

GAMES WORKSHOP

PRESENTS ITS MONTHLY HOBBY SUPPLEMENT AND MINIATURES CATALOGUE

WHITE DWARF



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SPACE WOLVES SCOUTS AND ELДАР ASPECT WARRIORS CLASH IN DEADLY COMBAT



DEATHWING TERMINATORS BATTLE WITH CHAOS SPACE MARINES AND A BLOODLETTER

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The first boxed supplement for **Warhammer 40,000** will be released later this month. In this article Andy describes the exciting new psychic rules, strategy, vehicle, wargear and mission cards.

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The new Squat super heavy vehicle – the Cyclops – is available now. This article contains the Cyclops Special card and complete rules for fighting with it in your **Space Marine** battles.

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NEW SKAVEN MODELS

This month sees the release of three more of the Council of Thirteen's favoured ones – **Deathmaster Snikch**, **Chief Warlock Ikit Claw** and **Grey Seer Thanquol** with his mutant Rat Ogre bodyguard **Boneripper**.

Also released this month are **Clan Moulder Packmasters** and their Giant Rats along with several new **Gutter Runners** – Clan Eshin's wily assassins.

SKAVEN DOOMWHEEL

Ikit Claw's great invention, the **Doomwheel**, is now available as a boxed set and makes an impressive centerpiece for any Skaven army. With its vicious scything blades and bolts of warp-lightning the Doomwheel is rightly feared by the enemies of the Skaven and is a must for Skaven Warlords.

BLACK ORCS

For all you Orc and Goblin Generals this month sees the release of the first in a new range of **Black Orcs**. Designed by Alan Perry, these exciting miniatures can either fight as separate units or as leaders for your Orc and Goblin regiments. This range of Black Orcs will be expanded next month with the addition of a command group.

WARHAMMER BATTLE REPORT

Elsewhere in this issue is the Battle of Skull River featuring the mighty army of the Chaos Dwarfs. If you want to find out more about the Chaos Dwarf Army their Bestiary, Army List and magic cards are in White Dwarfs 161 to 163. These back issues are available either from Mail Order or from your local Games Workshop Store.



CHAOS SPACE MARINES

New additions to the forces of Chaos are featured this month. The first of these new releases are **Plague Marines** of Nurgle and **World Eater Assault Marines**. Both of these ranges were designed by Dave Andrews and will be followed next month by more World Eater Chaos Space Marines.

SPACE MARINES

For the loyal armies of the Emperor a new boxed set of multi-part plastic Space Marines is released. Each set contains enough parts to assemble six complete Space Marines in an endless variety of poses.

The Space Wolves also receive reinforcements in the form of new **Scout Sergeants**. Designed by Jes Goodwin, these models each come equipped with the new Space Wolf Scout backpack.

LAND RAIDER

Finally this month, heavy support for the Space Marines arrives with the **Land Raider**. This boxed set contains one complete Space Marine Land Raider plastic kit and a set of transfers for each of the four main Chapters. This enables you to complete your model as part of either the Ultramarines, Blood Angels, Space Wolves or Dark Angels.

THIS MONTH'S WARHAMMER RELEASES

- Deathmaster Snikch** £4.99
(One miniature per blister)
- Ikit Claw Chief Warlock** £4.99
(One miniature per blister)
- Grey Seer Thanquol** £4.99
(One miniature per blister)
- Boneripper** £6.99
(One miniature per blister)
- Skaven Doomwheel** £14.99
(Boxed set)
- Skaven Gutter Runners** £3.99
(Four miniatures per blister)
- Skaven Clan Moulders** £3.99
(One Skaven and six Giant Rat miniatures per blister)
- Mummies** £3.99
(Four miniatures per blister)
- Black Orcs** £3.99
(Two miniatures per blister)

THIS MONTH'S WARHAMMER 40,000 RELEASES

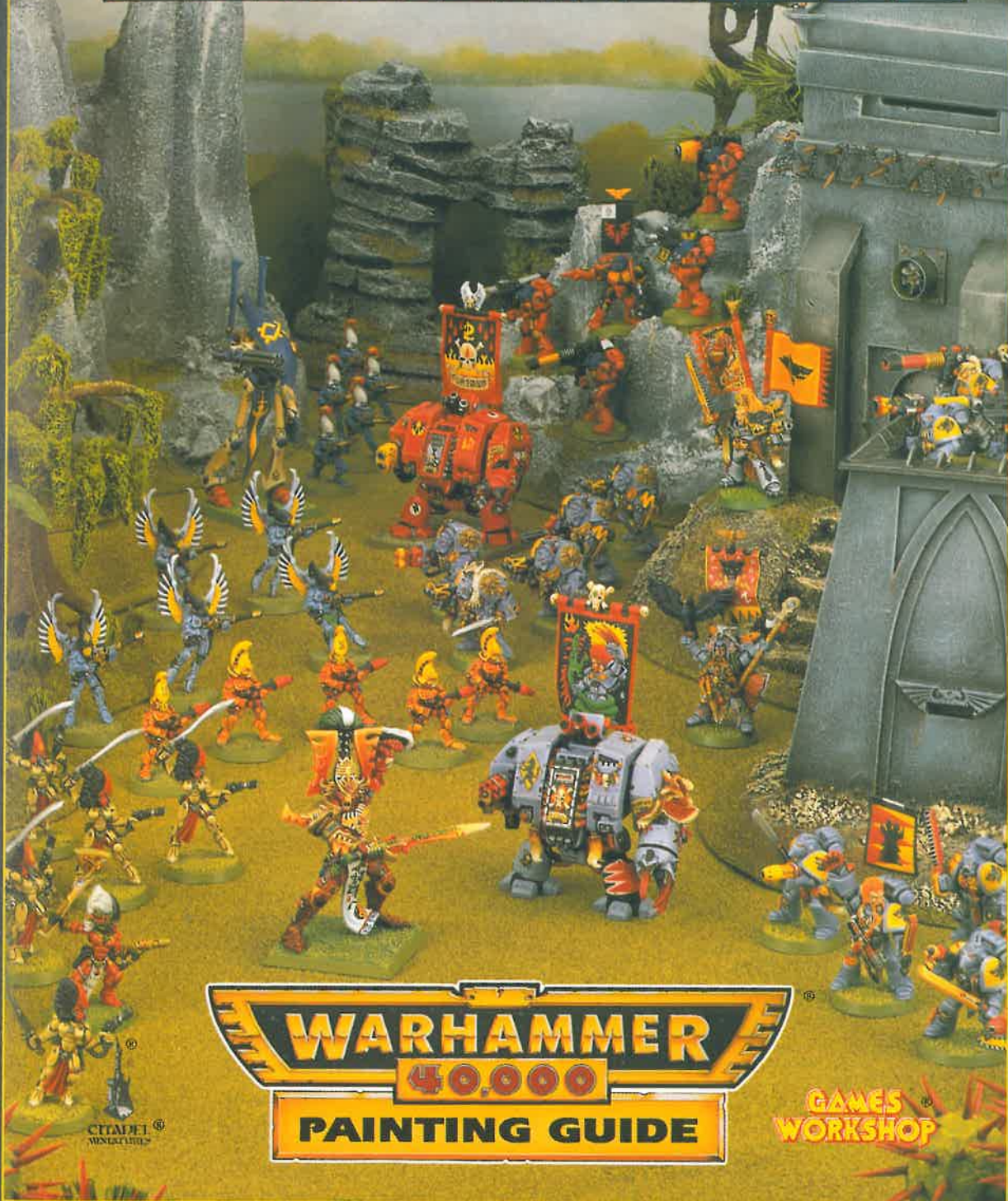
- Space Marines – Warriors of the Imperium** £4.99
(Boxed set of six models)
- Space Wolves Scout Sergeants** .. £2.99
(One miniature per blister)
- Plague Marines** £3.99
(Two miniatures per blister)
- World Eater Assault Marines** .. £3.99
(Two miniatures per blister)
- Land Raider** £12.99
(Boxed set)

LEPRECON XV



Games Workshop games designer, **Jervis Johnson**, will be appearing at Dublin University Gamer's fifteenth annual convention on the 19th and 20th of February. Throughout the weekend there will be games of Warhammer 40,000 and Warhammer – the game of fantasy battles. If you are interested in attending contact Dublin University Gamers, Box 18, Regent House, TCD, Dublin 2, Ireland for more details.

'EAVY METAL™



The 'Eavy Metal Warhammer 40,000 Painting Guide, written by Mike McVey, is the definitive handbook for Warhammer 40,000 gamers and miniature painters.

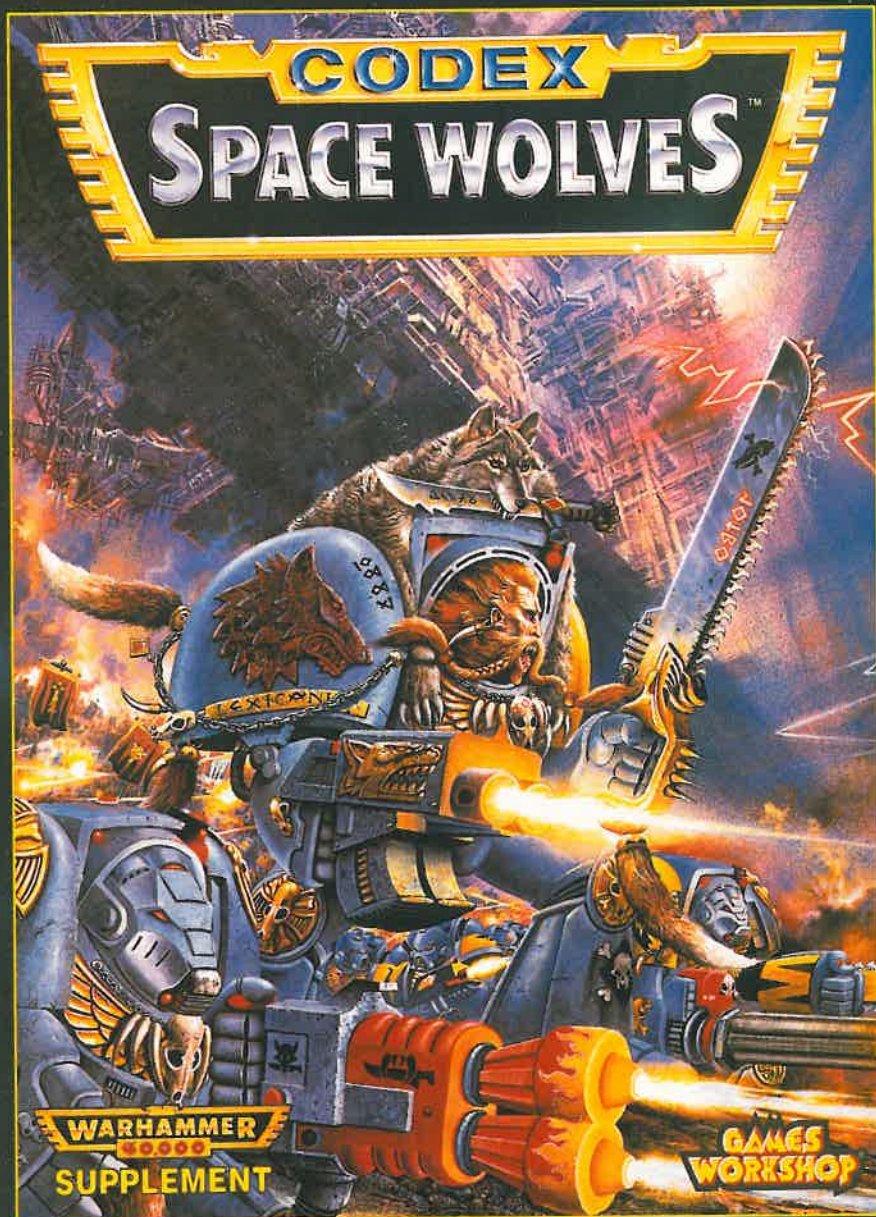
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GAMES WORKSHOP®

WARHAMMER

40,000



THE SPACE WOLVES

In ages past the mighty Primarch Leman Russ led the Space Wolves Chapter of Space Marines. Never was there a warrior as fierce as Leman Russ, and never were there Space Marine Warriors as headstrong and battle-keen as the Space Wolves. This invaluable companion to the Warhammer 40,000 game describes the armies of the Space Wolves Chapter in complete detail.

THE MIGHT OF THE SPACE WOLVES

The creation of the Space Wolves in the days of the Primarch Leman Russ is described together with their forbidding homeworld, the icy planet of Fenris.

ORGANISATION AND SPECIAL RULES

Organisational details and special rules are provided for the Space Wolves, including details of the Long Fangs, Grey Hunters, and Blood Claws.

ARMY LIST

A complete army list for the Space Wolves Chapter is given including special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane and Logan Grimnar.



CODEx SPACE WOLVES IS NOT A COMPLETE GAME. YOU NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.

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GAMES WORKSHOP

WARHAMMER 40,000

DARK MILLENNIUM

Next month sees the release of Dark Millennium, the first boxed supplement for Warhammer 40,000. Created by Andy Chambers, Dark Millennium provides players of Warhammer 40,000 with a host of new Vehicle Datafaxes, Wargear cards, Strategy cards and a complete Psychic system.

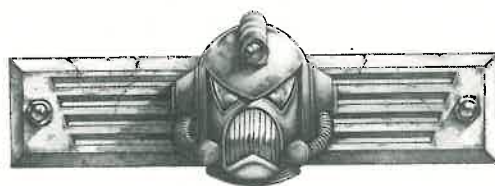
DARK MILLENNIUM

Warhammer 40,000 players have a great deal to look forward to in 1994 as our teams of model and games designers get to work on new ranges and supplements. Some of this work is still at an early stage, but there are already two completed projects awaiting release. The first of the Warhammer 40,000 Codex series appears in January and features the Space Wolves Chapter of Space Marines. Work on the next two Codex books, the Eldar and the Orks, is well under way, and these will be released after our first major supplement Dark Millennium.

Dark Millennium is a big supplement and one which every Warhammer 40,000 player will find very useful indeed. It comes in a square box featuring the splendid colour artwork of Geoff Taylor who has turned his brush to the Dark Angels Chapter.

The box contains 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards (which provide extra equipment such as supercharged engines and add-on

missiles), 55 Wargear cards to add to those in the Warhammer 40,000 game, 18 Strategy cards (more of which later), 4 more Mission cards (for 2 new Missions), a deck of 36 Warp cards, assorted counters, and a rulebook.



The material in Dark Millennium was developed alongside the Warhammer 40,000 game itself. We quickly realised that it would be impossible to fit everything inside the original game box – there was simply too much! As a consequence we decided to hive off the majority of the vehicle Datafax cards and the Psychic cards into a supplement. These two substantial card sets are the heart of the Dark Millennium supplement, although there are plenty of other extras too including no less than 55 more Wargear cards.



VEHICLE DATA CARDS

Dark Millennium provides players with additional Datafax cards for vehicles, enabling them to use the current range of Citadel models. There are a total of 24 vehicles and dreadnoughts represented, including such diverse machines as the Predator Tank and Eldar War Walker.



The Datafax cards follow the same pattern as those in the Warhammer 40,000 game, and contain details of the various weapon options available and their points costs. As the Citadel designers make new models every day we've managed to sneak in a few vehicles which we know are in the pipe-line, including the Lemman Russ battle tank and the Eldar Vyper jet-bike.

VEHICLE CARDS

The 10 Vehicle cards are a new addition to the vehicle rules. They function like Wargear cards in that they represent different pieces of equipment which you can add to a vehicle to increase its offensive or defensive capability. So, if you want to go faster than supercharged engines are a must. If you favour resilience over acceleration then reinforced armour will offer the protection you require. The cards available include such diverse options as searchlights, hunter-killer missiles, Null Shields (which protect against psychic attack), and (for Orks only) Kustom Force fields and the essential Squig Fuel Injector.

WARGEAR CARDS

The Warhammer 40,000 game includes a number of Wargear cards which enable you to equip your heroic characters with special equipment and unique weapons. Dark Millennium provides you with a further 55 Wargear cards. Many are available to all forces, such as the various bionic parts, digital lasers, rad grenades, stasis grenades, virus grenades, jump packs, targeters, and so on. Others are specific to a race or even a Space Marine Chapter, such as the Wolf Helm of Russ for the Space Wolves. Orks and Eldar are represented too, examples including Kustom Shootas and Kustom Blastas for Orks, Bright Lance and Executioners for the Eldar. Many of the devices are for use by psykers, such as the Eldar Seer Runes, the Psychic Hood, and Nemesis Force Weapon for Imperial Grey Knights and Inquisitors.

MISSION CARDS

There are 2 new Missions which radically change the format for a battle. These are Guerrilla War and Witch Hunt. In Guerrilla war your force is trapped behind enemy lines and running out of ammo and food. You gain victory points by defeating enemy models in close combat so you can take their supplies and continue the fight. This is a mission which will appeal to players who enjoy setting up calculating ambushes. The second mission is Witch Hunt where your forces must find and kill the enemy's psykers in order to win.

STRATEGY CARDS

The Strategy cards are new to the Dark Millennium supplement. There are 18 different cards and players may be dealt a limited number of cards before the game. The bigger the game the more Strategy cards you can use. The cards describe a variety of cunning ruses and unfortunate happenstances which you can play upon either your own forces or those of the enemy. For example, the Traitor card



indicates that one of the enemy has betrayed your opponent's battle plan before the battle begins, and gives you a +D3 Strategy Rating. Other cards include the Forced March, Crack Shot, Malfunction, and Virus Outbreak, all of which can be played at the appropriate moment to confound your opponent.

PSYCHIC SYSTEM

The remaining cards and templates are used as part of the new Psychic system. The brief system described in Warhammer 40,000 was fine as a starting point, but rather limited in scope. It was always our intention to introduce a Warhammer Battle Magic style system, using a card deck to moderate the use of the special powers. Of course, psychic powers are less important in Warhammer 40,000 than magic is in Warhammer and the game play has been adapted to reflect this.



The system works using the Psychic cards and the Warp Card deck. At the start of the game each psyker is dealt his Psychic cards, each of which describes a specific power. The number of powers a psyker has varies according to his Mastery level of between 1 and 4. Once a psyker has been dealt his powers these are fixed. He can use any of these powers during the game, and can use them every turn if the Warp cards are favourable.

Each turn a random number of Warp cards are dealt between the players. The warp deck represents the psychic force of the warp which is rather random in its nature. The warp cards are of different types, the most common of which are Force cards

and Nullify cards. A player can expend his Force cards to use a psychic power, and he can use Nullify cards to try and cancel out psychic powers used by his enemy. Depending on your hand, you will be able to use or cancel out a variable number of powers each turn. Some psychic powers are so potent that they require two or even more Force cards to make them work, so a player whose hand has only a single Force card won't necessarily be able to use all of his powers during the turn. Of course, the Warp is utterly unpredictable, and it is quite possible to be dealt no Force cards at all or, even worse, no Nullify cards, so the effect of psychic powers is never certain by any means.

We have spent several months trying out the various psychic powers and fine tuning their effect. The vast majority of powers are designed to work with the game, enhancing a model's abilities or a weapon's effect. There are already plenty of long range weapons with devastating effects, so we decided to avoid psychic powers which simply duplicated what various weapons could do perfectly well already. This has worked out well, giving the right sort of feel for the psychic powers and keeping the game as well balanced as ever. The 60 cards break down into separate decks for Eldar, Orks, Inquisitors, Squats, Tyranids, Chaos, Adeptus Astra Telepathica, and Space Marine Librarians. Each has its own range of powers appropriate to the race that uses it.

THE POWERS

The Eldar powers include *Guide*, *Fortune*, *Battle Fate* and *Doom* which represent the predictive powers of the Eldar and their understanding of the webs of fate. *Fortune* for example gives an armour save bonus which applies to all Eldar within 8" of the Eldar Warlock. Naturally there are some destructive spells too, such as *Destructor* and *Mind War* - which utilise psychic powers to make devastating long ranged attacks.

The Ork powers are mostly destructive, in keeping with the straightforward Orky mentality, and have names like *Da Krunch*, *Death Wave*, *Eadbutz* and *Brain Bursta*. Orks are



different to other races in that their powers are completely unobvious and mostly weapon-like in effect. So the *Squish* power causes a goodly number of strength 5 hits on its victim, whilst the target of a *Brain Bursta's* head will explode unless he can roll under his toughness on a D6.

The Chaos powers include a good assortment of special abilities for the Chaos gods including *Tzeentch's Fire Storm*, the *Plague Wind* (for Nurgle), and *Beam of Slaanesh*. The powers reflect the preoccupations of the gods themselves, so the *Flesh Curse of Slaanesh* turns its victim into a hideous Chaos Spawn, whilst Nurgle's *Aura of Decay* inflicts such foulness upon its target that all with 3" lose 1 Attack.

Space Marine Librarians have a good selection of battle spells. For example *Teleportation* moves the Librarian up to 4D6" over the battlefield and can be used to initiate close combat. The *Psychic Shield* acts like armour, offering a saving throw against damage as well as protecting the Librarian from psychic attacks. He can also use *Iron Arm* to double his strength and toughness turning him into an awesome hand-to-hand fighter.



