct to the UK on 01144 773 530155. Please remember to include the card number, the cardholder's name and signature, the card expiry date and your name and address. Handling will be charged at 40% or cost, whichever is cheaper.

**OVERSEAS (INCLUDING EIRE):** minimum order of £10.00. Add 40% for handling. If you pay by credit card, handling will be charged at cost.

#### METHODS OF PAYMENT

You can pay by cheque or postal order. Alternatively, we take Access and Visa cards - write with your order, and include the card number, the cardholder's name and signature, the card expiry date, and your name and address. Better still, phone our Mail Order Hotlines to place an immediate order - make sure you have your Access or Visa card with you when you phone.

#### FAST DESPATCH (UK ONLY)

If you have a deadline to meet, Fast Despatch is just the answer. With Fast Despatch we'll give priority to your order and attempt to send it out, using first class mail, within 24 hours of receipt.

Just add an extra £1.00 to your payment and write *Fast Despatch* in large letters across your order.

#### UK MAIL ORDER

Our UK Mail Order Hotlines are open for your orders from 8.30am to 5.30pm on weekdays. The numbers to ring are (0773) 760462 or (0773) 713213.

If you're writing in with your order, send it to:



GAMES WORKSHOP MAIL ORDER SERVICE,  
CHEWTON STREET, HILLTOP,  
EASTWOOD,  
NOTTINGHAM NG16 3HY



Or you can fax the order through on (0773) 530155.

#### US MAIL ORDER

For US telephone orders (Visa and Master Card only) ring (301) 644 5699, Monday through Friday between 10.00am and 5.00pm EST.

Or you can post your orders to:

GAMES WORKSHOP MAIL ORDER SERVICE,  
3431 BENSON AVENUE,  
BALTIMORE,  
MARYLAND 21227.

Please add \$3.00 postage and handling. Maryland residents add 5% sales tax, residents in Virginia add 4.5% sales tax. Write for free catalogue.

