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WHITE DWARF

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GOLDEN DEMON AWARDS 1992 PROGRAMME
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 Many of you have written in to White Dwarf to say how much you've enjoyed the battle reports we've been running over the last few months. Apart from comments on the tactics, the most common question has been "When are you going to do a *Warhammer Fantasy Battle* report?". We've had plans to do this for a long time, but wanted to present a really exciting battle between two matched forces. The release of the brand new Empire models and army list gave us the perfect excuse to set up a game between the designers of the models Michael and Alan Perry and a combined force consisting of Mike McVey's Wood Elves and Wayne England's Dwarfs. **41**

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Andy Chambers



Rick Priestley



Tim Prow



Jay Tanner



Nigel Stillman



Adrian Wild

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STORES

Games Workshop Stores are much more than just places where you buy games – they are the centre of hobby gaming in your area. Our friendly staff are more than happy to help you with any questions or queries you might have about the Games Workshop world of hobby gaming. Throughout the year, there are regular activities including workshops and demonstrations of all kinds that everyone is welcome to come along to and join in with. Drop in to or call your local Games Workshop Store for more details, plus up-to-the-minute news of any other special events. All of the Games Workshop UK stores are also running special coaches to the Golden Demon Awards at Birmingham NEC on Saturday 18th April. See your store manager for details of times and availability of places.

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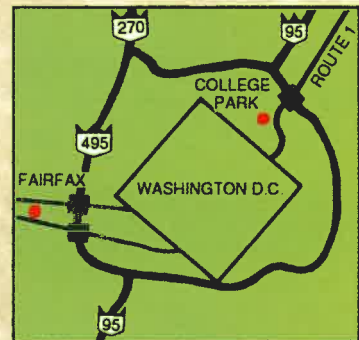
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Each Games Workshop store in the US and Canada will have 10 regional winners. All the winning entries will be on display throughout the day. Gold, silver and bronze Golden Demon trophies will be awarded to the three winners of each category and one entry will also be awarded the overall Grand Prize – a full-size replica of Ultra Marine Commander Lord Macragge's helmet.



ALL DAY PAINTING DEMO

Kent Martin will be in the store all day at a special Citadel Miniatures painting demonstration. So whether you're a beginner or expert Kent will be happy to help out with all your painting and modelling questions. Kent will also be displaying his Warhammer Fantasy Battle Dark Elf army as featured in White Dwarf 144 complete with new units and characters.



GAMES[™] WORKSHOP AND CITADEL[™] NEWS

WARHAMMER RECORDS

If you are a Games Workshop fan and also play in a rock band, you'll have noticed the progress of Warhammer Rockers D-ROK over the last few months.

The band are currently on tour, and the people at Warhammer Records are now looking for new rock bands for future releases.

Warhammer Records is causing a really great buzz in the rock world, and we need good sound rock bands to follow up our success to date. If this sounds like you or your band, then why not send us a tape and some photos to:

Gary Sharpe-Young
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16 Castle Boulevard
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GOLDEN DEMON AWARDS GRAND FINALS

The Golden Demon 1992 Grand Finals are now fast approaching. For the last three years the awards have been held at the Derby Assembly Rooms. Such was the demand for tickets for the 1991 finals that we felt the time had come to find a new home. Lots of you had written to suggest that we move the event to somewhere nearer the centre of the country to give all Games Workshop fans the opportunity to come to our hobby's premier miniatures and gaming convention.

We thought a lot about this and eventually decided to move the whole event to the country's biggest and best exhibition and convention centre – the Birmingham NEC.

For months now people have been working away behind the scenes, organising the day. Having decided to move to a new venue, we wanted the 1992 event to be truly spectacular. Artwork had to be sorted out, displays organised, finishing touches added to

gaming terrain and models. With only a few weeks left, some of our staff decided that they just had to have those extra regiments of troops painted up for their battle and so the lights have been burning late at night here at the Design Studio.

With only four weeks to go, there is now real excitement throughout the company. We know that its going to be a really brilliant day. More than anything else, we just really enjoy meeting up with all of you – the gamers and the painters and the modellers – the people who really are the Games Workshop hobby and chatting about what you've playing, what you like about it, and just as importantly the stuff you'd like to see.

The Golden Demon Award Finals on Saturday 18th April is going to be the Games Workshop event of the year. Make sure you're there and look forward to meeting you all.

PREDATOR Mk III

Literally hot from the moulds is a brand new Predator model for Space Marine. The miniature, the latest in a line of variants on the basic Predator tank for Space Marine and Imperial Guard armies, is available now.



The new Predator Mk III

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Games Workshop currently has a vacancy for a mould maker in our busy factory. The successful applicant will ideally be currently working in the miniatures or jewellery casting industry and have experience of mould pressing, cutting and testing.

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We're particularly interested in talking to people currently employed in this or a related industry and who are looking for a new career opportunity with enormous potential for growth and development.

If this sounds interesting, we're more than willing to talk in confidence about what you've been doing and your own ambitions.

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MODELLING WORKSHOP RIVERS

by Adrian Wild

Adrian Wild has recently joined the Games Workshop staff as a model maker and terrain builder. Many of you will know Adrian from his Golden Demon Award winning miniatures and the stunning gaming terrain he built for Games Day. In the first of a new series of Modelling Workshops Adrian takes us through the stages of modelling river sections, from selecting the best materials to adding the final details.

There's nothing that looks quite so impressive as a well-painted army of Citadel miniatures advancing across a wonderfully terrained gaming table. The sight of ranks of painted models at a friend's house, Games Workshop store or the Golden Demon Awards often provides people with the inspiration to get involved in the hobby in the first place.

Every week, we get lots of letters sent to us at Games Workshop asking for information and advice on how to

paint miniatures and build terrain for gaming with. In the past we've concentrated on the miniatures side of things with our special 'Eavy Metal painting guides or features on modelling a specific piece of scenery such as a townhouse or fantasy barn. We now want to turn our attention to the more general types of scenery you might use each time you play a game of Warhammer 40,000, Warhammer Fantasy Battle or Space Marine.

When most people think of a well-terrained gaming table,



four items of scenery spring to mind: hills, woods buildings and rivers. Of these, rivers are probably the most attractive and evocative bits of terrain. Placed between a couple of hills, a river can represent a rushing stream as it torrents its way down from the highlands. A bridge placed across the river along with some simple buildings can represent a village or small town located at an important crossing place. Placed across a relatively flat tabletop the same sections can be used to represent a lowland river meandering through salt-flats or marshy ground. The number of possible options is really only limited by your imagination.

There are lots of different ways in which you can represent rivers on the tabletop. The simplest way is to use coloured chalk to draw them on. However, this doesn't look very attractive and you might find yourself in trouble with the authorities if you normally play your games on the dining room table!

Another simple and cheap method is to cut up strips of blue or green paper and stick them down to your playing surface with blu-tac. You can improve the look of these by building up the banks with plasticine or a similar material.

Some players like to construct terrain boards out of expanded polystyrene. These can then be placed together in different ways in order to make up the playing area. Using this method it is possible to make up special river boards where the river is actually gouged out of the playing surface. When done well, the results can be really stunning, but for many players, terrain boards place too many restrictions on their choice of layout and there is always the problem of how to store such large and often fragile sections.



As you can see from the photographs in White Dwarf, most of the time we use river sections for our games. These are simple and cheap to make and six to eight pieces should provide you with all the river sections you'll ever need. These river sections simply sit on top of the tabletop and join together to make up the river length. In this article we will look at how to construct simple river sections of this type. Later on we'll see how you can enhance your rivers by adding bridges, fords and marshes.

It's worth remembering when you set out your river sections on the tabletop that rivers can have an important effect on the movement of troops in the battle. Always decide with your opponent in advance where the river can be crossed and whether it counts as difficult ground for movement. In this way you will avoid the frustration that comes when you have to spend ten minutes in the middle of a game arguing about whether your opponent's troops could have waded through the river at that precise point.

A river that cuts the play area in two along the centre line will often just prevent the two forces getting into combat with each other and limit the game to a long range exchange of missile fire.

MATERIALS

We cut the bases for our river sections out of 5mm hardboard. Hardboard doesn't cost much more than thick card, and we've found that card does have a tendency to warp when painted with textured paint. If you choose to use card you should experiment with different types to see which works the best.

For the river banks, we use polystyrene ceiling tiles. They are very cheap and all the same thickness, which is useful when it comes to making sure the river section edges meet up neatly.

Textured paint or thinly mixed plaster filler such as Tetrion or Polyfilla.

Copydex, and/or a PVA-type glue.

Scatter material or flock for decorating the river banks.

Small stones or gravel (cat litter is a really good source of material for patches of rock!).

Citadel paints (blue, green, brown and grey are the most useful).

Gloss varnish.

TOOLS

Sharp craftknife or similar cutting tool.

Fretsaw, coping saw, or jigsaw

Steel ruler.

Cutting mat or newspaper to protect your work surface.

On the other hand, if you agree to place your river across the tabletop it often has the effect of splitting the table into two smaller areas with a desperate race between the two forces to control the bridge if there is one.

In certain types of scenarios the careful placing of a river on the tabletop can make for a really exciting game. In Space Marine attack/defence scenarios for example, a river can be placed on the table to provide a difficult obstacle for the attackers to cross. Indeed a commander who was outnumbered and on the defensive would be likely to choose such a position precisely because the river would slow down the enemy's movement and prevent him from driving the full weight of his force against a small section of the defender's line. In order to assault such a position, the attacker would be wise to make good use of Titans, skimmers and assault troops to move ahead of the main force and seize any bridges or fords across the river.

In our games, we sometimes place a river across the table but close to one of table edges. Used in this way the river really enhances the look of the tabletop but does not give too much of an advantage to either side. In Space Marine, one or more of the objective markers can be placed inside the loop of a river to really give the players something to go for. When it comes to your own games, remember that there are no hard and fast rules and you should experiment to see how these variations suit you and the other players in your gaming group.

PLANNING YOUR SECTIONS

Before you start work, take a little time to think about what games you will want to use your river sections with. If you play mostly Space Marine, then your river sections should be made to a scale that fits in with the size of Epic models. On the other hand if your main interest is Warhammer Fantasy Battle or Warhammer 40,000, then you will want to construct river sections that look good alongside these larger models. When we made the river sections you see in the pages of White Dwarf, we wanted pieces that would look good with all three of these games. We therefore settled on a river section of about 20cm (8 inches) long by 12cm (5 inches) wide.

You can experiment with different sizes of river by cutting out pieces of card and laying them down on your tabletop before committing yourself to building the actual sections. This will also give you the opportunity to find out what different lengths and river shapes you will need to fit in with the dimensions of your playing surface.

When you've decided on a suitable size for your river sections you should draw up a simple river template. This is a piece of card that shows the width of each river section and the positions of the banks. You use the river template to check the proportions of each river section as you complete it. In this way you can be sure that all your sections will join up neatly on the tabletop.

CUTTING THE BASE

Because we base our rivers on hardboard, we use an electric jigsaw to cut out each section. This makes it much quicker than cutting each one out by hand. You can also adjust the blade to trim off the edges at an angle.

If you do not have access to a jigsaw, then a fretsaw or coping saw will do the job just as well. You should be able to cut the edges at an angle with either type of saw. If not then you could file, or sand the edges to an angle. This is not entirely necessary, though it does make the edges appear less obvious when the river sections are used on the table. Whichever method you use remember to tidy up the edges of each section with a little sandpaper before continuing.

If you decide to use card for your river sections they can be cut out with a sharp modelling knife. Always use a sharp blade and make all cuts away from you. It is also easier and safer to cut using several light strokes and you are much less likely to slip.

BUILDING THE BANKS

The banks are built up from strips cut from polystyrene ceiling tiles. Mark out the bank sections onto the polystyrene and cut them out with a sharp craft knife. You should overlap the ends of the base by about 1cm so that you can trim them flush with the base once you have glued them down.

To fix the polystyrene to the base section we've found that a rubber adhesive like Copydex is the best type of glue to use because it dries quickly, and reduces the chances of the base section warping. Spread the glue onto both the base section and the polystyrene, and let it dry until it is slightly tacky to touch before pressing the two pieces together. When you have stuck down both banks on the section, place a heavy book or similar flat heavy object on top of them. This will ensure that the section dries flat, and strengthens the bonding. Then leave the section to dry.

If you have angled the edges of the base section, trim the excess polystyrene from the overlapping edges with a sharp craft knife. This ensures that the joint between the base and the polystyrene is largely hidden. Then trim off the insides of the banks. You only have to remove a small sliver of polystyrene, just sufficient to take off the hard edge. The rest of the smoothing can be done later with a sanding block or sandpaper. If you want to reduce the height of the banks to make a ford for example, then cut out a suitable portion at this stage. To trim the section ends, slice the excess off using the end of the base as your guide. Try to keep the knife as near to vertical as possible, to get the best join between the sections when you use them.



Gluing the banks to the baseboard.

When sanding the banks, a useful device is the foam sanding block. These are available for under £1 from D.I.Y outlets. They are useful because they are flexible, and can be easily bent to sand down curved surfaces. When you rub down polystyrene with a sander, apply only a little pressure so that you don't shred the material or tear it to pieces. Try to sand it in with a gentle circular motion so that you produce more natural looking rounded shapes.



Shaping the river banks with a sanding block.

ADDING DETAIL

Rocky patches, either in the river or on the banks are made with gravel, cat litter, coral sand, fine grained sand or similar materials. It is best to use a mix of sizes for the rocks, since this makes them look more realistic. I use gravel for the largest size of rocks (or a suitable size of pebble for really large ones), cat litter for the next size down, and so on. It is not necessary to use all of these, but it does help if you use a range of sizes for each rocky patch. To fix the material to the base use a PVA-type glue. Add the largest size of "rock" to the glue, tip off the excess, and repeat for the next size of material. In this way, with

each size down you fill in more of the gaps left when you tipped off the excess from the size before. This means that you are laying down a complete, and more natural deposit on your model, as opposed to a few stones loosely placed on each section. After you have placed all of the rocky patches, leave the glue to dry completely. To make these rocky patches really secure, you can give them a second coat of adhesive, consisting of a cross between a coat of glue and a coat of varnish. Mix some PVA with water until it is thin enough to paint over the detail of the rocks without obscuring them completely and so that it runs between the stones. This second coat glues the stones and grit to each other as well as the base, and reduces the rate at which the rocky patches "go bald" when used in play. Although the rocks might appear a bit shiny at first, once they are painted and drybrushed they will look fine.



The completed river section ready for painting.

Once all the glue has dried completely, the entire river section can be given a textured finish. The easiest way to do this is to use a textured paint such as Polyripple, but you can always use thinned down plaster filler such as Polyfilla or Tetrion as an alternative. Apply the texture all over the river section and the banks with an old paintbrush. Take care not to paint over any rocky patches. The waves on the river are formed by shaping the wet texture with an old paint brush.

Once the texture has dried out, paint or spray the whole of the section with a black basecoat before painting your model.

PAINTING YOUR MODEL

We usually paint our rivers blue for the purely practical reason that they stand out better in photographs, but there is no need for you to paint them this colour. Many rivers tend to be muddy or tainted by pollutants, so the choice of colours is virtually unlimited.

I tend to paint the banks and rocks first, by drybrushing them Bestial Brown, Orc Brown, and then Bleached Bone. The rest of the ground surface is painted Bestial Brown as the background colour for the shade of green flock we use. As far as possible, you should colour this to match the rest of your terrain, whether it is going to be painted or flocked. Next comes the water surface. First I drybrush the entire length Marine Dark Blue being careful to avoid any rocky areas. I then drybrush with Ultramarine Blue followed by Space Wolf Grey highlights and finally Skull White. You should remember that in a river the water tends to move faster in narrow channels and around the rocks. This can be represented by painting these areas lighter shades, or even Skull White. Where the water is

deeper, or moving more slowly, you should paint these parts in darker shades.

The most simple way to get the watery effect is to use a clear gloss varnish, available in either water or oil-based form. The oil based is cheaper, though you will need some white spirit to clean your brushes with afterwards. It's best to use an old paint brush for this as the white spirit will leave some oil in the brush and you won't be able to use it



Applying gloss varnish to the water surface.

again for acrylics. Let the varnish dry, and then give the section a second coat. Allow this to dry completely before you proceed with the next stage, or the flock will most definitely stick to the tacky varnish!

FINISHING OFF

After the varnish has dried you can flock the river banks, or use any other covering technique you like. If you wish to use flock, thin down some PVA glue and paint this all over the areas to be covered. Just mix the glue with water so that it will paint on easily without running off. When you apply it to the section remember to leave a gap to represent the exposed river bank, and to paint the glue all over the base right the way to the edges. Sprinkle the flock all over the section, so that you do not miss anywhere you glued, and do not forget the edges and the sides. Of course there is no need to flock the section – you may want to leave the banks brown, or paint them another colour instead, or glue sand to the banks, and paint that. It really is up to you.

Once you've finished your basic river section you can go on to give it those extra touches that add realism and bring the model to life. These include adding vegetation, signs, fishing platforms or making bridges, fording sections, hedges, fences, etc. These need not be added to all of the sections, but just to one or two in order to vary them.

Vegetation is simple to make. Reed beds can be made from clumps of painted stiff string. Hedges or bushes can be used to disguise uneven end pieces, and can be made from steel wool (spray-painted black, coated with glue and then flocked). Fishing platforms, or simple bridges can be constructed from balsa wood, or even matchsticks. Once you've got the hang of the basic river section, you can produce an almost endless range of pieces including fords, junctions (where a stream flows into a river), bridges and buildings such as a water mill or boathouse to enhance your tabletop terrain.



EAVY METAL

ADRIAN WILD



Many of you will already be familiar with Adrian's wonderfully painted miniatures. Over the past few years he has won numerous Golden Demon and Marauder Blade miniature painting awards and his work has been shown on previous 'Eavy Metal pages and in the Fantasy Miniatures books. In addition to being an accomplished miniature painter, Adrian is a talented modeller who's work you will often see in the battle photographs we take for White Dwarf each month.

Adrian also built much of the stunning gaming terrain that you can see at the Golden Demon Awards and Games Day. Adrian is a keen Warhammer Fantasy Battle, Space Marine and Warhammer 40,000 gamer and is always coming up with new ideas for scenery and terrain pieces to enhance his games. All of the models on these pages come from Adrian's personal collection and demonstrate his subtle blending techniques and wonderful attention to detail. Notice how he has carefully painted the appropriate runes on the robes and witchblade of the Eldar Warlock and repeated the personal heraldry of the Space Marine Captains on various parts of their armour. Adrian has used his modelling skills to good effect on the base of the Ogre Mercenary. Note how he has used a ball bearing as a cannonball and ploughed this into the ground at the Ogre's feet. Adrian also enjoys converting and adding extra details to his miniatures. This can be clearly seen in the epic Ork buggy conversion where he has scratch built extensive parts of the model.



SPACE WOLF CAPTAIN



ULTRA MARINE CAPTAIN



DARK REAPER



ELDAR GUARDIAN



EPIC ORC BUGGY CONVERSION



DIRE AVENGER EXARCH
WITH POWER SWORD



TRAITOR CAPTAIN WITH
DAEMON SWORD



SPACE MARINE LIBRARIAN



EMPIRE FOOTSOLDIER



OGRE MERCENARY



ELDAR HOWLING BANSHEE



ELDAR GUARDIAN



BRETONNIAN KNIGHT



ELDARWARLOCK
WITH WITCH BLADE



SPACE MARINE CAPTAIN
GAMES DAY '91
LIMITED EDITION



IMPERIAL ASSASSIN



ORDO MALLEUS DAEMON
HUNTER WITH FORCE AXE



SPACE MARINE CAPTAIN WITH
TERMINATOR HONOURS



DARK ANGEL
TERMINATOR CAPTAIN

SPACE MARINE

DAEMONS AND CHAOS WAR MACHINES

This month sees the release of 'Renegades', the new expansion for Space Marine. Renegades describes the Chaos and Eldar forces of the 41st Millennium and contains all the rules, epic army cards and background you'll need to field these armies in your games.

In this special White Dwarf preview, we provide the rules and army cards you'll need to bring the terrifying Daemon Engines of Khorne – the Lord of Battle, the Tower of Skulls, the Death Dealer and the Cauldron of Blood – into action in your tabletop battles. We've also provided all of the information you need to include Daemons in your Chaos horde.

A Chaos army is tremendously varied and colourful. It is based around the Greater Daemons, who are accompanied by their followers – immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of Chaos Champions, including humans, Beastmen, Trolls and Minotaurs.