The powers for human psykers are contained in the Adeptus Tele Astraphica deck. It is a useful deck to use in conjunction with the Imperial Guard. The *Displacement* power, for example, enables you to move whole squads over the battlefield, and the *Gate* power can also be used to move troops into position. *Hellfire*, *Lightning Arc* and *Assail* are no-nonsense attacking powers which are always useful. *Scan* is another tactical power which enables you to detect enemy in hiding and also gives you a chance of examining an enemy psyker's warp cards.

The Inquisitors have their own powers which enable them to take on daemons and other powerful psychic opponents. It includes some powerful abilities such as *Vortex*, which creates a deadly vortex and sends it spinning towards the enemy, and *Storm of Wrath* which makes it almost impossible for troops within 12" to do anything. *Destroy Daemon* is an essential spell for taking on Chaos Forces, as it lives up to its name more often than not!

The Squat Ancestor Lords have their own powers too. They can compel foes to act as you wish using the *Domination* power or trap the enemy inside an enclosing *Force Dome*. Although Squats are not a particularly powerful psychic race, and have relatively few powers as a result, these powers are well suited to their temperament.

Tyranids have powers which reflect their horrific mind-wrenching character. *Psychic Scream* causes psykers within 36" to writhe helplessly in agony and can either stun its victims or drive them utterly insane. *The Horror* affects all enemy within range and drives them to break and run away with fear.

Some of the powers utilise the special templates or counters which are printed in thick card and included in the Dark Millennium box. The rulebook explains how to use the various card decks and other components. A particularly useful section describes how to resolve whether powers are effective in special or unusual circumstances.

FUTURE PLANS

The next few months will see the release of many new and exciting models and supplements for Warhammer 40,000. By the time you read this, the first of the Codex Army Lists – the Space Wolves should already be out in the shops and further volumes will follow on soon.

Of course every month in White Dwarf we'll be previewing all the latest releases together with new rules, Mission cards and Datafaxes, plus a whole series of exciting battle reports featuring all of the Warhammer 40,000 races.



SPACE WOLVES SCOUTS



Space Wolves Scouts are new recruits chosen from among the fiercest warriors of Fenris, the Space Wolves' homeland. To earn a place as a Blood Claw, the Space Wolves Scouts must prove themselves by undertaking the most dangerous missions, often behind enemy lines. Scouts are only partially armoured and carry light weapons but they use stealth to catch the enemy by surprise and cause maximum damage.



SPACE WOLVES SCOUT SERGEANTS



SPACE WOLVES SCOUTS AMBUSH A FORCE OF GOFF SPACE ORKS.

WARHAMMER

40,000

SPACE WOLVES DREADNOUGHT



BJORN THE FELL-HANDED

Entombed within the massive armoured shell of a Dreadnought exist the still living remains of Bjorn the Fell-Handed, an ancient Space Wolves hero. In this form he continues to fight alongside his fellow Space Wolves, tearing enemies apart with his lightning claw and gunning them down with his deadly assault cannon.

Model supplied unpainted.

SPACE WOLVES DREADNOUGHT



**THIS BOXED SET
INCLUDES
A SPACE WOLVES
TRANSFER SHEET
AND A FULL
COLOUR BANNER**



WARNING! This miniature contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. This is a Citadel Miniatures expert kit and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.

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GAMES WORKSHOP

Model designed by Jes Goodwin.

SPACE MARINE®

SQUAT CYCLOPS

By Andy Chambers and Gavin Thorpe

Across the nightmare battlefields of the 41st Millennium, vast tracked vehicles rumble towards the enemy. Any resistance is ground to a pulp under their massive steel frames, or consumed in a maelstrom of fire and death

The Cyclops is a monstrous Squat super heavy vehicle which was first developed during one of the rare wars between rival Squat Leagues some 2000 years ago. At that time the League of Thor and the League of Grindel clashed over exploration rights to the legendary Lost Stronghold of Dargon. The Grindel League found itself heavily embroiled against the superior numbers of the League of Thor and was quickly pushed back by their greater numbers of Leviathan and Colossus super heavy war machines. In an attempt to turn the tide Warlord Harkrund (known to some as Harkrund the insane) ordered his engineers to mount an experimental weapon, the Hellfury cannon - originally intended as a starship weapon, onto a Colossus chassis.

The first Cyclops to be completed (Harkrund's Fury) fought in the battle of Verski's point, where it quickly annihilated an opposing Colossus and Leviathan before helping to smash the League of Thor's unsupported Warrior Brotherhoods. After

two more serious defeats at Heydrik's Forge and The Shelvings and with ever-increasing numbers of Cyclops' appearing amongst the Grindel forces, the League of Thor launched fresh campaigns against several Grindel League strongholds to capture the Cyclops' design. Within a few months new Cyclops' built by League of Thor were dominating the battlefield and several strongholds of both sides were eventually destroyed by the awesome power of the Hellfury cannon. Finally the Ork invasion of Grunhag the Flayer forced a peace upon the warring Leagues as both sides turned to fight the mutual foe.

THE CYCLOPS

The Cyclops uses a heavily modified Colossus hull which is literally rebuilt around the gigantic Hellfury Cannon. This terrifying weapon is equalled in size only by the enormous Goliath mega-cannon and can level buildings and Titans with equal ease. To supplement this there are two large-bore Melta cannon mounted in the hull which fire huge blasts of pure heat at nearby enemy formations while a rapid firing, turret mounted Battlecannon pours shells into opposing battle tanks. For devastating infantry formations the Cyclops also mounts six Doomstorm missiles whose plasma warheads can wreak havoc on lightly armoured troops.

Squats design with survivability in mind and the Cyclops is no exception. It has a metres-thick skin of the toughest alloys that give it a 1+ saving throw. It is equally armoured all round and suffers no additional modifiers for being hit in the sides or rear. This means that weapons without a saving throw modifier of at least -1 cannot harm the Cyclops in any way.

Before its armour is needed the Cyclops has five banks of void shields to intercept incoming fire. These work in the same way



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squat Cyclops	10cm	1+	+12	Battlecannon	75cm	2	5+	-2	5 Void Shields See above
	Max	All round		Hellfury Cannon	100cm	1	2+	-6	
				Melta Cannon	35cm	4	3+	-3	
				Doomstorm Missiles	100cm	4 Barrage Points each		0	
				Bolters	15cm	10	6+	0	

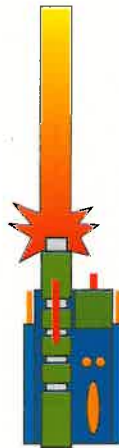
SQUAT CYCLOPS

as all other void shields carried by Squat vehicles and Imperial Titans. Each void shield will absorb one hit before collapsing. Collapsed shields will be repaired on a roll of 5 or 6 on a D6 in the end phase of a turn. To supply its prodigious energy requirements the Cyclops is powered by a large plasma reactor. If the Cyclops is destroyed the reactor will be breached and explode. If this happens all models within 2D6cm of the Cyclops will be hit automatically and must make an unmodified save or be destroyed.



The Cyclops retains the Colossus' sophisticated fire control centres which allow it to relentlessly crawl towards the enemy with all guns blazing. Because of this there is no need to give a Cyclops orders, it can always move up to a maximum of 10cm per turn. It cannot move any faster than 10cm per turn anyway, even if you wanted to give it Charge orders. In addition the Cyclops always fires as if it had been given First Fire orders. Note that the Cyclops is **not** a Command Unit and can always be targeted normally.

The Cyclops has the massive Hellfury Cannon as its main armament, a weapon capable of destroying almost any target. The Hellfury launches a stream of phased particles that react with one another as they collide. The particles are transformed into a bolt of pure energy that can punch through the thickest armour while the devastating energy flux within the beam smashes void shields and power fields, overloading them in swift succession. The Hellfury cannon is a huge weapon and has a restricted field of fire so it may only fire at models that are directly in front of the Cyclops. Draw a line of sight that follows the barrel of the Hellfury, one model, building or troop stand along this line can be chosen as a target, as long as it is visible to the Cyclops.



When you wish to fire the Hellfury cannon, extend a straight line from the gun barrel towards the intended target. The Cyclops does not have to fire at the first model in its path. So, for example, you could fire over several troop stands in order to strike at a Titan or infantry in a building located further away.

The Hellfury cannon has a 100cm range, rolls one attack dice and hits on a 2+. Since the Hellfury has a saving throw modifier of -6 only models with a fixed saving throw (such as Imperial Terminators), Titans and buildings stand any chance of survival. Of these even fully shielded Titans are in deep trouble if they are struck by the Hellfury.

When you fire the Hellfury at a model protected by void or power fields roll to



SPECIAL CARD

SQUAT CYCLOPS

The Cyclops uses the same basic hull as vehicles such as the Colossus and Leviathan. The Cyclops' Hellfury cannon is the ultimate anti-Titan weapon, while its batteries of lesser weaponry provide effective support to smaller vehicles and infantry units.



POINTS VALUE 450



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hit normally. On a successful hit the Hellfury will overload the first shield as normal. However, because the Hellfury beam is a continuous stream you can make further rolls to try and overload the target's remaining shields one by one. For the second field there is an 'overload' roll of 3+ on 1D6, a successful roll indicates that the shield has been knocked down. The third shield needs a roll of 4+, the fourth 5+, and so on. As soon as you fail an 'overload' roll the beam has to be shut down to prevent feedback and has no further effect.



If the Hellfury penetrates all of the targets shields apply the effects of the hit to the target. If the target is a Titan or other model with a location template select the location to be targeted and roll the aiming dice as usual. The location struck suffers a hit with a -6 save modifier, and if the location is penetrated it will automatically suffer a '6' result on the damage table. The Hellfury may be fired at buildings and will destroy them on a successful hit unless they make their saving throw modified by -6.

The Cyclops also has 6 Doomstorm missiles that have the profile shown on the vehicle statistics. These are one shot missiles so you will need to use a dice or counter to show how many missiles the Cyclops has fired. It may fire as many or as few missiles a turn as you wish, but all missiles fired on the same turn must have their barrage templates placed touching the template of another missile.

SQUAT CYCLOPS

The Cyclops is a huge machine protected by five void shield generators and armed with a variety of potent weapons. It is not given orders, but may always move up to 10cm in the movement phase. It is a stable firing platform and will always fire as if given first fire orders.

BREAK POINT: The Cyclops is not part of a unit and can never be broken. Victory points are awarded to the opposing player when the Cyclops is destroyed.

MORALE VALUE 1: The Cyclops must roll 1 or more on a D6 to pass its morale check.



VICTORY POINTS 5

Your opponent gains 5 VPs when the Cyclops is destroyed.

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Alternatively you may fire missiles using a single barrage template in the same way as other artillery batteries. The turret mounted battle cannon is rapid firing and has two dice worth of attacks. Its high position and rotating mount allow it to fire all round the Cyclops, not just to the front. The numerous anti-infantry bolters mounted on the Cyclops are also capable of firing all round too, but the melta cannon and missiles may only fire into the Cyclops' front arc.



A Cyclops can fire up to 6 Doomstorm missiles in a single turn, but the templates must be placed so that each one touches at least one other barrage marker.

The Cyclops is a huge, tower-block sized vehicle and is difficult to stop once it has started lumbering towards the enemy. It may not be pinned in close combat except by Titans or other super heavy vehicles such as Shadow swords and Ork battle Fortresses- the Cyclops can simply push past smaller vehicles and infantry when it moves. Its ability to fire all round with a hail of Bolters makes infantry attacks improbable and, as it always fires its Battlecannon and Melta Cannon in the First Fire segment, even well armoured vehicles will find the Cyclops hard to bring into close combat.

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MEGA

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7th February 1994

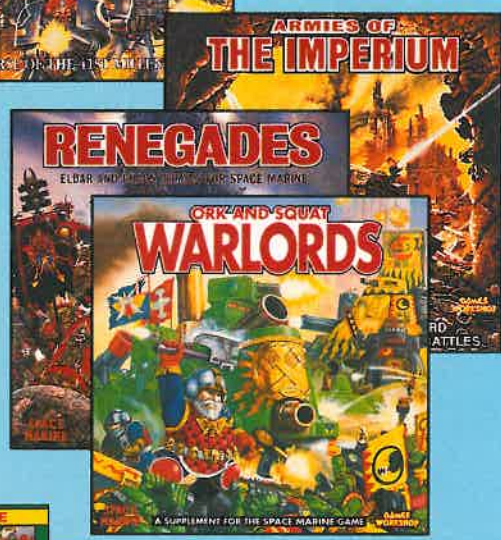
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SKAVEN CHARACTERS

by Andy Chambers

This month sees the release of two new character models for the Skaven army. In this special extract from the Warhammer Armies – Skaven book, Andy provides the rules and stats for including Deathmaster Snikch and Grey Seer Thanquol in your Skaven armies.

GREY SEER THANQUOL AND BONERIPPER

380 points

Boneripper +45 points

Your Skaven army may be led by Grey Seer Thanquol, one of the favoured agents of the Council of Thirteen. If you decide to do this Thanquol replaces the Skaven Warlord in the main army list.

Thanquol is a cunning and exceptionally dangerous Grey Seer with a peculiar gift for avoiding death and inspiring fear in his fellow Skaven. In traditional Skaven fashion he clawed his way up the order of Grey Seers over the bodies of his opponents, entering the order as a novice and eventually consuming his mentor. His rapid rise from the bowels of the Under-City beneath Skavenblight to the heights of power has been noticed by the Council of Thirteen and it seems he has some patrons, as well as some enemies, amongst the Lords of Decay.

Thanquol has been despatched all over the Old World on Council business, even travelling as far as the South Lands, Lustria and the holdings of Clan Eshin in the almost legendary Far Cathay. Thanquol has been specially trained in the history and languages of humans and considers them his personal preserve, conducting his own private experiments on human slaves in his warren in Skavenblight. Thanquol has led a number of Skaven armies into battle against humans, Orcs, Elves, Dwarfs, Undead and Chaos with equal cunning. Though Thanquol is often victorious, his glory is only bought at a high price in Skaven dead. Naturally a minor detail like this doesn't bother Thanquol or the Council of Thirteen in the least.

Few creatures have aroused Thanquol's quick anger and lived to tell the tale. In 2499 he ordered a fateful attack on Nuln after Felix Jaeger and Gotrek Gurnisson exposed his plot to spark a civil war in the Empire. In spite of Thanquol's best efforts to kill them, Felix and Gotrek survived and rallied the citizens of Nuln to drive the Skaven out of the city. Now Thanquol continually plots the demise of the pair in ever more excessive and agonising ways, but

so far the heroes have evaded every elaborate trap and ambush he has laid for them.

The Council hailed Thanquol's battle in Nuln as a great success. The Warlord clan eliminated in the fighting had planned rebellion against the Council and half of Nuln was destroyed in the battle – an excellent trade in their eyes. In recognition of his efforts the Lords of Decay have rewarded Thanquol with a mutant Rat Ogre bodyguard which he has named Boneripper in memory of his previous bodyguard which met a premature end at the hands of Gotrek.



PROFILE	M	WS	BS	S	T	W	I	A	Ld
Thanquol	5	6	6	4	4	4	7	4	7
Boneripper	6	5	0	5	5	3	6	3	5

WEAPONS/ARMOUR: Thanquol wears no armour and carries a sword. Boneripper is equipped only with his sizeable fangs and claws.

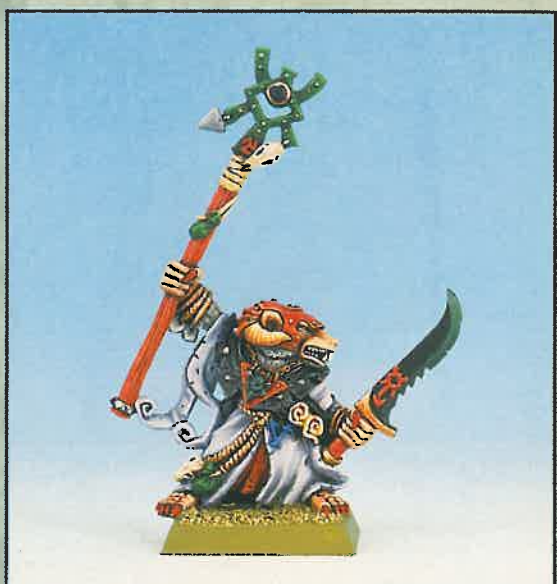
MAGIC SPELLS: Thanquol is a level 4 Grey Seer. He may cast spells in the normal manner as described in Warhammer Battle Magic.

MAGIC ITEMS: Thanquol may carry up to four magic items chosen from the Warhammer Battle Magic cards and/or the cards in the Warhammer Armies – Skaven book.

SKAVEN



BONERIPPER – MUTANT RAT OGRE



GREY SEER THANQUOL



CLAN ESHIN GUTTER RUNNERS



A PACK OF SKAVEN ATTACKS AN EMPIRE VILLAGE

SKAVEN DOOMWHEEL



WARLOCK ENGINEER



DETAILS OF THE RATS AND LIGHTNING PROJECTORS



SPECIAL RULES

BONERIPPER

Boneripper will stay with Thanquol at all times unless Thanquol sends him to attack an enemy model or unit within charge distance, in which case Boneripper is allowed to separate from Thanquol until the specified foe is dead. Afterwards Boneripper must come back to Thanquol (though he may suffer from *stupidity* as detailed below). As long as they are together Boneripper does not have to test for psychology separately. If Boneripper is alone for any reason, and not in hand-to-hand combat, he suffers from the psychology rules for *stupidity*. Like all Rat Ogres, Boneripper also causes *fear*.

Warp Tests

Thanquol is addicted to warpstone snuff, revelling in the visions of carnage and bloodshed it sends dancing through his brain. This has built up his resistance to the effects of eating warpstone. Because of his greater resistance to mutation and madness Thanquol may reroll the dice for any Warp test he takes.

Blessing of the Horned Rat

Thanquol undoubtedly bears the blessing of the Horned Rat. Innumerable times his precognitive powers have warned him of some impending danger or some sixth sense has made him change his plans for no tangible reason and so saved his life. However, the misfortunes which Thanquol avoids invariably strike down someone else nearby. Perhaps this is why the other Skaven fear Thanquol so much.

Whenever Thanquol is wounded roll a D6 for each wound inflicted on him: on a roll of 4, 5 or 6 the wound is applied to a friendly model within 2" chosen by the Skaven player. Thanquol ducks or steps out of the way at the last second and the other model is hit instead. This applies to all wounds inflicted by spells, hand-to-hand combat or shooting.

DEATHMASTER SNIKCH, CHIEF ASSASSIN OF CLAN ESHIN

230 points

Bands of Power +40 points

Cloak of Shadows +75 points

You may include Deathmaster Snikch in your army if you wish. Unlike ordinary assassins Deathmaster Snikch is an independent character so he is paid for out of the army's Characters allowance. Deathmaster Snikch may only lead units of Gutter Runners or act as an independent model, he may not lead units of ordinary Skaven.

Deathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. His infamy is only exceeded by the mystery which surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or



Deathmaster Snikch

another, seldom being seen but always leaving his distinctive symbol traced in blood beside the decapitated heads of his victims.

Of course such gory rituals are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of men, Elves and Dwarfs it is harder still to divine the Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire household in Altdorf have never been explained to this day. And the fate of the Celestial Wizard Heinrich Frisen, found flayed in his observatory tower with the door still locked from the inside, left city watch officials mystified. Many muttered about daemons but the truly erudite know that daemons seldom leave so few clues.

But who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its ensorcelled power strong enough to make a mockery of the most intricate defences. Where the stealthy tread of Deathmaster Snikch falls no prince or warlord is safe.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Deathmaster Snikch	6	8	6	4	4	3	10	5	9



WEAPONS/ARMOUR: Deathmaster Snikch never wears armour and carries three Weeping Blades (wielding one with each hand and one with his tail!). He also carries poisoned throwing stars (which count as throwing knives).



MAGIC ITEMS: Deathmaster Snikch may carry up to three magic items in total but the first two magic items he chooses must be the *Bands of Power* and the *Cloak of Shadows*. The third item may be chosen freely from the Warhammer Battle Magic cards or the cards in the Warhammer Armies – Skaven book. If he is equipped with a magic weapon he may make a maximum of four attacks with it, the extra attack being made with his off hand or tail.

SPECIAL RULES

Infiltration

At the start of the game Deathmaster Snikch can sneak forward onto the battlefield alone. The Deathmaster is always set up after the enemy has placed all his units on the table. The Deathmaster can be placed anywhere on the table which is outside the enemy's deployment zone and which places him out of sight of any enemy.



Weeping Weapons

Deathmaster Snikch carries three blades – one in each hand and another clenched in his tail – and a number of deadly throwing stars. These weapons incorporate warpstone and baneful spells in their construction so that they constantly weep a deadly corrosive venom. The venom burns through armour so hits he inflicts have an extra -1 saving throw modifier. This means with his Strength of 4 they have a saving throw modifier of -2. The caustic potency of the venom means that each hit causes not 1 wound but D3 wounds.