# ELDAR ASPECT WARRIORS

DESIGNED BY JES GOODWIN

071572/1

WARLOCKS



WARLOCK WITH FORCE STAFF & LAS PISTOL

071572/1/A



WARLOCK WITH WITCH BLADE

071572/1/B

071560/1

ASPECT WARRIOR

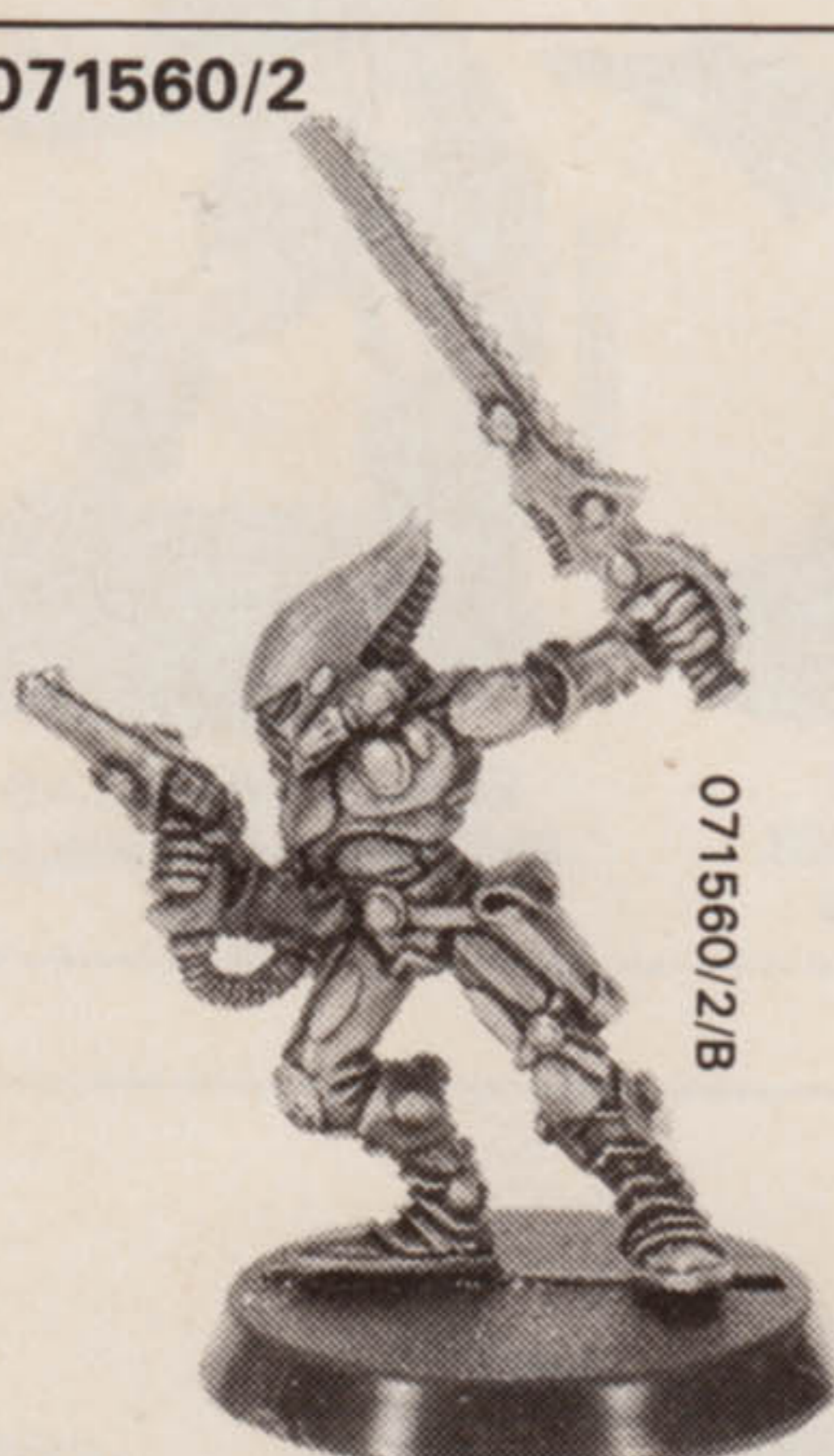


DARK REAPER WITH MISSILE LAUNCHER

071560/1/A

071560/2

ASPECT WARRIORS



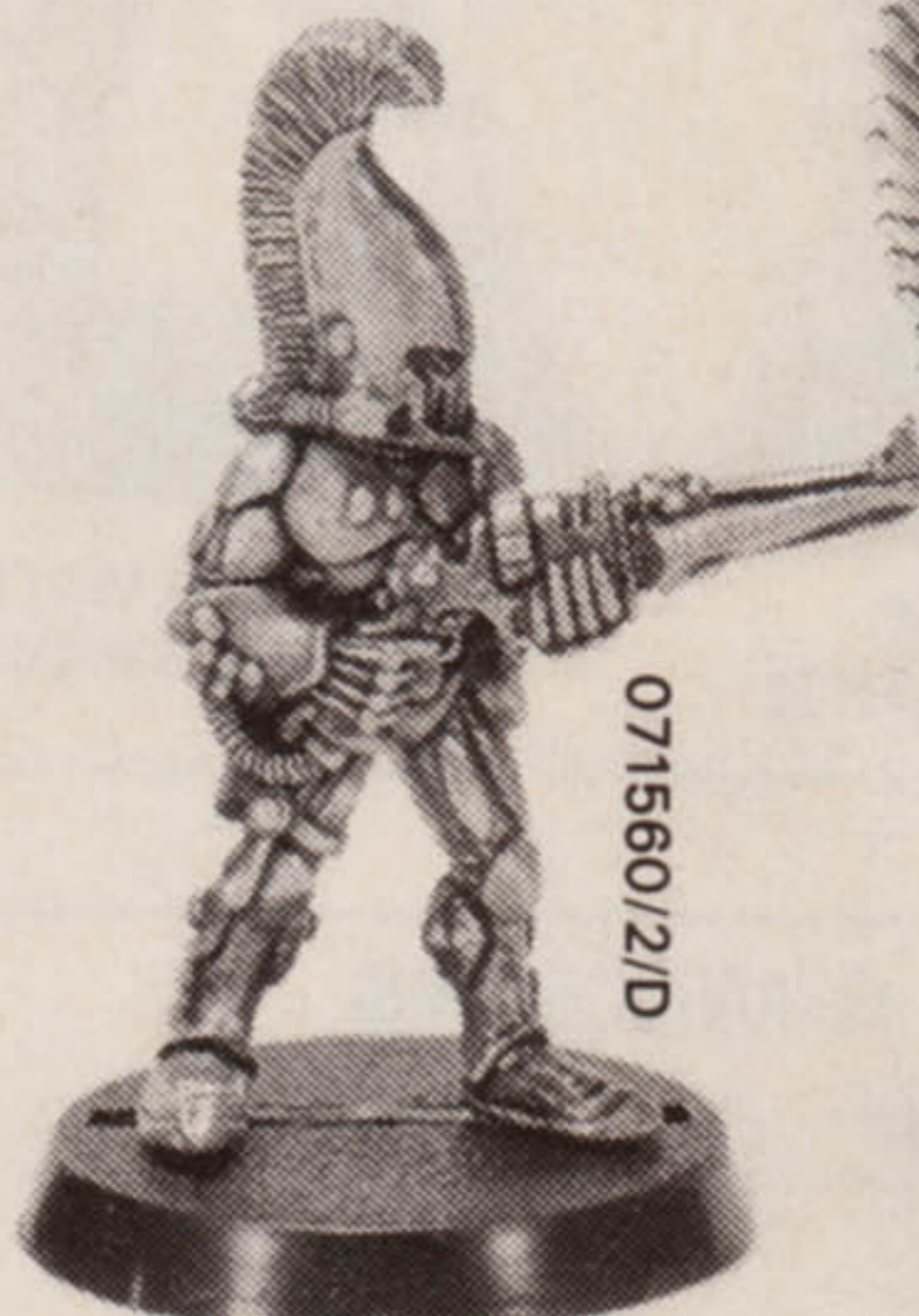
STRIKING SCORPION WITH SHURIKEN PISTOL & CHAINWORD