In addition a Chaos army can be joined by subversive Chaos Cultists; often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion. Chaos armies can also include Chaos Space Marines under the command of Daemon Primarchs.

All these diverse forces are welded together by their fanatical devotion to Chaos. The Greater Daemons radiate the power and energy of Chaos which flows into their followers to strengthen their determination, courage and energy. It is hardly surprising that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself.

Daemons are the most potent and frightening of the forces of chaos. They are so horrific for mortals to behold that troops often freeze in terror or try to flee when a pack of daemons charges towards them. Because of this troops on first fire orders which are fighting daemons in close combat can't shoot at them as they close in for the kill. This means that daemons can easily overrun the most stoutly held positions as they can slaughter all but the toughest troops in close combat.

Robots and other fighting machines without a living crew (such as Eldar Wraithguard and Dreadnoughts) are immune to this effect, as are Inquisitors and the daemon-hunting Grey Knights who are specially trained to fight the legions of Chaos.

Some daemons have certain special powers which are covered in their individual descriptions. Other than these special rules daemons are like normal units in the Space Marine game - they need to be given orders at the start of the turn, they must stay in formation and they are destroyed if they are hit and fail their saving throw.

DAEMONS

Daemons of all kinds swarm throughout the realm of Chaos. Some are savage and bloodthirsty, some are insane and unpredictable, others are mindless but awesomely powerful elemental creatures. Though they are all considerably less powerful than Greater Daemons they still make frightening opponents for mere mortals.

Daemons are truly monstrous entities which belong in the realms of nightmare and delirium, and when they stalk the battlefields of the real universe even the staunchest troops quail. Daemons are devastating in close combat and can easily destroy all but the toughest troops with contemptuous ease.

The No First Fire rule applies to all daemons described below as well as to the Greater Daemons described already. Daemons are so frightening that troops attacked by them in close combat may not shoot at their attackers even if they have first fire orders. See the No First Fire rule as described for Greater Daemons for full details.

Some daemons have various special abilities which are covered individually. Remember the rules given above for Greater Daemons do **not** apply (except the first fire rule) and daemons are much more like normal units in the Space Marine game. Like any mortal units they need to be given orders at the start of the turn and are destroyed if they fail their saving throw against a hit.

HORRORS OF TZEENTCH

Horrors are insubstantial creatures created from the raw stuff of magic, and are either glowing blue or pink. They begin as Pink Horrors, blurring into multi-coloured masses of magic, cackling and braying like lunatics as they stream forward at Tzeentch's bidding. When a Pink Horror is struck down it is not destroyed but splits into two halves and reforms into Blue Horrors. The Blue Horrors continue to fight until they are slain.

To represent Horrors you will need Pink and Blue Horror models - one model per base. When a Pink Horror model is destroyed remove it immediately and replace it with two Blue Horror models. The break point of the initially 5-strong Horror unit is reached when it has lost three Pink or Blue Horrors. Horrors have a morale value of 1+ so they are not going to fail their morale check. The break point merely establishes when victory points are awarded.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pink Horror	10cm	4+	+4	None	-	-	-	-	Duplicate
Blue Horror	10cm	None	+1	None	-	-	-	-	

FLAMERS OF TZEENTCH

Like Pink and Blue Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds. They attack with magical flames which they spit from orifices at the end of their trunk-like arms. Their magical

flame attacks lap around and through cover so they ignore to hit modifiers for cover. Their bounding leaps allow them to clear obstructions with ease so they ignore movement penalties for bad terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Flamers	15cm	None	+1	Flame	25cm	1	5+	0	Ignore cover/terrain

PLAGUEBEARERS OF NURGLE

Plaguebearer daemons are the souls of those who have died victims of Nurgle's greatest contagion - Nurgle's Rot. Nurgle's Rot is an unusual disease in that it affects not only the body but the soul of the victim too. Those infected by the Rot gradually turn into Nurgle's Plaguebearers. These daemons are doomed to the impossible task of keeping account of the innumerable plagues, contagions and infections throughout the universe, counting and recounting in a fruitless attempt to impose order on a meaningless and chaotic existence.

Plaguebearers are surrounded by a huge buzzing cloud of flies. Any enemy unit that is engaged by a unit of Plaguebearers in close combat must take a morale check (even if it is not yet broken) at the start of the close combat segment of the combat phase. If the enemy fails it is forced to go on to fall back orders and so will suffer a -2 penalty to its close assault factor. Even if the unit passes the check it still suffers a -1 close assault factor penalty due to the distracting nature of the flies. The cloud of flies does affect crewed vehicles and Titans (the flies get in through vision slits and other small openings), but does not affect uncrewed machines such as robots and Eldar Wraithguard.

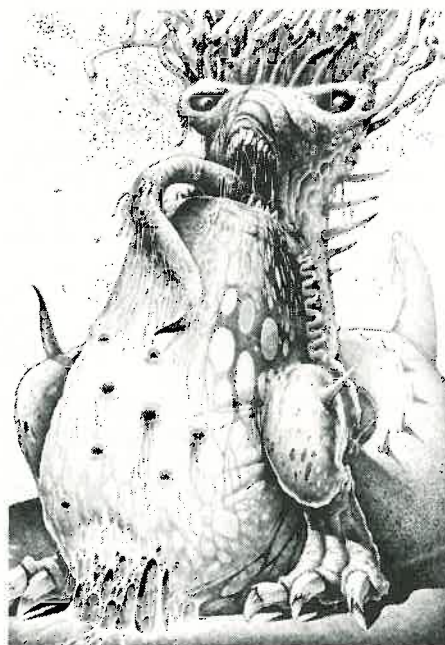


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plaguebearer	10cm	4+	+4	None	-	-	-	-	Cloud of flies

BEASTS OF NURGLE

Beasts of Nurgle have a fearsome appearance: a slug-like body topped by a fringe of fat, writhing tentacles constantly oozing slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of the Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and boring.

Like the Plaguebearers, Beasts of Nurgle are surrounded by a huge buzzing cloud of flies. Anything engaged in close combat with a Beast of Nurgle must take a morale test exactly as noted above in the rules for Plaguebearers.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Beast of Nurgle	10cm	3+	+5	None	-	-	-	-	Cloud of flies

BLOODLETTERS OF KHORNE

Most of Khorne's daemonic ranks are filled by Bloodletters, who act as his huntsmen and his footsoldiers. They are vicious killers and the taste of blood gives them the strength to overcome any injuries they might suffer.

Bloodletters are fortified by bloodshed and this gives them the ability to regenerate physical damage. Do not remove a Bloodletter model immediately if it is destroyed, turn it on its side instead. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 for each regenerating Bloodletter in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

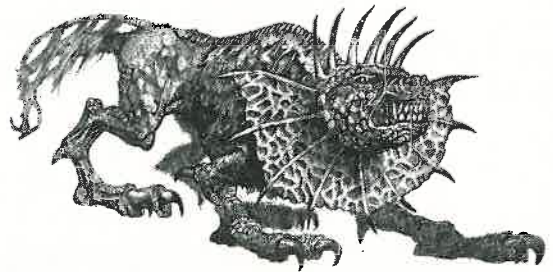


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodletter	10cm	4+	+5	None	-	-	-	-	Regenerates

FLESHHOUNDS OF KHORNE

Fleshhounds are the hunting beasts of Khorne. Faultless trackers and merciless in the chase, the hounds make implacable foes. Those marked as quarry for the hounds are doomed to be run to ground and torn to shreds beneath their red, dripping fangs.

Khorne has a particular hatred for magic and Fleshhounds have special magical collars which ward off its effects. This means that Fleshhounds are immune to psychic attacks from whatever source, eg Mind Blasts from Eldar Warlocks, and psychic attacks from Space Marine Librarians and Ork Weirdboyz.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fleshhound	20cm	None	+2	None	-	-	-	-	Immune to psychic attacks

FIENDS OF SLAANESH

Fiends of Slaanesh are unnatural mixtures of scorpion, reptile and human. With a strange and scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and seek to overcome their prey with their **soporific musk**. This has the effect of reducing their

opponent's close assault factor by -1 in the case of troop stands, but not vehicles, as the musk is too weak to penetrate them. The soporific musk has no effect on troop stands of machines such as robots, Wraithguard, etc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fiend	15cm	None	+1	None					Soporific musk

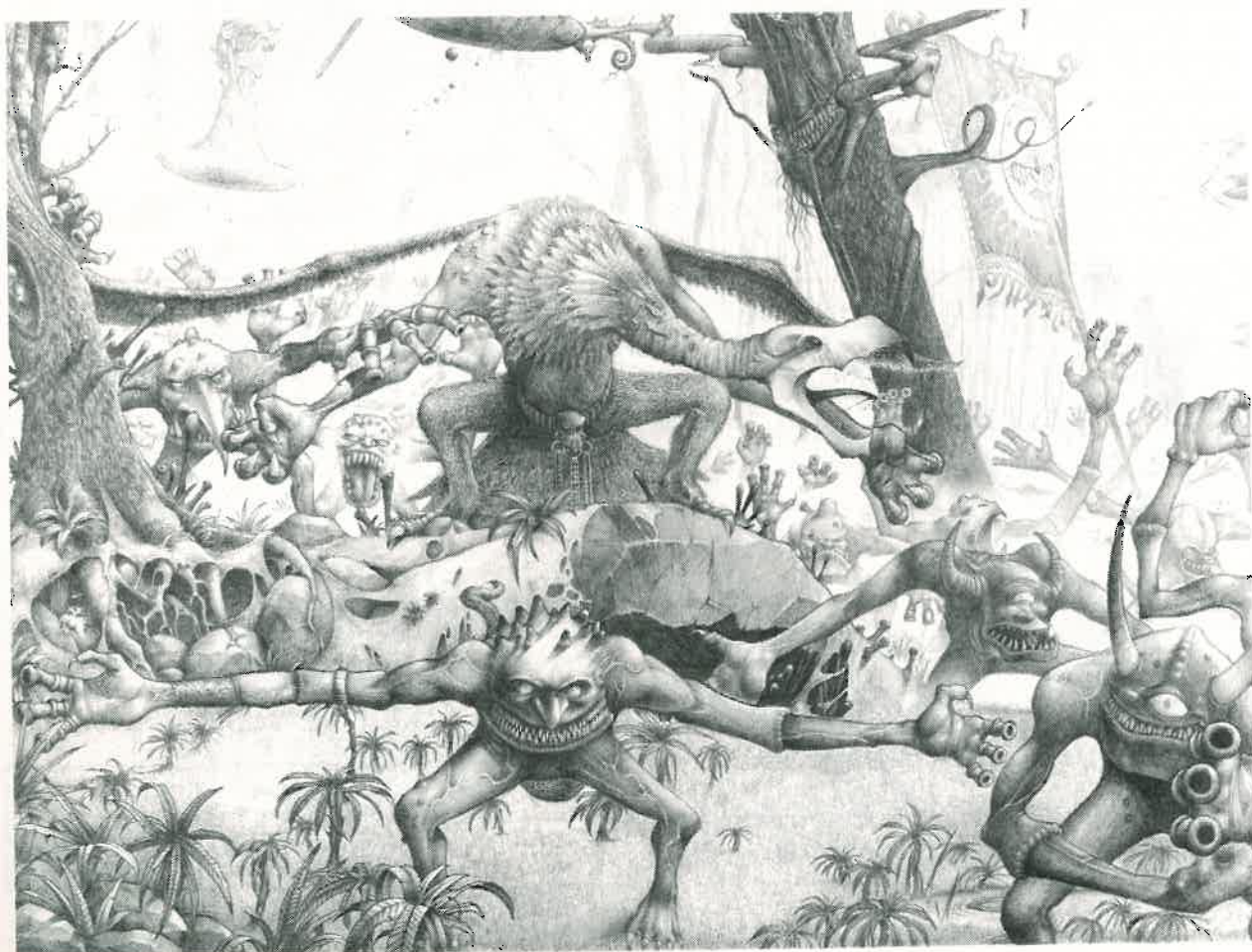
DAEMONETTES OF SLAANESH

The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve the Lord of Pleasure's desires in many ways. Daemonettes have a perverse beauty, unnatural and disturbing. Though they are fearsome fighters in their own right, each Daemonette is an adept of the forbidden arts and will not hesitate to use its power. Daemonettes can evoke an aura of **euphoric ecstasy** in the weak-willed, leaving them virtually helpless.

Any unit that is attacked by Daemonettes must take a morale check in the close combat segment, even if it is not already broken. If the test is failed the unit enters a blissful, euphoric state that leaves them completely vulnerable to the Daemonettes or any other unit that attacks them. Any models in the unit that are engaged in close combat that turn automatically lose and are eliminated. This ability cannot affect machines which have no crew (such as robots and Eldar Wraithguard) and has no effect on other daemons.






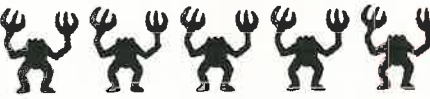








Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Daemonette	10cm	4+	+4	None	-	-	-	-	Euphoric ecstasy



RENEGADE ARMY CARDS



To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

<p>SLAANESH DAEMONETTES</p> <p>BREAK POINT 3: The pack is broken once it has lost 3 models.</p> <p>MORALE VALUE 1: Daemonettes must roll 1 or more on a D6 to pass their morale check.</p> <hr/> <p>VICTORY POINTS 2</p> <p>Your opponent gains 2 VPs when the pack is broken.</p>	<p>SLAANESH DAEMONETTES</p> <p>A pack of Slaanesh Daemonettes consists of five Daemonettes.</p>   POINTS VALUE 150 
<p>TZEENTCH HORRORS</p> <p>BREAK POINT 3: The pack is broken once it has lost 3 models.</p> <p>MORALE VALUE 1: Horrors must roll 1 or more on a D6 to pass their morale check.</p> <hr/> <p>VICTORY POINTS 2</p> <p>Your opponent gains 2 VPs when the pack is broken.</p>	<p>TZEENTCH HORRORS</p> <p>A pack of Tzeentch Horrors consists of five Horrors.</p>   POINTS VALUE 150 
<p>SLAANESH FIENDS</p> <p>BREAK POINT 3: The pack is broken once it has lost 3 models.</p> <p>MORALE VALUE 1: Fiends must roll 1 or more on a D6 to pass their morale check.</p> <hr/> <p>VICTORY POINTS 1</p> <p>Your opponent gains 1 VP when the pack is broken.</p>	<p>SLAANESH FIENDS</p> <p>A pack of Slaanesh Fiends consists of five Fiends.</p>   POINTS VALUE 50 
<p>TZEENTCH FLAMERS</p> <p>BREAK POINT 3: The pack is broken once it has lost 3 models.</p> <p>MORALE VALUE 1: Flamers must roll 1 or more on a D6 to pass their morale check.</p> <hr/> <p>VICTORY POINTS 1</p> <p>Your opponent gains 1 VP when the pack is broken.</p>	<p>TZEENTCH FLAMERS</p> <p>A pack of Tzeentch Flamers consists of five Flamers.</p>   POINTS VALUE 100 



JOHN BLANCHE

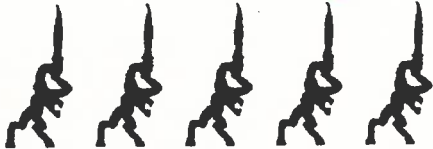
RENEGADE ARMY CARDS



To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

KHORNE BLOODLETTERS

A pack of Khorne Bloodletters consists of five Bloodletters.



POINTS VALUE 150



KHORNE BLOODLETTERS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Bloodletters must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

NURGLE PLAGUEBEARERS

A pack of Nurgle Plaguebearers consists of five Plaguebearers.



POINTS VALUE 150



NURGLE PLAGUEBEARERS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Plaguebearers must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

KHORNE FLESHHOUNDS

A pack of Khorne Fleshhounds consists of five Fleshhounds.



POINTS VALUE 100



KHORNE FLESHHOUNDS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Fleshhounds must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the pack is broken.

BEASTS OF NURGLE

A pack of Beasts of Nurgle consists of five Beasts.



POINTS VALUE 200



BEASTS OF NURGLE

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Beasts of Nurgle must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.



Great Unclean One



Keeper of Secrets



Bloodthirster



Lord of Change



World Eaters Champion



Minotaur Warband led by a Champion of Chaos



Fiends of Slaanesh



Thousand Sons Champion

Chaos armies are the most colourful of all epic armies. The vast hordes of Chaos troops wear uniforms of a thousand different hues, but predominantly favour the colours of their patron Daemons - red and brass for Daemons of Khorne, bright yellows and blues for Daemons of Tzeentch, mottled greens and purples for Nurgle Daemons and vivid pastel shades for Daemons of Slaanesh. Great war banners are carried by the followers of Chaos Champions, proudly bearing the symbols of their allegiance. On these pages you can see examples of Champions with banners of the four Chaos Space Marine companies.

On the opposite page, the Daemonic War Engines of Khorne are magnificent and sinister creations. Studded with decorative skulls and covered with baroque carving they form the centre piece for a Chaos horde.



Lord of Battle



Disc Riders of Tzeentch



A Company of World Eater Chaos Space Marines led by a Champion of Chaos



Cannon of Khorne



Daemon Engines of Khorne (left to right: Death Dealer, Tower of Skulls and Cauldron of Blood)



Juggernauts of Khorne



Death Guard Champion



Emperor's Children Champion

DAEMON ENGINES OF KHORNE

Though Khorne despises magic as unfitting for a warrior he does not rely on swords and axes alone to gather souls. Technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khornes weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

To represent their relentless advance Daemon Engines must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is dependent on whether Chaos is winning by scoring more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

TOWER OF SKULLS

The Tower of Skulls is a wheeled Daemon Engine of Khorne which carries tall gun towers made from piles of skulls and has a massive three-tined pincer on its front. The numerous cannon and bolters mounted in the skull-encrusted towers can fire all around and the frontal pincer is capable of crushing armoured vehicles like eggs. Towers of Skulls normally take advantage of their armament by plunging into the midst of enemy formations so that they can first crush their foes and then blast away in all direction to cause maximum mayhem.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

DEATH DEALER

Death Dealers are huge mobile siege towers which carry resolute warbands of fanatical Khorne Warriors into battle. At the front of the machine a gigantic mechanical Chaos Warrior wields fearsome close combat weapons and a gatling cannon. Behind the Chaos Warrior is a tower with a large cannon mounted on top. It is here that the warbands wait to disembark and from here that the mechanical Chaos Warrior is controlled. A Death Dealer can transport up to five troop stands, and these embark and disembark according to the normal rules for transport vehicles as described in the Space Marine rule book.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands

CAULDRON OF BLOOD

The veins of daemons flow not with mortal blood but the red-hot lava of daemon blood. A huge, bubbling cauldron of daemon blood is carried on top of the Daemon Engine to supply the great cannon which juts out of its front. Once targets are within range a great gout of blood is fired through the projecting nozzle, raining the foe with molten lava. Like all Daemon Engines the Cauldron of Blood also carries massive combat blades on its prow to slice through the opposition.

The blood cannon's fire is represented by the lava template. To use this weapon place the template so that the pointed end is touching the Cauldron and the broad rounded end lies within the normal 180° frontal fire arc. Anything under the template is within the firefall and will be hit on a roll of 4, 5 or 6. Models hit suffer a -1 saving

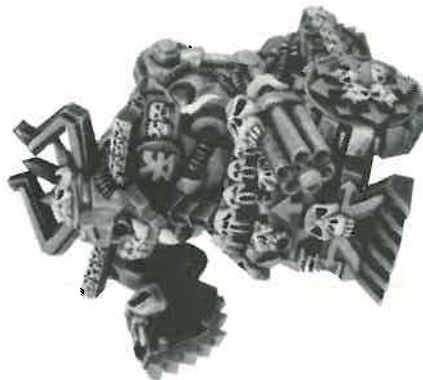
throw modifier. Buildings can be destroyed by the blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's hit roll.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Template		4+	-1	+1 bonus if winning

GREATER DAEMON

Khorne's Lord of Battles



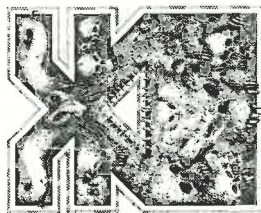
POINTS VALUE 500



LORD OF BATTLES

Lords of Battle are gigantic firebreathing engines of destruction. A massive mechanical effigy of a Bloodthirster, the Lord of Battle roars and destroys in the name of Khorne. Those who perish beneath its wheels or are crushed by its mighty blades are dedicated instantly to the Lord of Skulls.