Dodge

Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this is due to his extraordinary training or some controlled mutation is unknown. Because of his exceptional speed and agility the Deathmaster can dodge hand-to-hand combat blows, spells and missiles on a roll of 4, 5 or 6 on a D6. This roll to dodge is never modified by saving throw modifiers and also applies to war engine attacks or indeed any attack which uses a template – in this case if Snikch dodges successfully move him to the edge of the template.



The Cloak of Shadows

The *Cloak of Shadows* is made with secret skills known only to Clan Eshin. Woven from stolen human hair and spider silk, the cloak conceals and silences the wearer perfectly. When the Deathmaster is wearing the *Cloak of Shadows* he is very difficult to see or hear and therefore cannot be shot at or charged unless the attacking character model or unit first rolls a D6 and scores a 6. Spells can only be cast at the Deathmaster if the wizard casting the spell first rolls a 5 or 6 on a D6. Note that the presence of the Deathmaster won't prevent enemy units or models charging or shooting at other targets. The Deathmaster just ducks out of the way. Once in hand-to-hand combat the cloak is thrown back and the Deathmaster fights normally for the duration of the combat. As soon as the Deathmaster is no longer in hand-to-hand combat the cloak hides him again – this means if he flees for any reason pursuers will only catch him if they first roll a 6 on a D6.

Bands of Power

The *Bands of Power* are two metal vambraces set with warpstone shards. Magical power coils lazily around the bands until it is summoned forth by ancient invocation, enabling the Deathmaster to fight with incredible strength. The bands contain a spell which can be used three times during the battle before its power is exhausted. The spell can only be used during the magic phase. When cast the Deathmaster doubles his Strength up to a maximum of 10 until the beginning of the next magic phase. Normally the Deathmaster's Strength will double to 8 unless it has been supplemented by another magic item or spell.

GOLDEN '94 DEMON '94

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GOLDEN '94 DEMON '94

THE 7th INTERNATIONAL CITADEL MINIATURES PAINTING CHAMPIONSHIPS

The closing date for entries into the 1994 Golden Demon Awards is Saturday the 2nd April 1994. On these pages we present a full set of categories for this year's competition. You can enter as many different categories as you wish, so pop into your nearest Games Workshop Store, pick up a free entry form and get painting those miniatures. This year it could be your turn to win a prize!



1994 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Miniature

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

2. Best Warhammer 40,000 Squad

This category is for the best Warhammer 40,000 squad chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Striking Scorpions 5 models, Dark Reapers 3 models, Death Skull Mob 5-20 models, Snotling Herd 2-10 bases plus Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to a single Warhammer 40,000 vehicle or Dreadnought model.



4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard gaming slottabases up to 25mm x 50mm maximum size (cavalry base) ie: not models on 40mm x 40mm bases.

5. Best Warhammer Commanders

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

6. Best Warhammer Monster

This category is open to all Warhammer monsters on 40mm x 40mm standard slottabases. You may include a rider if you wish. Eg: Orc Wyvern, Chaos Dwarf Bull Taurus, Ogre etc.



7. Best Epic Model

This category includes either a single model of a Titan or a Gargant or a unit of up to three Super Heavy Vehicles or Chaos Daemon War Engines.





8. BATTLE SCENE

Entries for this category must consist of a battle scene from either Warhammer 40,000, Warhammer or Space Marine. The entire display must not be larger than 20cm x 20cm and the maximum permitted height is 30cm.



The model should have at least two miniatures arranged in a combat scene but otherwise there is no restriction on theme or content.

SPECIAL COMPETITIONS

This year, as well as the main Golden Demon Awards, we will be holding two additional competitions.

YOUNG BLOODS COMPETITION



Entries for this category consist of any single plastic miniature.



The Young Bloods category is open to competitors aged 14 or under.

SPACE MARINE CHAPTER DESIGN COMPETITION

This category consists of a single Warhammer 40,000 Space Marine miniature painted in a new Chapter colour scheme designed by the entrant.

The judges will be looking for original and imaginative ideas rather than brilliantly painted models, although clean, neat painting will help to show your ideas in the best light.

The winning design in this category will be used by the Studio miniature painters to create a new Chapter of Space Marines, which will then be featured in White Dwarf magazine.

GOLDEN DEMON COMPETITORS GUIDELINES

All entries must be Citadel or Marauder miniatures.

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

Conversions are allowed, but must adhere to the atmosphere of the game world and spirit of the miniatures.

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

All entries to the 1994 competition must be personally handed in at a Games Workshop Store. No postal entries will be accepted.

The greatest care will be taken with all competitors' entries, but Games Workshop can accept no responsibility for models that are accidentally damaged or broken in transit.

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

WARHAMMER

40,000

DARK ANGELS SPACE MARINE ARMY

by Steve Sands and Jake Thornton

This Dark Angels army has been painted by Steve Sands from our Belfast store. If you want to see it for yourself, or talk to Steve about any aspect of painting or gaming with Citadel miniatures, then just pop into our Belfast Store and he'll be happy to chat to you.

Of all the armies that you can fight with in Warhammer 40,000 the Space Marines have always been my favourite. They are the elite warriors of the Emperor's vast armies and their toughness is legendary. Their enemies nearly always outnumber them but Space Marines never surrender and would die rather than retreat. With their distinctive power armour and their bright Chapter colours, a Space Marine army is easy to paint and looks great on the battlefield.

FIRST STEPS

Having decided to collect an army of Space Marines, I first needed to choose which Chapter they would be from. Most of the Space Marines I'd seen painted by other people were either Ultramarines, Space Wolves or Blood Angels – I thought that I'd like to be a little different so I chose the Dark Angels. The basic colour scheme of the Dark Angels Chapter is a very dark



Deathwing Terminators and a Space Marine dreadnought led by a Dark Angels Commander.

green. The main exception to this is the first company of the Dark Angels, the Deathwing, who paint their Terminator armour bone-white as a mark of honour and tradition.



The first models I got for my Dark Angels army were a squad of Deathwing Terminators. I hadn't planned to get the squads in any particular order but when I saw the Deathwing boxed set I just had to have them first. I often buy Citadel miniatures like this – I see a brilliant new model and add it to my collection simply because I like it, only fitting them into an army or squad afterwards. Every gamer I know buys models like this as well as collecting armies in a more organised way.

COLOUR SCHEMES

Before I actually started to paint any of my models I thought it would be a good idea to decide on an overall colour scheme. For most of the Dark Angels models, the main colour would be a very dark green, with bone coloured chest eagles. Though the Chapter colour was quite dark I didn't want them to look dull,

so I started looking for a contrasting colour to brighten them up. After a few experiments I found that a bright flaming red set off the Dark Angels' green really dramatically and I decided to use this on all of the models. This would also give the army a visual coherence which would make them look more impressive as a whole. On the basic power armoured Space Marines, the pack and shoulder pad trim would all be painted this glowing red as would their weapons. The Deathwing's armour reverses the basic colour scheme with green chest eagles and bone white armour. For their weapons I decided to use green on the storm bolters and a rather more appropriate bright red on the heavy flamer.

EXPANDING THE ARMY

Having already chosen a heavily armoured elite squad I now needed some basic troops to support them. The Tactical squad was my obvious second choice. Flexible enough to perform almost any task, these troopers form the backbone of Space Marine armies. Though they are much lighter armed and armoured than the Deathwing, they can be upgraded by giving them Krak grenades. This makes them more dangerous in battle and enables them to take on heavily armoured enemy warriors or even lightly armoured vehicles.

With these two squads I had the beginnings of a Space Marine army so I tried to find a leader for it. I didn't need to look any further than Citadel's excellent Dark Angels Captain model to find an impressive commander to lead my small force into battle.

This model wears elaborate artificer armour rather than normal power armour. Over the years the Chapter artificers have



Tactical squad of the Dark Angels Space Marines



The Dark Angels Devastator squad.

decorated and embellished this armour as befits a hero of the Dark Angels. For the commander's armour I used the same basic colour scheme as the other Space Marines but made it much more highly decorated. I also took a bit more time over painting him, adding not only the Chapter badges but also honour markings which indicate his many years service and the famous campaigns in which he has fought.



When fighting battles with the army I seldom give the commander his full allocation of Wargear cards. Many people completely overequip the characters in their army giving them hundreds of points worth of exotic weaponry. I think this is a mistake in any army, as even the most elaborately equipped hero can be killed with a single hit from a heavy weapon or a psychic blast. Nothing can make a character completely invulnerable, and often the more you equip him, the more tempting a target he becomes.

HEAVY WEAPONS

The third squad I wanted was a Devastator squad. These carry most of the Space Marines' heavy weapons and would give my force real punch. As they are equipped with up to four heavy weapons the Devastators can take on either heavily armoured opponents with krak missiles or their heavy plasma gun, or very numerous enemies like the Orks with their heavy bolter and frag missiles.

In battles I sometimes split the Devastator squad into two combat squads with some heavy weapons in each. This is quite a flexible way of deploying the squad but does have the drawback that you don't really want to go too far forward with either of them. When there is a really good position with clear fire arcs I concentrate all of the heavy weapons in one of the combat squads leaving the other free to advance.

DREADNOUGHT

I could now field a Dark Angels army worth well over 1000 points and played several games with it. Then the Space Marine Dreadnought was released and I just had to add this brilliant model to my army. It not only brought my army up to a round 1500 points but also gave me a stunning centrepiece for my games. The dreadnought is so fearsome in appearance that it usually unsettles your opponent before it has actually done anything. Of course, as soon as he has watched his best efforts to kill it bounce harmlessly off for a few turns, the intimidation value is even better. When your opponent is well and truly worried, you attack.



The Belfast Store's Dark Angels army.

FINISHING TOUCHES

Painting banners is quite time consuming but definitely worthwhile, the main skills you need are neatness and patience. Have a look at the models on the 'Eavy Metal pages or at the illustrations for ideas for your banners. On my dreadnought I decided to go even further and repeat the banner design on the front of the sarcophagus. This type of elaborate

decoration is often seen on the revered and ancient wargear of the Space Marines.

The army is compact with only twenty-seven models but each is a formidable fighter. As well as being a fearsome presence on the battlefield the high points cost makes a Space Marine army quite small and an ideal army to start collecting.

DARK ANGELS ARMY

The following lists the usual equipment that I go to battle with.

Dreadnought with multi-melta and power fist and auto-launchers 200 points.

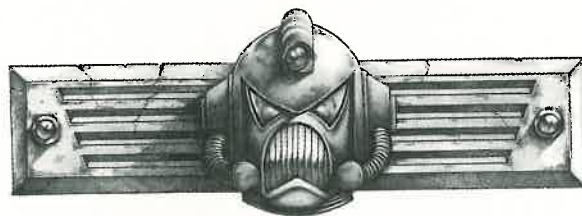
Captain with a power sword 96 points.

Tactical Squad with lascannon, plasma gun, krak grenades and a Veteran Sergeant with a power sword 399 points.

Devastator Squad with 2 missile launchers, heavy bolter, heavy plasma gun and a Sergeant with a power glove 455 points.

Deathwing Terminator Squad with heavy flamer 350 points.

Total = 1500 points.



WHAT NEXT?

Having reached 1500 points I am now looking to expand the army to 2000. My next project is to add an Assault squad with jump packs to leap into battle and seize key objectives before the enemy can reach them. They will cost about 370 points, leaving me 130 points left to make up to 2000. I would really like both a Scout squad to infiltrate the battlefield ahead of the main army, and a Rhino troop carrier to carry either the Tactical or Devastator squad. These cost 140 points altogether which makes 2010 points altogether, but by reducing the Tactical squad's Veteran Sergeant to a normal Sergeant I can save 10 points to get an army worth exactly 2000 points.

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WARHAMMER

40,000

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WARHAMMER

HOBGOBLIN SNEAKY GITS

BY RICK PRIESTLEY

This month the ranks of the Chaos Dwarf army are swollen by the arrival of more evil Hobgoblins. In this article Rick explains the background and game rules for the infamous Sneaky Gits and their unique battle tactics. For more background and complete army lists for the whole of the Chaos Dwarf army see Rick's articles in *White Dwarfs* 161 to 163. The Chaos Dwarf army is also featured in the battle of Anurell's Tomb in *White Dwarf* 164.

Hobgoblins are such an utterly evil and treacherous race that it is hard to imagine a tribe of Hobgoblins whose double-dealing and back-stabbing is renowned even amongst their own fickle kind, yet it exists. This tribe, the Sneaky Gits as it is called, lives in the mountain clefts of Gash Kadrak to the east of the Chaos Dwarf city of Zharr Naggrund. Here, in the legendary Vale of Woe, thousands of slave Goblins toil under the cruel lashes of their Hobgoblin overseers. From this vast and stony valley the Chaos Dwarfs extract the hard black rock with which they build their towering city and its sprawling empire. The area is also rich in gems and gold, and many deep mines have been cut into the valley sides and innumerable shafts descend deep under the Mountains of Mourn.

The Sneaky Gits lord it over the countless Goblins unfortunate enough to be banished to the Vale of Woe. The Sneaky Gits drive their slaves into the mines and quarries, and work them without mercy in order to meet the quotas imposed by the Chaos Dwarf Sorcerer Lords.

The Chaos Dwarfs reward the Sneaky Gits well for the rock and rare gems that come from the Vale of Woe. Other Hobgoblin tribes are jealous of the Sneaky Gits' wealth and the high status they enjoy in the eyes of their Chaos Dwarf masters. These rivals would eagerly supplant the Sneaky Gits if they could, but there is little chance of this happening. The Sneaky Gits know everything that happens in the Gash Kadrak and for many miles around. Their spies infest the mountains and have infiltrated other tribes. Sneaky Git agents kill off rival tribal leaders if they make trouble. Even some of the Goblin slaves trade information with the Sneaky Git overseers in return for food and softer work. As a result, the Sneaky Gits are the most powerful of all Hobgoblin tribes.

Sneaky Gits fight in battle with two long curving knives. These weapons are ideally suited to murdering victims in their beds – which is the Sneaky Gits' favourite tactic. If they have to fight conscious foes their preference is to bushwhack the enemy suddenly, at night if at all possible, and with overwhelming numbers. The Sneaky Gits are masters of the unexpected ambush, sometimes even

secreting spies amongst the enemy to attack from within their own formation. Of course, this only works if the enemy are other Hobgoblins, but more often than not this is the case.

In a conventional battle the Sneaky Gits rely upon an envelopment tactic to catch their enemy off guard. The front rank of the Sneaky Gits' formation keeps the enemy busy while the rear ranks dash round the sides to attack the enemy from the side or rear.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLIN	4	3	3	3	3	1	2	1	6
CHAMPION	4	4	4	4	3	1	3	2	6





SPECIAL RULES

Animosity. Hobgoblins, including Sneaky Gits, are affected by the Orc and Goblin Animosity rule as defined in the Warhammer Armies book for Orcs and Goblins. Note that if a greenskin army includes Hobgoblins, then the Orcs and Goblins will automatically pass their Animosity tests; they distrust the Hobgoblins so much that they won't fight amongst themselves while there are Hobgoblins about. Hobgoblin units still have to take Animosity tests as normal.

Panic. If Hobgoblins break or flee past a unit of any other kind of Goblin or Orc then no Panic test is required. In fact, the sight of Hobgoblins running away and being killed evokes cheers of joy and whoops of laughter from other greenskins.

Note that Hobgoblins do not ignore fleeing Goblin units (as Orcs do) and must take a Panic test if other Orcs or Goblins flee past.

Envelopment. The Sneaky Gits' special tactic is to envelop their enemy by attacking from all sides at once. This works much like normal lapping round attacks, as described in the Hand-to-Hand Combat section of the Warhammer Rulebook. However, the Sneaky Gits are very good at it, so special rules apply!

The first turn of hand-to-hand combat is always fought as normal. Whether the Hobgoblins win the hand-to-hand combat or not, they are allowed to bring models from rear ranks to lap round the enemy formation. The enemy may never lap round the Sneaky Gits, not even if they win the combat.

However, where a normal unit can only lap round by a maximum of two models on each flank, the Sneaky Gits can move an unlimited number of models from their rear ranks around the sides or rear of the enemy unit. This enables the Sneaky Gits to surround the enemy quickly and stab them in the back – typical Sneaky Git behaviour. Remember that if more than five models are lapping round in this way you will get a combat bonus for side or rear attack (+1 side or +2 rear: note these bonuses are not cumulative – you get either +1 or +2).

Note that if models move from a rear rank to lap round an enemy formation this does not reduce the unit's rank

bonus for its combat result. This isn't entirely clear in the Warhammer Rulebook. The 3rd paragraph under Lapping Round on p36 should begin "Models which are lapping round **do** count as being within the unit's formation...".

Sneaky Git Poison Daggers. The Sneaky Gits' daggers are coated with deadly poison. This reduces the armour saving throw of the enemy by -1 because the slightest scratch can kill. As an ordinary Hobgoblin has a Strength of 3 this means a victim reduces his save by -1 compared to 0, and a Hobgoblin Sneaky Git Champion with Strength of 4 will obviously have a -2 modifier rather than -1.

Sneaky Git Attacks. As Sneaky Gits have an extra weapon they automatically receive an extra attack – so they normally have two attacks rather than one.

Sneaky Git Champion. A Sneaky Git Champion has the same profile and points cost as any other Hobgoblin Champion. He may be armed with either a hand weapon and shield, or two poisoned daggers like the rest of the Sneaky Gits. In either case his total points cost is 28.

Black Orc Leaders. Black Orc Big Bosses and War Bosses can normally lead units of other greenskins, but will have nothing to do with Hobgoblins, especially Sneaky Gits.

ARMY LIST ENTRY

HOBGOBLIN SNEAKY GITS 6 points per model

SNEAKY GIT CHAMPION 28 points each

Your army may include any number of units of Hobgoblin Sneaky Gits. Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
SNEAKY GITS	4	3	3	3	3	1	2	1	6
CHAMPION	4	4	4	4	3	1	3	2	6

EQUIPMENT: Sneaky Gits are armed with two long, curved daggers (hand weapons).

SAVE: None.

OPTIONS: None.

SPECIAL RULES

Envelopment. Sneaky Gits can lap round any number of rear rank models in combat. See the Sneaky Git rules for details.

Poison Daggers. Sneaky Gits are armed with deadly poisoned daggers. Any wounds inflicted by these impose an additional -1 armour save modifier (ie, -1 for a S3 attack).

Gorduz Backstabber squinted at the worn dice and cursed his ill fortune for the fifth or sixth time that evening. The other players sniggered with poorly concealed amusement as Tarka scooped the entire pot and brashly swapped the dice whilst Gorduz wasn't looking.

"Dice not runnin' wiv' ya tonight Gorduz!" sneered Tarka as he spat on the bone cubes for luck and made ready to throw them across the crude wooden table.

Gorduz narrowed his eyes to tiny slits and fingered his dagger. "Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without 'avin' a nasty accident."

Tarka grinned nervously and cast the dice. The dice span crookedly, did a little pirouette, and wobbled to reveal a slightly uncertain double crossed daggers. Gorduz began to go purple. Tarka hurriedly reached over to retrieve his dice. With a guilty clatter two other dice fell out of his sleeve.

"Ooops!" said Tarka.

"Ooops?" gaped Gorduz.

"Arrgh," cried Tarka as Gorduz' curved dagger buried itself between his shoulders. The wounded Hobgoblin howled like a beaten cur, and staggered backward out through the door and into the night. Fortunately for Tarka the shoulder blades of Hobgoblin-kind had long since evolved into a bony hump. Whether this was fortuitous or a result of natural selection was hard to

say. Such wounds rarely proved fatal. In fact, this being the way amongst them, most Hobgoblins bore deep scars between their shoulders.

Gorduz scowled at the loaded dice and cursed the foul trickery that had almost robbed him of a small fortune. The other Hobgoblins shuffled uncomfortably and tried hard to avoid Gorduz' accusing gaze.



"I suppose," said Gorduz, "None of you lot knows anything about this."

The Hobgoblins frowned and shook their heads vigorously. They tried hard to look puzzled and outraged. They succeeded only in looking even more shifty than normal. Gorduz fixed each of his companions with a withering glare, making a mental note to sort them out when the opportunity arose.

"Fair do's," calmly announced Gorduz, as he cunningly pocketed the crooked dice. "We'll say no more about it then and we'll be avin' another game tomorrow night, won't we lads?"



Hobgoblin Sneaky Gits envelop some Imperial Knights.

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Throughout the year, Games Workshop Stores will be running special Warhammer Days. There'll be competitions, prizes, painting and modelling demonstrations, and loads of games of Warhammer 40,000, Space Marine, Warhammer and Man O' War for you to join in. Games Workshop's expert gamers, painters and modellers will all be there, so come along and join the fun.



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attack from all sides and as the Space Marines rush to their defences, the chatter of bolter fire rings out above the rising blizzard!

Can the Space Wolves fight off this sudden attack or will the Eldar gain control of this vital position? Come along and try out the new rules for Warhammer 40,000 in this bitter ice-world struggle.