071560/2/B



HOWLING BANSHEE WITH POWER SWORD & LAS PISTOL

071560/2/C



DIRE AVENGER WITH SHURIKEN CATAPULT

071560/2/D



SWOOPING HAWK WITH LAS GUN

071560/2/E



FIRE DRAGON WITH MELTA-GUN

071560/2/F

## ELDAR ASPECT WARRIORS

ELDAR WARLOCKS

£1.00 EACH

DARK REAPERS

£2.99 FOR 3 OR £1.00 EACH

STRIKING SCORPIONS

£2.99 FOR 5 OR 60p EACH

HOWLING BANSHEES

£2.99 FOR 5 OR 60p EACH

DIRE AVENGERS

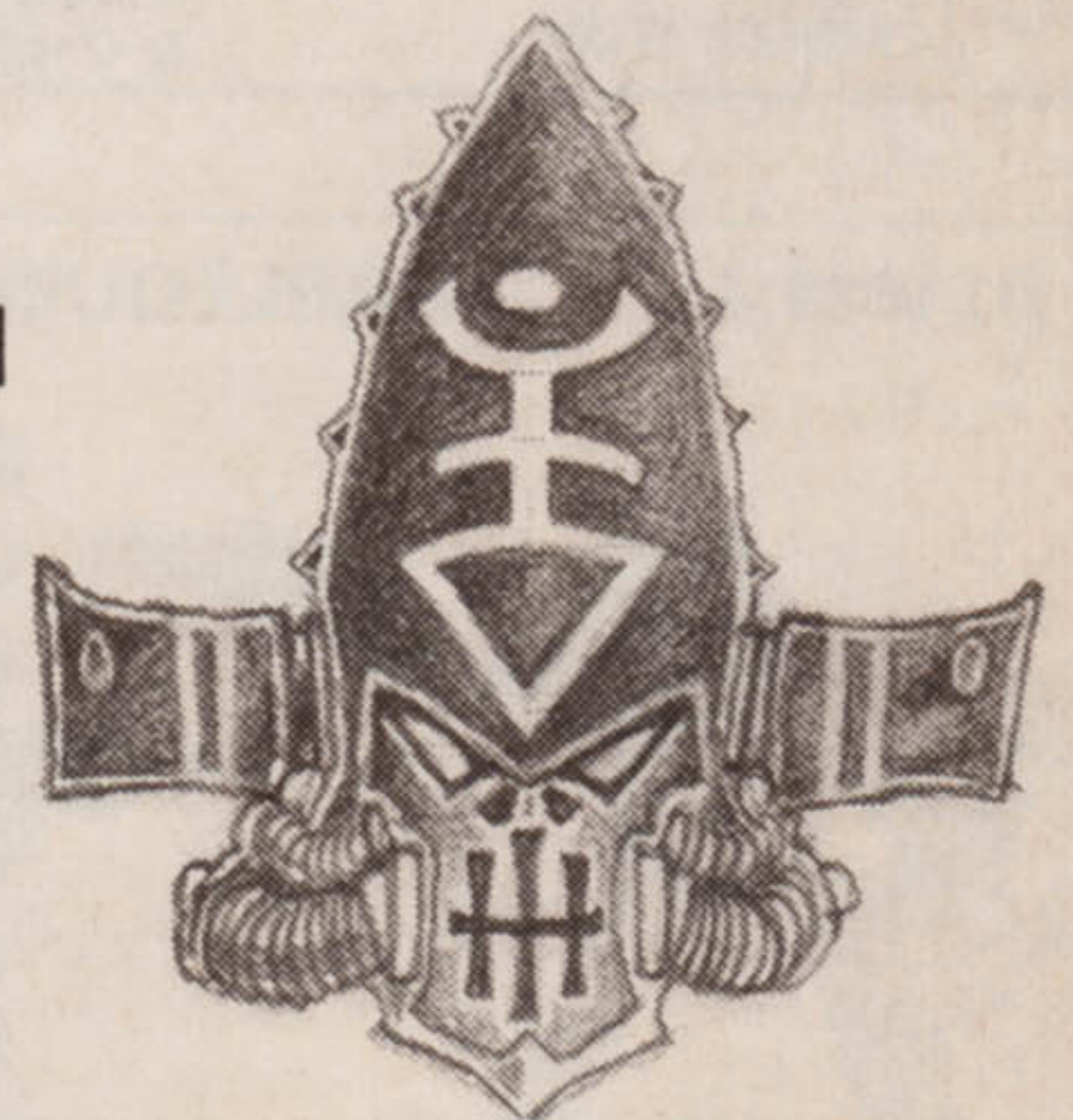
£2.99 FOR 5 OR 60p EACH

SWOOPING HAWKS

£2.99 FOR 5 OR 60p EACH

FIRE DRAGONS

£2.99 FOR 5 OR 60p EACH



Miniatures supplied unpainted. WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age



# 071519 ELDAR

DESIGNED BY JES GOODWIN

**071519/1** **ELDAR GUARDIANS**

071519/1/A  
ELDAR WITH SHURIKEN PISTOL

071519/1/B  
LEADER WITH SHURIKEN CATAPULT

071519/1/C  
LEADER WITH POWER GLOVE & HAND FLAMER

071519/1/D  
ELDAR WITH LAS CANNON

071519/1/E  
ELDAR WITH LAS PISTOL & HAND FLAMER

**071519/2** **ELDAR GUARDIANS**

071519/2/A  
LEADER WITH HAND FLAMER & POWER SWORD

071519/2/B  
ELDAR WITH MISSILE LAUNCHER

071519/2/C  
LEADER WITH POWER SWORD

071519/2/D  
ELDAR WITH SHURIKEN PISTOL & CHAINSAW

071519/2/E  
ELDAR WITH LAS PISTOL & SHURIKEN PISTOL

**071519/3** **ELDAR GUARDIANS**

071519/3/A  
ELDAR WITH MELTA GUN

071519/3/B  
LEADER WITH SHURIKEN PISTOL & CHAINSWORD

071519/3/C  
ELDAR WITH LAS PISTOL

071519/3/D  
LEADER WITH POWER GLOVE & POWER SWORD

071519/3/E  
ELDAR WITH LAS PISTOL & SHURIKEN CATAPULT

**071519/4** **HARLEQUINS**

071519/4/A  
HARLEQUIN WITH SHURIKEN PISTOL & FORCE SWORD

071519/4/B  
HARLEQUIN WARLOCK WITH LAS PISTOL & HARLEQUIN'S KISS

071519/4/C  
HARLEQUIN WITH SHURIKEN PISTOL & CHAINSWORD

071519/4/D  
HARLEQUIN WITH SHURIKEN PISTOL & FORCE SWORD

071519/4/E  
SOLITAIRE WITH LAS PISTOL & HARLEQUIN'S KISS

Miniatures supplied unpainted. WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.