A Lord of Battle fights as an independent machine and cannot be broken.



VICTORY POINTS 5

Your opponent gains 5 VPs when the Lord is destroyed.

DAEMON ENGINES OF KHORNE

BREAK POINT 2: The squadron is broken once it has lost 2 models.

MORALE VALUE 1: Daemon Engines of Khorne must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

DAEMON ENGINES OF KHORNE

A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.



POINTS VALUE 300



LORD OF BATTLE - GREATER DAEMON OF KHORNE

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cog-wheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass, and embodies all the destructive power of mechanized warfare. Khorne is the god of war in all its forms from the most primitive conflicts fought with swords and arrows to the lightning-fast wars of tanks and Titans. The Lord of Battle advances furiously, and its awesome destructive energies are easily seen in its deadly armament.

The Lord of Battle is a cross between a Titan and a Greater Daemon. The Greater Daemon rules apply in full, and the Lord of Battle is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. In other respects, the Lord of Battle moves, shoots, and fights close combat like a Titan.

In addition, the Lord of Battle has special rules of its own which reflect the fury of its advance. The Lord of Battle must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Lord of Battle is part daemon and part machine, and this makes it particularly resistant to psychic attack. Lords of Battle always receive a saving throw of 3, 4, 5 or 6 against psychic attacks. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

WEAPONS

A Lord of Battle can carry a variety of weapon combinations. Normally one of these is a close combat weapon to further augment its awesome fighting ability, but any of the weapons listed below can be mounted on



the Lord of Battle's arms. In addition to these weapons the Lord of Battle also mounts a battle cannon in its head and a number of firethrowers in its hull. These are already recorded on the data sheet. The head and arm mounted weapons can fire into the Lord of Battle's forward 180° arc. The firethrowers are mounted to burn marauding squads of infantry so they can shoot in any direction.

HELL BLADE

The hell blade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Lord of Battle armed with a hell blade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hell blade must make a saving throw with a -2 modifier or be destroyed.

CHAIN FIST

A chain fist is a whirling, chain-driven saw which can easily rip the toughest opponents to pieces. A Lord of Battle armed with a chain fist rolls an extra D6 in close combats (3D6 rather than 2D6). If a Lord of Battle armed with a chain fist wins a close combat against a Titan it adds +2 to the damage roll. A building struck by a chain fist must make a saving throw or be destroyed.

DEATH STORM

The death storm fires salvos of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Death Storm	75cm	6	5+	-1

DOOM BURNER

The doom burner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doom burners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doom burner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doom burner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Doom Burner	75cm	1	3+	-3

Notes: +1 to damage rolls against Titans.
May attack buildings

LORD OF BATTLE

Move	Close Assault Factor
15cm	+10
<p>If the Chaos player is winning the game (on points values), all Lords of Battle in the Chaos player's force receive +1 on saving throws, +1 modifier to hit on all shooting rolls, and one extra dice to roll in close combat.</p> <p>The Lord of Battle has a saving throw of 3+ on a D6 against psychic attacks.</p> <p>Your opponent gains 5VPs if the Lord of Battle is disabled or destroyed.</p> <p>The Lord of Battle may turn up to 90° once when it moves.</p> <p>Note down the details for the weapons mounted on your model in the spaces given below.</p>	



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
HEAD CANNON	50cm	1	4+	-2	
HULL FIRETHROWERS	15cm	6	5+	0	IGNORE MODIFIERS FOR COVER



HIT LOCATION TEMPLATES

FRONT

HEAD		
1+		
WEAPON	BODY	WEAPON
2+	1+	2+
WHEEL	BODY	WHEEL
2+	1+	2+

SIDE

HEAD	
1+	
ENGINE	WEAPON
2+	2+
ENGINE	WHEEL
2+	2+

REAR

BODY		
3+		
WEAPON	BODY	WEAPON
2+	2+	2+
WHEEL	ENGINE	WHEEL
2+	2+	2+

LORD OF BATTLE DAMAGE TABLES

WHEEL DAMAGE TABLE - Roll D6

- 1-3 The wheel has been damaged. The Lord of Battles may no longer turn towards the side the damaged wheel is on.
- 4-5 The wheel is destroyed. The Lord of Battles may no longer move but it may turn on the spot.
- 6 The wheel is blown clean off the Lord of Battles and rolls 2D6cm in a random direction. Any unit the wheel rolls over takes an automatic hit. The unbalanced Lord keels over. Decide randomly which way it falls, and place the Lord of Battles on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

BODY DAMAGE TABLE - Roll D6

- 1 Armour plating on the Lord of Battles' body is damaged by the hit. Add +1 to any future rolls on the Body Damage Table.
- 2-3 The shot punches into the body, releasing several captive souls which immediately flee into the warp. The Lord of Battles rolls one less D6 in close combat for the rest of the game.
- 4 The shot rips through the body and causes an explosion. Dozens of captive souls break free of their confinement and howl off into the warp. The Lord of Battles' close assault factor is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The hit tears a massive hole through the body of the Lord of Battles, which tips over and crashes to the ground with a thunderous explosion! Freed spirits start pouring out of the wreck and fleeing into the warp. The Lord of Battles is soon obscured by glowing, wraith-like forms which gibber and scream madly at the living. Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed. Any vehicles or troops within 25cm of the Lord of Battles must then pass a morale check, any who fail go on to fall back orders.

WEAPON DAMAGE TABLE - Roll D6

- 1-3 The weapon is destroyed and may not be used again in this battle.
- 4-5 The weapon is blown clean off the Lord of Battles and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Lord of Battles as above, but there is also an explosion and flashback to the Lord's hull. Roll a D6 to see what was affected by the flashback:

1-2	Engine
3-4	Body
5-6	Head

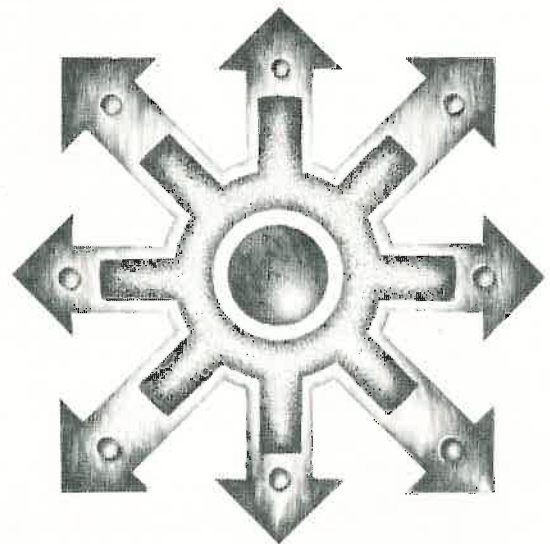
Then roll the D6 again and refer to the appropriate Damage Table to find out what damage was caused.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Lord of Battles' head-mounted weapon is destroyed. This so enrages the Lord of Battles that it must be placed on charge orders next turn.
- 3-4 The hit temporarily blinds the Lord of Battles. It may not fire weapons for the remainder of this turn or during the next turn. At the start of the next movement phase the Lord of Battles runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Lord of Battles in close combat immediately, roll 2D6 for the Lord's effective close assault factor in each combat. Keep moving and fighting until the Lord of Battles has expended all of its movement. If the Lord of Battles runs into impassable terrain such as a building it will be stopped and suffers an automatic hit to the body, roll damage immediately.
- 5-6 The hit totally destroys the Lord of Battles' head and triggers massive internal explosions. The Lord slowly topples over, gouting flames and smoke before it crashes to the ground! Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

ENGINE DAMAGE TABLE - Roll D6

- 1-2 The Lord of Battles' pressure engine is breached and it starts to slow down. The Lord's move and close assault factor are halved from now on.
- 3-4 The engine governor is damaged and pressure starts building up uncontrollably inside the Lord of Battles. Move the Lord 3D6cm forward in a straight line. If the Lord of Battles runs into impassable terrain such as a building it suffers an automatic hit to the body, roll for damage immediately. After the Lord of Battles has moved roll a D6. On a 4, 5 or 6 the engine explodes and destroys the Lord (see below). On a 1, 2 or 3 the pressure is vented off successfully and the Lord of Battles repairs itself.
- 5-6 The engine is pierced and shatters with explosive force, destroying the Lord of Battles and scattering razor-sharp chunks of metal across a 3D6cm radius centred on the Lord of Battles. Everything within this area takes an automatic hit and must make an unmodified saving throw to survive.



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MM15 DWARF CROSSBOWMEN



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MM15/38



MM15/37



MM15/39



MM15/40

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MM16/23



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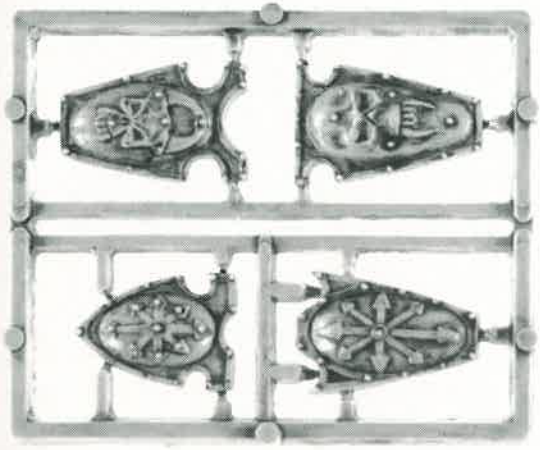
MM16/24



MM16/26

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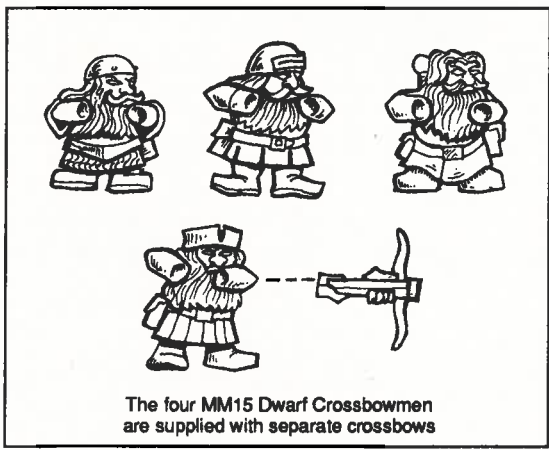
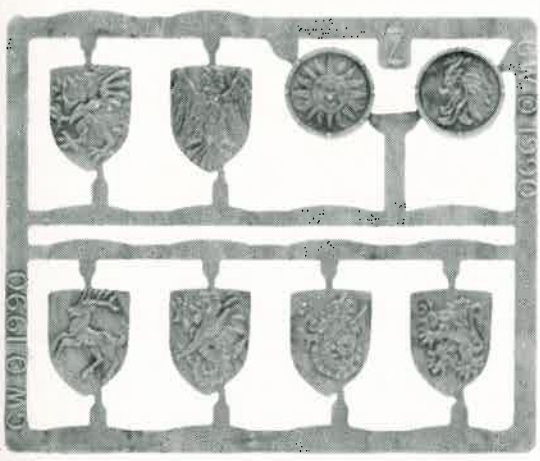
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Designed by Aly Morrison and Colin Dixon

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PROGRAMME

Golden Demon '92 is the Grand Finals of the 1992 International Citadel Miniatures Painting Championships, and this year it's going to be even bigger and better than before. The world's best painters, along with thousands of their beautifully painted miniatures will be at the Pavilion at the Birmingham NEC on 18th April 1992 to compete for a host of prizes including the Golden Demon Slayer Sword.

There are fantastic display and participation games, stunning exhibitions of the finest fantasy art and the enormous Games Workshop, Citadel Miniatures and Marauder Miniatures retail stands.

For those of you who are new to the Games Workshop hobby, or veterans who've got questions on a particular rule or gaming situation, there are stands manned by the Games Workshop games designers. They will be more than ready to answer any of your questions, talk about what you need to start playing, help out on ideas for painting your forces or just have a chat about what's new in our hobby.

This programme gives you the details of just some of the events at Golden Demon '92 – keep your eyes open for extra displays and games arranged on the day. Whether you are an experienced gamer or new to the hobby, Golden Demon '92 is an event you just can't afford to miss. So come along and experience the very best in science fiction and fantasy gaming.

GOLDEN DEMON PAINTING COMPETITION

The Golden Demon Awards are now in their fifth year and this year's event looks to be the best display of stunningly painted miniatures yet.

The Golden Demon Awards feature miniatures by the best painters and modellers in world. Each entrant has qualified in one of over 30 regional heats in order to reach the grand finals at Birmingham NEC

The ten categories this year are:

Single Miniature	Mounted Miniature
Monster	Command Group
Space Marine Battleforce	Diorama
Warhammer 40,000 Vehicle	Warhammer Fantasy War Machine
Warhammer 40,000 Army	Warhammer Fantasy Battle Army

Within each category, there are three prizes:

- First Prize: Golden Demon Trophy
- Second Prize: Silver Demon Trophy
- Third Prize: Bronze Demon Trophy

Once all of the categories have been judged, one entrant will be chosen as the overall Champion and awarded the title of Golden Demon Award Master Painter.

The overall champion will then receive the prestigious

Golden Demon Slayer Sword

A finely-crafted mighty two-handed sword made especially for the Golden Demon Awards by The Raven Armoury

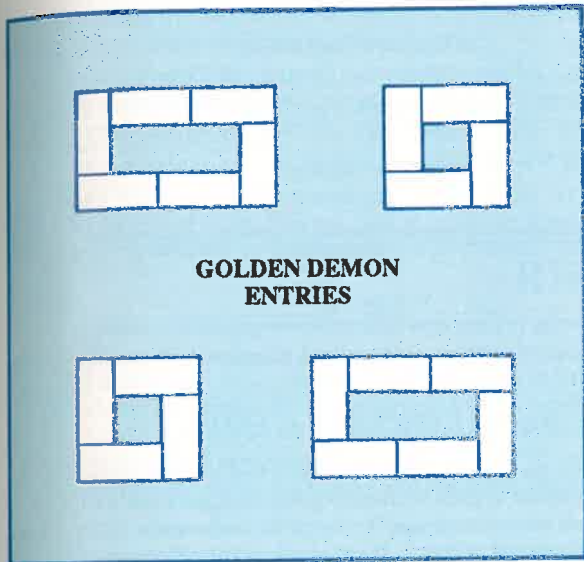
Presentation of the awards commences at 4.30pm in the Pavilion. Games Workshop artist and miniature painter John Blanche will then present the Golden Demon Slayer Sword to the overall winner.



The Golden Demon Slayer Sword

Saturday 18th of April 1992

NATIONAL EXHIBITION CENTRE PAVILION



PHOTOGRAPHY



Food and Drink

The restaurant is open from 10.00 am for breakfast with hot and cold food available from 10.00 am to 5.30 pm.

The gallery Bar is open to over 18's from 10.30 am to 5.30 pm.

The Snack Bar will be open from 10.00 am to 5.30 pm for crisps, snacks, burgers, hot and cold drinks etc.

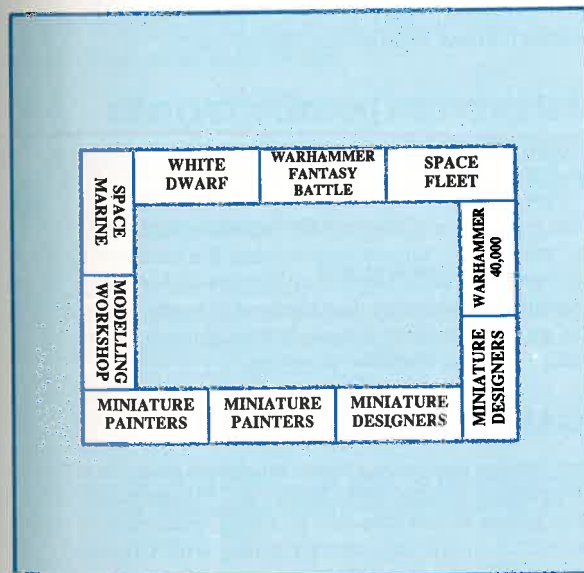
Enquiries Desk

If you have any problems, ask at the enquiries desk and someone will help you out.

In the unfortunate event of anyone needing first aid, the enquiries desk will be able to help.

TIMETABLE

- 10.00 Doors Open
Restaurant and Snack bar open
- 10.30 Bar opens to over 18's
- 12.00 Games Workshop Quiz begins
- 4.30 Presentation of prizes on stage:
Golden Demon Champion
Golden Demon Award Winners
Quiz Winners
- 5.30 Bar, Restaurant, Snack Bar close
- 5.45 Doors Close



ARTISTS DISPLAY

SEATING

DISPLAY AND PARTICIPATION GAMES

At this year's Golden Demon Awards, each Games Workshop game will have its own stand where you'll find demonstrations of the game itself, with loads of stunning artwork and examples of painted forces. In each area there will be both participation and display games. The display battles will be fought out between store armies from around the country. At the participation gaming stands, anyone can come along and join in. So whether you are an experienced game player, or a beginner who wants to try out a new game system, just turn up at the table and join in the fun.

DISPLAY GAMES

These are large scale games with magnificently painted armies. You can't join in with these, but they present a truly inspiring sight as mighty armies go to battle on the stunningly terrained gaming table. Make sure that you are there to support your home team as they battle away for honour and glory.

Warhammer Fantasy Battle

The Battle for Karag Grimm

The Dwarfs from Brighton join forces with Chester's Empire army to do battle against the Dark Elves and Undead horde from Derby and York.

A Clash of Evil

The Skaven and Chaos armies from Maidstone and Torquay have united to drive back the combined Orc hordes of Croydon and Oxford.

The Empire at War

War has broken out amongst the City States and Provinces of the Empire. This spectacular battle features regiments of the



brand new Empire army in a massive struggle to resolve the fate of the Empire.

Warhammer 40,000

The Struggle for Doomrift

The Imperial Guard and Ultramarines armies from Luton and Reading clash in bitter struggle with the Ork Warbands from Dudley and Hull.

The Kraken's Reach

Ultramarines and Imperial Guard from Leeds and Liverpool defend the Imperium from the rampaging Tyranid hordes commanded by the Coventry and Manchester Hive Mind.

The Steel Fist of Victory

A combined force of Dark Angels and Space Wolves Space Marines from Edinburgh and Middlesburgh strike against an Eldar Warhost from Harrow and Sheffield.

Space Marine

The Bloody Handed God

The Eldar Craftworld armies of Preston and Coventry join forces against the Space Wolves and Dark Angels chapters of the Imperial Space Marines from Birmingham and Coventry.

Horror at Hellsreach

A massive army of the Imperium from Norwich and Hammersmith prepares to face the nightmare horror of an advancing Chaos horde commanded by Newcastle and Nottingham.

Warmonger

The Eldar and Dark Angel Space Marine armies from Bristol unite to repel the Ork invaders from Glasgow and London Plaza.

PARTICIPATION GAMES

Throughout the day there will be a whole host of participation games run by the Games Workshop games designers and staff. This is your chance to join in with your favourite game or try out something new. All models and terrain are supplied and all you have to do is turn up at the gaming table and join in.

There will be games of Space Fleet, Space Marine, Mighty Empires, Blood Bowl, Space Hulk, Advanced Heroquest Warhammer 40,000 and Warhammer Fantasy Battle.

SPEED PAINTING COMPETITIONS

Over the years, the speed painting competition has become one of our most popular events.

How fast can you paint a miniature? We provide all the paints brushes and miniatures – all you have to bring is a keen eye, a steady hand and nerves of steel. You'll have under thirty minutes to paint your miniature. If it's judged to be the best of your group, you'll win all of the miniatures painted in that session. Just go along to the tables to join in.

GAMES WORKSHOP QUIZ

A new event for this year is the Games Workshop quiz. Each Games Workshop store will enter a 'Mastermind' Warhammer gamer as one member of a four man team to answer questions on all aspects of gaming with Citadel Miniatures.

The competition is a knock out with the winners taking on a team from the Games Workshop Design Studio headed by Rick Priestley.

If you want to enter the competition, contact your local store manager as it will not be possible to enter on the day

STUDIO STANDS

STUDIO

The Studio stand is manned by all the Games Workshop's games designers, developers and artists. These are the people responsible for developing and illustrating all the Games Workshop games and Citadel Miniatures

Rick Priestley, John Blanche, Andy Jones, Jervis Johnson, Andy Chambers, Nigel Stillman, Robin Dews, Bill King, Wayne England, Dave Gallagher, Mark Gibbons, Alan and Michael Perry, Jes Goodwin, Dave Andrews and Kevin Adams will be there to talk about specific games, or just chat about future developments in our hobby.