PLAZA - OXFORD STREET
SATURDAY 5th MARCH 1994

THE WOLF'S LAIR

From the storm-blown crag known as the Wolf's Lair, Space Marines of the Space Wolves Chapter keep vigilant watch over the mist-shrouded mountain pass far below. Suddenly, the Wolf Scouts spot Eldar Swooping Hawks soaring above their outpost and a massive blast of psychic power severs the Space Wolves' comm-link. With a mighty cry, the Eldar



BIRMINGHAM
SATURDAY 12th MARCH 1994

CLASH OF EVIL



Out of the dark tunnels beneath Crookback Mountain, Warlord Queek Head-taker leads a seething army of Skaven to gather more Goblin slaves for their hellish mines.

Unknown to the Skaven, the cunning Night Goblin Warlord Skarsnik and his Crooked Moon tribe have allied with the Broken Axe Goblins of Mount Grey Hag. With further reinforcements of Hobgoblins and Black Orcs from the East a mighty army of greenskins now lies in wait for their enemies at the foot of Mount Grey Hag.



Can the Skaven capture more Goblin slaves? Will Warlord Queek add Skarsnik's head to his trophy pole? Or will Gobbli the Giant Cave Squig feed on Skaven flesh for many months to come?

Come along and take command of a regiment of Skaven or Goblins in this clash of evil.

WARHAMMER

40,000

CHAOS SPACE MARINES

By Rick Priestley and Andy Chambers

The Chaos Space Marines are the most dangerous of the mortal minions of the Chaos Gods. They strive only to serve their dark masters with blood and skulls, laying waste planets and slaughtering entire populations without mercy.

Thousands of years ago during the long and terrible wars of the Horus Heresy, fully half the ancient Space Marine Legions joined Warmaster Horus in his treacherous rebellion against the Emperor. Horus and his followers sold their souls to the Dark Gods of Chaos for promises of unimaginable power. Corruption and evil had tainted their minds, gnawing at their unworthy ambitions, and turning them into the Emperor's most bitter foes. After the defeat of Horus there was no hope of forgiveness for the Chaos Space Marine Legions, and they fled the Imperium to seek unholy refuge in the Eye of Terror, where they remain to this day.



From these infernal regions, Chaos Space Marines launch their wars of vengeance against the Imperium. Within their warped realms, time has ceased to exist, so that the very same Space Marine warriors who fought against the Emperor ten thousand years ago live on to make war against the Imperium today. For them the strands of time have become interwoven so that the past, present and future are as one eternal battle. Of these surviving Legions of Chaos Space Marines, two of the most formidable are the World Eaters of Khorne and the Death Guard of Nurgle.

The Chaos Space Marines of the World Eaters are savage fighters who revel in the bloodiest of hand-to-hand combats. In their eagerness to offer blood and skulls to Khorne, they carry many vicious close combat weapons into battle. Often they wield an axe – or the deadly chain axe – as these are the preferred weapons of the Blood God. The World Eaters are awesome warriors who relish their role as the sacred destroyers of Khorne the Blood God.

The Plague Marines of Nurgle's Death Guard are swollen with corruption, their armour barely containing their bloated bodies. Their armour and weapons are pitted and corroded by the putrescent slime which oozes from their many sores, but they are still fearsome opponents. With their bodies dulled by disease and partly rotted away they feel so little pain that they can endure hideous injuries without discomfort.

CHAOS SPACE MARINES

CHAOS SPACE MARINE SQUAD 150 points per squad

Squad consists of 5 Chaos Space Marines armed with boltgun, bolt pistol, frag grenades and power armour (3+ save). Any number of models may be equipped with additional assault weapons chosen from the Chaos Army Wargear list, and one model may be equipped with a special or heavy weapon (see the Wargear list for points values). The entire squad may be equipped with Krak grenades (+15 points) and/or melta bombs (+25 points) and/or jump packs (+25 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Space Marine	4	4	4	4	4	1	4	1	8

CHAOS SPACE MARINES



WORLD EATERS ASSAULT MARINES



PLAGUE MARINES



WORLD EATERS AND PLAGUE MARINES JOIN FORCES AGAINST THE SPACE WOLVES.

WARHAMMER

LICHE KING'S CHARIOT



Models supplied unpainted. Banner not included.

Arkhan the Black – the Liche King is the most powerful and feared of Nagash's generals. He commands the armies of the supreme Lord of the Undead, and has defeated and conquered hundreds of opponents during the thousands of years of his existence. The Liche King rides into battle astride a huge Undead Chariot crafted from the carcass of a slain manticore. With one bony hand he wields the dreaded Tomb Blade of Arkhan while the other grips the Staff of Damnation. Before him on a lectern lies the Cursed Book, a vile tome of Necromantic lore. Little wonder that as the Liche King charges forth, foes quake in fear, terrified by Arkhan's vile visage and gagging on the sickly sweet scent of death that surrounds him.



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SPACE MARINE®

EPIC ELДАР ARMIES

By Mark Watts

More than any other game, Space Marine allows the players to fight enormous battles with vast armies. This style of play challenges each general to weld together a wide range of different types of unit into a coherent force, able to seize and hold objectives and fight off the enemy counterattacks. In this special article, Mark takes a close look at the different unit types, fighting tactics and winning strategies for Eldar armies.

The Eldar are one of the oldest known races in the galaxy. Tens of thousands of years ago their civilisation collapsed, overrun by the forces of Chaos that the Eldar had unwittingly released from the warp. With many of their home planets destroyed or captured by the Chaos hordes, the surviving Eldar fled into deep space in Craftworlds – vast planetary sized spacecraft of which the best known are Lyanden, Alaitoc and Ulthwe. Although only a pale shadow of their former glory, the Eldar still remain technologically and psychically superior to most other races in the Galaxy.



SPACE MARINE ARMIES

More often than not, I can be found commanding the armies of the Emperor and have, over a period of time, built up a large Imperial Guard force supported by several companies of Space Marines. After having fought a great many battles, I've been able to fine tune my army to the point where it is capable of taking on and beating (well most of the time!) any other race.

The Imperial Guard Army is based on several large companies of infantry. These are supported by missile and artillery batteries as well as a host of armoured vehicles including the much feared super heavy tanks. The infantry are mainly slow foot troops who rely on their numerical superiority to absorb casualties and overwhelm their opponents in close combat. As they roll forward, supporting firepower pounds the enemy positions, eliminating strong points and softening the rest up for the inevitable ground assault.

Amongst the mass of common infantry are smaller platoons or squads such as Rough Riders, Ratlings and Ogryns who fulfil specialist roles particularly suited to their natural abilities (In the case of Ogryns this usually involves separating people's heads from their bodies in a particularly messy way!).

In all my years of commanding the Emperor's armies I have always dreaded fighting Eldar. With their vast array of unusual but deadly weapons and near unstoppable close combat troops they are amongst the galaxy's most formidable warriors. For some time I'd been thinking about collecting a second army and so the Eldar were a natural choice for me. The wide variety of troop types makes an Eldar Warhost a very challenging army to command and in order to get the most from them you need to master a diverse combination of strategies and tactics.

Another reason for my decision to begin collecting an Eldar army had little to do with generalship and more to do with paint! After years of painting vast numbers of Imperial Guard in mainly natural colours and various codex camouflage schemes, I relished the idea of breaking out my brightly coloured paints and going to town on such colourful models as Harlequins and Aspect warriors.



An Eldar Warhost launches an all out attack against an Ork horde.

CREATING AN ARMY

In battle, the Eldar are nearly always outnumbered and are unable to sustain casualties in the same manner as larger armies. Instead, the Eldar Warhost relies on speed to minimise the amount of time it is exposed to fire, whilst at the same time taking the fight deep into the enemy positions. Highly efficient support weapons coupled with powerful psychic attacks pin down much of the opposing army. Meanwhile, small but devastating close combat squads eliminate isolated enemy units and capture remote objectives.

Like most other armies in Space Marine, the Eldar are constructed around blocks (Hosts in the case of Eldar) of the most common troop types. For every Host card that you buy you may add up to five Support cards, which include weapons like Vibro-cannons and War Walkers, as well as one Special card. In addition to these the Eldar receives two *free* cards. The first is the Avatar, the embodied spirit of the Eldar War God Khaela Mensha Khaine – the bloody-handed god. Your second free card is the one that corresponds to the most numerous Craftworld force in your army (based on the amount of Host cards). This free card will be unique to that Craftworld, for example Iyanden Ghost Warriors, Alaitoc Scouts or the Black Guardians of Ulthwe.

Although your selection of troop types will depend to a certain extent on the enemy you are fighting and the points value you have agreed with your opponent, the basic guidelines for picking a balanced army remain the same. You should always try to include a Wind Rider Host. These are worth their weight in gold. For a mere 650 points this card provides you with three squadrons of Jet-Bikes and two squadrons of Vypers. Were you to buy these same units as Support cards it would

cost you an extra 450 points! How can you possibly go wrong? With the Wind Rider Host not only do you have twenty-five very fast close combat stands but with the Vypers' shuriken cannon rolling two attack dice with a minus one save modifier you also have some effective firepower that you can race around the battlefield.

At first glance the Guardian Squads appear pretty weak with their low Close Assault Factor (CAF) and short-ranged weapons but they are truly the heart of the Eldar army. I hate to say it, but along with your bikes these are the most numerous – and therefore most expendable – troops in your army. A Host of Guardians, whether bought on their own as a Defender Host, or with Falcon Grav tanks as a Warhost, are a valuable and important part of the Eldar army. The Defender Warhost provides you with eighteen stands of Guardians for 450 points while the Eldar Warhost gives you the same number of Guardians plus nine Falcon Grav-tanks for 850 points. Falcons are reasonably well armoured tanks armed with a powerful lascannon. Their ability to make pop-up attacks from behind cover makes them ideal for picking-off enemy vehicles and providing the lightly-armed Guardians with some supporting firepower.

One thing I prefer to do whenever possible is to buy my Falcons and Guardians as separate Host cards. Although this costs an extra 50 points, it gives you the opportunity to take another Special card which is always welcome as they tend to represent the best of the Eldar army. The Tempest Host is expensive at 900 points for six, but these super heavy battle tanks are well worth having against an opponent with lots of vehicles or Titans. As with most Eldar vehicles they have the ability to make pop-up attacks. Couple this with its potent

Tempest Laser (with a range of 100 cms it is the longest ranged weapon in the Eldar army) and saving throw of 1+ and you have a fighting machine to be reckoned with.

The last Host card, but by no means the least, is the Spirit Host. If you find yourself without a Warlock and with no more Special cards left then this is a particularly good buy. Along with a Warlock you receive four Wraithguard stands and eight Eldar Dreadnoughts. Not only does this give you a good combination of long ranged firepower and close combat ability but your opponent will only receive victory points if he destroys the Warlock regardless of how many Dreadnoughts and Wraithguard he hits. Special cards in the Eldar army cover such exotic troop types as Exarchs, Harlequin Troupes, Titans and Warlocks. All have their own special abilities or unique weapons that make them very attractive additions to your army.

PSYCHIC POWERS

Warlocks are warrior mages that have the ability to foretell the near future through runic prediction. This allows them to choose the best course of action for their troops to be successful. Alternatively, the Warlock can take more direct action by using his psychic powers to attack the enemy with a *Mind Blast*. This basic but effective power only has a short range but destroys its target on a D6 roll of 4,5,6 with no saving throw. This is particularly effective against super heavy tanks or Titans without shields as it ignores their heavy armour. It should also discourage all but the most foolhardy of generals from advancing too close to your Warlock without support. *Psychic Lock* is another effective power against enemy Titans as it renders them helpless and provides you with an excellent opportunity to finish them off with a Prism cannon or Tempest. Although by comparison *Eldritch Storm* seems a bit feeble it can be put to good use with a little thought. Casting it on a Titan prevents it from firing that turn, and dislodging enemy infantry from objectives or buildings has its uses too.

If your opponent is a Chaos General then what better foes to pit against him than the followers of his eternal enemy the Great Harlequin? These brightly coloured Eldar are primarily close combat troops with a high CAF of +6. Although this alone makes them deadly fighters their greatest asset is their ability to reroll their 2D6 if they lose the combat with their first roll. Such is the power the watchful spirit of the Great Harlequin over his loyal followers.

TITANS

As with most armies in Space Marine, the Eldar's most potent weapons are their Titans. Eldar Titans are towering war machines built around a Wraithbone core, inhabited by the souls of the dead but controlled by a living crew. There are two types of Eldar Titan; the Phantom and the Warlock, both have a grace and agility unachievable by the Titans of other races. This grace hides a fearsome array of weapons and they are also protected by sophisticated holo fields which make them a match for even the mighty Warlord Titans of the Adeptus Titanicus. As a rule I try to tailor my Titans' armament for a specific

role in my battle plan which from experience tends to give them weapons that generate a lot of firepower and/or have the ability to knock down buildings. Two weapons that fulfil this role admirably are the Tremor Cannon (a substantially larger version of the Vibro Cannon) and the ever-popular Pulsar. If pitting Titan against Titan is more your style then a Heat Lance and a Power Fist with its battery of shuriken cannon gives you both close combat and ranged attacks. One of my most successful Titans is a Phantom armed with two Pulsars and two wing-mounted Lascannons. Although slightly limited in its uses it has the useful ability to strip the shields from, and destroy, all but the biggest Titans in a single turn by itself at long range. An achievement that will totally demoralise your opponent if you can pull it off.

When formulating a battle plan that involves Titans, it is worth remembering that the holo fields are more effective the faster the Titan is moving. They are, however, useless against an enemy with area effect weapons like Whirlwinds or Basilisks, so these vehicles should be high on your list of targets if you want to keep your Titan standing for long. For those commanders with points to spare, an extra 150 will upgrade your Phantom to a Warlock Titan giving it some powerful psychic abilities. One of the most practical of these is the *Witch Sight* which enables the Warlock Titan to look forward into its own future and foresee potential dangers. This confers a -1 to hit modifier on any enemy models firing at it in addition to the modifiers already provided by the holo field. If you plan to send your Warlock Titan into the midst of your enemy then *Mind Shout* is a potentially devastating psychic attack. A mighty mental roar causes all enemy units within 25cms to take a morale check and those that fail immediately go onto fall back orders. Also, any broken Eldar units within 25cms may roll immediately to rally. If used at the correct time with proper support from close combat units it can be enough to



break the back of your opponent's army. *Doom* is most effective against other enemy Titans or large vehicles as it causes all shots at one target that turn to hit on a roll of 3+ regardless of their normal chance to hit.

Although not really a Special card the Avatar is such a powerful character that he deserves a mention. Due to his blood-letting nature, the Avatar is unpredictable in his actions at the best of times. On the battlefield he must always advance towards the nearest enemy model. A cunning enemy will use this fact to his advantage by using suicide units to lead your Avatar away from where he can do most harm, simply by moving next to him from a different direction. One way of preventing this is to support the Avatar with some sort of close combat troops to engage the suicide squads if they get too close. Another method is to place him where the fighting is thickest and simply allow him to wade in. As the Avatar is such an awesome fighting machine – quite capable of taking on a Greater Daemon – he is likely to attract a lot of fire whenever he shows himself. I tend not to worry about this too much as he always saves on a D6 roll of 2+ no matter what the attacking weapons' modifier.

ASPECT WARRIORS

The cream of the Eldar fighting troops are the Aspect Warriors. There are six basic types of Aspect Warrior each taking a different aspect of the Eldar war god Khaine. Unfortunately it's a rare day, unless you're playing a large game, when you have enough points to field all the Aspect Warriors you want. To help you in your choice, here is a brief description of each Aspect along with some ideas on how best to use them.



For close combat it is hard to find better troops than **Striking Scorpions** or **Howling Banshees**. Against infantry Striking Scorpions roll an incredible 3D6 +6 making it possible to throw them into combats where they are outnumbered and still see them emerge victorious. Following a close second for effectiveness in close combat are the Howling Banshees, as although they only roll the standard 2D6 (not forgetting the hefty +6 modifier) their psychic scream eliminates opponents on a roll of 5 or 6 before the round of combat is fought. **Swooping Hawks** are perhaps the weakest of the close combat Aspect Warriors and will only be wasted if you just throw them into combat alongside your better troops. A far better use of their abilities is to keep them in reserve away from the fighting and use their speed to snatch objectives inaccessible to your Jet Bikes (such as in woods or buildings).

Dire Avengers, **Dark Reapers** and **Fire Dragons** provide much needed fire support to back up your Guardian squads. Of these three types of Aspect Warrior by far the most effective are the Dark Reapers. By placing them in cover with good fields of fire they can spend the game quite happily picking off enemy units at long range with their missile launchers. Dire Avengers provide extra support for the Guardians with their ability to fire again every time they destroy their initial target. Fire Dragons have a more limited but no less effective role. Armed with thermal weapons that have a short range but high save modifier they are ideal for destroying enemy vehicles. A particularly devious tactic that I've experimented with, and is guaranteed to give your enemy a nasty shock the first time you use it, is to place a squad of Aspect Warriors in Falcon Grav-tanks. Although one Falcon will be flying empty, imagine your opponent's surprise when a squad of Fire Dragons land behind his war machines or super heavy tanks.

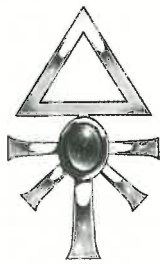
Exarchs are Aspect Warriors who have become trapped on the Warrior path they have chosen and have dedicated their life to war. They are armed and armoured with ancient wargear from the shrine of the war god Khaine giving them incredible fighting abilities along with some useful long range firepower. However, like all other Aspect Warriors they are few in number making them tempting targets for your opponent to try and pick off. Remember, although they count as command stands and as such cannot be broken, you need only lose two out of the four to give away four victory points, quite often the margin between winning and losing a game.

SUPPORT CARDS

Support cards in the Eldar army cover a multitude of equipment from smaller units of Falcons and Guardians to the stronger but very effective vehicles like Doomweavers and Deathstalker Prism cannons. All the Aspect Warriors, with the exception of the Harlequins, come as Support cards of which you must take two for every Exarch Special card that you take. A lot of the Support cards provide the Eldar with their long range fire power. Both Lascannons and Vibro-cannons come in threes at a cost of 100 points each. Of the two weapons, Vibro-cannons are potentially more destructive, but are less likely to hit. Each weapon fires a beam that rips up

the ground from the cannon to its target like a gigantic invisible plough. Troops, vehicles, even buildings struck by the beam are shaken and sent flying, often enough to destroy them or cause them to collapse in ruins. By combining their beams, two or more Vibro-cannons can cause greater discordance resulting in far more devastating damage. Against Titans, hits are worked out against the lowest part of the legs. Although not particularly effective against Ork Gargants the results can be devastating for Imperial Titans sending them crashing to the ground as their legs blow apart. To provide the Eldar with some sort of barrage weapons Warp Hunters and Doomweavers are a good choice. Both have a high chance of deviating from their target so some forethought is needed to consider the type of opponent you are facing and to whether to include them in your army or not. Against large armies like Imperial Guard and Orks the deviation isn't a great problem as you're almost certain to hit something amongst such a large mass. Against a fast moving or less numerous foe, such as Space Marines, their effectiveness is more limited.

Wave Serpents have already been mentioned many times in this and other articles, so I'll just be content to add to their legendary reputation by saying don't leave your Craftworld without a squadron or two in your army. Additional long range firepower is provided by the unique Deathstalker Prism cannon. Using a large specially shaped crystal to contain warp energy the cannon fires a beam of utter darkness that can pierce the toughest armour. Several Prism cannons can exploit this by forming a chain, each combining its fire with that of its neighbour to form a single powerful blast. Couple this with the ability to make pop-up attacks and you have a weapon to make any opponent fear for the safety of his Titans.

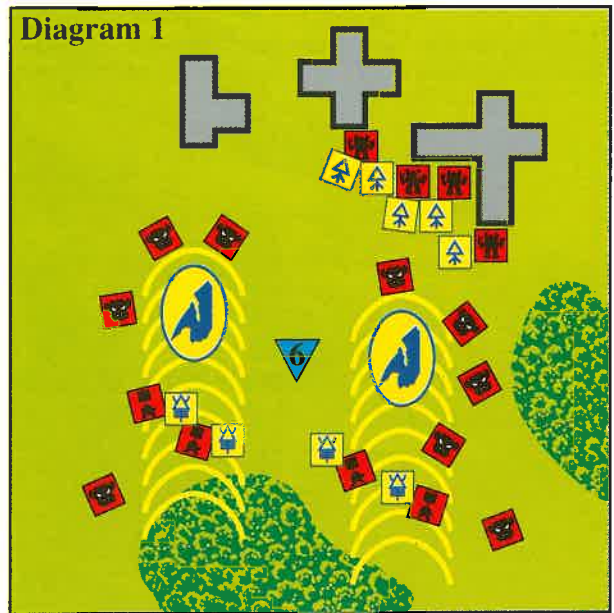


One final Support card that deserves a mention, and not just because they are a personal favourite, are the War Walkers. With an effective Scatter laser to take out multiple infantry targets as well as a lascannon to deal with enemy armour the War Walker is fast and well armed. A definite must for any Eldar army.