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# 071519 ELDAR

DESIGNED BY JES GOODWIN

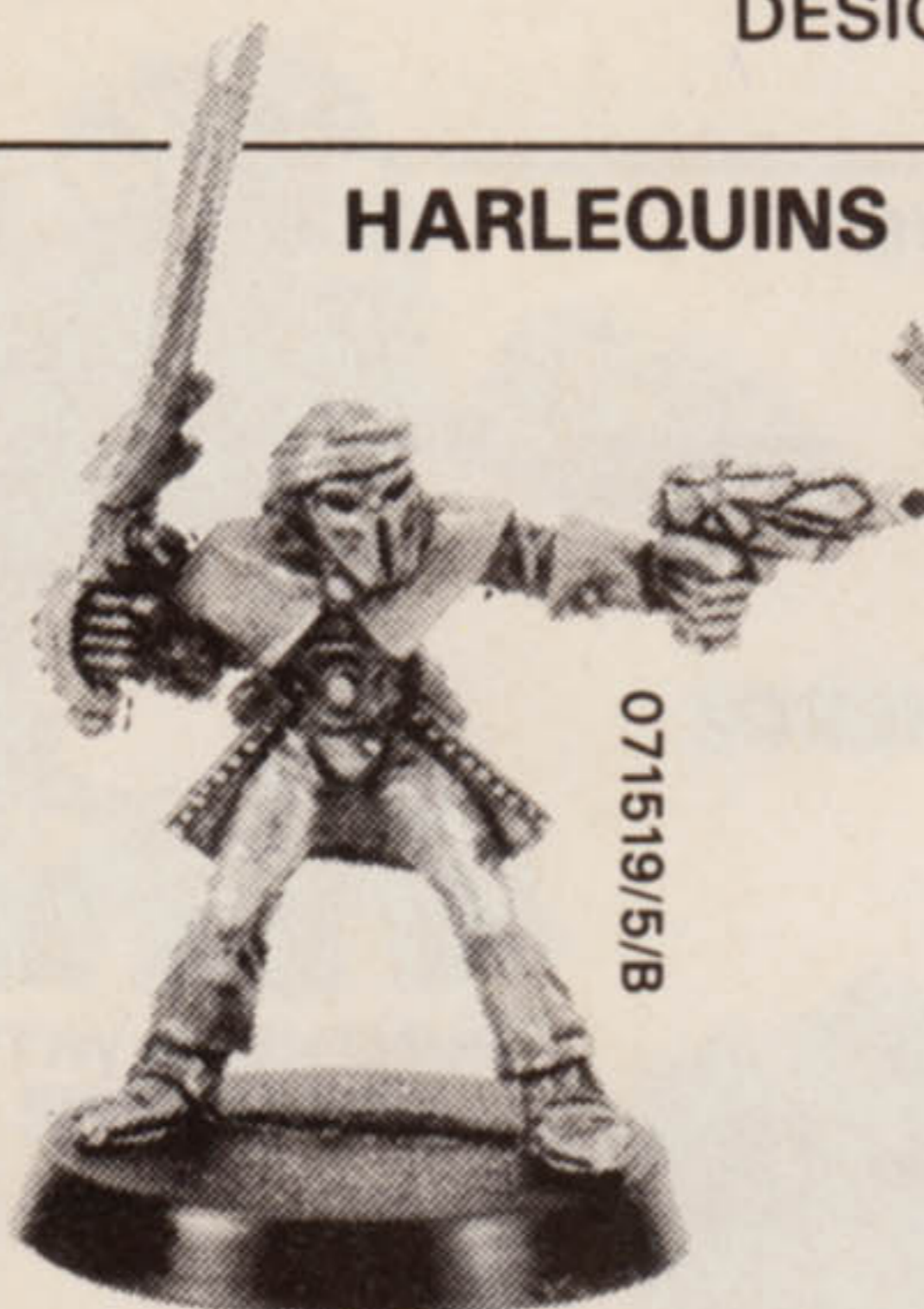
071519/5

## HARLEQUINS



071519/5/A

HARLEQUIN WITH  
POWER GLOVE &  
FORCE SWORD



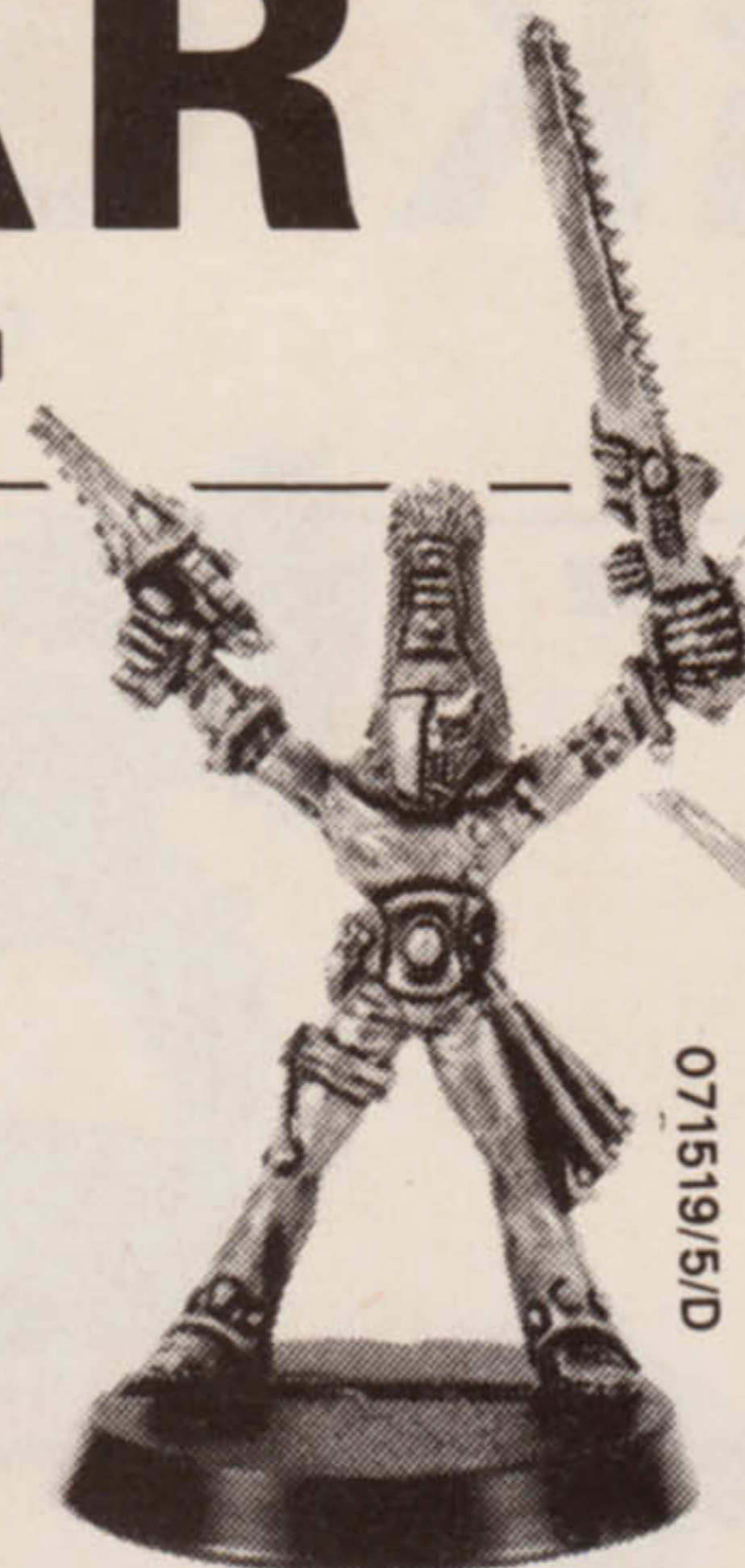
071519/5/B

HARLEQUIN WITH  
NEURO DISRUPTER &  
FORCE SWORD



071519/5/C

HARLEQUIN  
WITH  
SHURIKEN PISTOL



071519/5/D

HARLEQUIN AVATAR WITH  
SHURIKEN PISTOL &  
CHAINSWORD



071519/5/E

HARLEQUIN WITH  
PLASMA PISTOL &  
HARLEQUIN'S KISS

071519/6

## HARLEQUINS



071519/6/A

HARLEQUIN WITH  
SHURIKEN PISTOL &  
POWER GLOVE



071519/6/B

HARLEQUIN WITH  
SHURIKEN PISTOL &  
POWER AXE



071519/6/C

HARLEQUIN WITH  
SHURIKEN PISTOL &  
POWER AXE



071519/6/D