As all of you who've been to the Golden Demon Awards before will know, all the Games Workshop staff are friendly and approachable and just love chatting about all aspects of the miniature gaming hobby so come along and give us your views.

'EAVY METAL LIVE

The 'Eavy Metal stand will feature our expert Citadel Miniature painters: Mike McVey, Tim Prow and Jay Tanner. They'll be more than happy to talk about all aspects of painting miniatures for your favourite games – from how to quickly and effectively paint your forces so you can start playing immediately to how to paint that special personality model to lead them into battle.

MODELLING WORKSHOP

Games Workshop's modelling expert, Adrian Wild is the man responsible for all of the wonderful gaming terrain you see in the photographs in White Dwarf. Adrian will be there to give advice on how to make terrain and buildings for your games. From simple hills and rivers to fully landscaped scenery, Adrian can give you all the advice and tips you need.

RETAIL STANDS

The retail stands can provide you with everything you need for gaming – from rulebooks and miniatures to paints and T-shirts. Elsewhere in this programme there are five special Golden Demon award discount vouchers. You can use these on the day to save yourself £££'s on all your favourite Games Workshop Games and Citadel and Marauder miniatures.

Throughout the day there will also be a host of bargains and special offers on a whole range of games and accessories.

Warhammer 40,000

Rulebooks, boxed sets, metal and plastic miniatures for Warhammer 40,000, Space Marine, Space Hulk and Space Fleet are all available here.

Warhammer Fantasy, Boardgames and Books

You can get everything you want for Warhammer Fantasy Battle, Advanced Heroquest, Blood Bowl, Talisman, Dungeonquest, Dragon Masters and the complete range of Games Workshop Books.

White Dwarf

This is the place to pick up the latest copy of White Dwarf magazine. There'll also be large stocks of back issues so you can fill in on any missing rules or supplements in your collection.

T-Shirts

Games Workshop's wide range of full-colour plus black and white Warhammer Fantasy and Warhammer 40,000 T-shirts are available here.

Paints and Brushes

Citadel's fantastic range of specially formulated paints, high-quality brushes and tools are available at this stand. If you feel inspired by the Golden Demon entries on display, this stand is the place to get all the tools you need to have a go yourself.

Marauder Miniatures

The full range of Marauder Miniatures will be on sale here, these miniatures are perfect for building up your Warhammer Fantasy Battle armies. The stand will be manned by Marauder Miniatures' new designer **Colin Dixon**. He'll be happy to chat to you about all the new releases, up and coming models and any other aspects of the miniature gaming hobby.



The Raven Armoury

The Raven Armoury are Britain's foremost armourers of reproduction weapons and the only 20th century armourers with weapons on display at the Tower of London. If you are impressed by the splendid Golden Demon Slayer Sword that Raven have made for this year's Golden Demon Champion then come along to the stand where they'll be displaying their whole range of historical and fantasy weapons.

Monolith Designs

Monolith will be displaying their range of resin buildings and vehicles suitable for Warhammer 40,000 and Warhammer Fantasy Battle.

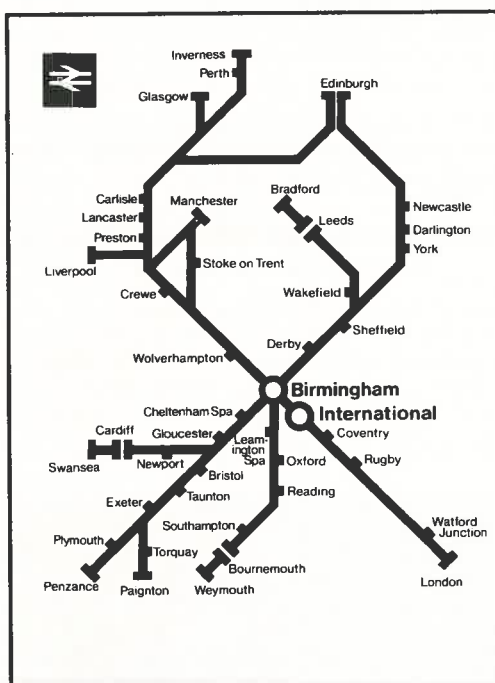
TICKETS AND HOW TO GET THERE

BUY YOUR TICKET TODAY ONLY £5.00!

With Golden Demon fast approaching, now is your last opportunity to buy a ticket for the world's premier fantasy gaming event. To get your tickets either:

1. Drop into your local Games Workshop store
 2. Phone Mail Order Golden Demon Hotline on (0773) 713213
- All mail order tickets are available post free!

Entry on the day for non-ticket holders is also £5.00 but to reduce congestion and waiting in queues, priority of entry will be given to ticket holders. To be sure of getting in early and avoiding the crush we recommend you buy an advance ticket.



Rail Travel

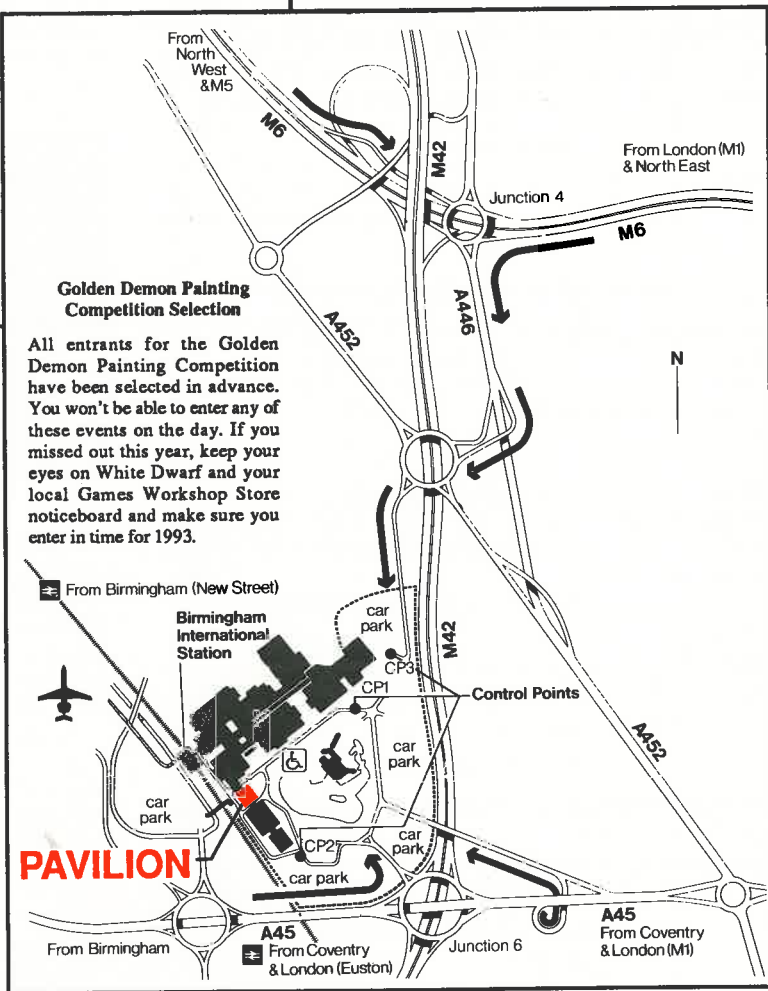
The NEC can be reached in ten minutes from Birmingham City Centre and eighty minutes from London Euston.

The Birmingham NEC is the largest exhibition centre in the country and a suitable new venue for the Golden Demon Grand Finals. Transport to the NEC couldn't be easier with excellent road and rail links. All Games Workshop stores will be organising special coaches to the event, so contact your store manager now to book your place.



Golden Demon Painting Competition Selection

All entrants for the Golden Demon Painting Competition have been selected in advance. You won't be able to enter any of these events on the day. If you missed out this year, keep your eyes on White Dwarf and your local Games Workshop Store noticeboard and make sure you enter in time for 1993.





FANTASY BATTLE

The Battle of Blood Keep

A Warhammer Fantasy
by Nigel Stillman & Andy Chambers

Many of you have written in to White Dwarf to say how much you've enjoyed the battle reports we've been running over the last few months. Apart from comments on the tactics, the most common question has been "When are you going to do a Warhammer Fantasy Battle report?" We've had plans to do this for a long time, but wanted to present a really exciting battle between two good generals. The release of the brand new Empire army models and list gave us the perfect excuse to set up a game between the designers of the Empire models, Michael and Alan Perry, and a combined force consisting of Mike McVey's Wood Elves and Wayne England's Dwarfs.

Over the last few months Alan and Michael Perry have not only been designing a completely new range of Empire miniatures but they've also collected and painted their own Empire army for Warhammer Fantasy Battle. Starting with a 1000 point force, they've added more and more regiments until the army has now reached a points value of over 3000.

The twins have been playing lots of games with their smaller force, but we thought it would be a good idea to have them fight a battle against one of the other Warhammer armies in the studio and publish the results in a battle report. We wanted to find some tough opponents for the new Empire army which naturally led us to Mike McVey's Wood Elf Army. Since Mike's army wasn't big enough to take on all the troops that the twins wanted to use, the Wood Elves entered into an alliance with Wayne England's Dwarfs. With this combined force, they could match the twins' 3000 points and would make the game all the more interesting with the presence of two players on either side.

Michael and Alan chose their army from the new Empire army list which has been developed to go with the new range of models. The army list was in its final stage of development when this battle was fought, which is why you might find that some of the points values are different to those in the final version published in White Dwarf 147. Mike and Wayne selected the forces for their Elf and Dwarf Army from

their respective lists in Warhammer Armies. The fact that the players used two different ways of choosing armies posed no problems, since the two systems are fully compatible. The new lists have been designed for use in conjunction with the older system, even though they introduce a number of new ideas.

The game lasted for a full day with all four of the players sharing joint command of their armies rather than commanding separate contingents. Andy Chambers and myself acted as GM's for the game and took charge of keeping sketch maps and notes of all the moves and any other significant events. This allowed the players to concentrate on their tactics without having to worry about how the game was recorded. At appropriate intervals we took polaroid photos of the situation on the tabletop and these were later used to reconstruct the important stages of the battle with proper lighting and cameras. This is the same technique we've used with previous reports and ensures that we get really good photos without disrupting the game.

Before the game started, we asked each pair of generals to write a short description of how they went about selecting their forces and what plans they had for the battle. After the game was over, Andy and I wrote up the narrative from a neutral point of view and then added our own tactical comments and observations at the end. In this way you should be able to see how the plans of the players actually worked out in the game.

TERRAIN AND DEPLOYMENT

The game was played at the studio on one of our 8' x 4' tables. The terrain was set up by mutual consent between the players and GM's. This resulted in a good mix of terrain with a broad open area in the middle of the table.

We decided that no advance or trailing forces would be used. Instead, each side was allowed to deploy within a zone 12" in from the base edge and 6" in from the side edges. Both sides diced for choice of edge with the highest score winning the right to choose. This roll was won by the Empire Army and they picked the southern edge of the table with its large hill giving a commanding view over the centre of the battlefield. The players then drew up their initial positions on sketch maps and deployed their armies on the table according to these maps. This ensured that neither side knew for certain where enemy troops were to be positioned and had to rely on their own tactical judgements. The players then diced for who got the first turn and this roll was won by the Elves and Dwarfs.

THE GAME RULES

Before the game started, the players agreed to alter certain rules. The main change was that neither side wanted any fear-causing creatures around! Unfortunately both armies' generals were mounted on fearsome monsters so this posed a bit of a problem.



WD42

Rather than disallow these creatures altogether we simply ignored their ability to cause fear altogether for this game. This was a good compromise as it permitted both sides to field their magnificently painted generals without them dominating the game. Because both generals were also mounted on flying creatures it meant that neither side could have their army standard bearers present unless they were also mounted on flying creatures. Once again, by mutual consent, the players decided they would rather permit their army standard bearers to act as independent heroes. This seemed entirely appropriate considering their inspirational role as a rallying point for the army.

In addition to the rules changes agreed by the players, we also used some new rules we're working on that affect the use of battle magic and artillery. As both sides included a wizard and a number of cannons we knew these rules would help or hinder both sides equally. The magic system used during the game is entirely new, which is why the spells used will seem unfamiliar. This card-based magic system is derived from ideas explored in the article on the colleges of magic published in WD113. Each wizard belongs to one of the colleges of magic, indicated by the colour of his clothes and the special spells he can cast. They were then dealt spell cards of their colour and a dispel card. When a spell or dispel was cast, the card was expended from the wizard's hand and took effect according to the rules written on the card.

We published the new rules for artillery in the last issue of White Dwarf, so most of you will be able to follow what is going on. The main change is that players have to guess the range to their declared target before measuring it. The player firing the cannon then rolls a special artillery dice which adds a variable range factor to this estimate or results in a misfire. Once the cannon ball has landed, the player rolls again with the artillery dice to see how far it bounces and any models in the path of the bounce are killed on a D6 roll of 4+. These new rules are great fun and led to many of the shots in the game falling short or overshooting the target in a very realistic manner.

THE EMPIRE ARMY

By Alan and Michael Perry

Over the past year we've both been kept busy designing, making and painting units for the new Empire army. Although we'd played a few skirmish games with our growing forces we were itching to get into a really big game so when the Wood Elves and Dwarfs decided to join forces to make war on us we jumped at the chance to field our complete army against them. Although we had a lot of different troop types to choose from when we selected our force, we hadn't been able to paint up many of the heavily armoured knights before the outbreak of hostilities (and unfortunately the new Steam Tanks hadn't yet arrived from the Imperial Engineering School!). This restricted our choice of troops to a primarily infantry force with an elite strike force of cavalry.

We selected the army from the list devised especially for the new look Empire army by Nigel Stillman and Rick Priestley, the finished version of which was published in *White Dwarf* 147. The regiments and personalities in the Empire army are all laid out with their statistics, special rules and points costs which makes it very easy to select an army.

We'd already clashed with Elf and Dwarf armies in smaller skirmishes so we had some idea of what to expect. It was with these experiences in mind that we set about choosing an army we thought could meet the challenge.

First of all we decided that we wanted our army to be led by the Emperor Karl Franz himself. Normally we have him mounted on a magnificent warhorse, brandishing Sigmar's Hammer and with his magical gold armour glittering in the sunlight. However, we knew the Elf general would be riding a giant war eagle. Determined not to let the Emperor be outdone by this birdman from the woods, we mounted him on a mighty pegasus instead of a warhorse. This would give him the chance to engage the enemy general in personal combat over the battlefield.

Ludwig Swartzhelm, the Champion of the Empire with the army battle banner was the next obvious choice. If the Emperor himself was to be free to swoop about over the battlefield, we wanted a strong character placed in the centre of the battle line to lead and inspire the troops.

We knew we could expect an onslaught of magic from the Elves, so it made good sense to counter this with some magic of our own. As a result the Emperor summoned a grey wizard from one of the many colleges of magic in Altdorf. He was mounted on a warhorse to give him sufficient mobility to be in the right place at the right time.

The Emperor invariably goes to war accompanied by his elite Reiksguard. A regiment of 10 Reiksguard knights accounted for all the heavily armoured knights that we'd finished painting, so we would definitely have them as shock troops capable of delivering a hammer-blow on the enemy battle line. We'd also painted a 10 man-strong Reiksguard regiment to buttress the infantry battle line and tackle the enemy infantry, particularly the tough Dwarf regiments.

It would have been exciting to support the Reiksguard knights with knights from the other chivalric orders, but unfortunately we didn't have any others painted up yet. We did have a small regiment of splendidly arrayed Kislev winged lancers and had to include these in our army. These models looked so impressive they might just scare the opposing generals into keeping their troops out of their way.

We had more support from our Kislevite allies in the form of the famed Kislev horse archers. We decided to use these in two small units so that they could operate as skirmishers. Since they were unarmoured, this might help in the face of Elf archery. The role of these light cavalry was to skirmish ahead of the Reiksguard knights or the Kislevites and distract the Elf archers long enough for the shock cavalry to get into position



to launch a mounted charge without losing too many models to Elf arrows! If the horse archers survived this heroic task, they could attempt to weave around the enemy flanks stinging the enemy units with arrows from behind and spreading confusion. Well, that accounted for all the cavalry.

Now came more difficult decisions. Our painted collection included lots of infantry. This would have to be the main strength of our army and is entirely in keeping with the military doctrine of the Empire. According to the new Empire list, regiments of close combat infantry can have detachments of missile-armed troops to support them and allow the use of large numbers of cannons in the army.

We thought it would be best to organise our halberdiers into three regiments. The main reason for this was to allow us to field our three cannons in which we (and the Empire) place great faith. Many people at the studio advised us to use big regiments because the extra ranks would make the unit more formidable in close combat, but we decided to organise the halberdiers into three relatively small units of 15 soldiers each to allow us the extra artillery. Since we were up against a numerically smaller enemy, small, easily manoeuvrable units might prove more useful than massed ranks. We were confident that the halberdiers would stand up well against the Dwarfs if the two clashed.

One thing we had plenty of was missile-armed troops, so we could certainly give our halberdier regiments the

benefit of supporting detachments. Our general philosophy is the more firepower the better, especially against the Elves with all their bowmen and the slow moving Dwarfs, so we chose two detachments of archers. We concentrated all our unarmoured models into one of these so that it could operate as skirmishers. Like the Kislev horse archers this may help them confront enemy bowmen on almost equal terms since it is -1 to hit skirmishers in open formation. After much persuasion by military advisers around the studio, we chose two detachments of hand gunners. Originally we thought of investing more points in close combat troops, but the new Imperial gunnery drill which enables the hand gunners to fire each turn by swapping ranks, combined with their hitting power could prove decisive in stopping the Dwarfs in their tracks.

Still left with the feeling that we needed more firepower, we chose a large unit of Tilean crossbowmen. In the few games we have played so far with the new Empire army, we have found that the detachment's ability to move independently of their regiments is useful, but they lose the benefit of the regimental captain's leadership if they move too far away. The Tileans are commanded by their own captain, so they can safely be deployed anywhere. Since the crossbow has a long range and deadly effect, these are ideal for holding part of the line and inflicting casualties on enemy units making the long march into contact!



Now we came to the queen of the battlefield: the Imperial artillery. We have three great cannon and crews painted and so we decided to use all of them! Aiming and firing the cannon can sometimes be a bit unpredictable, but their effects are usually devastating. One cannon can inflict terrible damage on an enemy unit with a lucky or well aimed shot. Our plan was to position the guns where they could enfilade several enemy units to cause maximum possible destruction.

THE EMPIRE BATTLE PLAN

The army was chosen before setting up the terrain but Michael and Alan devised their final battle plan after seeing the battlefield. The Empire won the dice roll for choice of table edge and picked the side with a hill in the very centre of their deployment zone. Their right flank rested on a farmyard surrounded by hedges and their left flank against a dense area of woodland.

The Imperial battle plan was to attack on both flanks while holding back the centre around the hill. Two cannons were placed on the hill with the third located on their immediate left. From this position the guns could command almost the entire battlefield. The Tilean crossbowmen were then formed up in a long line at the base of the hill so that the cannon could fire over their heads. This meant that the Empire had a great deal of firepower in the centre of their line, but were quite weak in close combat troops. Michael and Alan weren't too worried about this since they expected the Dwarf regiments to be placed opposite their own centre.

Although Dwarfs are quite fearsome when they get into hand-to-hand combat, they are very slow moving. The Empire generals hoped that they would exact a heavy toll on the Dwarfs before they could reach the hill, if they did at all! By then the Imperial flanks should have crushed the enemy and would be in a position to wrap round and envelop the centre. The Emperor's battle banner was held aloft by his personal champion at the top of the hill to give the centre the resolve to stand firm.

In accordance with this plan, the cavalry regiments were placed on both flanks. The Reiksguard knights, screened by skirmishing Kislev horse archers and backed up by two regiments of halberdiers with detachments of hand gunners, were positioned on the left flank. On the right were the Kislev winged lancers also screened by the second regiment of Kislev horse archers and supported by a regiment of halberdiers with detachments of archers. One of these, the Stirland archers, was deployed as skirmishers.

Both of these heavily strengthened flanks were intended to fall upon the opposing Elf and Dwarf flanks and sweep them away. The Emperor and the Imperial wizard took up positions on the left side to support the onslaught of the Reiksguard knights. This therefore became the Empire's strongest flank. The Reiksguard foot were placed out on the extreme right wing of the army, actually within the farmyard.