An excellent example of Eldar equipment and tactics working at their best can be seen when you combine Wave Serpents with good close combat troops (see diagram 1).

In this instance, a mob of Goff Orks have captured an objective and are defending it by staying on first fire orders. In order to retake it Eldar Wave Serpents carrying Striking Scorpions charge forward into the centre of the mob. All of the Orks struck by the wave are pushed aside and cannot do anything for the remainder of that turn. The Striking Scorpions are now free to engage the stunned Ork Nobz in close combat since they pose the greatest threat, while the Boyz are helpless to intervene. To prevent the nearby Ork Dreadnoughts from gunning down the victorious Striking Scorpions in the advancing fire phase a unit of supporting Eldar Jet Bikes

engages them in close combat. By using this method of isolation and elimination the more mobile Eldar can take on far larger armies in a piecemeal fashion dictating the course of the battle.

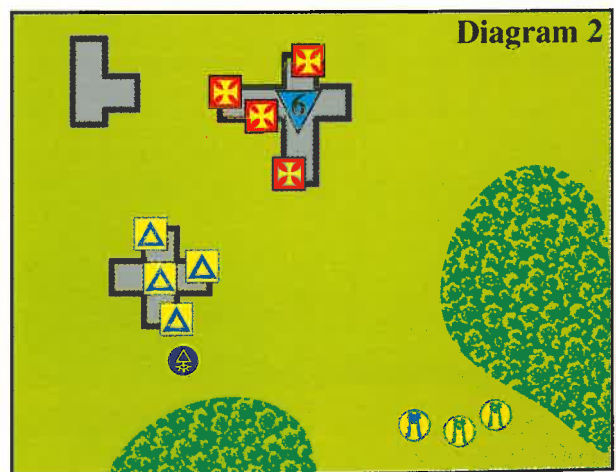


- | | | | |
|--|--------------------|--|-----------------|
| | Jet Bikes | | Ork Dreadnought |
| | Striking Scorpions | | Goff Orks |
| | | | Goff Nobz |

PSYCHIC ATTACKS

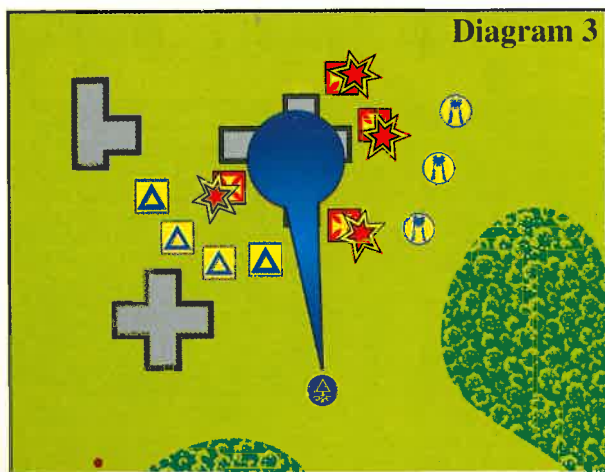
At first glance *Eldritch Storm* appears to be the weakest of the Warlocks' psychic powers. In fact it is a very useful tool if applied correctly in the right situation. Such an opportunity cropped up in a recent battle I fought when Space Marine Terminators captured a building containing a vital objective (see Diagram 2).

At the start of the next turn the Space Marines went onto first fire orders to defend the position, while I gave my units, apart from my Warlock, advance orders. (The Warlock is a command stand and so always moves as if on charge orders).





As anyone who's played against Space Marines will know, charging Terminators on first fire orders is a suicidal gesture, as most stands will be gunned down even before they get the opportunity to fight a turn of close combat. This is an especially foolish tactic for the Eldar who don't have the numbers to waste in "wave" attacks in the hope of overwhelming their enemy. The solution to this problem lay with the Warlock. By casting Eldritch Storm on the building all the Terminators covered by the template were scattered in a random direction rendering them unable to do anything for the rest of the turn (Diagram 3)

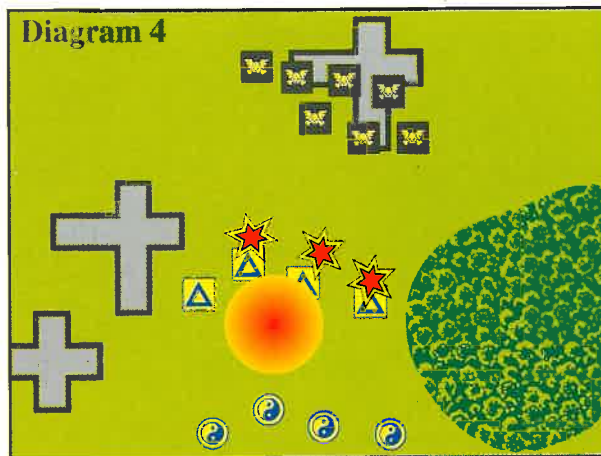


It was then a simple matter for the Guardians and War Walkers to eliminate the Terminators in the advancing fire phase and recapture the objective.

DEFENSIVE STRATEGIES

An effective way of preventing your opponent from shooting at your valuable Exarchs while still enabling you to make use of their excellent firepower is with the use of Guardian squads (see Diagram 4).

By placing your Guardians in front of your Exarchs your enemy is forced to use up his shots in an effort to wipe them out before he is permitted to fire on the Exarchs. Remember that Exarchs are treated as command stands and therefore can only be fired upon if they are the closest targets. Another good idea is to place the Exarchs at least 6 cms away from the Guardians thus preventing your opponent from catching them within a barrage template aimed at a Guardian stand. This yet again illustrates the point I made about including Guardians in your army as you will always need troops that are expendable.

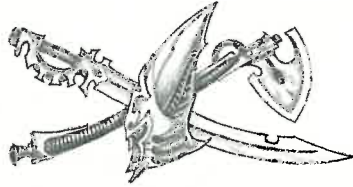


ELDAR TACTICS

Every battle you fight should be different. To achieve this both you and your opponent need to constantly evolve new and inventive strategies in order to keep the advantage of surprise. Rolling out the same old tactics every game is a sure-fire way of losing, unless your enemy has a bad habit of not learning from his mistakes. Having said this there are some simple things to bear in mind that will nearly always hold true. The most important thing to remember with an Eldar army is "concentration of force". It is a rare day when the Eldar outnumber their enemy on the battlefield and it is inviting disaster to spread your army too thinly. A good deal of forethought needs to be put in before deploying your army. Where are the objectives concentrated? Is there plenty of cover for your attacking forces?

Terrain is a very important factor for the Eldar. Personally if given the option, I always deploy my army on the side with the least cover. Most of the time the Eldar will be attacking, with a large part of your army moving over to your opponent's side of the board in the first turn. This is the moment for them to be in cover, exposing themselves to as little defensive fire as possible by making the most of the terrain available. A lot of the Eldar's long range weapons have pop-up attacks enabling them to use small amounts of terrain very effectively. The easiest way to summarise the best Eldar tactics is to briefly highlight the advantages and disadvantages of their various enemies.

The **Imperial Guard** army contains large amounts of relatively slow moving infantry and equipment and plenty of barrage weapons and massed firepower. Their biggest disadvantages are lack of high quality close combat troops, limited mobility and a constrained chain of command. Attempting to “slog it out” in a long range shoot out with the Imperial Guard is doomed to failure as they can muster a lot more firepower than you and have a greater number of “expendable” troops for a war of attrition. With your greater mobility you should be able to take the fight to the enemy and dictate where the forces engage, thus forcing him to fight a defensive battle.



With his lack of speed you can make large parts of his army ineffective by concentrating your attack – if you attack one flank his troops on the other side will be out of range forcing him to waste time shuffling units about. Perhaps the weakest link of all is the Imperial Guard’s command structure with large companies relying on small HQ units for their orders. It is often worth using a couple of units of Jet Bikes in order to destroy this link, disrupting the chain of command and sowing seeds of confusion for a turn or two. This is exactly the moment for your superior close combat troops to make their presence felt.

To a great extent the guidelines for fighting the Imperial Guard also apply when fighting the **Chaos** and **Ork** armies. The main difference here is that both these armies lack the firepower of the Imperial Guard although their close combat abilities are greatly increased particularly in the case of Chaos. **Squats** are particularly difficult opponents as they have lots of firepower (greater to some extent than the Imperial Guard), good mobility and reasonably good close combat abilities plus a very high breakpoint. An impossible army to beat then? No, but one that requires good army selection and skilled generalship. This is exactly the sort of army where Wave Serpents excel at their job of ferrying your combat troops in safety and knocking out strong points of Thunderers.

Last and by no means least, the **Space Marines** who, strange weapons aside, have everything the Eldar do. Worst of all are the Drop Pods and Thunderhawk Gunships that make your vehicles and objectives very vulnerable to sudden attack. This is one opponent against whom you should vigorously defend your baseline. One idea is to keep a “fire brigade”, or reserve of quick troops like War Walkers or Jet Bikes at the back of your lines ready to fight off surprise attacks or to defend your support vehicles and objectives. Against such a mobile opponent both sides will find the attack and defence roles swinging with the initiative role at the start of each turn. Try not to include many support vehicles in your army and instead concentrate on mobile equipment or infantry.

I hope this article has been of use for those thinking of collecting an Eldar army as well as providing some new ideas for those already with one. Good gaming and may the Great Harlequin steady your aim.



WARHAMMER

BLACK ORCS

By Rick Priestley

Black Orcs are the biggest and strongest of all Orcs. They first appeared in the Old World during Sigmar's time, when a whole band crossed the Worlds Edge Mountains and conquered the other Orcs that lived in the hills to the northwest of Stirland. The great hero Sigmar first united the men of the middle Old World into the Empire, and to do so he had to drive out the Orcs and Goblins that lived there. The Black Orcs were the most difficult to defeat, because they were so warlike and determined.

Black Orcs have skin which is black or extremely dark green. They are bigger than normal Orcs and pride themselves on being the best fighters of all. They take war much more seriously than other Orcs, and are usually better armoured and carry more or better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination makes them very powerful. They often carry two weapons, one in each hand, rather than a shield, so they can strike their enemies two at a time.

Black Orcs regard other Orcs and Goblins as frivolous and not entirely trustworthy, especially Goblins, who are always running off in battle instead of standing and fighting. When they are not fighting in battle Black Orcs engage each other in head-butting contests to settle minor differences. Disputes which would lead to squabbling or disorganised fighting in other Orcs are therefore settled in a formal way, without causing any unnecessary disruption on the battlefield. Some other Orcs claim that this head-butting has seriously reduced what intelligence Black Orcs might have originally had, but Black Orcs have exceptionally thick skulls and, like all Orcs, they are very resilient.

Troop Type	M	WS	BS	S	T	W	I	A	Id
BLACK ORC	4	4	3	4	4	1	2	1	8
BOSS ORC	4	5	4	5	4	1	3	2	8
BIG BOSS	4	6	5	5	5	2	4	3	9
WAR BOSS	4	7	6	5	5	3	5	4	10

SPECIAL RULES

ANIMOSITY

Black Orcs are not affected by the squabbling and infighting that characterises other Orcs and Goblins, and never test for animosity. Note that because Black Orcs don't suffer from animosity they cannot be the victims of animosity themselves. This is a new rule, and is different from the Warhammer rulebook.

LEADERS

Black Orcs don't think much of other Orc Bosses. If another Orc or Goblin character model joins the unit he will be allowed to fight with it, but the Black Orc unit will refuse to take much notice of him. This means the unit cannot test against the character's leadership as it normally would.

BLACK ORC LEADERS

Black Orc characters can join up with other Orc or Goblin units and lead them, exactly as described in the rules. Because the unit is led by a Black Orc it wouldn't dare start scrapping amongst itself and so doesn't suffer from the normal animosity rules. In fact, the unit is treated exactly like a unit of Black Orcs for animosity.

PANIC

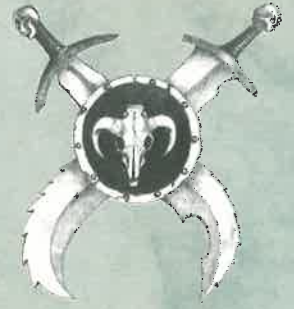
Black Orcs think so little of other Orcs and Goblins that they do not have to take a panic test if they break or flee past them during the turn. Black Orcs expect other Orcs and Goblins to run away – when they do it merely confirms the Black Orcs' conviction that they are the best. This applies only to Black Orcs, not to units of other Orcs or Goblins being led by a Black Orc character.



BLACK ORCS



Black Orcs are the biggest and strongest of all Orcs and pride themselves on being the best fighters. They take war much more seriously than other Orcs, and are usually better armoured and carry more or better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination make them very powerful. They often carry two weapons, one in each hand, rather than a shield, so they can rain blows on their enemies.



WITH TWO HAND WEAPONS



WITH DOUBLE-HANDED AXE

MUMMIES

Preserved beyond death by potent magic and reeking of the natron and sulphur of the embalmer's parlour, Mummies are amongst the most powerful of all Undead creatures. Although slow moving, Mummies are immensely powerful and almost impossible to destroy.



MUMMIES



AN UNDEAD HOST MARCHES TO WAR

WARHAMMER

WARHAMMER ARMIES SKAVEN



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GAMES
WORKSHOP



The Battle of Skull River

By Robin Dews and Jake Thornton

This month's battle is the report of an epic struggle between a mighty army of Chaos Dwarfs and powerful force of Wood Elves. Although close-fought, the game ended in bloody defeat for one side.

From the Mountains of Mourn, down across the Blasted Wastes they came, marching through the desolation with hatred in their hearts. Near Mount Gunbad, some renegade Hobgoblins were pressed into service to scout the path ahead.

To the beat of drums, the army crossed the mountains by way of the Silver Road, avoiding the Dwarf patrols from Karaz-a-Karak, and then moved out beyond the towering peaks to the source of the Skull river and the lands of the Border Princes. Here there was lush forest and hill, home to the Wood Elves the Chaos Dwarfs sought. Here they could put to use the black cargo of oil and tar they had borne across the wastes and mountains. Before night fell, the forest was aflame and thick black smoke drifted over the once verdant home of the Wood Elves.

Wood Elf Scouts had shadowed the Chaos Dwarf army all the way from the end of the Silver Road. They had watched helplessly as their sacred glades had burnt and the Chaos Dwarfs had carved swathes of destruction through the greenwood. The Scouts had picked off a few careless Hobgoblins but were helpless against an entire army. There was no need to send back messengers to let the main force know where the malevolent army was. A mile-high pillar of sulphurous black smoke marked their advance. The Chaos Dwarfs were not trying to hide.

Vraznak, the Chaos Dwarf General, squinted through the acrid black smoke as a group of Hobgoblin Wolf Riders rode back to give their report.

"My Lord," sneered their champion, reining in his mount. "The Wood Elves come, a vast army has moved into position behind us."

Vraznak turned to his most trusted advisor and smiled. Unworried by this horrible grimace, the great Sorcerer Lord Zochaz spoke up. "Excellent, my Lord, the spineless forest dwellers have fallen into our trap and now we will take our

revenge in blood. The insult we've suffered for these long and bitter years shall once more be avenged."

The Death Rocket and Earthshaker cannon were already in position as the army was drawn up in full war panoply. Horns blared and drums pounded as the Wood Elf army marched into view. Champions shouted encouragement to their warriors, weapons were readied, and the tempo of the drums rose ever faster as the time of blood drew nigh. Along the Chaos Dwarf battle line a cry went up "Hashut! Vraznak! Zharr Naggrund!"

Across the clearing, the Wood Elves' General Beltharion was nervous. Something was wrong. The rest of the nobles told him not to worry, they were ready for battle now, there would be no more idle waiting. Beltharion shrugged at the memory, perhaps it was just the worry of the past week.

It had taken days to assemble the lords of the Wood Elf court. Too many painful days with constant tales of burning forest and blighted wood. Centuries-old oaks had screamed their pain as the sacred glades had been put to the torch. Altars and holy places had been desecrated by the foul invaders. Then they had stopped, without explanation, forming a line of battle across the Wood Elves' path. Caught between the forest and the mountains they were trapped and would have to suffer the wrath of the Wood Elves. Amongst Beltharion's host, even two mighty Treemen had emerged from the forest to cast out the enemy. Now his great army would vanquish the accursed invaders. Here by the upper reaches of the Skull river, the Chaos Dwarfs would regret they had ever set foot along the Silver Road.

Vraznak sat waiting astride his mount. The Great Taurus shook its great leathery wings at the noise and clamour of the armies making ready for battle. "Patience" he said, petting the great beast. "They are coming. We shall taste their blood soon".



Many years ago a Sorcerer Lord of the great Temple of Hashut was assassinated by a renegade Wood Elf. Before he died, the adventurer told his torturers that his homeland lay in the forests near the Skull River. The Chaos Dwarfs swore mighty blood oaths of vengeance and vowed that they would never forgive nor forget this murder of their kin. Like all of their kind, the Chaos Dwarfs who live in Zharr Naggrund bear grudges for many centuries.

Every hundred years on the anniversary of this grievous wrong, the Sorcerer Lords of Zharr Naggrund despatch an army to wreak vengeance on the Wood Elves. In 2497 (Imperial reckoning) when the Battle of Skull River was fought, the Chaos Dwarf army was much larger than usual and was led by the renowned General Vraznak and his kinsman, the Sorcerer Lord Zochaz.

The Wood Elves mustered all the warriors they could to their defence and were also a mighty host. The local Elven nobility had been roused and rode to battle on their proud steeds at the head of the Wood Elf army. Regiments of Scouts slipped unseen through the greenwood and even two of the mighty Treemen had woken from their arboreal slumbers to crush the

invaders and drive them from the forest. Two great armies were assembled and neither would leave the battlefield until they had vanquished their foes. The scene was set for a mighty clash.

We fought this battle on one of the Studio's eight foot by four foot gaming tables using the armies and scenery that you've seen in *White Dwarf*. The first step in fighting a Warhammer battle is to set up the terrain. Apart from the Skull River, the scenery would be mainly hills and woods. We got out all of the forests and most of the hills that we have in our cupboard and Andy Chambers set them up, so that neither Robin nor Jake would be familiar with the layout of the battlefield.

If you can get someone else to set up the terrain for you this is ideal as it's much more challenging to fight over a battlefield you haven't designed. Generals don't really have the luxury of placing the hills where they want or removing bits of river that get in their way. Part of the test of a General's ability is to make the best use of the terrain he's presented with.

Once all this was ready we placed our armies and began the first turn of the game

THE CHAOS DWARF ARMY (Jake Thornton)



Chaos Dwarfs have many strong points: high Leadership, good Toughness, devastating flying creatures and powerful spells. Their Hobgoblin servants provide cheaper troops to hold up the enemy whilst the slow but deadly Chaos Dwarf Warriors follow up. Chaos Dwarfs themselves don't have bowmen, relying on their war machines and Hobgoblin followers for the bulk of their missile fire. The

Chaos Dwarfs' chosen missile weapon is the blunderbuss, a fearsome handgun which fires a storm of iron shards into the enemy ranks.

For Chaos Dwarfs, fighting an Elf army is always rather unnerving. Elves are a lot faster than you, and their longbows shoot two and a half times as far as your blunderbusses. Obviously, you cannot afford to be drawn into a long exchange of missile fire. You are better in hand-to-hand combat but the Elves can always run away faster than you. In order to be successful, you must somehow entice the Elves into a battle at close quarters, a battle they cannot win. This is most easily done by attacking with a Great Taurus or Lammasu. These terrifying flying monsters can move and attack anywhere on the battlefield and this stands the problem on its head by forcing the Elves to adopt new tactics.

Another interesting factor is the total lack of war machines in the Wood Elf army compared to the choice of three for the Chaos Dwarfs (Earthshaker cannon, Death Rocket and Hobgoblin bolt thrower). Having said this, my experiences of fighting Wood Elf armies are mostly painful ones of being shot full of arrows before I could get close enough to retaliate. I resolved not to let this happen again.

The main advantage I had over the Wood Elves was resilience: my Toughness, Leadership and saving throws were all higher. Even if I wasn't winning a combat I was unlikely to run away and this would allow me to bring in my Great Taurus or Lammasu to tip the balance in my favour.

My first choice for my army was a regiment of Chaos Dwarf Warriors. Solid and dependable, these are the backbone of a Chaos Dwarf army. This regiment would be positioned in the centre of my battle line and so I gave their standard bearer a *Banner of Arcane Protection*. This gave the regiment a 4+ dispel against any enemy spells cast at them.

To support this regiment, and as secondary fighting units, I took three Blunderbuss regiments. The main one was twelve strong and included a standard to give it a +1 combat result if it got into a fight. The other two regiments were both very small at seven models each. These regiments would cover gaps in my line or through terrain and having such a high Ld, I would probably be able to survive having so few models. Two compact regiments would be much more manoeuvrable than one unit twice the size and I would also decrease my chances of having all these expensive troops standing about not firing because they had moved or changed formation.