HARLEQUIN WITH  
SHURIKEN PISTOL &  
FORCE SWORD



071519/6/E

HARLEQUIN WITH  
SHURIKEN PISTOL &  
POWER GLOVE



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070620

# ORK ODDBOYZ

DESIGNED BY KEV ADAMS

070620/5 **RUNTHERDZ**



RUNTHERD WITH MEGAPHONE

070620/5/A



RUNTHERD WITH SNOTLING CATCHER

070620/5/B



RUNTHERD WITH PROSTHETIC HOOK

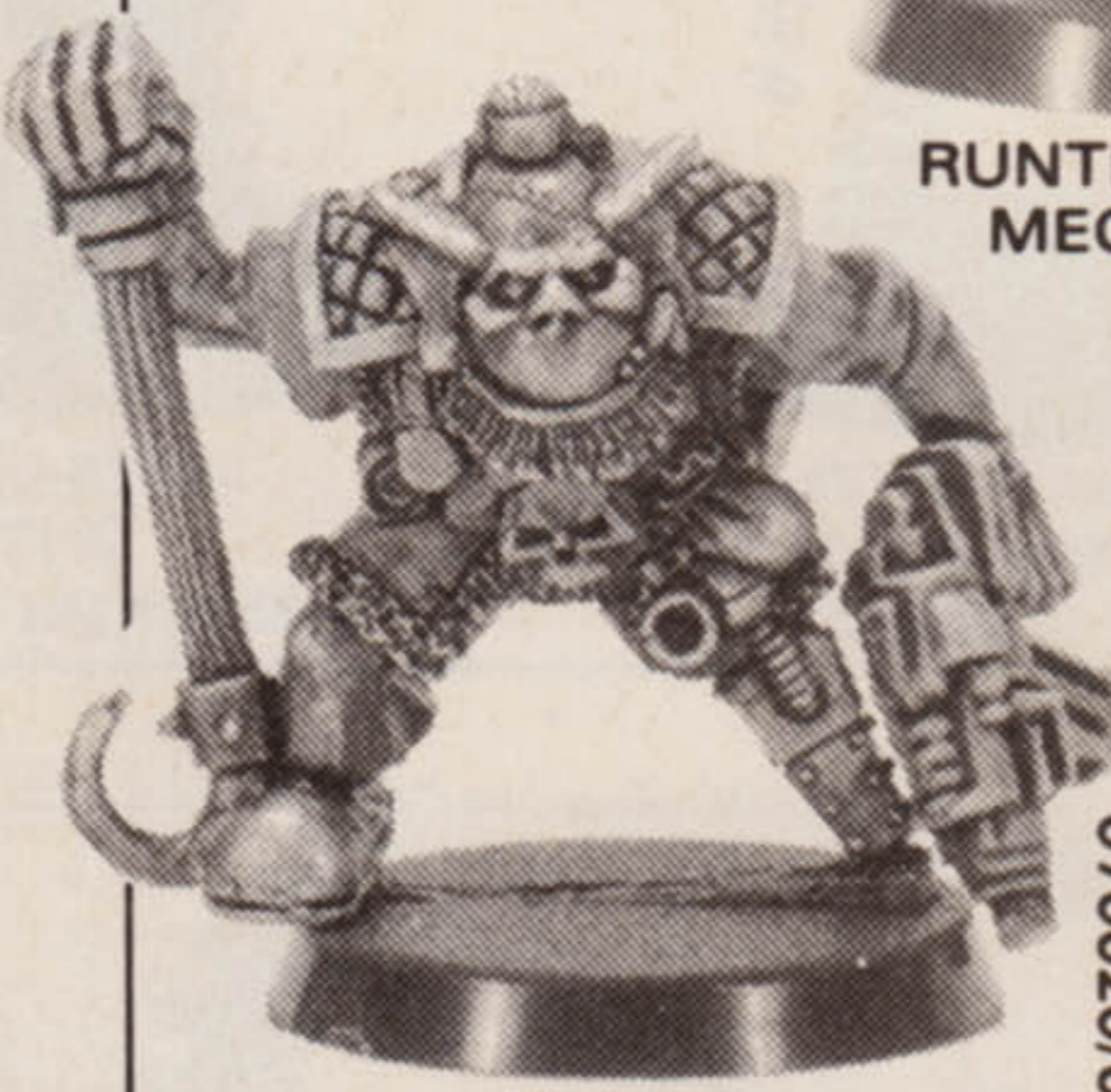
070620/5/C

070620/6



070620/6/A

**RUNTHERDZ**



RUNTHERD WITH SNOTLING CATCHER

070620/6/B

RUNTHERD WITH MEGAPHONE



SNAKE-BITE RUNTHERD WITH BIONIC HOOK

070620/6/C

070620/7

**MEKANIAKS**



MEKBOY WITH HAMMA

070620/7/A



MEKBOY WITH KUSTOM WEAPON

070620/7/B



MEKBOY WITH BLOW TORCH

070620/7/C

070620/8