The plan was for this elite unit to march forward across the battlefield, cross the lane and threaten the extreme

left flank of the enemy. Since these troops were heavily armoured and thus quite slow moving, this operation would take them a long time to execute. However, their presence would force the Alliance players to maintain a reasonably strong force in front of them. If the Elf and Dwarf player failed to do this, then the Reiksguard would threaten to turn the Alliance flank late on in the game by their advance through the fairly dense terrain on this side of the battlefield.

DWARF AND WOOD ELF ARMY

By Mike McVey and Wayne England

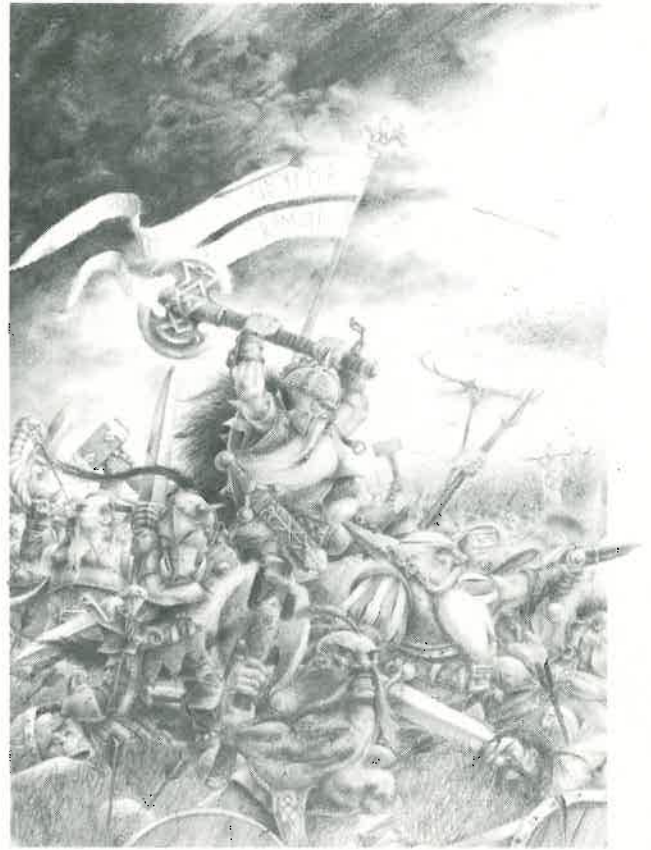
Even though tradition dictates that Elves and Dwarfs don't usually see eye to eye, in times of dire need they may band together to fight a common threat. This is the case in the games that Wayne and myself have been fighting against the Michael and Alan's new Empire force. The mix of troop types in the Elf and Dwarf Alliance may seem to be fairly incongruous, but we hoped that the speed and deadly archery of the Elves, combined with the staying power and determination of the Dwarfs would prove to be too much for the Empire generals to cope with!

Our army was selected from the Wood Elf and Dwarf lists in Warhammer Armies which are fully compatible with the new Empire army list. Although our army was numerically much smaller than the equivalent points value of Empire troops, it is of high quality. We reckoned on the Empire fielding about half as many troops again as we could, but hopefully our superior firepower would quickly cut them down to size.

For the army general we chose a Wood Elf Sylvan Chieftain riding a giant eagle, and armed him with a magic sword with Frostblade abilities and two Hail of Doom arrows. These should make him a fearsome adversary and hopefully a match for even the Emperor. The twins knew about our flying general and were already in a state of terror! He should be able to fly where he liked over the battlefield, wreaking havoc!



One of the main strengths of a Wood Elf Army lies in the skill of its archers. Armed with longbows, and with their excellent bow skill they should be able to inflict terrible damage on any advancing enemy before they have to become engaged in hand to hand combat. Even then, with their superlative weapon skill they can be relied upon to hold their ground against all but the very best of human fighters! With this in mind, we



chose a strong contingent of bowmen consisting of a regiment of 20 elite Guard archers and a slightly smaller regiment of 15 Wood Elf archers.

Even though the Elves are renowned for their archers, they also have good spearmen. We decide to include an Elf Kinband armed with spears. These can be expected to hold their own against the best hand-to-hand fighters the Empire can muster. To help make sure of this, they were led by a level 10 Guardian armed with an Elf longbow and a Hail of Doom arrow. When he shoots out of a spear armed unit it should give the Empire generals quite a surprise and give the Kinband an extra edge as they close in for hand-to-hand combat.

Wardancers are a uniquely Elven unit with spectacular close combat abilities quite unlike anything the enemy could field against us. As such they would pose an unpredictable and dangerous threat to the Empire Army. With this in mind, we decided to include a small but effective unit of 8 Wardancers. Although these troops were expensive, they would hopefully prove their worth in battle. One useful skill of the Wardancer Troupe is their ability to infiltrate through a friendly unit that is moving ahead of them. This allows them to advance behind another unit that acts to screen them from enemy shooting and hides them from view until they are ready to strike. If the enemy generals are not being very observant they may fail to notice the Wardancers getting closer to their battle line until it's too late.



Empire armies can field quite a lot of cavalry varying from heavy lancers to light skirmishers, so it made sense to counter this threat with some Elven Lords. These elite Elven cavalry should be able to fight off any of the mounted Empire forces. The regiment was led by another level 10 Guardian also armed with an Elf longbow and Hail of Doom arrow for the same reason as the Kinband leader. This unit may attract some unpleasant magic from any enemy wizards, so the leader was also given a Spellshield.

The Elf contingent used up a lot of points, but it was a strong force which should be able to cope with the Empire Army. Now we had to consider our Dwarf allies.

Fighting a battle with combined forces means that you can draw from the strengths of both allies. Dwarfs are highly skilled in the design and construction of artillery and so we could rely upon them to fill this gap in our strength. We knew that the Empire army would be fielding three cannons, so we decided to take two. This would go a long way to countering their superiority in artillery and give them a taste of their own medicine! More importantly, cannons are highly effective against massed ranks of troops and we expected to see targets like this in the form of the Imperial halberdiers and their supporting detachments.

As to wizards, we thought that the Michael and Alan would be expecting an Elf wizard, so a Dwarf wizard would come as a bit of a surprise, especially since Dwarfs are not noted for magic. Being a Dwarf may be

a great advantage in that the twins might fail to notice him or forget he is there in the general terror and mayhem caused by our airborne general and the hail of Elven arrows. Meanwhile he could foil their plans with cunningly directed spells.

Finally, there were plenty of good solid units of Dwarf infantry to choose from. These would certainly be able to hold and even defeat superior numbers of Empire infantry, thus cancelling out the Empire's numerous and much vaunted infantry. We picked a unit of Clansmen led by a level 5 Foe Smiter and a unit of Hammerers led by a level 10 Anvil Cleaver. These elites were a must and should be able to hammer any Empire unit into the ground. The only drawback was the slow pace of the Dwarf infantry, which meant they could suffer a lot from missile fire as they advanced. Hopefully their heavy armour would save a few and we were relying on their determination to get them all the way into combat.

That completed our army. It was less numerous than the opposing Empire forces but we believed it had better fighters and contained worrying threats which would be difficult for the enemy to counter.

THE ELF AND DWARF BATTLE PLAN

The Elf Army deployed with their right flank against a hill surmounted by a ruined wizards tower, surrounded by rough rocky ground and known locally as Blood Keep. Their left flank rested against scattered woods, behind a farm track which cut across the corner of the battlefield from the farmyard. Since both sides were using sketch maps to mark out their initial deployment, Mike and Wayne had no idea how the Empire Army was going to deploy.

In complete contrast to the Empire plan, the Elves decided to concentrate their attacking force in the centre. They deployed the Elven Lords, the Kinband and the Wardancers on the cart track behind the trees opposite the Imperial right flank. These forces were supported by the formidable Dwarf Hammerers and the Dwarf wizard. The Elf units would be able to move through the woods without penalty and thus gain the benefit of cover against enemy shooting.

The Elves intended to hold onto both flanks and to this end positioned the Guard archers on the right flank and the Elven archers on the left flank on the edge of the woods, opposite the farmyard. Both units of archers were supported by Dwarf cannon located on the extreme ends of the line.

The Elven commander, mounted on his mighty war eagle, perched on the top of the ruined tower on the far right of his army. He was seeking to gain the greatest possible height advantage at the outset of the battle in order to make a wide ranging swoop over the rocks and woods into the left flank of the Imperial army. The Elves correctly anticipated that powerful attacking forces would be deployed in the open ground between the wood and the hill. A unit of Dwarf Clansmen was also deployed on the far right of the Elf host in the hope of blocking any Imperial massed attack on this flank.



The Elf and Dwarf Alliance

- Syvan Chieftain
- Warrior Kinband
- Wardancers
- Elven Guard Archers
- Elven Archers
- Elven Lords
- Dwarf Cannon
- Dwarf Wizard
- Dwarf Clansmen
- Dwarf Hammers

The Army of the Empire

- The Emperor
- Empire Battle Wizard
- Army Standard Bearer
- Reiksguard Regiment
- Reiksguard Knights
- Kislev Horse Archers
- Kislev Horse Archers
- Talabecland Handgunners
- Talabecland Handgunners
- Kislev Winged Lancers
- Middenheim Halberdiers
- Nuln Halberdiers
- Nuln Halberdiers
- Aldorf Archers
- Sirland Archers
- Tlivan Crossbowmen
- Great Cannon

THE ARMY OF THE EMPIRE



Emperor mounted on a Pegasus 325

General. Magic armour, Sigmar's Hammer

10 Rieksguard Knights 450

Heavy armoured knights on barded warhorses with lances

Champion, and Magic Standard 150

Emperor's Battle Banner Army Standard carried by Emperor's champion on barded warhorse with magic weapon

Battle Wizard mounted on horse 250

5 Kislevite Winged Lancers 160

Light armoured lancers mounted on warhorses with shields, Champion, Standard

5 Kislev Horse Archers 80

Unarmoured skirmishers mounted on horses

5 Kislev Horse Archers 80

Unarmoured skirmishers mounted on horses

10 Rieksguard Regiment 170

Heavy armoured swordsmen with shields, Champion and Standard

Regiment of 15 Halberdiers 150

Each unit partly armoured infantry with standard, drummer and captain



Regiment of 15 Halberdiers 150

Each unit partly armoured infantry with standard, drummer and captain

Regiment of 15 Halberdiers 150

Each unit partly armoured infantry with standard, drummer and captain

Detachment of 10 Altdorf Archers 110

Light armoured infantry

Detachment of 10 Stirland Archers 110

Unarmoured infantry acting as skirmishers

Detachment of 10 Hand Gunners 110

Unarmoured infantry

Detachment of 10 Hand Gunners 110

Unarmoured infantry

1 Cannon and 3 crew 100

1 Cannon and 3 crew 100

1 Cannon and 3 crew 100

20 Tilean Crossbowmen 180

Light armoured crossbowmen with Captain and standard

Total points 3035



ELVEN AND DWARF ALLIANCE



L20 Sylvan Chieftain 371
mounted on a War Eagle
Unarmoured, Level 20 hero with bow, Frostblade and 2 Hail of Doom arrows.



20 Wood Elf Guard Archers 315
Light armoured archers with Elf Longbows and standard



15 Wood Elf Archers 208
Light armoured archers with Elf Longbows and standard



8 Wardancers 189
Unarmoured, armed with shields, swords and with standard



18 Warrior Kinband 335
 Including level 10 Guardian
Light armoured spearmen with shields and standard. Champion has bow with Hail of Doom arrow.



10 Elven Lords 462
 Including level 10 Guardian
light armour cavalry on unarmoured warhorses, shields, standard, Champion has Spell Shield and bow with Hail of Doom arrow



20 Dwarf Clansmen 291
 Led by L5 Foe Smiter
Light armoured Dwarfs armed with shields, hand weapons and standard.



20 Dwarf Hammerers 412
 Led by L10 Anvil Cleaver
Heavily armoured Dwarfs armed with shields, double handed weapons and with standard



Level 20 Dwarf Wizard 303
 Thunder Master



1 Dwarf Cannon and 3 Crew 69



1 Dwarf Cannon and 3 Crew 69



Total points 3020



THE ELF AND DWARF ALLIANCE TURN ONE

The Alliance won the roll for the first turn and started their advance. The Dwarf Hammerers began their march towards the distant hill, while the Clansmen moved forward on the right flank.

In the centre, the Elven Lords guided their horses into the woods, picking their way carefully between the trees with the Kinband keeping pace alongside them closely followed by the Wardancers. Overhead, the Elf general swooped down from the ruined tower towards the Imperial host.

As the troops advanced, the Dwarf cannon and Elven archers sent their opening volleys into the massed ranks of the Empire. The first shots from the artillery both overshot their targets. One of them missed the Reiksguard knights altogether while the other cannon ball whistled over the heads of the Imperial gunners to land amongst a regiment of halberdiers, killing two of them instantly.

The Elven Guard archers sent a hail of arrows scything into the Tilean line and for a tense moment the line wavered. But as the Tileans turned away from the enemy, they caught sight of the Emperor's battle banner flying unfurled against the skyline and they held firm. Over on the left flank, the Elven archers loosed a volley at extreme range onto a detachment of unarmoured Stirland archers in skirmish formation, slaying two of them.

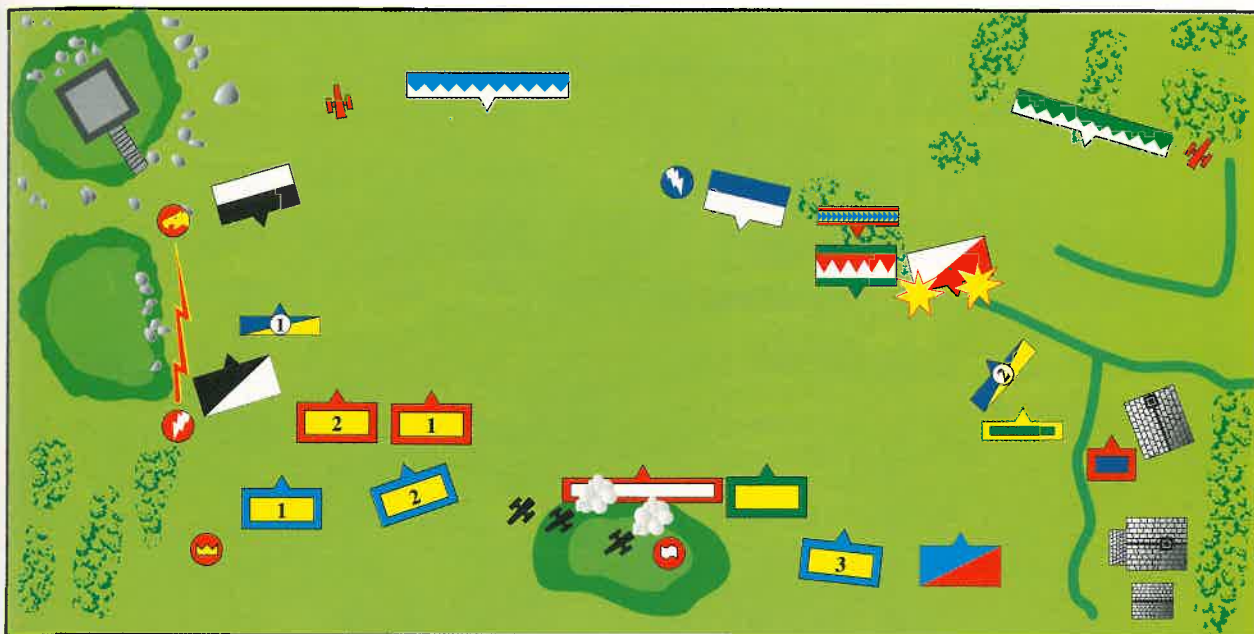
This was not the end of the Elven archery. Flying high above the battlefield, the Sylvan Chieftain drew his bow and unleashed a Hail of Doom arrow into the Kislev horse archers. The arrow magically multiplied in flight virtually wiping out the unit. A lone Kislevite was left desperately trying to rein in his terrified horse and amazingly refused to rout. Following his lord's example, the leader of the Kinband emerged from the woods at the head of his unit and immediately shot his Hail of Doom at the Kislev horse archers opposite him. He was not as lucky as the general and only managed to fell one rider. Once again the Kislevites held firm.

In the reserve movement phase the Elf and Dwarf regiments continued their advance. Seeking to prepare the way for the Hammerers, and hoping to save them from a hail of Tilean crossbow bolts, the Dwarf wizard began mumbling in an arcane tongue. This caused the ground beneath the feet of the Tileans to shudder and crack. Tiny wizened brown creatures, the 'Dwellers Below' began clutching at the feet of the Tileans trying to drag them underground. Seeing what was happening, the Imperial wizard immediately began an incantation to dispel this foul magic. An invisible shield was thrown around the Tileans pressing the dwellers below back down into the earth and holding them there. The Tileans wiped the sweat from their brows and drew back the strings of their crossbows, grinning to each other with thoughts of retribution.



The Elf and Dwarf Alliance – Turn 1





The Army of the Empire – Turn 1

- | | | | |
|----------------------|-------------------------|------------------------|--------------------|
| The Emperor | Kislev Horse Archers | Kislev Winged Lancers | Altdorf Archers |
| Empire Battle Wizard | Kislev Horse Archers | Middenheim Halberdiers | Stirland Archers |
| Army Standard Bearer | Talabecland Handgunners | Nuln Halberdiers | Tilean Crossbowmen |
| Reiksguard Regiment | Talabecland Handgunners | Nuln Halberdiers | Great Cannon |
| Reiksguard Knights | | | |

THE EMPIRE ARMY TURN ONE

The hail of arrows from the Elves had shaken but not upset the Imperial battle line. Now the trumpets sounded and drums beat on both flanks as the heavy horses moved forward and the halberdiers levelled their weapons for the advance. The Imperial flanks advanced en-masse against the thin Alliance lines.



On the Imperial left, the lone Kislev horse archer, grimly obeying his orders, rode ahead of the shining Reiksguard knights into the teeth of the massed Elven archers. Behind the Reiksguard knights came the halberdiers, accompanied by their detachments of hand gunners who decided to forgo shooting in order to gain ground.

On the right flank, the Kislev horse archer moved forward, hoping to avoid more enemy arrows. He was followed by the Kislevite winged lancers who wheeled to face the Elven cavalry emerging from the woods. Up on the hill, the Imperial cannons were swung around to face this powerful threat in the centre of the enemy line. The advance continued in this way through the reserve phase, with the halberdiers on the right flank spreading out to close the gap in the battle line left by the advancing cavalry.

The Imperial guns fired a cannonade into the Elven centre emerging from the woods. The crew of one of the cannons managed to cause a misfire in their excitement, while the other two guns pounded the Elven Lords with wicked accuracy. Five horsemen were killed as they rode out into the open. Undaunted, the Elf cavalry resolutely spurred their horses forward. As if this wasn't enough, an arrow from the Kislevite horse archers struck another Elf from his saddle as he emerged from the trees.

On the right flank, the Stirlanders aimed their bows at the line of Elf archers positioned on the edge of the woods, slaying one of them. In the centre, the Tileans levelled their crossbows at the Kinband, killing four Elf spearmen as they stepped out into open ground. The



The Elven Lords and Kinband emerge from the woods

Elves had certainly been wise to use the woods as cover in view of the casualties they suffered as soon as they emerged into the open where the massed cannons and crossbowmen were waiting.