A regiment of Bull Centaurs was an absolute must. They are quite expensive at 41 points each, but they have an almost unbelievable ability to absorb punishment and keep on going. I took all seven models in the Studio army and finished off the unit by giving them a *Banner of Wrath* to cast lightning bolts at their foes, and a champion wearing an *Amulet of Fire* which gave the whole unit a chance to dispel enemy magic on a D6 roll of 4+.

My General, Lord Vraznak, I mounted on a Great Taurus. This ferocious monster not only flies and causes *Terror* but also breathes fire. Lord Vraznak himself was equipped with three magic items: *Armour of Meteoric Iron*, a *Dawnstone*, and a *Bone Blade*. This combination of magic gave Lord Vraznak a 2+ armour save that he could re-roll if he failed, and turned any wounds he inflicted into D3 wounds.

Next I turned my attentions to magicians. I decided that I would take two of these, a Sorcerer Lord and a Sorcerer Champion. I wanted to take the Lammasu as it flies, causes *terror* and has a Sorcerous Exhalation which protects its rider, so I mounted Mashkar Vek, my Sorcerer Champion, on this monstrous beast. Being such a large and impressive model, the Lammasu would be bound to attract a lot of bowfire and unpleasant spells from Robin, so I decided to place Zochaz, the Sorcerer Lord, on foot to spread the choice of targets. I also equipped my magicians with sufficient *Dispel Magic* and *Destroy Magic* scrolls to ward off any magical tricks that the Elves might try. Finally, as I expected Mashkar Vek to get into serious combat, I gave him a magical *Black Amulet* for protection.

As I mentioned earlier, the Chaos Dwarfs have three war machines at their disposal and I decided to take one of each of them. In addition to their obvious abilities to disrupt the Elves' attack by blowing ragged holes in their charge, the shock from the Earthshaker cannon also slows down nearby units or knocks them to the ground. As well as this, I knew that Robin normally fought with an Empire army and would be feeling a little exposed without his beloved cannons. If he also had to advance into the maw of an Earthshaker cannon then he might be shaken enough to make some mistakes.

Having spent most of my points I completed my army by taking some Hobgoblin allies. Hobgoblins are relatively cheap and disposable troops on the battlefield but are well worth taking as they can sometimes achieve remarkable feats.

The first Hobgoblins I chose were a regiment of Wolf Riders. These mounted greenskins are fast moving, but unreliable in combat so I equipped them with shortbows to enable them to harass their foes from a distance. I also took a regiment of Hobgoblin archers on foot to provide some cheap cover for my war machines. Lastly I added a regiment of the new Sneaky Gits led by a champion. I'd not used these before and they looked like they'd be dangerous if I could sneak them into combat. Having chosen my army I now decided on a plan.

THE HORNS OF HASHUT

My plan was inspired by Hashut, Father of Darkness, the bull-god of the Chaos Dwarfs. Whilst the centre held firm both flanks would advance swiftly like two horns to outflank and encircle the Elves as they struggled to break through my line.

A plan that relies on outmanoeuvring an opponent who is much faster than you is obviously not entirely reliable. This meant that my plan also had to work if the Wood Elves did something I hadn't anticipated. With the Chaos Dwarfs this

THE CHAOS DWARF ARMY



was not a problem as their stubborn unwillingness to retreat is legendary and I knew that I could rely on them to hold a line if needed. This would give me time to bring up my Wolf Riders or flyers to plug any gaps.

With this plan in mind I placed the Chaos Dwarf Warriors in the centre. Armed with two-handed axes, led by my Sorcerer Lord and flying a *Banner of Arcane Protection*, they formed the lynchpin of my line. As long as this regiment held, the centre would remain firm. To provide protection for this core I placed units of Warriors armed with blunderbusses on either side of them. These Dwarfs are primarily missile troops but are still extremely capable in hand-to-hand combat and formed a broad central position with each unit having a Ld of 9 or 10.

On the hills behind this line I placed my war machines. Here they would be protected from all but flyers and would still be able to see most of the battlefield. For mutual protection against aerial attack I placed my Hobgoblin bolt thrower and Chaos Dwarf Death Rocket where they could cover each other. This Chaos Dwarf position was my main battle line. I expected it to take a lot of punishment but relied on the bravery and stubborn resolve of the Chaos Dwarfs to hold their ground and give me time to do what I wanted on the flanks and in the air.

The Hobgoblins were split between my left and right flanks. With a Ld of 6 they simply wouldn't survive the punishment they were likely to be subjected to in the main battle line. The Hobgoblin Wolf Riders in particular, with their 3d6 flee move, were prone to routing off the board at the first sign of trouble so I carefully placed them where I thought that they would be able to advance without too much danger.

My right flank consisted of the Hobgoblin Sneaky Gits and Wolf Riders. I wanted both of these regiments to advance quickly through the shelter of the woods and around the hill to tie up any Wood Elf Scouts that might be placed there. Once they had cleared the hill then the Hobgoblins would be able to threaten the centre of the Elves' line and support the Chaos Dwarfs. This was the first of the Horns of Hashut.

On the left I placed the Hobgoblin archers and my only shock cavalry, the Bull Centaurs. The Hobgoblins were intended to discourage any Elf flyers from picking on the Earthshaker cannon and also to cover part of the wood. I had far more glorious plans for the Bull Centaurs. They were to charge through the gap between the river and the wood, sweep around behind it and crash into the rear of the Elves' line. Such a strong force would be able to take on anything that confronted them, and win, especially as I had given them a *Banner of Wrath*. This was the second Horn of Hashut.

Behind each of the horns I placed one of my flyers, Lord Vraznak on the Great Taurus, and Sorcerer Champion, Mashkar Vek on the Lammasu. Both were formidable fighters and both caused *terror*. Each would initially support one of the two flank attacks and this would leave them ideally placed to attack the rear of the Wood Elves' line causing *terror* as they went. The 24" move of these flying creatures meant that I would be able to pick on Elven regiments which were already fighting and attack them from the flank or rear. Hard-pressed regiments of Chaos Dwarfs or Hobgoblins could be aided by the General or Sorcerer Champion.

The Elves wouldn't know what hit them!

CHOOSING THE WOOD ELF ARMY (Robin Dews)



When Jake and I decided to fight this battle, I was both excited by the opportunity for revenge against the Chaos Dwarfs who had narrowly defeated me at the Battle of Anurell's Tomb in WD164 and not a little daunted by the prospect of fighting them with a Wood Elf army. The major difficulty for me was going to be my inexperience of fighting with Wood Elves. I

normally field an Empire army, which can be quite forgiving. Its heavily armoured knights can take masses of punishment as they drive home their charges, and the rank and file are stout warriors who can be relied upon to stand firm in the face of the enemy. The other major arm of an Empire army is the glorious array of cannon, volley guns, steam tanks, and other destructive war machines that are guaranteed to put the fear of god into your opponent.

However, part of the fun of Warhammer is the challenge of fighting battles with new armies and I also had the allure of fighting with Mike McVey's own personal force. Like all of our armies, this is kept on permanent display in the Studio and I therefore settled down with his collection of models to see how I could match the composition of the army with the published list.

Wood Elves are highly skilled fighters with an average WS and BS of 4 with most characters and all Wood Elf Scouts having a WS and BS of 5 or above. They also have a good Leadership of 8 and a Movement of 5. On all counts, they constitute a fast moving and deadly force. Their major weakness lies in their lack of protection. Wood Elves are rarely equipped with any more than light armour and shields, and some units like the Scouts go to battle completely unarmoured! For an Empire player used to relying upon mail and plate to brush aside the enemies' blows, this was a difficult idea to get used to. It was therefore apparent from the start how the composition of the army would have a decisive effect on my battle tactics. It would be disastrous for me to get drawn into a long range firefight with the Chaos Dwarfs. Even with a BS5, between 30% and 50% of my arrows would bounce off the Dwarfs' armour and with an average Leadership of 9 or above, the Chaos Dwarf regiments would be difficult to break.

Jake was also bound to use the Great Taurus and the Sorcerer on the Lammasu at the core of his army. In the one previous battle I had fought against the Chaos Dwarfs these *terror* causing monsters had swooped down upon the centre of my army and sent my Knights, Warriors and Wardancers fleeing for their lives. (Admittedly, I did roll an improbable double 6!, 10 and double 6! for my three *terror* tests, but once bitten, twice shy!)

Finally, I knew that I would have an arsenal of war machines arrayed against me, including an Earthshaker cannon, a Death Rocket and the new Hobgoblin bolt thrower. All this without so much as a pea-shooter to fire back with! Admittedly, in sheer firepower terms, a unit of skilfully deployed Wood Elf Scouts can rain steel-tipped death upon foes up to 30" away, but the Earthshaker cannon in particular can be the bane of Elf armies.

As I learnt in my battle against Gary Morley, even if the blast fails to kill your troops, the aftershocks can paralyse your army by preventing them from using missile weapons, and moving at only half rate. Both of these events are particularly damaging to Elf generals who rely upon their missile troops and fast movement to take the fight to the enemy.

I therefore resolved that I would have to strike hard at the Chaos Dwarfs in the second or third turn of the game in an attempt to break them in close combat. I would also need a couple of magicians to try and disable or pin down the Chaos Dwarf flyers and a flyer of my own to try to knock out one of more of his war machines. My aim was to take the battle to the Chaos Dwarfs in an attempt to break his units and rout them off the table by catching him close to his own set-up area.

With all this in mind, I set about choosing my force.

My first choice was a regiment of nine Knights armed with lances, and equipped with light armour and shields. They would be accompanied by my General and one of them would carry a *Banner of Wrath* as the unit standard. With a charge range of 18" I would be able to move into position on my first turn and strike at his line on turn two. The General carried an *Amulet of Fire* which would give him and the Knights some protection against magical attack, the *Horn of Urgok* which he would blow as soon as battle was joined in order to panic the Chaos Dwarf army, and the *Golden Helm of Atrazar* which would give him personally a magical armour save of 3+.

The next unit in my strike force was a chariot. I spent an additional 20 points to equip it with scythes and gave the crew light armour and bows.

For my rank and file units, I picked one regiment of Warriors equipped with light armour and longbows, two regiments of Scouts armed with longbows, and a troupe of Wardancers. Each of these units were led by a Wood Elf champion.

I intended the Wardancers to move forward as a part of my strike force, moving into combat on turn three of the game. The Scouts and Warriors were to advance on the Chaos Dwarf lines and lay down a curtain of fire. Scouts are especially useful in this role, as they are allowed to deploy after both armies have been set up, in any position on the tabletop out of your enemy's line of sight. I would therefore be able to take advantage of any weaknesses in Jake's battleline and in particular be in a position to threaten his war machines.

Aside from my wizards, my final selection consisted of two Treemen. These monstrous creatures have a movement of 6", a WS of 8, four attacks and 6 wounds! With their charge range of 12", I intended these towering arboreal fiends to crash into the Chaos Dwarf lines, and rend the small bearded ones limb from limb!

My very last selection consisted of wizards, magic spells and magic items. I knew that Jake would be playing with at least one Sorcerer and possibly two, so I decided to match him man for man. I therefore picked a Mage Lord (level 4 Wizard) and mounted him on a Great Eagle. This would give him the ability to move around the battlefield quickly without the need for movement spells. I wanted to concentrate all of his magical ability upon destructive spells or immobilising magic with which I could target the Chaos Dwarf flying creatures. He was given a *Dispel Magic Scroll* (I never go into battle without at least one of these!) and the *Chalice of Sorcery*. This would enable him to draw an additional magic card each phase if I felt he needed it.

THE WOOD ELF ARMY



My Master Mage was mounted on a Unicorn, to enable him to move quickly forward with the main attack force in order to disrupt the Chaos Dwarf line before my Knights, Chariot and Treemen struck home. He was also given a *Dispel Magic Scroll* and equipped with the *Orb of Thunder*. This magic item can be used to either trap flyers on the ground, or prevent them from descending if they are flying high. If Jake did send either the Lammasu or the Bull Taurus aloft, then the ability to keep 200 points or so of Chaos Dwarf monster out of the battle for a turn or two would more than repay the 50 points cost of this magic item.

My last magic item was a *Hail of Doom Arrow*. This magical weapon is specific to Wood Elves and uses the character's BS to launch a rain of 3D6, S4 arrows toward an enemy target. In the hands of a champion, and combined with a normal volley, this is a truly destructive power.

It was now time to draw my spell cards. For my Mage Lord I decided to draw two High Magic spells and two Amber spells. After a single exchange, this gave me *Assault of Stone*, an incredibly destructive magic, but costing three power points, and *Coruscation of Finreir*. As my magician was already mounted on an eagle, this would be less useful as a movement spell, but the immunity it granted against weapon and missile attacks from the ground would be valuable. For my Amber spells, I drew *The Awakening of the Wood* and *The Amber Trance*. These were almost perfect. *The Awakening of the Wood* allowed me to use any woods on the table as a source of 2D6 S4 hits against an enemy unit within 18", while *The Amber Trance* would be able to immobilise a single enemy model – ideal for knocking out the Great Taurus or the Lammasu.

My Master Mage was able to draw from either the Jade, Amber or any one other spell deck, and so I decided to draw two from the Amethyst pack and one from the Jade. My single intention when I made this selection, was the hope of drawing the *Purple Sun of Xereus*. I have seen this used against Dwarfs in the past and experienced it myself. Because they are unable to manoeuvre quickly and avoid its path, the Purple Sun can decimate even the most stalwart of Dwarf troops. However it was not to be. After an exchange, my two Amethyst spells were *The Choking Foe* and *The Fate of Bjuna*. This last spell is a marvellous (and often hilarious) means to lay waste whole regiments and powerful characters. The spell acts upon the target to cause 2D6 hits with a strength equal to the target's own. No armour saving throw is allowed, even for magic armour! Now that's my kind of magic! My last card was taken from the Jade deck, and was *Peace*. This can prevent a unit or character from moving or firing unless they first pass a Leadership test. Not the deadliest of spells, but costing only one power point and with a range of 24" it may well come in useful.

With my army chosen and all of my points spent, I now turned my attention to the battlefield and a plan!

THE PLAN

In essence my plan was very simple. I intended to deploy as far onto the table as possible and then charge forward to hit the Chaos Dwarf line with the Knights, my Chariot and the Treemen. If I could achieve this by turn two, Jake would be no more than 15" from his base line and any of his units that broke and fled would be halfway off the table.

THE BATTLE OF SKULL RIVER

During turns one and two, as my charge ran home, the Warriors and Scouts would flay the Dwarf lines with a rain of arrows and my Wizards would strike them with destructive magics.



In addition to his war machines, I knew that Jake would also field at least two regiments of Chaos Dwarf blunderbusses. It was these that I needed to suppress as my strike force advanced. Firing as an area effect weapon, these malevolent gunners could fill the air in front of my advance with barbarous shrapnel and cut down between 25% and 50% of my charge before it struck home. This was a grave danger, but I was relying on my Ld of 8 or more to see me through.

In my previous battle against Gary Morley, I had been diverted from my plan by the presence of these special Chaos Dwarf troops. This time I resolved to accept that they would damage me as I went in, but once battle was joined, cold steel would win the day!

Once the troops were locked in combat, then the Wardancers and Scouts could follow up and drive the short bearded ones from the field. It was a bold plan, but it forced me to commit

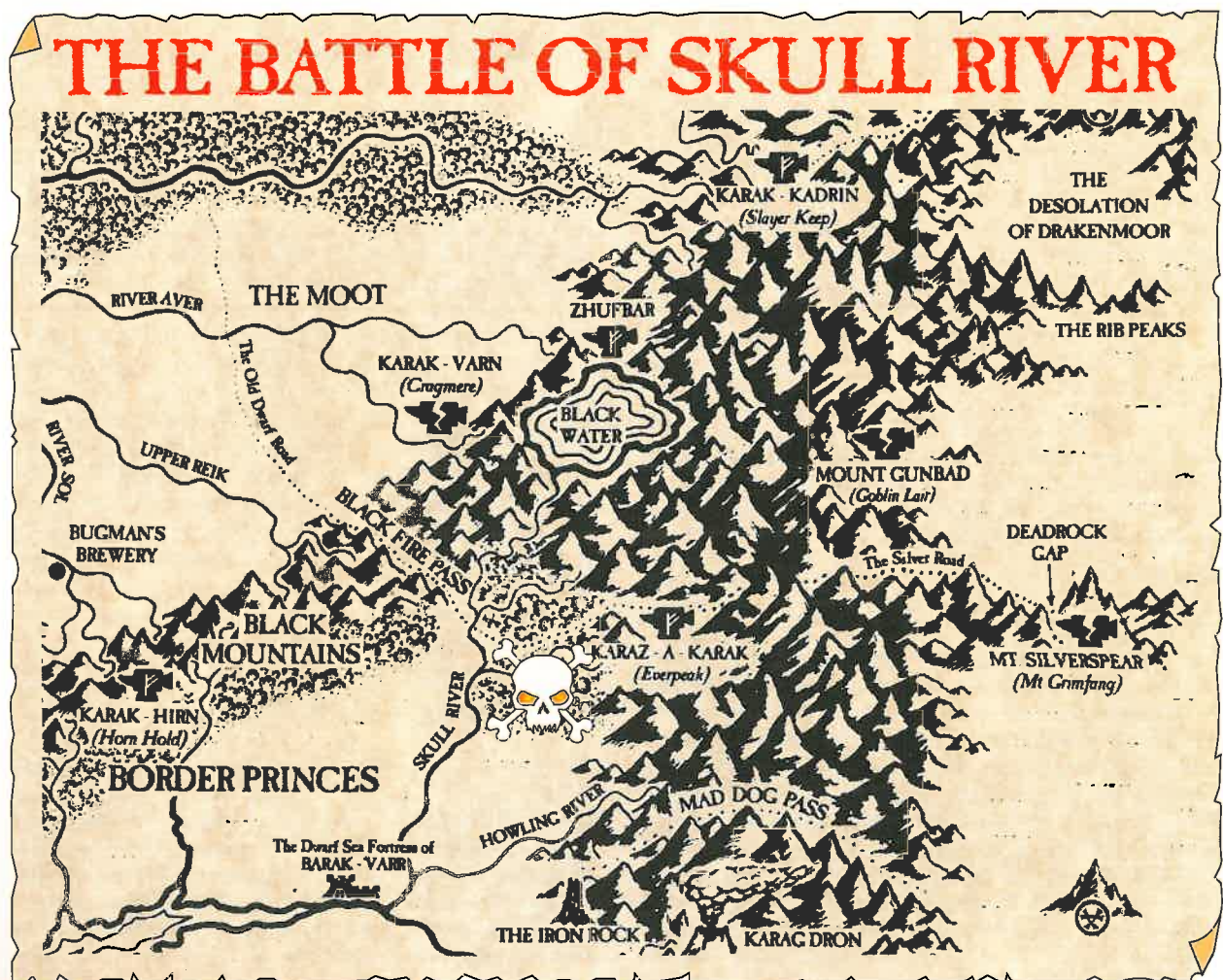
my entire army by the end of turn one. If things went wrong, there would be no opportunity for redeployment. His flyers would be aloft and ready to descend, or already amongst my army sowing *Terror* and *Fear*. His war machines would be delivering fire and metal into my fragile troops, quaking the ground and rendering their lightly armoured bodies asunder. It would be death or glory!