**PAINBOYZ**



PAINBOY WITH BIONIK FACE MASK AND PINCER ARM

070620/8/A



PAINBOY WITH PINCERS

070620/8/B



PAINBOY WITH AMPUTATION SAW

070620/8/C



ARM SPRUE A

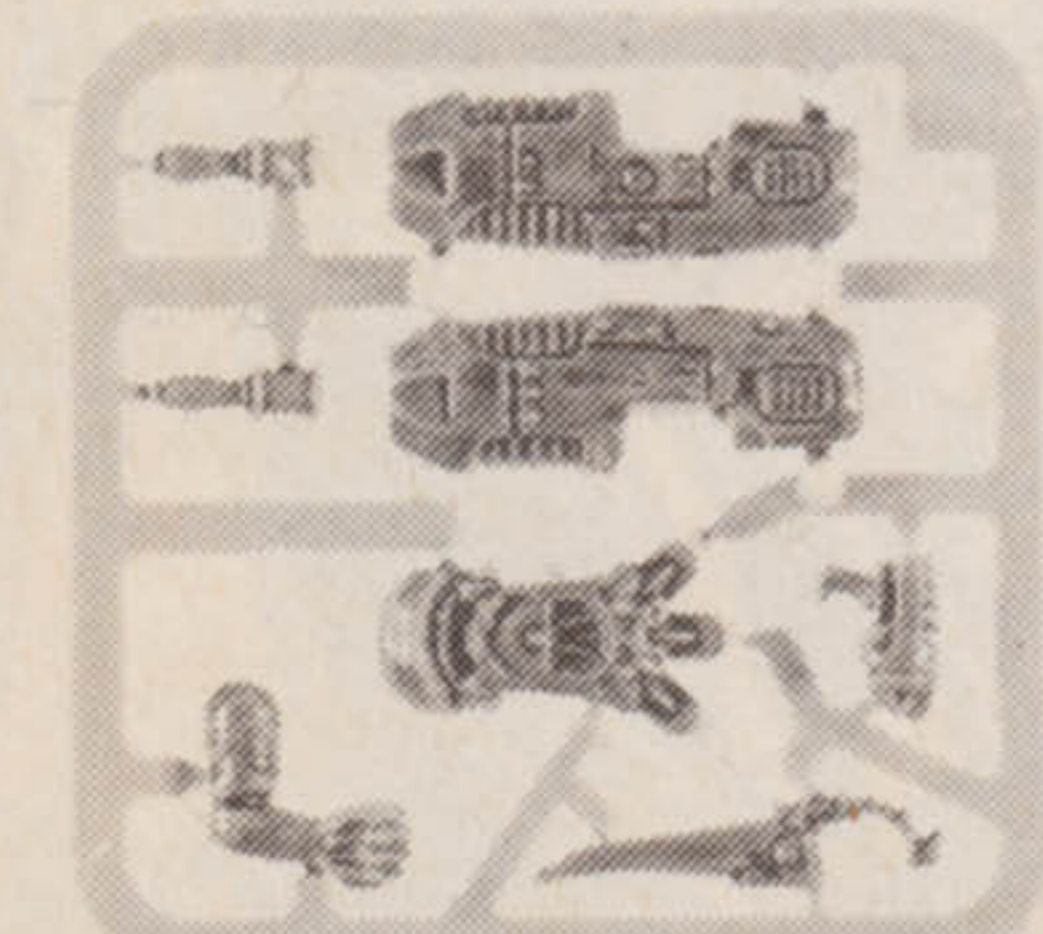


WEAPON SPRUE A: BOLT GUNS & BOLT PISTOLS

SPRUES SHOWN AT 50%



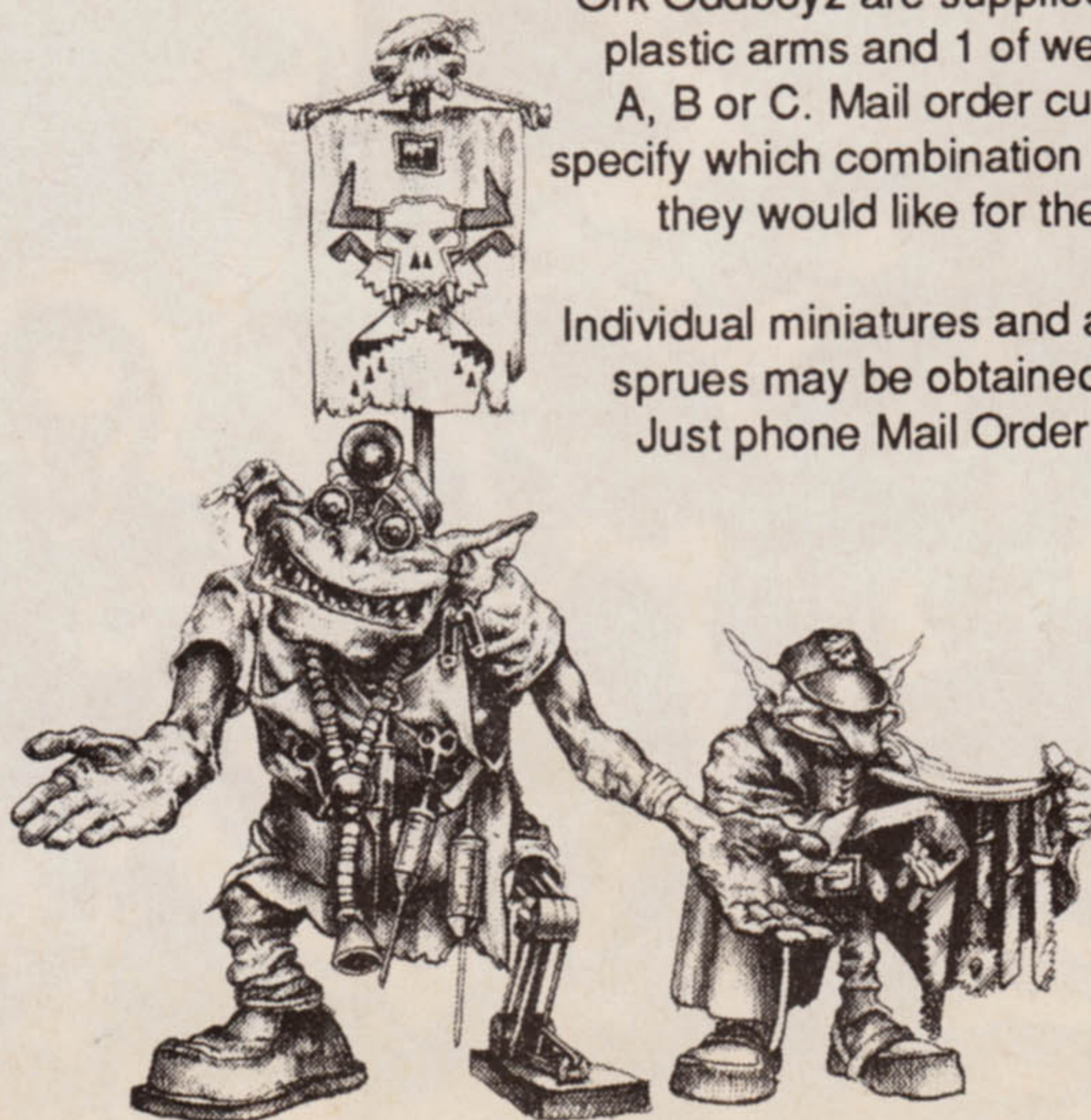
WEAPON SPRUE B: CHAINWORD, PLASMA GUN & BOLT PISTOLS



WEAPON SPRUE C: HEAVY PLASMA GUN, POWERFIST, PLASMA PISTOL, POWERSWORD & STIKK BOMBZ

Ork Oddboyz are supplied with a set of plastic arms and 1 of weapon sprues A, B or C. Mail order customers can specify which combination of components they would like for their models.

Individual miniatures and all of the plastic sprues may be obtained separately. Just phone Mail Order for details.