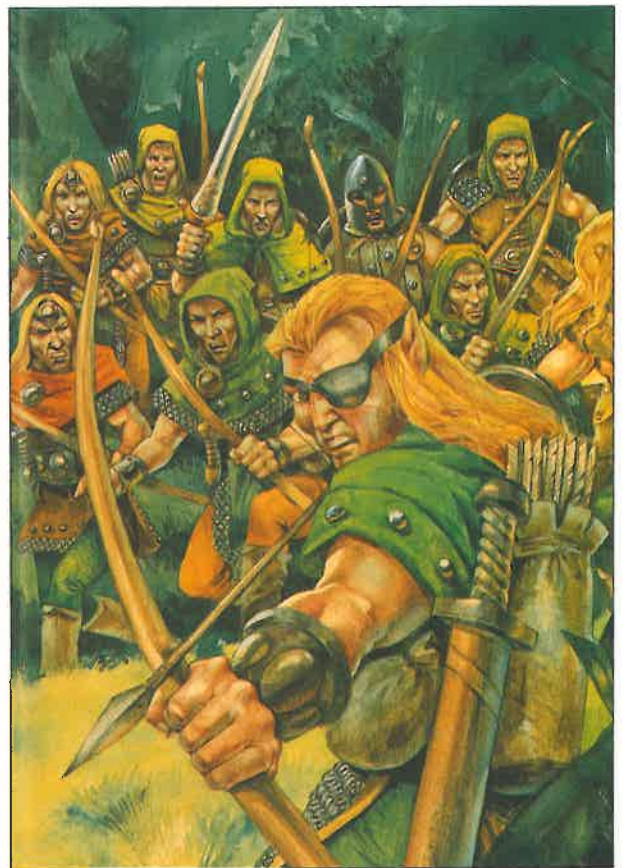
The Imperial wizard had meanwhile observed that the Elf general hovering above posed a considerable threat to the army. The wizard pointed his sceptre skywards and began to mumble a spell that was sure to doom the Elf commander.

The air in front of the wizard began to crackle and distort and as his voice rose to a shout, several blood red swords appeared in the haze and with a sharp crack sped towards the eagle rider.



The Dwarf wizard immediately sensed that magic was being wrought and quickly began to dispel the attack by casting a Mystic Maze around the general. The Sanguine Swords were diverted from their deadly course to fly round and round the invisible maze before being hurled out to embed themselves harmlessly in the crumbling masonry of Blood Keep.

The Elf general had been saved from certain doom by the actions of his allied wizard. If they had been at all unsure, all of the players now knew that this was going to be a struggle to the death with no quarter given.



THE ELF AND DWARF ALLIANCE TURN TWO

The Sylvan Chieftain swooped down to attack the detachment of Imperial hand gunners moving up alongside the Reiksguard knights. The rest of the Alliance Army continued their advance according to plan with the Dwarf Clansmen turning to face the Reiksguard knights and the Hammerers wheeling slightly to threaten the advancing Imperial troops.

In the centre the Kinband surged forward out of the woods with the Wardancers following close behind. Forming into a wedge, the Elven Lords charged headlong into the skirmishing horse archers and Stirland bowmen directly in front of them. Eager to vent their wrath for their fallen brethren the Elf formation drove into the Kislevites, scattering the horse archers and Stirlanders in their path. Both of these units took one look at the oncoming Elves and routed. As they took to their heels, the Elf commander steadied his troops and allowed the enemy to flee unmolested.

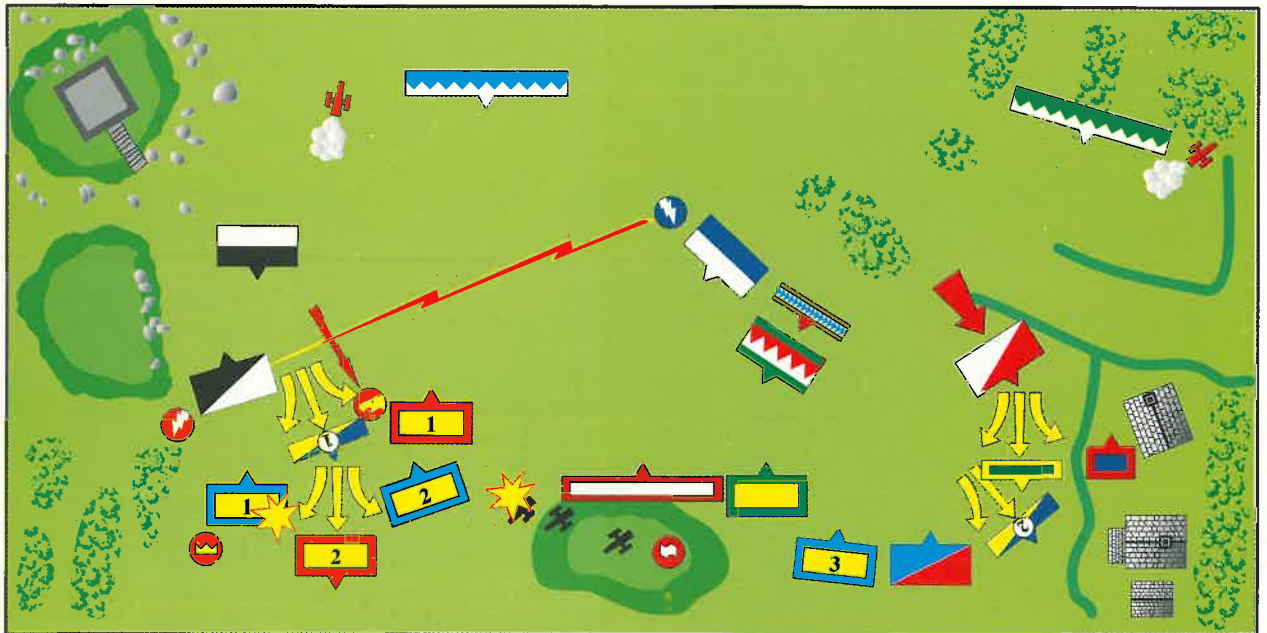
The Dwarf artillery once again fired on the Reiksguard and the Imperial centre. They adjusted the range from the previous round but still overshot succeeding in killing a halberdier and two Imperial gunners. The champion of the Kinband, seeing the Kislevite winged lancers drawn up ready to charge into the Elf cavalry let fly with his Hail of Doom arrow but killed only one of the lancers. The Elven archers on the left flank also

fired a rain of arrows into the Kislevites, killing two and causing a tremor of fear to run through the survivors. The magnificent Kislevite cavalry were now reduced to only two men, who resolutely stood their ground and readied themselves for the order to attack.

On the Alliance right, the Guard archers fired another volley, this time into the oncoming Reiksguard knights, killing three of them. The Reiksguard, accompanied by their regimental war banner, a sacred relic of past glories, did not waver beneath the withering storm of missiles.

The combat phase opened with the Sylvan Chieftain attacking the hand gunners, despatching three of them with his Frostblade and suffering no wounds in return. Terrified by this devastating attack from the skies, the hand gunners fell back in disorder. Their leader failed to steady them and the unit broke into a rout. Seizing his opportunity, the Elf Chieftain hacked at the fleeing hand gunners while his eagle mount ripped into the panic stricken troops with its beak and claws.

This frenzied attack took a heavy toll and only two gunners were left alive by the end of the phase. Still shaken by the loss of all of his comrades, the lone remaining Kislev horse archer was filled with fear by the sight of this carnage and took to his heels, fleeing the battlefield.



The Elf and Dwarf Alliance – Turn 2



THE BATTLE OF BLOOD KEEP

In the magic phase, the Dwarf wizard directed the deadly Deathly Shards spell at the Reiksguard knights, poised ready to ride down the Elven right wing. A dazzling stream of shattered glass poured from the wizard's fingertips like crystal fragments. Five knights were sliced to shreds along with their mounts. The Imperial wizard looked on in horror, powerless to intervene, having expended his only dispel in the previous turn. Amazingly, the remaining two knights steadfastly refused to rout!



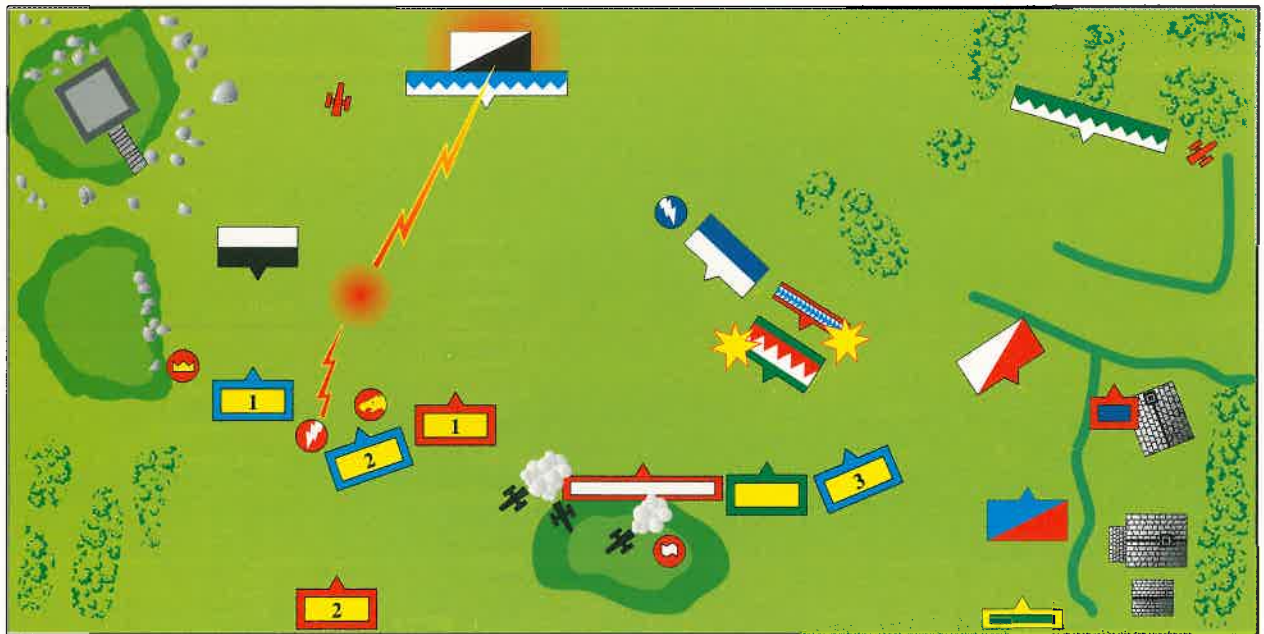
THE EMPIRE ARMY TURN TWO

At the opening of the turn, the Empire had troops routing on both sides of the field and its left flank had suffered severe casualties. Unperturbed, the Emperor took to the air and signalling the advance, moved forward alongside his loyal Reiksguard knights

On the right, the remaining two Kislevite winged lancers advanced towards the Elven Lords now presenting their flank to the enemy. On the left flank the Imperial infantry – halberdiers and hand gunners – moved forward behind the remaining Reiksguard.

Despite the routing troops and approaching Elves, the Imperial centre held firm, while on the right, the Reiksguard regiment continued their march, drawing ever closer to the Elf archers at the edge of the woods.

The shooting phase began with a cannon shot from the hill toward the Dwarf artillery located at the base of Blood Keep. The Imperial gunners carefully aimed their weapon, but the ball buried itself in the ground just in front of the astonished Dwarf crew, splattering them with mud and clods of earth.



The Army of the Empire – Turn 2

- The Emperor
- Empire Battle Wizard
- Army Standard Bearer
- Reiksguard Regiment
- Reiksguard Knights

- Kislev Horse Archers
- Kislev Horse Archers
- Talabecland Handgunners
- Talabecland Handgunners

- Kislev Winged Lancers
- Middenheim Halberdiers
- Nuln Halberdiers
- Nuln Halberdiers

- Altdorf Archers
- Stirland Archers
- Tilean Crossbowmen
- Great Cannon



The Elven Lords rout the Kislev Horse Archers and Stirlanders

The remaining two great cannons then fired a devastating cannonade into the Kinband massed before them, mowing down a full rank of four Elf spearmen. The Elves were shaken, but they resolutely gripped their spears and continued to advance.

Inspired by this hail of death, the Tileans let loose a volley of crossbow bolts into the shaken Kinband, killing four more Elves. Despite this wholesale slaughter of their comrades, the remaining Kinband defiantly pushed forward spurred on by their leader's rallying cry. On the left, a detachment of hand gunners paused to fire a volley at the advancing Dwarf Hammerers but only managed to fell a single Dwarf.

The Imperial battle wizard now cast a Bridge of Shadows spell to magically transport the two surviving Reiksguard knights into combat with the Elf Guard archers. It had been in the Imperial plan to do this from the start, but sadly only the champion of the Reiksguard and his standard bearer were left to deliver the charge across the ethereal bridge and crash into the rear of the Elven unit.

At the very end of the turn, the two hand gunners fleeing from the eagle rider caught sight of the Emperor's battle banner and rallied themselves at the foot of the hill. It was a brave gesture, but there was little more that they could do in the battle now.



JOHN BLANCHE

THE ELF AND DWARF ALLIANCE TURN THREE

The movement phase opened with a mass assault by the Elves into the Empire lines. On the right, the eagle rider swooped down onto his next victims, a regiment of halberdiers. In the centre, the Kinband charged directly into the Tileans at the foot of the hill. In the same moment, the Wardancers charged into the Altdorf archers, leaping in amongst them in a blur of motion as they danced the 'Whirling Death'. Meanwhile, both the Dwarf Hammerers and the Clansmen continued their slow but relentless advance.

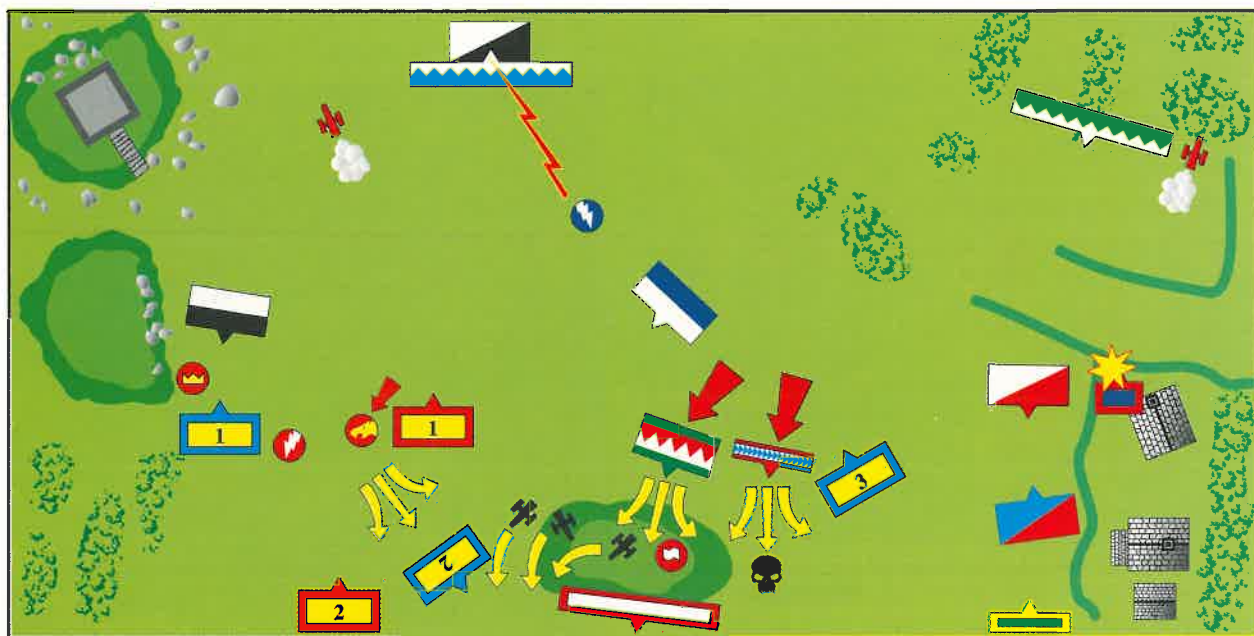
The Dwarf battery on the far left had now caught sight of the Reiksguard regiment emerging from among the farm buildings and opened fire. Four heavily armoured infantry fell to this cannonade, but their morale held firm. On the far right, the other Dwarf cannon overshot the hand gunners and narrowly missed hitting a cannon emplaced on the hill. The Elf archers let loose their bows, but failed to cause any casualties among the hard pressed Empire troops.

A terrible melee now ensued at the foot of the hill. The Imperial archers were completely wiped out by the Wardancers, the last three being cut down as they turned to flee. The Tilean captain gallantly fought hand-to-hand with the champion of the Kinband but was cut down without mercy. The Tileans stumbled backwards up the slope and then broke and ran scattering between the Imperial cannons positioned











behind them. The sight of the fleeing Tileans was enough to panic the gunners who abandoned their guns and routed with them. The Imperial centre had collapsed before the Elven onslaught and the Elves were almost in possession of the hill. Only one man stood in their way: silhouetted against the sky, Ludwig Swartzhelm, the Emperor's personal champion stood firm while the others fled around him.

Screeching down from the skies, the eagle rider slew five halberdiers despite their desperate attempts to fend him off with their pole arms. This was too much for the halberdier regiment which broke and fled. As they routed past the cannon placed at the foot of the hill they panicked the crew causing them to abandon their cannon and join in the rout.

The Reiksguard who had been magically transported into the rear of the Elven Guard archers over the Bridge of Shadows now stormed into the Elven line. Stunned by the magical appearance of the knights, the Guard archers spun round and drew their swords to face this new threat but were pushed back in the confusion. Seeing the danger, the Dwarf wizard cast a Trance spell on the champion of the Reiksguard. Suddenly rider and mount became fixed in place, leaving the lone standard bearer to press on against the Elves.




















The Elf and Dwarf Alliance – Turn 3

- | | | |
|--|---|--|
|  Sylvan Chieftain |  Wardancers |  Elven Guard Archers |
|  Warrior Kinband |  Elven Lords |  Elven Archers |
|  Dwarf Wizard |  Dwarf Hammerers |  Dwarf Clansmen |
| | |  Dwarf Cannon |



The Army of the Empire – Turn 3

- | | | | |
|--|--|---|---|
|  The Emperor |  Kislev Horse Archers |  Kislev Winged Lancers |  Aldorf Archers |
|  Empire Battle Wizard |  Kislev Horse Archers |  Middenheim Halberdiers |  Stirland Archers |
|  Army Standard Bearer |  Talabecland Handgunners |  Nuln Halberdiers |  Tilean Crossbowmen |
|  Reiksguard Regiment |  Talabecland Handgunners |  Nuln Halberdiers |  Great Cannon |
|  Reiksguard Knights | | | |

THE EMPIRE ARMY TURN THREE

It was now the Empire's chance to try and save the day, hard pressed as it was to hold the Elven advance, while its own attacks faltered.

The Stirland archers rallied on the right flank just before they fled the field completely. On the left, the halberdiers charged into the Dwarf Clansmen, while the Emperor himself crashed into their flank. On the right, the remaining Kislevite cavalry levelled their lances and charged into the Elven Lords. A unit of halberdiers which had moved up behind the Kislevites charged forward to thrust into the flank of the Wardancers. Over in the farmyard, the Reiksguard regiment reached the hedge and prepared themselves to attack.

Crashing home with their lances, the Kislevites pushed back the Elven Lords while the halberdiers drove into the Wardancers. Caught in the flank, the Elves were unable to manoeuvre to avoid the hedgehog of razor-sharp halberds. Both melees looked like becoming a grim and steady process of attrition.

On the right, the Dwarf Clansmen desperately tried to defend themselves from the attack by the Imperial halberdiers. Inspired by the presence of the Emperor,

the halberdiers savagely hacked at the Dwarfs while the Emperor himself, mounted upon his pegasus and wielding Sigmar's holy hammer, ripped into their flank. Five Dwarfs fell, three of them bludgeoned to death by the Emperor. Not even their finely wrought armour could save them from this attack and the Dwarfs stumbled backwards before the onslaught.

Behind this melee, the lone Reiksguard standard bearer, his leader still entranced, single-handedly pushed back the Elven Guard yet again. By the end of the turn the Trance spell had faded and the champion spurred forward his horse to help his comrades.

The Imperial wizard manoeuvring between the melees on the left flank seized the opportunity to cast a Haze spell on the Elf eagle rider. This cloud of impenetrable redness brought the eagle and rider gently down to earth unable to see or do anything.

Far back behind the fighting front, the routing halberdiers responded to the orders of their captain and rallied. Inspired by this example, one of the fleeing gun crews abandoned their flight and set their minds to recovering their gun.

THE ELF AND DWARF ALLIANCE TURN FOUR

The Elves had broken through, but the Empire seemed to be rallying back and perhaps about to check the advance and counter attack.

The Kinband advancing up the hill charged the last remaining artillery crew to take the summit. Continuing their advance, the Dwarf Hammerers now faced off against a detachment of hand gunners drawn up in front of them. The Wardancers, Elven Lords, Guard archers and Dwarf Clansmen remained locked in combat.



The Dwarf gun crew on the right flank couldn't resist aiming their cannon at the Emperor swooping before them but missed. The left flank cannon also fired but

overshot the Reiksguard foot, the ball bouncing away harmlessly behind them. The Elf archers on the left shot at the Stirlanders rallying far ahead of them, but failed to kill any of the bowmen.