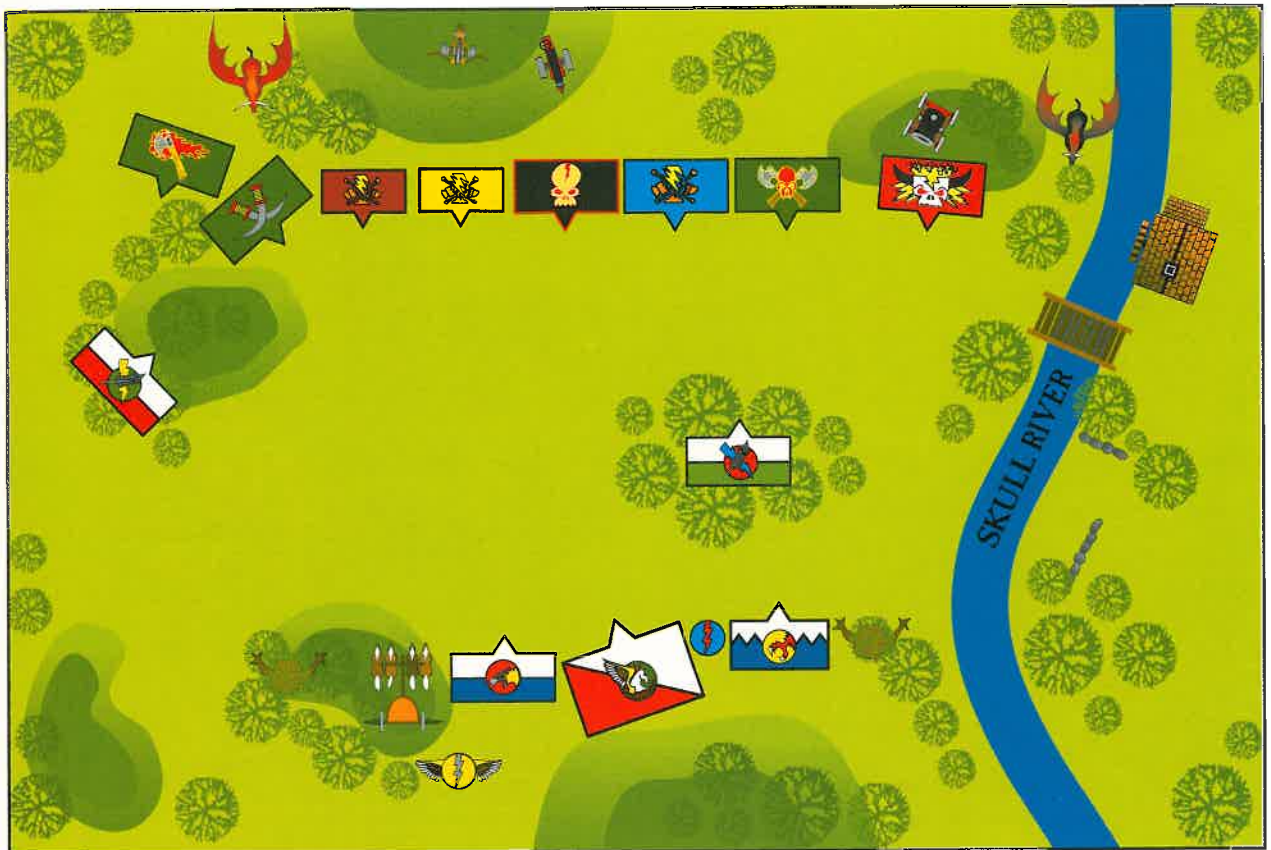
DEPLOYMENT

Once Andy had set up the terrain, we dived for choice of table edge. I won the roll and picked the side with three hills. The woods and large wooded hill placed towards the centre of the table would shield my flanks and there was a large open space through which my Knights, Chariot and Treemen could advance.

For this game, we placed a cardboard screen down the centre of the table while we set up our armies, so we were both deploying in secret. We'd previously agreed that once both sides were in position, the Wood Elf Scouts could be placed anywhere on the tabletop out of line of sight of the Chaos Dwarf army. I therefore placed one unit in the middle of the woods near the river and the second behind the hill on the far left of the table. Both of these regiments would be able to step out of cover on their first turn and pour fire into the Chaos Dwarf lines.

Once our armies were in place, we dived for the first turn and I also won this roll. It looked as if my plan just might work.





THE CHAOS DWARF ARMY (3000 pts)



16 Chaos Dwarf Warriors armed with two-handed axes and wearing heavy armour. The unit is led by Zochaz – the Sorcerer Lord.



12 Chaos Blunderbusses armed with blunderbusses, hand weapons and wearing heavy armour. The unit carries a standard.



7 Chaos Blunderbusses armed with blunderbusses, hand weapons and wearing heavy armour.



7 Chaos Blunderbusses armed with blunderbusses, hand weapons and wearing heavy armour.



7 Bull Centaurs armed with double-handed axes, shields and wearing light armour. The unit is led by a champion and carries the *Banner of Wrath*.



15 Hobgoblin Archers armed with bows and hand weapons and wearing light armour.



8 Hobgoblin Wolf Riders armed with bows and hand weapons and wearing light armour and carrying shields. The unit carries a standard.



16 Hobgoblin Sneaky Gits armed with two poisoned daggers. The unit carries a standard.



General Vraznak mounted on a Great Taurus.



Mashkar Vek Sorcerer Champion riding a Lammasu.



Earthshaker Cannon with three crew.



Death Rocket with two crew.



Hobgoblin Bolt Thrower with two crew.

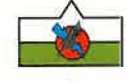
THE WOOD ELF ARMY (3000 pts)



10 Wood Elf Knights armed with lances, wearing light armour and carrying shields. The unit is led by **Beltharion the Wood Elf General** and also includes the **Army Standard Bearer** carrying the *Banner of Wrath*.



12 Wood Elf Scouts armed with longbows and hand weapons. The unit is led by a champion and carries a standard.



12 Wood Elf Scouts armed with longbows and hand weapons. The unit is led by a champion and carries a standard.



10 Wardancers armed with hand weapons and shields. The unit is led by a champion and carries a standard.



10 Wood Elf Warriors armed with longbows and hand weapons. The unit is led by a champion and carries a standard.



Wood Elf Chariot equipped with scythes, and carrying 2 crew armed with bows and hand weapons and wearing light armour.



Shonedar – Wood Elf Mage Lord mounted on a Giant Eagle.



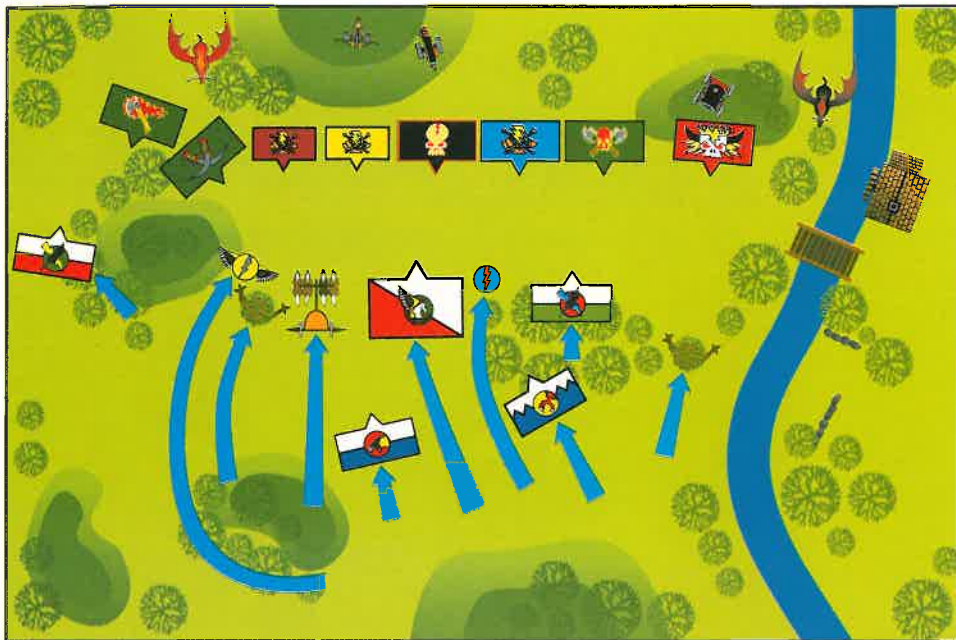
Rhyan – Wood Elf Master Mage mounted on a Unicorn.



Treeman.



Treeman.



WOOD ELF TURN 1

WOOD ELF TURN ONE

The morning mists faded to reveal the two armies facing each other across the scorched ground of the clearing. Now was the time for the Elves to avenge the forests burnt by the Chaos Dwarfs. They would make the bearded ones pay for what they had done. Beltharion the Elven General rose up on his stirrups and sounded his battle horn. As one, the Wood Elf army advanced.

Eager for battle, the Wood Elf Knights, War Chariot and wizards thundered towards the Chaos Dwarf lines with the towering Treeman following close behind. On the left flank, one regiment of Scouts emerged from behind a hill and shot at the unprepared Wolf Riders but the arrows all fell short. Near the river, more Scouts slipped through the forest to emerge close to the Chaos Dwarf line. At a command from their champion the Scouts loosed their arrows at the largest regiment of blunderbusses. The champion drew from his quiver a *Hail of Doom Arrow* given to him to clear his lands of defilers. As it flew from his bow the arrow split and split again until the sky was filled with arrows which rained down on the unfortunate Dwarfs. In the brief lull after this barrage the Dwarfs counted three dead and many more with arrows protruding from their heavy scaled armour, but they closed their line and stared back at the Elves daring them to do their worst.

Behind the main advance came the Wood Elf Warriors. Armed with longbows, they too fired at the Dwarf lines but most of their shots rebounded from the Dwarfs' heavy armour.

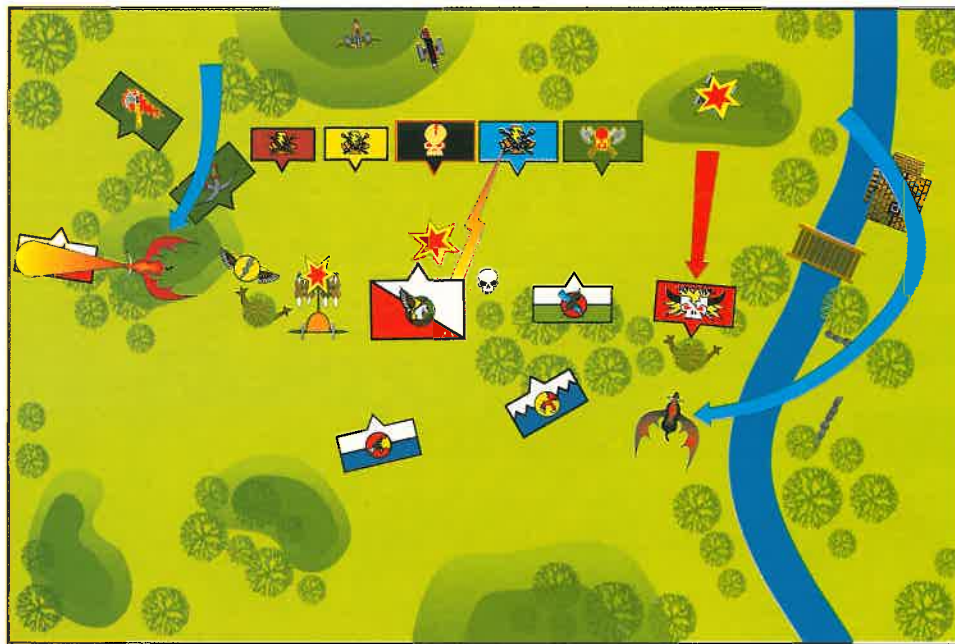
On the right of the Wood Elves' attack, the gap between the river and the wood was occupied by a Treeman. Sturdy and brave, this creature of the forest would protect the Elf right flank from encirclement.

As the winds of magic flowed about the battlefield the Wood Elf mage Shonedar sipped from the *Chalice of Sorcery* to increase his

power. Gathering the swirling energies about him, Rhyan the Elf mage cast *Fate of Bjuna* on the hard pressed Blunderbuss regiment that had already been the target for the *Hail of Doom Arrow*. The Chaos Dwarfs began to smile, then laugh, and soon a few of them were writhing in uncontrolled hysterics. This state of affairs didn't last long as all of the Dwarfs except one regained their composure. This last one lay still on the ground, his stomach burst open by the violent convulsions.

Feeling unstoppable power course through his body, Zochaz the Sorcerer Lord threw a *Lava Storm* at Rhyan the Elf wizard. Fortunately, most of the effects of this fearsome spell missed the intended target and the Wood Elf mage suffered only one wound. The remainder of the storm of liquid rock left a smoking scar across the scorched ground.

In retaliation for this assault, the Wood Elf Knights lashed out at the beleaguered blunderbusses with their *Banner of Wrath*.



CHAOS DWARF TURN 1



The Wood Elf army charges forward into the Chaos Dwarf line.

Six bolts of lightning flashed across the battlefield, but before they could harm their target, Zochaz spoke aloud the magical words inscribed on a *Dispel Magic Scroll* and their energies dissipated harmlessly.

The Bull Centaurs also carried a *Banner of Wrath* and this they directed at the wizard Rhyan. Struggling to counter this magic by himself, Rhyan also revealed an ancient scroll from which he read a secret warding. A shell of light encased him as the lightning crackling from the Bull Centaurs' banner was absorbed.

In preparation for the forthcoming battle, Zochaz raised his arms in the air and proclaimed mystic incantations which left him covered by a magical, protective, *Flaming Hide* which negates wounds suffered on a 4+ and burns anyone who hits in hand-to-hand combat.

CHAOS DWARF TURN ONE

Although the Elves were almost upon them, the Chaos Dwarf line stood firm and prepared to meet the charge. The blunderbuss-armed Warriors checked and loaded their weapons and steadied their aim. The Elves would pay dearly for their rashness.

A massive roar echoed across the battlefield as all three Blunderbuss regiments fired at once. The great Wood Elf mage Rhyan was caught in the maelstrom and crashed to the ground, peppered with steel shot. The proud battle chariot was battered by the storm of metal death losing two of the mighty steeds that drew it but still it came on. The Elven line was bloodied but unbowed. They gritted their teeth knowing that they would have to suffer the blunderbusses once more before they charged home.

The only movement from the Chaos Dwarf army was on the flanks. The Bull Centaurs charged the lone Treeman guarding the gap between river and forest, crashing into the massive monster. The Lammasu flew up and landed behind the beleaguered Treeman, in a position to charge it next turn.



Near the river, the Hobgoblin archers took aim on the Scouts concealed amongst the trees. Three of the elite Wood Elves fell to the deadly fire but the sight of their General advancing bravely encouraged them and they stood firm.

On the other flank Lord Vraznak on his Great Taurus flew onto the hill overlooking the Wood Elf Scouts harassing the Wolf Riders. The terrifying monster breathed gouts of flame over the Elves who dived aside to avoid the searing flames. As they picked themselves up they saw the charred and blackened bodies of two of their brethren who had been too slow. The Hobgoblin Wolf Riders joined in the attack with their shortbows but without effect. Behind the hill, the Sneaky Gits turned to face the Wood Elf wizard Shonedar.

THE BATTLE OF SKULL RIVER

On the hills behind the Chaos Dwarf line their war machines prepared to add their cargoes of death to the carnage amongst the Elves' attack. The Death Rocket fired its hissing missile at the General Beltharion and his Knights. The regiment disappeared in the explosion but emerged from the smoke and flame untouched. The Hobgoblin bolt thrower also fired at the Wood Elf Knights, but shrouded in smoke and fire from the rocket, the crew were unable to hit their target.



Finally the Chaos Dwarf Engineer pressed his torch to the powder hole of the Earthshaker cannon. As he took aim at the charging Knights who had survived the fire from the other war machines, a huge explosion echoed across the battlefield and the Earthshaker misfired leaving a large smoking crater and no sign of its crew. The Wood Elves cheered and the Chaos Dwarfs groaned. This loss was a great blow to the Chaos Dwarfs, especially so early in the battle.

The first of many bitter hand-to-hand struggles began as the Bull Centaurs charged the Treeman. One of the Bull Centaurs was wounded by the smashing fists of the mighty Treeman before they struck back with their two-handed axes wounding it twice. Unable to comprehend defeat the Treeman fought on.

As the winds of magic slackened, the Wood Elf mage drank from the *Chalice of Sorcery* but this time the surge of power proved too much and Shonedar grimaced as pain weakened him.

The *Banner of Wrath* carried by the Bull Centaurs struck out at the Treeman, hitting him with six bolts of lightning. The air was filled with the stench of smoking timber, but only one of the bolts broke through his tough hide.

The Elven Knights' *Banner of Wrath* cast three bolts of lightning at the much troubled blunderbusses regiment but failed to injure any of the tough and well armoured Dwarfs.

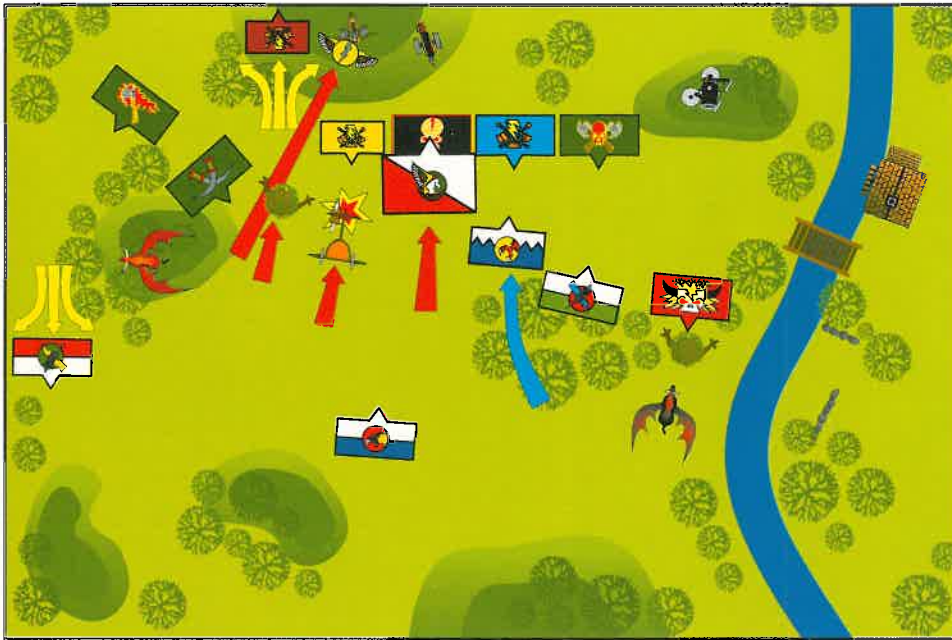
The surviving Wood Elf mage Shonedar, astride his Great Eagle, spoke the mystic words of the spell *Amber Trance*. Sensing the danger to his lord the Sorcerer Zochaz summoned up his energies and drained the Wood Elf's magic harmlessly away.

With the Bull Centaurs in no trouble, Mashkar Vek and his Lammasu mount began to dissolve away as his magical movement spell *Magma Pool* began to take effect. Before he could complete his transportation the Wood Elf wizard had countered the magic with an ancient scroll leaving Mashkar where he had started.

Beltharion, seeing his Treeman ally locked in combat with the Bull Centaurs, sounded the *Horn of Urgok*. The Chaos Dwarfs and their followers shuddered at the sound, the Elven host gave a rousing cheer, but the Bull Centaurs would not give up the battle.



The Great Taurus swoops down on the hapless Wood Elf Scouts.



WOOD ELF TURN 2

WOOD ELF TURN TWO

After their first turn advance, the Wood Elf army was now poised for attack. Beltharion sounded his great battle horn and with a mighty shout, the Wood Elf host surged forwards.

As the Wood Elf Knights, Battle Chariot and Treeman charged the centre of the Dwarf line, one unit of blunderbusses stood their ground and fired. The swathe of metal cut down another of the chariot's steeds. Unable to move further, it came to a halt just short of the Chaos Dwarfs' line. To their right, the other blunderbuss regiment, unable to damage the charging Treeman, turned tail and fled from the great monster. Robbed of his intended victims, the towering creature slowed to a standstill without reaching the Dwarf lines.

Beltharion, at the head of the glittering nobility of the Elf Knights, led the charge into the Dwarf Warriors and the Sorcerer Lord Zochaz. With lances dipped, the Elf Knights smashed into the regiment of Warriors, and the pride of both armies met with a crash. Horses reared and axes sang as both sides prepared to sell their lives rather than face the dishonour of retreat. The mounted Elves slew four of the Dwarfs before they could offer any resistance, their bodies pinned to the ground by the heavy lances. Quickly regaining their formation, the Chaos Dwarf Warriors fought back, but their axes failed to bite and none of the Knights were unhorsed. Despite their losses the Chaos Dwarf Warriors steadied and held. They had withstood the charge of the Knights, and their worst trial was over.

Above the bloodshed flew the Elf mage Shonedar, riding his Great Eagle. Spying the undefended war machines he dived down onto the hapless crew of the Hobgoblin bolt thrower. Frozen with fright, the crew were unable to outrun the slashing claws of the regal beast and stood their ground. A fury of talons and blades fell upon them but despite this ferocious attack only one of the Hobgoblins fell, the other saved by his armour from the blades of wizard and mount. Stunned by this assault, the surviving Hobgoblin remained at his post but failed to hit either Shonedar or his Great Eagle.

The flying mounts of the Chaos Dwarfs were causing havoc at both extremes of the line, terrifying many of the Wood Elf regiments. Most stood their ground despite their peril, shouting back insults at the great beasts, but the Scouts who had suffered under the fiery breath of the Great Taurus were overcome by *terror* and ran for their lives.

Near the river, the Wardancers advanced through the woods towards the largest regiment of Chaos Dwarf blunderbusses. Concealed by the same forest were the Wood Elf Scouts who loosed another rain of death at the Hobgoblin

archers. Five of the Chaos Dwarfs' allies fell with arrows sticking from them but their comrades simply rifled through the pockets of the fallen and stepped back into line unconcerned by their comrades' fate. From behind the main Wood Elf advance more arrows rained down on the crew of the Death Rocket who took cover safely behind their sturdy machine.

Blood and sap streaming down their flanks, the Bull Centaurs and Treeman were locked in a bitter struggle. One of the Bull Centaurs fell under a crushing blow of the mighty forest beast but they struck back again and again with their double-handed axes. The Treeman was beaten and sorely wounded but refused to flee and the grinding combat continued.

Above the battlefield blew strong winds of magic filling the wizards with sorcerous power. Even this was not enough for the Elf Shonedar who drank again from the *Chalice of Sorcery*. Energy shot through his body and he convulsed in pain at the excess, for the second time the overpowering magical forces had wounded him.