Minatures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age





# E L D A R

PAINTED BY  
MIKE MCVEY  
AND  
TIM PROW

Although the main colours of Aspect Warriors are consistent throughout Craftworld society, there are always minor variations between squads. These variations usually take the form of a secondary contrasting colour - for example, blue is the main colour of the Knight Avengers, so I painted some of the armour plates yellow. This contrasts well with the blue and makes the squad easily identifiable.

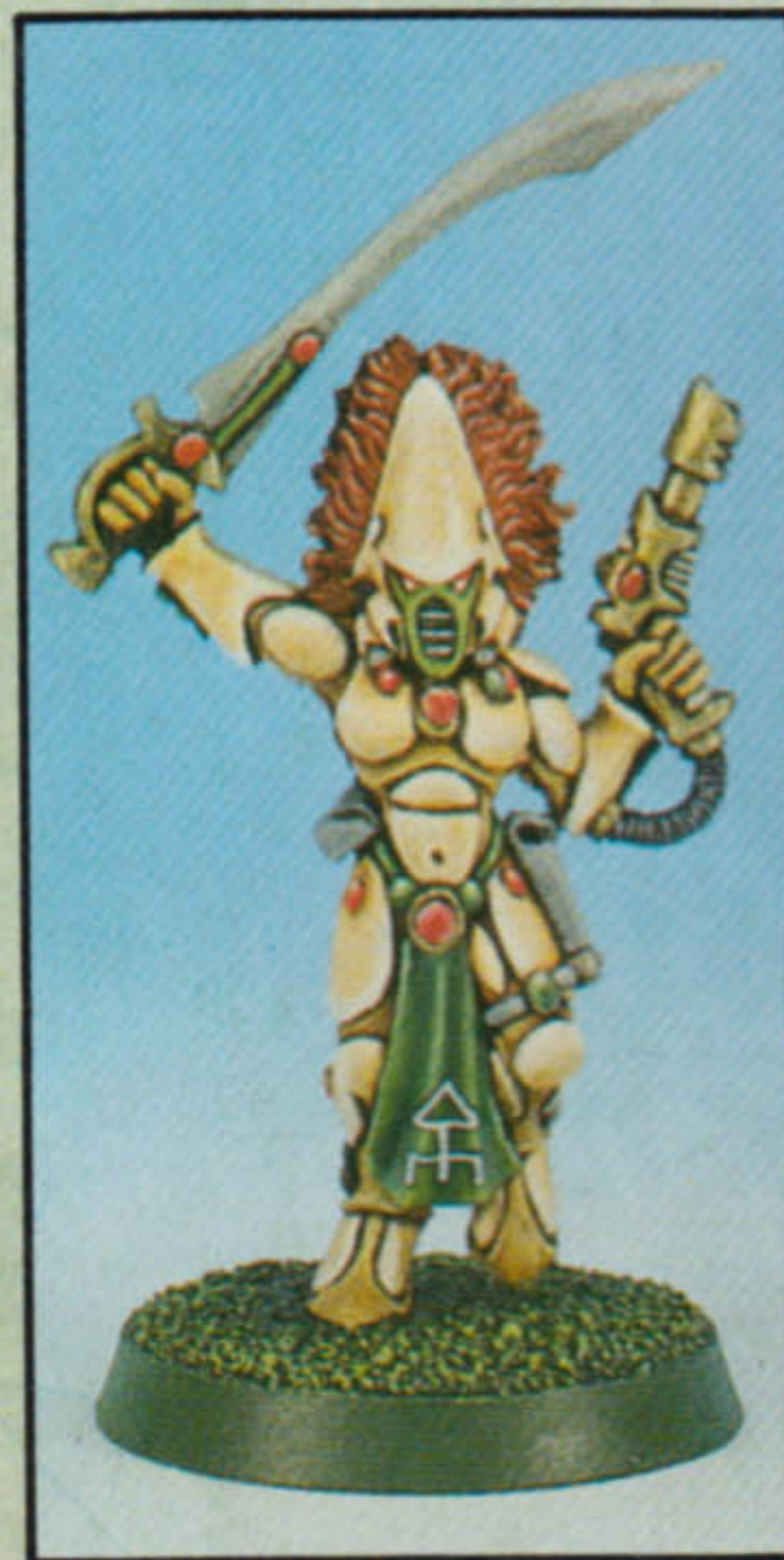
Banners are also used to differentiate between squads, I decided to put back banners on the Knight, the Scorpion and the Dragon, and a weapon banner on the Swooping Hawk.