The Wardancers, still frenzied with 'Whirling Death' were pushed back again by the halberdiers pinning their flank. There just weren't enough Elves in among the enemy to break up the halberdiers' formation. The Elven Lords struck back at the Kislevites, slaying the standard bearer, leaving only the Kislevite champion alive. He was pushed back.

On the hill the last artillery man to stand his ground was speared by an Elf of the Kinband.

Beneath the shadow of Blood Keep, the Dwarf Clansmen once again stumbled back before the attack by the Emperor and halberdiers who advanced over the bodies of more Dwarfs. Gritting their teeth, the resolute Dwarfs struck back at their attackers and refused to rout.

Behind this melee, the Reiksguard standard bearer alone forced back the Elven Guard archers once again.

As the slaughter continued, the Haze spell lifted from the Elven general, freeing him to once more join the fray.



The Kinband and Wardancers storm the hill



The Elf and Dwarf Alliance – Turn 4



THE EMPIRE ARMY TURN FOUR

At the start of the turn warriors from both armies were locked in struggles to the death across the width of the battlefield. The Elven attack seemed to have been stopped, but at terrible cost and the outcome of the battle hung in the balance.

On the hill, Ludwig Swartzhelm the army standard bearer charged the Kinband in the flank. Roaring his battle cry he hacked at the Elf champion, wounding him and pushing back the Kinband in disarray.

On the far right, the Reiksguard foot crossed the hedge and formed up on the farm track. So far their long trek had cost them five of their comrades. Far back on the Imperial left, the halberdiers having rallied themselves, began to advance once more.

The hand gunners fired a volley into the advancing Hammerers, killing several Dwarfs but not enough to slow the stolid veterans. There was no other shooting, all other Imperial missile troops being either lost, rallying or engaged in combat.

The Kislevite champion, facing impossible odds, fell back before the Elven Lords, but was speared from his saddle as he turned in rout. Fortunately for the Empire his death did not spread panic through the remainder of the Imperial right flank.

The halberdiers continued to push back the

Wardancers at the foot of the hill. As the halberdiers advanced, they knew with grim certainty that a mere halberd's length separated them from the Wardancers' 'Whirling Death'.

On the Empire left, the bloody melee between the halberdiers and the Dwarf Clansmen continued with the Dwarfs giving ground yet again, but still resolutely holding their line. The Imperial wizard having exhausted his magic powers now drew his sword to join in the fray.



The Reiksguard standard bearer, reinforced by the champion who had broken free from the Trance spell continued hacking at the Guard archers. This renewed attack forced them back once again, but their morale held firm.





THE BATTLE OF BLOOD KEEP







The Army of the Empire – Turn 4

-  The Emperor
-  Empire Battle Wizard
-  Army Standard Bearer
-  Reiksguard Regiment
-  Reiksguard Knights

-  1 Kislev Horse Archers
-  2 Kislev Horse Archers
-  1 Talabecland Handgunners
-  2 Talabecland Handgunners

-  Kislev Winged Lancers
-  1 Middenheim Halberdiers
-  2 Nuln Halberdiers
-  3 Nuln Halberdiers

-  Altdorf Archers
-  Stirland Archers
-  Tilean Crossbowmen
-  Great Cannon



The Emperor swoops into the flank of the Dwarf Clansmen

THE ELF AND DWARF ALLIANCE TURN FIVE

The Elves now had another chance to press home their attack. Having killed the last of the Kislevites, the Elven Lords charged into the newly rallied Stirlenders. The archers attempted to run out of the way but panic gripped the unit and they broke and fled from the field. This allowed the Elven Lords to sweep round in an attempt to charge into the rear of the halberd regiment engaging the Wardancers. In their haste the Elves misjudged the distance and came to a halt, unformed and with their horses blown, far short of their target.

On the Alliance left, the long line of Elven archers wheeled to face the slowly advancing Reiksguard regiment on the farm track.

In the centre, the Dwarf Hammerers charged forward into the hand gunners who'd shot at them last turn. At the sight of the advancing Dwarfs, the gunners made an attempt to run away in a desperate attempt to avoid being embroiled in a melee they could not win. Unfortunately, the detachment had strayed too far from its regiment and could not benefit from their captain's leadership. The hand gunners failed their rout test and fled the field.

At this climactic moment of the battle, the Elf general wheeled in a great arc across the battlefield and swooped into combat with the Emperor himself.

Over on the right, the Dwarf cannon fired at the Imperial wizard but their shot flew wide. On the left, the other cannon and Elf archers poured a rain of fire into the Reiksguard regiment but only succeeded in killing one man.

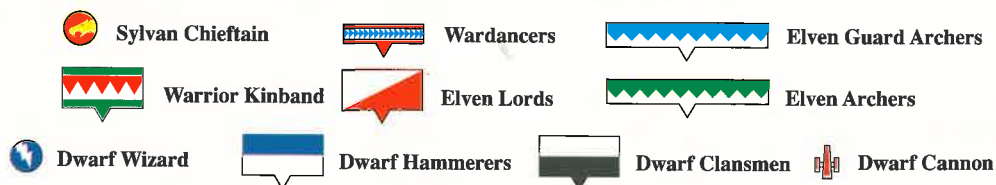
As the clash of steel rang out across the battle field, the Reiksguard knights once again pushed back the Guard archers who steadfastly refused to rout. Up on the hill, Ludwig Swartzhelm raised his battle banner and spurring forward his mount, cut down two more Elf spearmen and slew the champion of the Kinband himself. Reeling from this determined attack the Kinband broke and fled downhill. Ludwig pursued, cutting the Elves down as they ran, until he'd killed them all. The Kinband was wiped out to an Elf. The Emperor's personal champion had single-handedly retaken the hill and held the Imperial centre!

The Emperor and the Sylvan Chieftain were now locked in mortal combat. High above the battlefield they struck and parried each other's blows, each one unable to strike a mortal blow with their enchanted weapons.

Below them, the halberdiers succeeded in pushing back the Hammerers yet again, even without the Emperor's help. There was barely one rank of Dwarfs left standing now but still they refused to rout.



The Elf and Dwarf Alliance – Turn 5



THE EMPIRE ARMY TURN FIVE

Both armies were now locked in a bloody struggle to the death. Losses on both sides had been horrendous but the Empire was fighting back and it was difficult to predict the final outcome of the battle.

At the start of their turn, the halberdiers who'd rallied two turns before were once again panicked by the sight of their detachment of hand gunners streaming back from the killing ground directly in front of them. Despite the calls of their captain, the regiment's morale failed them and they joined in the rout, fleeing from the field. Alongside them, the newly rallied gunners began hurriedly swinging round their cannon to bear point blank on the Hammerers, too preoccupied to be affected by the rout.

The gallant Ludwig Swartzhelm now charged downhill into the Wardancers, who were still locked in combat with the halberdiers. On the left, the Reiksguard regiment at last came into view, advancing down the track towards the centre of the battlefield.

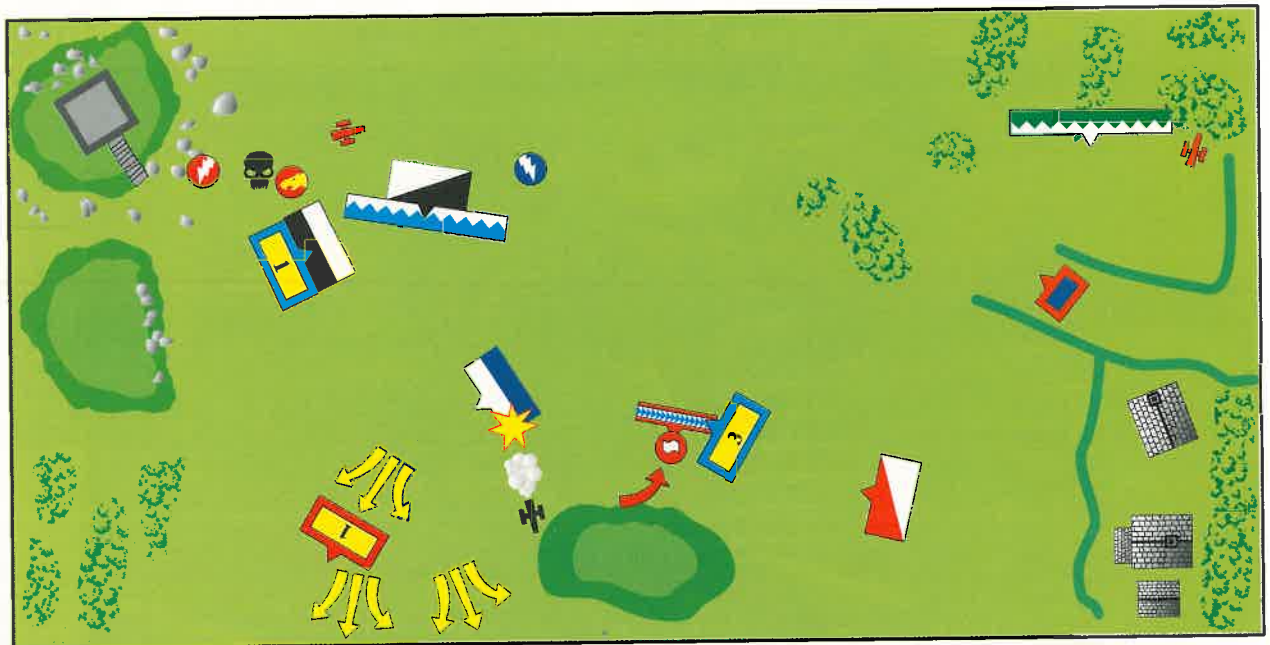
Shooting was limited to a single cannonade against the Hammerers which killed two Dwarfs. All other Imperial missile troops were either engaged in combat, routed or dead!

Despite agility and 'Whirling Death' attacks, the Wardancers once more fell back before the halberdiers now joined by the formidable Champion of the Empire. Any other unit would have long since routed in disarray, but the Wardancers' frenzy of bloodlust made them fight on. The remaining Reiksguard knights continued to hack at the Guard archers who stumbled backwards under the severe pressure, but still refused to rout. The Clansmen showed equal resolve, despite being pushed back and reduced to a mere handful of Dwarfs, they carried on fighting.

It was the clash between the generals that was to prove decisive. As the Emperor and the Elf chieftain fought each other in the desperate struggle in the skies, the Elf general struck savagely with his Frostblade. The sword clove between the plates of the Emperor's gleaming gold armour delivering a mortal magical wound. At the climax of the battle, the Emperor fell from the skies

Seeing their leader fall, the remaining Imperial troops retreated and fell back from the field as best they could. The loss of the Emperor meant the loss of the battle for the Empire.

Licking their wounds, but filled with the sweet taste of victory, Elves and Dwarfs took possession of the field. The day was theirs.



The Army of the Empire – Turn 5

- The Emperor
- Empire Battle Wizard
- Army Standard Bearer
- Reiksguard Regiment
- Reiksguard Knights

- 1 Kislev Horse Archers
- 2 Kislev Horse Archers
- 1 Talabecland Handgunners
- 2 Talabecland Handgunners

- Kislev Winged Lancers
- 1 Middenheim Halberdiers
- 2 Nuln Halberdiers
- 3 Nuln Halberdiers

- Altdorf Archers
- Stirland Archers
- Tilean Crossbowmen
- Great Cannon



The Emperor and Sylvan Chieftain battle to the death

CONCLUSION

THE EMPIRE

Before looking at the strengths and weaknesses of the Empire plan, let's quickly summarise what the twins tried to do and how far they succeeded. They were fighting with a mainly infantry army with plenty of missile troops, but not many cavalry, elites or heavily armoured units. They had a hill in the centre of their deployment zone, close terrain to their right and a wide open plain to their left. They decided to hold back the centre and attack on both flanks. Their left flank was the most heavily reinforced.

An Empire army is potentially very powerful indeed, with a wide range of troops and artillery available. Unfortunately the twins were limited in their choice of troops by the painted models they had available. Though they had plenty of infantry, missile detachments and artillery painted, they were short on the cavalry units that give the Empire its strength and versatility. Because of this lack of cavalry the Empire Army was forced to place too much reliance on its infantry, particularly the missile troops. This meant they ended up vainly trying to outshoot the Elves, rather than using their missile detachments to support the army's main advance.

The deployment of the cannons, concentrated in a commanding position on the hill was good. From this position they could dominate the battlefield and fire a

massed cannonade at any threat that materialised across most of the enemy front. As early as the first turn the Empire cannons inflicted serious casualties on the Kinband and the Elf Lords as they emerged from cover of the woods.

Using massed forces to attack on the flanks was a sound plan, and nearly worked on the Imperial left. This was the flank which had the most units committed to it and was opposite the open ground. The Empire's right flank was surprised by the Elf attack and got nowhere. If the Kislev winged lancers and the rest of the horse archers had been on the left flank as well, a powerful advance on this flank may have smashed the Elf battle line. At the same time, if some extra infantry had been deployed in the centre instead of following in a second wave behind the Reiksguard knights, they could have stopped the Elves.

This last point brings us to the biggest mistake of all. The twins wasted the elite Reiksguard foot by placing them out on the extreme right in a farmyard, forcing them to embark on a painfully slow march across the battlefield at the mercy of the Elf archers and artillery. The Reiksguard foot would have been better positioned nearer the Tilean crossbowmen, where they could have reinforced the centre of the Imperial Army. Weakened by cannonades, the Elven units probably would not have managed to break through if the stoic Reiksguard foot had been placed more centrally.

THE BATTLE OF BLOOD KEEP

Even though the twins had no way of knowing what would be opposite the extreme right of their deployment zone, they should have known better than to put slow moving but hard hitting troops in such awkward terrain. The Reiksguard foot never had a chance to take part in the battle, but lost many men trying hard to do so.



One thing that came over very strongly in the battle was the determination of the Empire troops, especially gallant individuals and remnants of shattered units. If just two Reiksguard knights could roll back the Elven Guard, what could more have done? Two Kislevites nearly hurled back the Elven Lords, and the army standard bearer retook the hill single-handed! The halberd units were able to hold off Wardancers, beat back Dwarfs and proved themselves to be good solid infantry. The units which routed were mainly shattered units, missile troops and skirmishers and some of these rallied later anyway.

The Empire army is a 'soldiers' army. It is powerful, organised and disciplined, and requires careful thought and tactical skill from its general. Getting all the diverse units to operate together as a slick, dangerous fighting machine is the difficult bit. To the twins' credit, they stuck to their plans, but their scattered and awkward deployment handicapped them right from the start.

THE ELVES AND DWARFS

The Elf and Dwarf generals had an army strong in infantry with very few cavalry – a combination of fast missile infantry and slow close combat troops. There was not an overwhelming force of any one type of troops so it was difficult for them to organise a truly dangerous mass attack. They intended to use their fastest and hardest hitting troops to deliver a frontal attack on the enemy centre. Despite losses, this was

successful, but the attack was so weakened it failed to hold its gains and smash the Empire Army. It did however completely destroy the intended Empire attack on their right flank. In the grim fighting that followed the Empire regiments were worn down, exhausted and routed. The battle finally swung in the Elves' favour when their general challenged and slew the Emperor himself.

The Elf plan to attack the enemy centre was basically sound, and they sensibly took advantage of the woods to cover part of their advance. The Elves had no way of knowing what forces would be holding the hill when they made their plans and so were actually attacking what would reasonably be considered the strongest part of the enemy line! Fortunately for them it was too lightly held, but even so it proved a daunting task. The outcome of the frontal attack for the Elves was the smashing of the Empire's right flank, silencing the cannon and throwing the Empire centre onto the defensive but this was achieved for the loss of the Kinband, a serious blow.

The Elf Archers on the extreme flank among the woods did not achieve much in the battle and were perhaps spread out a little too far. In this position they were not a serious threat to the Empire.

The Dwarf regiments were too far apart to support each other. This combined with their slow speed made them vulnerable to being ganged up on by Empire units. The Hammerers escaped this fate because the Empire units in their way were broken or ran off. The Clansmen were less fortunate and were virtually annihilated by the Emperor and a regiment of halberdiers.

The Elven general lived up to expectations and really won the game for the Alliance. Nevertheless, since the Emperor was also mounted on a flying beast, he was not as invincible as everyone thought. In the event he was lucky enough to hit the Emperor with his Frostblade before the Emperor bashed him with Sigmar's hammer.

One of the most decisive acts in the battle was the Dwarf wizard's magical attack on the Empire knights with the Deathly Shards spell. If it wasn't for this, the charge of Reiksguard knights would probably have swept away the Elf Guard.

In melee the Elves and Dwarfs proved exceptionally resilient and refused to rout. This tied up and wore down the diminishing Empire forces engaged with them, even though the Empire troops were gradually whittling away their strength.

The Elf and Dwarf Alliance was certainly a tough and dangerous army and man for man (or Elf for Man I should say) it outclassed the more numerous Empire foot regiments in quality and fighting strength. But by the end of the game the Alliance units were exhausted and couldn't have fought on for much longer. It was a closely fought battle and with more skilful deployment and a bit more luck, the Empire Army could have defeated them.

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Last month, Games Workshop stores in Luton and Edinburgh were invaded by the Chaos Roadshow. Games Workshop's artists, games designers, modellers and painters are all out on the streets and will be invading a store near you. Almost every week, the Chaos Roadshow will be turning up at a store somewhere in the country. On the anniversary of each store's opening, the Roadshow will be crashing into town for a massive birthday binge. Jes Goodwin, Jervis Johnson, Andy Chambers, Tim Prow and Jay Tanner are just some of the Workshop Warriors who may invade your store.

There'll be Participation Games, Special Offers, Live 'Eavy Metal Painting Demo's, Modelling Workshops, mayhem, anarchy and chaos. We don't know when or where the Roadshow will be turning up next, so watch out for news in White Dwarf and your Games Workshop store.



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HEAVY METAL



ELDAR PHANTOM TITAN WITH HEAT LANCE



CHAOS CHAMPION OF SLAANESH



CHAMPION OF THE EMPIRE



DARK ANGEL SPACE MARINE
CAPTAIN AZARAEEL



DARK ELF CHAMPION



CHAOS SPACE MARINE OF
THE EMPEROR'S CHILDREN

METALLIC PAINT SET

When we decided to produce a Metallic Paint Set, the first step was to talk to the top chemists at our paint manufacturers. These are the people who produce all of our current paints so they're the best in the business. While we knew what we wanted to achieve, we had to find out what the practical limitations were and see what fabulous colours could be concocted. Eventually we came away with a box full of samples to be thoroughly tried and tested.

After putting the new paints through their paces we chose six colours which we thought gave the best and most exciting results. The painting techniques are exactly the same as for standard Citadel paints. The metallic paints are water soluble and can be freely mixed with each other and all the other Citadel Paints and Inks. Of course if you do mix metallic paints with normal colours then some of the metallic effect will be lost, but some interesting effects can be achieved!

We think our new metallic paints are the best on the market and must now be our premier paint set.

POLISHED BLUE: Perfect for fine Elven armour.

BURNISHED GOLD: A rich yellow gold, ideal for magic blades and antique armour.

DWARF BRONZE: A deep lustrous bronze.

AMETHYST PURPLE: A rich metallic purple suitable for anything from Empire generals to Eldar Titans.

BEATEN COPPER: A red copper for Orc armour and weapons.

GLISTENING GREEN: A deep metallic green suitable for anything from Chaos weapons to Power Armour.

The only real barrier we came across in our search for the perfect metallic paints was that it is not possible to achieve a truly metallic bright red. This is because when the aluminium flakes that cause the metallic finish are added to red paint, the intensity of the red is lost and it starts to take on a grey hue.

The metallic paints are very easy to use, and we've found that a black undercoat gives the best results. You can either drybrush the metallic paint straight over this or apply a base coat. The easiest way to get an effective highlight colour is to mix some Mithril Silver into the colour used and either drybrush this on, or fully blend for best results. For the lighter highlights just add more silver to the mix and the very top highlights can be pure Mithril Silver. To shade, add ink of an appropriate colour to the metallic and paint into the recessed areas, or just apply an ink wash if the surface is textured.

DARK ANGEL SPACE MARINE CAPTAIN AZRAEL:

This miniature was first given a Chaos Black undercoat, then all the power armour except the shoulder and knee pads was painted Glistening Green. Next we gave the armour a thin wash of Green Ink, which gave a really deep metallic green. This only needed a few highlights, which were produced by adding Mithril Silver to the green and blending onto the model.