When Aspect Warriors don their armour they paint a rune on their face, this rune can also be also be displayed on the armour. I painted these on the helmet of the Dragon and the Reaper and the loincloth of the Banshee proved an ideal surface. Full painting notes on all these figures can be found in this month's 'Eavy Metal.

Mike McVey



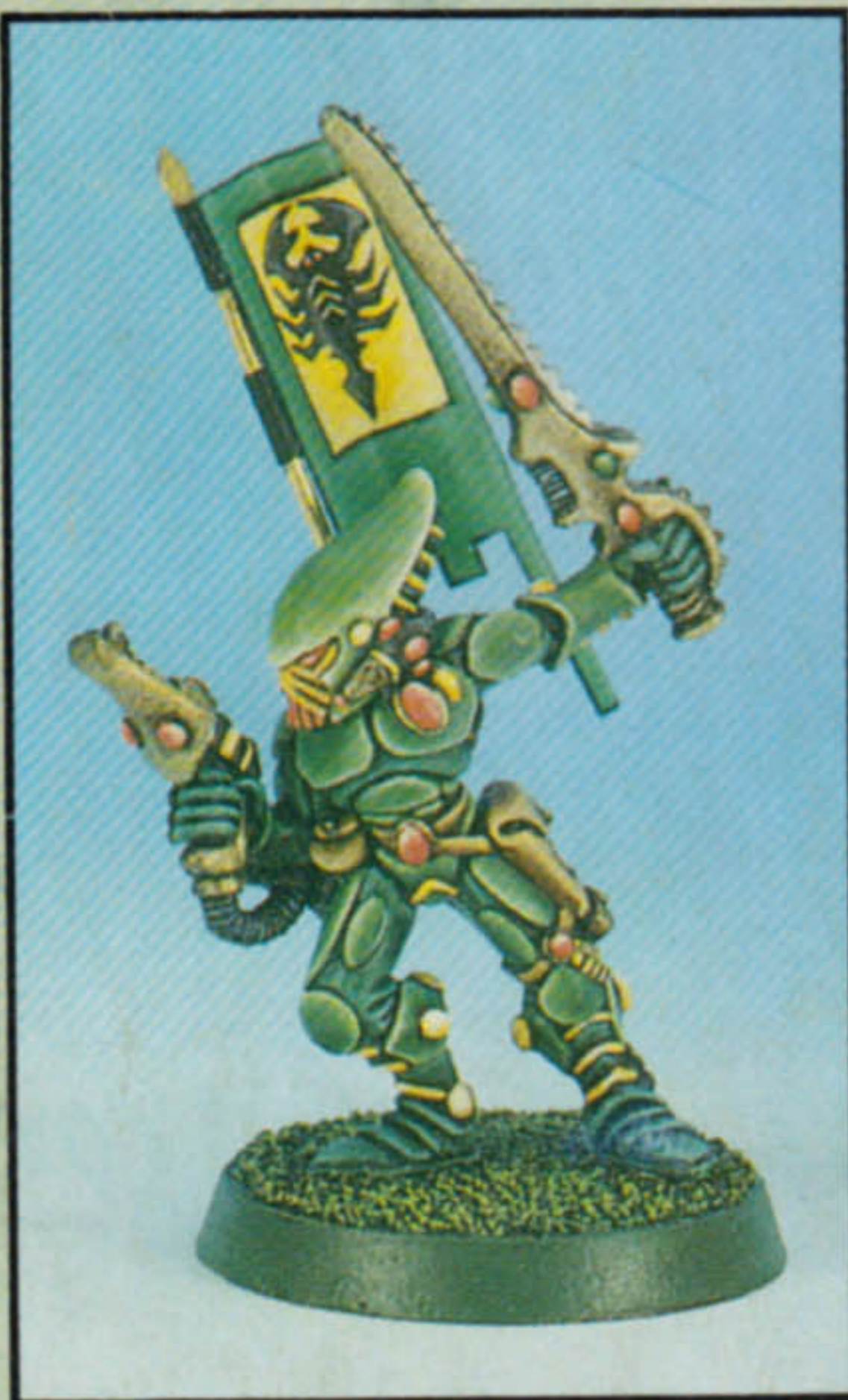
SWOOPING HAWK



HOWLING BANSHEE



FIRE DRAGON



STRIKING SCORPION



REAR VIEW SHOWING  
DISTINCTIVE YELLOW AND BLACK  
BANDING



DIRE AVENGER



DARK REAPER



WARLOCK WITH  
WITCH BLADE



WARLOCK WITH  
FORCE STAFF



TIM PAINTED HIS DARK REAPER ASPECT WARRIORS WITH  
RED HELMETS TO IDENTIFY THEM AS A DIFFERENT SQUAD