The power sword, helmet and several areas of detail were painted with Burnished Gold. This was applied straight over black and highlighted by adding Mithril Silver. When it was thoroughly dry a thin wash of Brown and Yellow Ink was added to give the colour a little more depth and richness.

The fine decoration on the dagger scabbard was added with Burnished Gold over Chaos Black. Line work like this requires a very fine brush and lots of patience, but the result is well worth it.

ELDAR PHANTOM TITAN: The Eldar Titan is the centre piece for our studio Epic Eldar army and we wanted it to look really spectacular. After a white undercoat, the main part of the model was painted in a rich bone colour with red edging which makes the Amethyst Purple look really striking. As a sharp contrast, we painted Glistening Green chevrons down the fins and round the edge of one of the shoulder pieces.

We painted the feet and most of the structural parts of the body with Dwarf Bronze. When the base coat was dry a wash of Brown Ink was added to give some deep shading. The highlight colour was achieved by adding Glistening Gold to the bronze and carefully blending onto the raised areas.

The designs are from the Eldar Transfer Set and were added when the rest of the painting was finished. They can be just as easily applied over the new metallic paints as normal Citadel Colours, but remember to make sure that the paint is completely dry before you apply the transfers.

CHAMPION OF THE EMPIRE: This model was also given a Chaos Black undercoat. When it was dry, all of the armoured areas were lightly drybrushed with Glistening Green, to pick out the raised details on the chainmail areas. The helmet and face guard were given a solid coat of green over the drybrush and highlighted as normal. The red and white edging round the chainmail helps to define the shape and brighten up the miniature.

The shield was given a base coat of Beaten Copper and drybrushed with a mix of copper and Dwarf Bronze to produce a beaten, warlike feel. The wings on the helm and the sword were both painted with Burnished Gold and given a wash of Brown and Yellow Ink for the shading.

EMPERORS CHILDREN CHAOS SPACE MARINE: A base coat of Amethyst Purple was applied to the power armour. This was then highlighted with Mithril Silver to make it gleam. Blending a little Red Ink into the shadows really brings the purple to life and makes it far brighter.

The bolter was painted Bleached Bone shaded with Yellow Ink and a little Brown for the deep shadows. This yellow/bone colour contrasts really well with the purple and red of the rest of the armour.

DARK ELF CHAMPION: After a black undercoat all of the armoured areas were drybrushed with Glistening Green, and this really brings out the detail of the chainmail armour. The armour plates were then painted with Amethyst Purple and highlighted with a mix of Amethyst Purple and Mithril Silver. Painting the edge of the armour with Glistening Gold helps to define the shape of the miniature.

CHAOS CHAMPION OF SLAANESH: This miniature was painted in a mix of Amethyst Purple and Glistening Green. An interesting effect was achieved on the sword by blending Glistening Green through to Mithril Silver. Painting the daemon head on the pommel bright red really helps to bring this out.

When you are painting miniatures with metallic paints it is just as important as with standard paints to use effective combinations of colours. Don't go overboard when you start using metallic colours, it's only too tempting to cover the whole miniature with metallics. If you limit yourself and use just a couple of colours that look really effective together you will end up with a far better result.

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DAEMON ENGINES OF KHORNE

KHORNE LORD OF BATTLE



THE COMPLETE KHORNE LORD OF BATTLE CONSISTS OF:
 1 x TRACK UNIT 1 x RIGHT HAND WEAPON
 1 x CENTRE PIECE 1 x LEFT HAND WEAPON
 1 x SPIKED SHIELD
 1 x BODY
 1 x HEAD

CANNON OF KHORNE



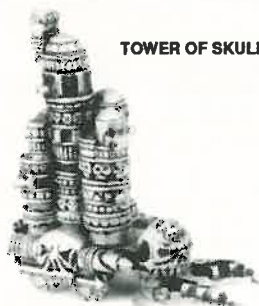
CANNON OF KHORNE
076526/10

CAULDRON OF BLOOD



THE COMPLETE CAULDRON OF BLOOD CONSISTS OF:
 1 x CAULDRON OF BLOOD BASE
 1 x CAULDRON OF BLOOD TOWER
 1 x BATTLE SCYTHE 1

TOWER OF SKULLS



THE COMPLETE TOWER OF SKULLS CONSISTS OF:
 1 x TOWER OF SKULLS BASE
 1 x SKULL TOWER
 1 x BATTLE SCYTHE 2



HEAD
076514/5



CENTRE PIECE
076514/3



BODY
076514/10



TRACK UNIT
076514/1



DEATH STORM LEFT ARM
076514/9



CHAIN FIST RIGHT ARM
076514/7



SPIKED SHIELD
076514/2



HELL BLADE LEFT ARM
076514/8



DOOM BURNER RIGHT ARM
076514/6



WHEEL
076514/4



BATTLE SCYTHE 1
076526/6



CAULDRON OF BLOOD TOWER
076526/5



CAULDRON OF BLOOD BASE
076526/4



BATTLE SCYTHE 2
076526/9



SKULL TOWER
076526/8



TOWER OF SKULLS BASE
076526/7

Designed by Dave Andrews



DAEMON ENGINES OF KHORNE

Designed by Dave Andrews

DEATHDEALER



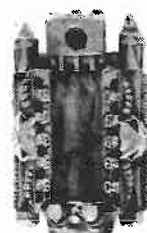
THE COMPLETE DEATHDEALER CONSISTS OF:
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 1 x DEATHDEALER GUN TOWER
 1 x DEATHDEALER MACHINE WARRIOR



DEATHDEALER MACHINE WARRIOR
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DEATHDEALER GUN TOWER
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Designed by Jes Goodwin and Colin Dixon

WD71

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EMPIRE

IMPERIAL REIKSGUARD KNIGHTS



REIKSGUARD
KNIGHT'S LEGS
073997/6

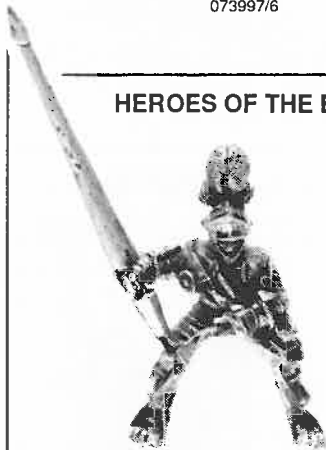


REIKSGUARD KNIGHT 1
073997/5



REIKSGUARD KNIGHT 2
073997/6

HEROES OF THE EMPIRE



HEROIC KNIGHT
WITH LANCE
073997/10



HEROIC KNIGHT
WITH WARHAMMER
073997/8



HEROIC KNIGHT
WITH BROAD SWORD
073997/9

IMPERIAL PISTOLIERS



PISTOLIER 1
073997/1



PISTOLIER 2
073997/2



PISTOLIER 3
073997/3



PISTOLIER LEGS
073997/4

EXAMPLES OF COMPLETED REIKSGUARD KNIGHTS AND A PISTOLIER.



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Designed by Alan and Michael Perry
WD72

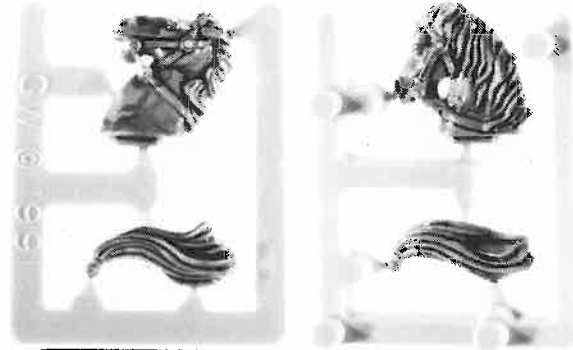
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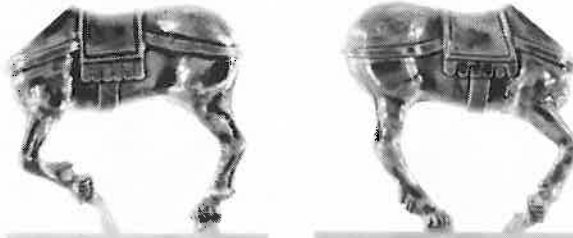
PLASTIC HORSES

HORSE



HORSE HEAD AND TAIL 1
131415/1B

HORSE HEAD AND TAIL 2
131415/2B

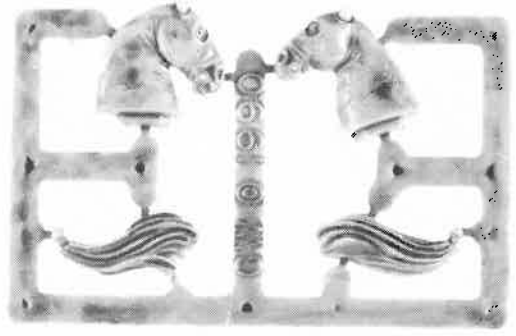


HORSE BODY 2
131415/4B

HORSE BODY 1
131415/3B



CAPARISON HORSE



CAPARISON HORSE 3
102788/3



CAPARISON HORSE 1
102788/1

CAPARISON HORSE 2
102788/2



ARMoured HORSE



ARMoured HORSE HEAD AND TAIL 1
100849/1A



ARMoured HORSE HEAD AND TAIL 2
100849/2A



ARMoured HORSE 1
100849/3A



ARMoured HORSE 2
100849/4A

PLEASE STATE WHICH SPRUE YOU REQUIRE WHEN ORDERING. FOR EXAMPLE HORSE HEAD AND TAILS 1 WITH HORSE BODY 2

Manufactures accepted responsibility. **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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EMPIRE ALLIES

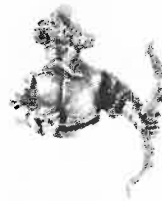
KISLEV HORSE ARCHERS



HORSE ARCHER 1
073808/7



HORSE ARCHER 2
073808/8



HORSE ARCHER 3
073808/10



HORSE ARCHER 4
073808/11



HORSE ARCHER CHIEFTAIN
073808/1



HORSE ARCHER
STANDARD BEARER
073808/3



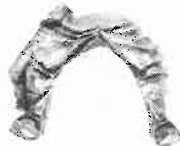
HORSE ARCHER
HORN MUSICIAN
073808/2



HORSE ARCHER
WITH SWORD 1
073808/9



HORSE ARCHER
LEGS 1
073808/12



HORSE ARCHER
LEGS 2
073808/4



HORSE ARCHER
LEGS 3
073808/5



HORSE ARCHER
WITH SWORD 2
073808/6

EXAMPLES OF COMPLETED KISLEV HORSE ARCHERS.



THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSES AS SHOWN.

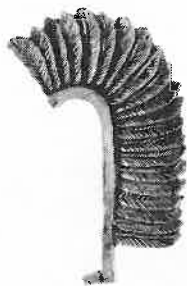
Designed by Alan and Michael Perry
WD74

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EMPIRE ALLIES

KISLEV WINGED LANCERS



LANCER WING
073811/2



LANCER LEGS
073811/1



LANCER DRUMMER
073811/7

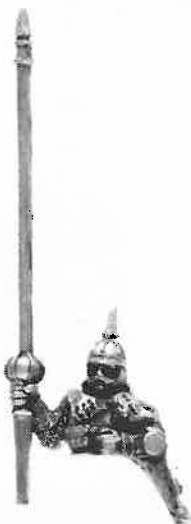


LANCER CHAMPION
073811/6

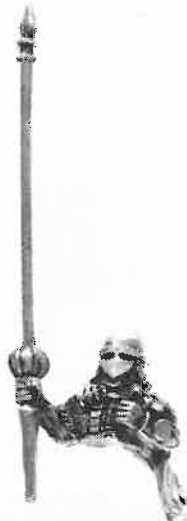
THE ICE QUEEN OF KISLEV



ICE QUEEN OF KISLEV
073823/1



LANCER 1
073811/3



LANCER 2
073811/4



LANCER STANDARD BEARER
073811/5

EXAMPLES OF THE COMPLETED ICE QUEEN AND WINGED LANCERS OF KISLEV.



THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSES AS SHOWN.

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EMPIRE

EMPIRE MORTER



GUNNER FIRING
073835/3



GUNNER WITH RAM 2
073835/4



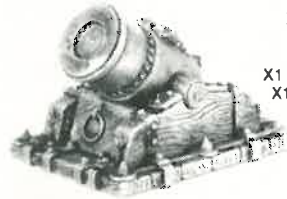
GUNNER WITH BUCKET
073835/5



MORTAR BASE
073835/1



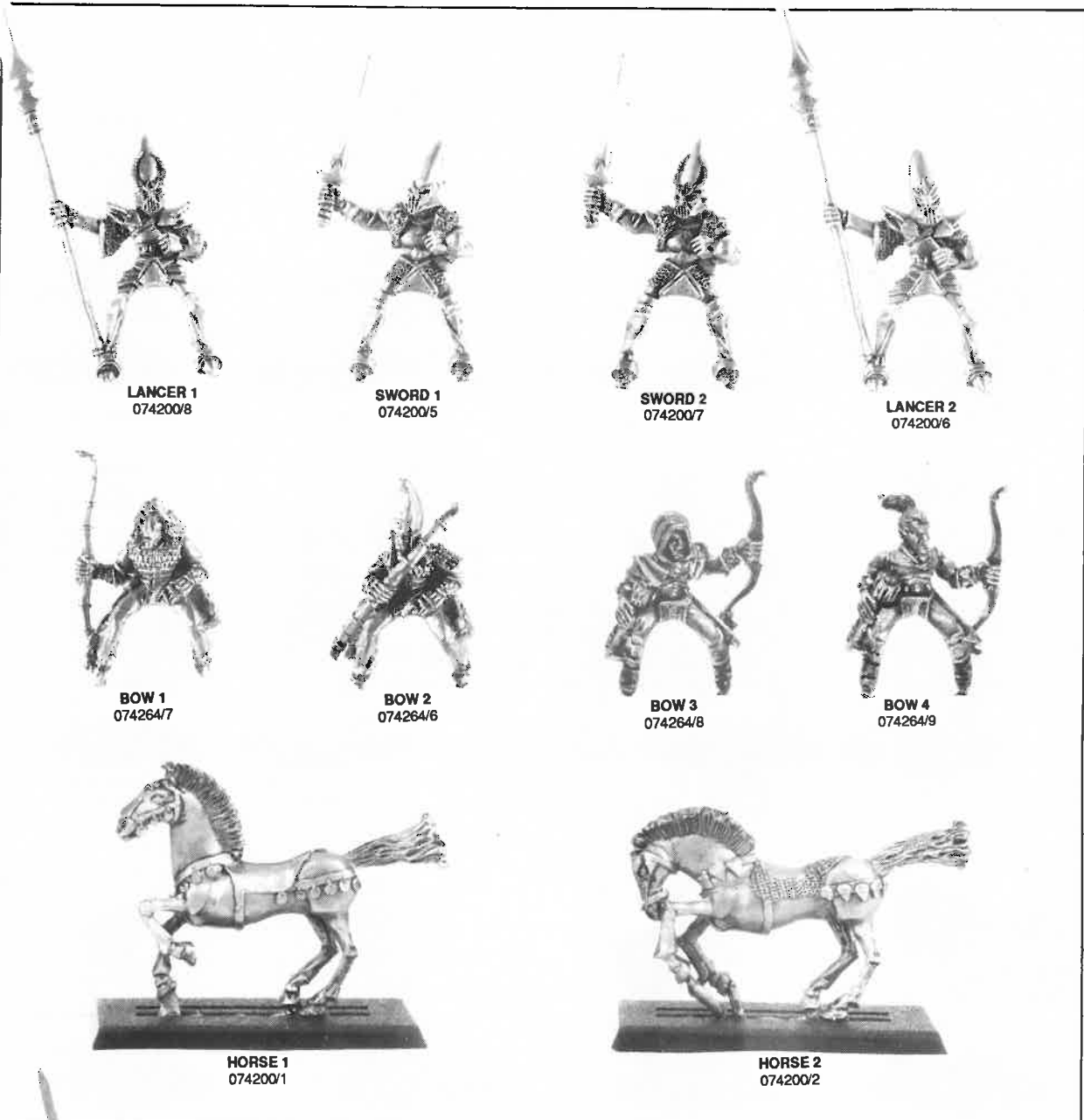
MORTAR BARREL
073835/2



THE EMPIRE MORTAR
CONSISTS OF:
X1 MORTAR BARREL
X1 MORTAR BASE
X1 GUNNER FIRING
X1 GUNNER WITH BUCKET
X1 GUNNER WITH RAM 2



ELVEN CAVALRY



LANCER 1
074200/8

SWORD 1
074200/5

SWORD 2
074200/7

LANCER 2
074200/6

BOW 1
074264/7

BOW 2
074264/6

BOW 3
074264/8

BOW 4
074264/9

HORSE 1
074200/1

HORSE 2
074200/2

EXAMPLES OF THE COMPLETED ELVEN CAVALRY MODELS



THESE MODELS ARE SUPPLIED WITH AN ELF SHIELDS SPRUE AS STANDARD

Designed by Jes Goodwin

WD77

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CITADEL
MINIATURES

WARDANCERS



DOUBLE HANDED SWORD 1
074237/14



JAVELIN 1
074237/9



SWORDS 1
074237/28



SWORD 1
074237/7



DOUBLE HANDED AXE 1
074237/30



SPEAR 1
074237/24



JAVELIN 2
074237/6



AXE 1
074237/12



SWORD AND AXE
074237/27



SWORD 2
074237/21



SWORD 3
074237/20



FIGHTING CLAW
074237/26



JAVELIN 3
074237/5



SPEAR 2
074237/23



SWORDS 2
074237/17



AXE 2
074237/14



SWORDS 3
074237/13



DOUBLE HANDED SWORD 2
074237/2

WOOD ELVES



BOW 1
RR4/EA



BOW 2
RR4/HA



BOW 3
RR4/GA



BOW 4
RR4/GB



BOW 5
RR4/FA



BOW 6
RR4/FB



BOW 7
RR4/EB



BOW 8
RR4/HB



BOW 9
074213/10



BOW 10
074213/11



BOW 11
074213/7



BOW 12
074213/25



BOW 13
074213/9



BOW 14
074213/6



BOW 15
074213/23



BOW 16
074213/40

Designed by Jes Goodwin

THESE MODELS ARE SUPPLIED WITH AN ELF SHIELDS SPRUE AS STANDARD

IMPERIAL DWARFS

STANDARD BEARER



**EAGLE STANDARD
AND KETTLE HAT**
074347/29



**BOAR STANDARD
AND KETTLE HAT**
074347/29



**BOAR STANDARD
AND SKULL CAP**
074335/27



**HORN STANDARD
AND HORNED HELM**
RR1/C



**DRAGON STANDARD
AND OPEN HELM**
RR6/D

COMMANDERS



HAMMER 1
074347/27



HAMMER 2
074335/29A



HAMMER 3
074335/29



AXE 1
RR1/A



AXE 2
RR6/A

CHAMPIONS



MACE 1
074347/26A



MACE 2
074347/26B



MACE 3
074347/26C



AXE AND PEG LEG
RR1/B



AXE 3
RR6/B

MUSICIANS



DRUMMER 1
074347/28A



DRUMMER 2
074347/28B



DRUMMER 3
074335/28



HORN 1
RR1/D



HORN 2
RR6/C

THESE MODELS ARE SUPPLIED WITH A DWARF SHIELDS SPRUE AS STANDARD

Designed by Alan and Michael Perry



IMPERIAL DWARFS



AXE 4
RR1/EA



AXE 5
RR1/EB



AXE 6
RR1/EC



AXE 7
RR1/ED



AXE 8
RR6/F



AXE 9
RR6/G



AXE 10
RR6/E



AXE 11
RR6/H



SWORD 1
074335/14



SWORD 2
074335/24



SWORD 3
074335/12



SWORD 4
074335/4



SWORD 5
074335/2



MACE 4
074335/23



SWORD 6
074335/20



SWORD 7
074335/1



SWORD 8
074335/10



SWORD 9
074335/8



MACE 5
074335/19



AXE 12
074335/17



AXE 13
074335/25



AXE AND HORN
074335/18



AXE 14
074335/22



AXE 15
074335/6



AXE 16
074335/11



AXE 17
074335/13



AXE 18
074335/15



AXE 19
074335/9

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Designed by Alan and Michael Perry

THESE MODELS ARE SUPPLIED WITH A DWARF SHIELDS SPRUE AS STANDARD



ELDAR AND CHAOS ARMIES ENGAGED IN FIERCE BATTLE