Above the battle the Wood Elf Knights flew a *Banner of Wrath*. Crackling from it came one bolt of lightning that struck out at the Chaos Dwarfs fighting the Knights. Zochaz the Sorcerer Lord stepped forwards intoning mystic words and the flash of light rebounded back at the Knight's standard bearer. Singed but unhurt the Wood Elf plunged back into the fray.

A *Banner of Wrath* was also carried by the Bull Centaurs who unleashed their lightning at the Treeman they were fighting in an effort to break the deadlock. Shonedar tried to dispel the lightning to protect his ally but had not reacted in time and the bolt struck the Treeman. Even so, the thick hide and great resilience of the monster saved him from harm.

Summoning all his power to cast one of the most deadly of High Magic spells, Shonedar the wizard spoke the words of the *Assault of Stone*. A great rumbling sounded across the battlefield and the earth began to shake. Sensing these great energies the Chaos Dwarf Sorcerer mustered his own powers and channelled the harmful magic away.



The lone Treeman is surrounded by the Lammasu and Bull Centaurs.

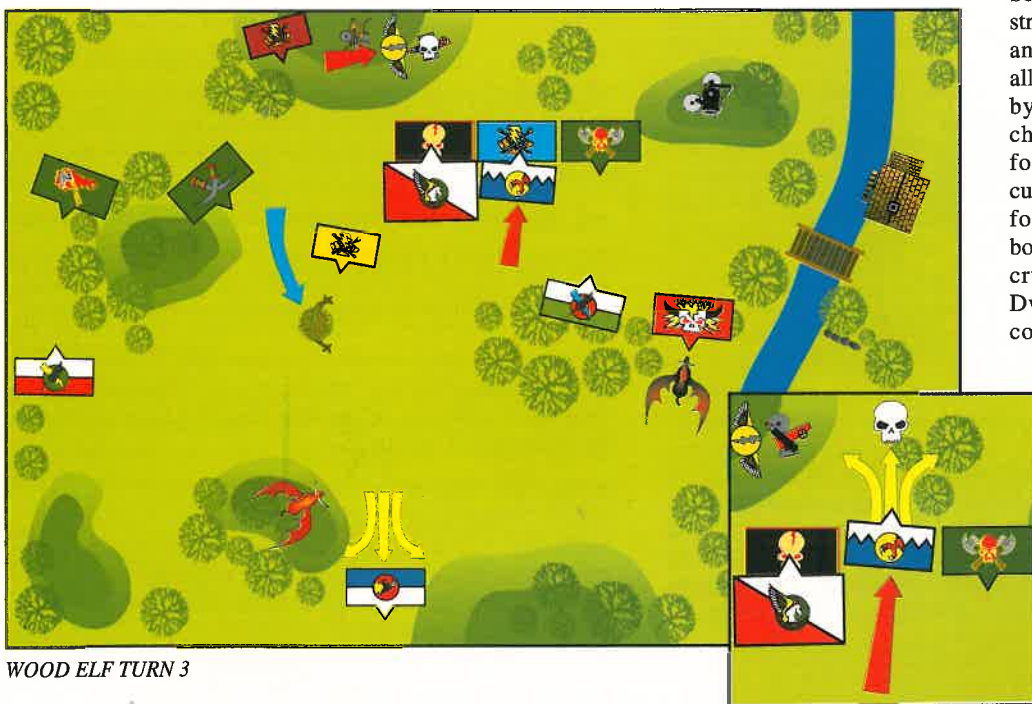
WOOD ELF TURN THREE

Seeing General Vraznak astride his Great Taurus poised to strike at them once more, the Wood Elf Warriors fled in *terror*. The Scouts who had fallen victim to the same terrifying effects earlier saw that the great beast had gone, recovered their nerve, and turned back to face the Hobgoblin Wolf Riders.

Tumbling across the clear ground, the Wardancers charged the largest of the Chaos Dwarf Blunderbuss regiments. Firm in their resolve, the Dwarfs stood their ground and poured shot into the Wood Elves. Two fell, their unarmoured bodies shattered by the storm of steel shards but the elite fighters still charged home. In a spinning frenzy of vengeance the Wardancers began the dance of *Whirling Death* which gave

them each an extra attack. Seven Chaos Dwarfs were struck, but their toughness and heavy armour saved all but one who was slain by the Wardancer champion. The Dwarfs fought back grimly cutting down two of their foes, their unarmoured bodies breaking under the crushing blows of the Dwarfs. With their comrades dying about

them from blunderbuss and axe, the brave Wardancers' morale wavered, but as the Dwarf regiment lapped around them, the survivors saw their army banner still flying and held their ground.



WOOD ELF TURN 3



The Great Taurus charges into the rear of the Elf Knights.

Behind the Dwarf line the Death Rocket was charged by Shonedar on his Great Eagle. The mage's blows missed both of the crew but his mount tore them asunder. Charged from the front and with their comrades being cut down behind them, the Chaos Dwarfs fighting the Wardancers lost their nerve and fled only to be slaughtered by the pursuing Elves. In support of the Wardancers, the Scouts in the forest behind them loosed a storm of arrows at the Hobgoblin archers striking seven of them but only killing two!



In the bloody struggle for the centre, Zochaz the Sorcerer Lord challenged Beltharion to single combat. With the liquid grace common to his race, the Wood Elf General struck first wounding the dark sorcerer despite his magically *Flaming Hide*. Crying out in anger, Zochaz fought back landing a flurry of blows on the Wood Elf all of which were deflected by his magical *Golden Helm of Atrazar*.

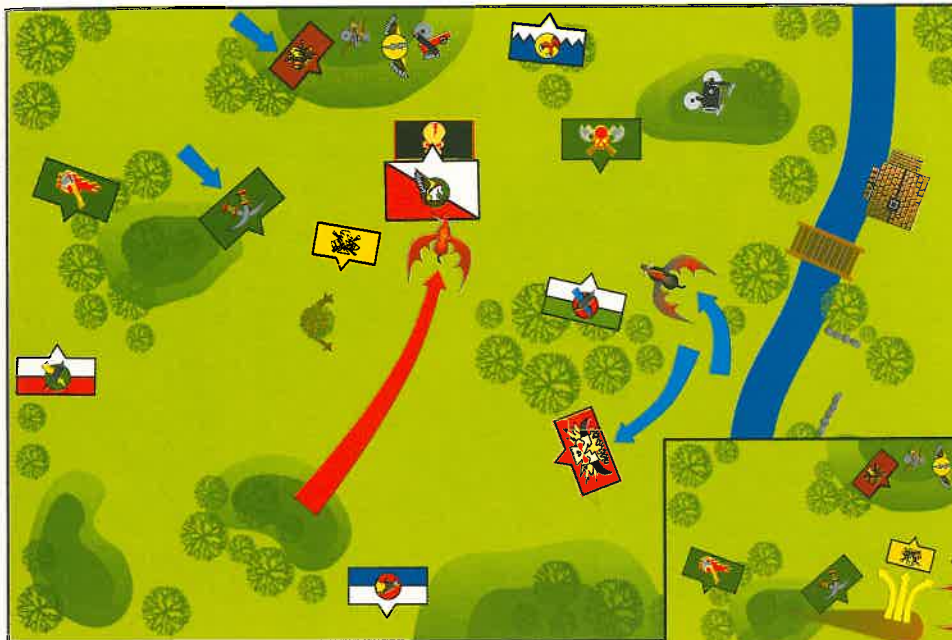
Around this whirling single combat the rest of the Knights and Warriors battled. Again the Chaos Dwarfs were struck many times by the valiant Wood Elf Knights and again their armour saved all except two. Although the Dwarfs fought back viciously they couldn't strike the fleet Elves who dodged all of their blows. Stubborn in defeat the Chaos Dwarfs refused to retreat and remained locked in combat both sides having taken heavy losses.

The winds of magic had all but died away leaving the mighty and destructive sorceries of the Chaos Dwarfs without energy to power them. Shonedar, the Wood Elf wizard, drank again from the *Chalice of Sorcery* and was rewarded with yet more power.

The *Banner of Wrath* carried by the Wood Elf Knights summoned forth lightning once more against the Dwarf Warriors. However, the Chaos Dwarfs' *Banner of Arcane Protection* nullified the harmful energies even as they formed.

Mashkar Vek the Sorcerer Champion cast *Magma Pool* to transport himself and his mount across the battlefield. Sensing the flow of dark magic, Shonedar dispelled the energies and the magical spell failed.

Against the other Chaos Dwarf flyer Shonedar cast *Amber Trance*. Zochaz tried to protect his lord but his attempt to halt the deadly spell failed and it began to take effect. The Chaos Dwarf General Vraznak began to turn to immobile stone, but by a great effort of will he threw off the Amber spell, resisting the deadly magics himself.



CHAOS DWARF TURN 3

CHAOS DWARF TURN THREE

The Wood Elf attack had charged home with some success and the war machines of the Chaos Dwarfs had all been destroyed. Much of their army was engaged in bitter hand-to-hand fighting against the finest in the Elven host and three Wardancers had broken through their line. Although both Horns of Hashut were advancing slowly the struggle for the centre was becoming desperate and needed to be saved urgently.

In the excitement, a fight broke out amongst the Hobgoblin Wolf Riders. Ignoring the enemy, they turned on each other their leader frantically trying to restore order as the regiment dissolved into a struggling mass. The Sneaky Gits tired of the waiting and with shouts of "We'll show 'em" charged towards the nearest Treeman. As they drew closer and saw how large and dangerous the Treeman looked their enthusiasm drained away and the regiment stumbled to a halt!

Having slain their opponent the Bull Centaurs moved around the back of the wood as they had originally planned to do as one of the Horns of Hashut. This move cut off the Scouts in the wood and would enable the Bull Centaurs' *Banner of Wrath* to fire bolts of lightning at the fleeing Wood Elf Warriors.

In front of the wood the Hobgoblin archers bravely continued their uneven archery duel with the Scouts. Amongst the trees, the Wood Elves proved impossible to hit and were left completely unscathed.

In the key battle in the centre the Chaos Dwarfs played their trump card. Vraznak, astride his Great Taurus, took to the skies and swept down upon the Wood Elf Knights. Crashing into the rear of their regiment Vraznak and his fiery mount slew two of the Knights before they could retaliate. Unaware of the bloodshed to their rear, the rest of the Knights' formation fought on against the Chaos Dwarf Warriors, cutting down two more of them. In a fury at their losses and encouraged by their General coming to their aid, the Chaos Dwarf Warriors redoubled their attacks, wounding the Wood Elf General and

Left: The Great Taurus strikes at the rear of the Elf Knights while the Lammasu and Bull Centaurs envelop the Wood Elf right flank.

Below: The Wood Elf Knights break and flee and are trampled underfoot by the Great Taurus. The Bull Centaurs lash the fleeing Warriors with lightning bolts while the Lammasu uses a Magma Pool spell to pursue them.



hacking the Knights' banner from its pole. Seeing their standard fall and carnage all about them, the remaining Knights' morale failed and they turned to flee, only to be cut down along with Beltharion their General. With the loss of their foremost regiment, the cream of Wood Elf nobility, Beltharion their General and the *Banner of Wrath*, the Wood Elves' hopes of victory were dashed.

In desperation Shonedar risked the *Chalice of Sorcery* again, surviving the shock of energy without wound.

Having broken the centre of the enemy, the Chaos Dwarfs had only to mop up the surviving Wood Elf regiments. The Sorcerer Champion, Mashkar Vek, used the spell *Magma Pool* to charge into contact with the fleeing Elven Warriors behind the Wood Elf line. Panicked by this sudden attack, they fled the battlefield.

The Wood Elf wizard, Shonedar filled with power tried to cast *Coruscation of Finreir* on himself but saw his spell diffused by the Chaos Dwarf sorcerers. Once again the spell *Amber Trance* was cast at General Vraznak but its malevolent force was dispelled by the Sorcerer Lord Zochaz. Undeterred by the failure of his first two spells Shonedar cast one more in an attempt to summon the power of nature against the most forward of the Blunderbuss regiments. Zochaz, tired from his exertions, was unable to dispel this latest magic and could do nothing but watch as a storm blew through the woods blasting the Chaos Dwarfs with a barrage of branches and debris. Four of the Dwarfs were killed outright by the attack and totally unnerved by this elemental assault the rest panicked and fled back towards their own lines.



WOOD ELF TURN 4

WOOD ELF TURN FOUR

With Beltharion's body lying trampled in the bloodied mud of the battlefield the Wood Elf army lost heart. Scattered survivors began to melt back into the woods, saving their strength to fight another day rather than continue the unequal struggle. It would be Shonedar the wizard who would have the best chance of regaining some of the Wood Elves' lost honour. He flew back over the Sneaky Gits to concentrate on his spell casting for the remainder of the battle.

Retreating into the woods the Wood Elf army began to fragment. At the back of their lines the once proud Warriors continued to run from the field. Near the Dwarf battle line the three surviving Wardancers and one regiment of Scouts sought the safety of the forests, fading back into the greenwood out of sight of the Chaos Dwarf regiments. With his General lying dead, the remaining Treeman lumbered menacingly towards the Chaos Dwarf Warriors to avenge his fallen leader but couldn't quite reach the enemy regiment.



On the far left of the Wood Elf position the Scout regiment poured arrows into the Hobgoblin Wolf Riders who were still busy arguing amongst themselves. Surprised by this attack, they reorganised their line to face the enemy once more. Shonedar again drank from the *Chalice of Sorcery*, familiar with the surge of power by now and able to control its effects. Mustering his full power, he cast *Assault of Stone* on the hill behind the Chaos Dwarf lines. The ground began to shake violently as the entire hill moved across the battlefield. The regiment of Chaos Dwarf blunderbusses on the hill were nearly all killed, swallowed alive by great crevasses which opened as the hill lurched and swayed. Only one stood firm against the unnatural attacks but he would not be stirred from

Left: The shattered Wood Elf army begins to withdraw.

Below: The Assault of Stone crushes part of the Dwarf centre, while the Lammasu once again uses Magma Pool to transport itself into combat.



his post and bravely waited out the effects of the spell. Not content with this damage, Shonedar tried to summon again the devastating *Awakening of the Woods* but Zochaz, the Sorcerer Lord, felt the tides of magic stirring and nullified them with a wave of his arm.

The other Chaos Dwarf Sorcerer, Mashkar Vek, cast the spell *Magma Pool*, melting away into the ground only to emerge astride his Lammasu to attack the Wood Elf Scouts facing the Wolf Riders. The Scouts were stunned and had no choice but to stand and receive the charge.

CHAOS DWARF TURN FOUR

The Wood Elf army was in disarray and all that remained for the Chaos Dwarfs was to complete the slaughter. The regiment of blunderbusses rallied from their flight as the trumpets blew their victory song.

With no opposition the Bull Centaurs continued to advance behind the forest into the centre of the original Wood Elf position. Vraznak on his Great Taurus flew to the back of the Chaos Dwarf lines goading his mount to breathe flame over the Wardancers on the edge of the wood. The fireball briefly hid the elite Wood Elves as they were hit by the flames. Two of the Wardancers died screaming but their champion dived clear and rolled to his feet shouting his defiance.

The Wood Elf Scouts were still reeling from the shock of seeing the sorcerer Mashkar Vek and his Lammasu emerge from the ground at their feet amid a cloud of sulphurous smoke. Pinned by this charge the Scouts were unable to stand and fire at the Hobgoblin Wolf Riders who charged them too.



The Scouts, hard pressed by the combined assault, were only able to kill one of the Wolf Riders, whilst four of their own number were cut down. With such odds their morale crumbled and they ran for their lives, closely pursued by both the Lammasu and Wolf Riders.

The winds of magic had died away almost to nothing and so Shonedar supped for one last time from the *Chalice of Sorcery*.

the flying branches, the rest fled from the magical attack, thankful to escape with so few casualties.

As the remnants of the Wood Elf army slipped away back into the concealment of the forests, the triumphant Chaos Dwarf army took their bloody revenge in skulls and trophies.

The battle was over.

Zochaz felt the waning of the magical energies about them and summoned all of his remaining strength to cast one last spell at the remaining Treeman. Shonedar tried in vain to stave off the attack but it was too powerful and the *Lava Storm* smashed into the monster causing eight wounds which were doubled because they were fire. The Treeman died many times over, reduced to ashes by the storm of flaming rocks.

In reprisal, Shonedar cast a final *Awakening of the Woods* at the Hobgoblin Wolf Riders. Two of them fell from their wolves bludgeoned to death by



Mashkar Vek, mounted on his Lammasu, strikes at the Wood Elf Scouts as the Wolf Riders charge forward in support.

PRAISE HASHUT!

Well, that'll teach the Wood Elves not to stand in the way of a Chaos Dwarf army.

This was a deceptively crushing defeat for the Wood Elves and although the final victory point total was quite one-sided, during the game I had some very nasty moments. Facing the Wood Elf General, Knights and *Banner of Wrath* in one regiment, I thought that my Warrior regiment with Zochaz the Sorcerer Lord was done for. If that crucial conflict had gone the other way then things would have been very different and the battle would have been much closer.

As it was, my plan of the Horns of Hashut worked as far as it went. It never became the envelopment of the Wood Elf centre that I had hoped it would but that was always rather ambitious. My reliance on the sturdiness of the Chaos Dwarfs proved to be well placed especially with the Warriors who held out against the toughest of opposition. This bought me time to rampage along the Wood Elf line with Vraznak on the Great Taurus before returning to strike the killing blow to the Wood Elf Knights.



Both of the Horns advanced supported by the flyers, the Bull Centaurs being particularly successful. By the end of the battle I had swept nearly all of the enemy regiments from the field.

Robin's plan was indeed a bold one. He gambled everything on a single all-out charge but when his resolve wavered in the face of the massed blunderbusses he was doomed. He had committed all of his troops to one plan and there was nothing left in reserve to plug any gaps.

Of my forces there were a few who didn't live up to my expectations. The Sneaky Gits didn't achieve much except to get in the Elves' way. This was my fault as they didn't really belong in this type of battle where the enemy had no average troops, only good ones!

The war machines were a total disaster. I was very unlucky to lose the Earthshaker Cannon with its first shot but the rest of it was due to their lack of defence. I pondered leaving one of my flyers to protect them but had decided that these were far too important to leave doing nothing at the back. If the war machines were attacked they would just have to defend themselves. Robin's use of Shonedar on his Great Eagle to kill the war machine's crews was textbook stuff and I quite enjoyed watching an expert at work. Their loss, however, was something of a sideshow and while they were being cut to pieces I was busy winning the battle elsewhere.

The winds of magic rolls were rather low with twelve cards less than average being dealt during the battle. This was compounded by Robin's use of the *Chalice of Sorcery* which gained him an extra eight magic cards during the battle. Starved of power, I couldn't use my most devastating magic as often as I'd have liked.

THE WOOD ELF LAMENT

Aaaargh! What a disaster! I knew that it was an all or nothing plan but 27 VP's to 8 amounts to a total rout! So what went wrong, and what excuses can I come up with to account for my miserable performance.

I still maintain that my plan was OK, but somewhere amidst the smoke and flames my execution failed. Instead of crashing into the Chaos Dwarfs with a single hammer blow, my charge arrived in dribs and drabs or failed to contact at all. The Chariot was first reduced to a half move and then destroyed by a Dwarf charge (Oh the shame!). My Master Mage was fricasseed in a hail of fire, and the Treeman was left stranded in the middle of the battlefield unable to reach his foes before being immolated by a Lava Storm.

And yet it all looked so promising. At the end of my first move, five units were in position to strike the Chaos Dwarf army. Then came the shooting phase. My intention was to annihilate the left flank of the Dwarf line by breaking the unit of Blunderbusses and thus force a Panic test on the Hobgoblin archers. With their poor Leadership of 6, there was a good chance that they would break and flee and I could roll up the Dwarf line. I therefore concentrated all my fire onto this Dwarf unit. First they were struck by 11 arrows from the Scouts who scored 6 hits, but only two of these wounded and one of these was saved! The champion then fired his *Hail of Doom Arrow* which multiplied to only nine shafts (of a possible 3D6!) and two more Dwarfs fell dead. In the magic phase, the same unit was struck with the *Fate of Bjuna* (2D6 S3 hits with no armour save). I rolled a mere 6 hits and caused only 1 wound! Finally, I attempted to lash them with the *Banner of Wrath* and rolled 6 S4 hits again with no armour save, only to have them dispelled by a *Dispell Magic Scroll*.

Although only poor generals curse their evil luck, at the end of the turn I had hit this unit with everything in my power and caused a mere four casualties. From that point on, I knew that I was in trouble.

I also have to confess that with hindsight, I somewhat lost my nerve as the charge went in (not surprising, in view of the above!)



This was an all or nothing attack and it is in the nature of Warhammer that you must make a plan and stick to it. Both Space Marine and Warhammer 40,000 are more forgiving in this respect, in that it is possible to re-order your force in the face of enemy fire.

As I moved forward with the Wardancers, I hesitated and they ended their move behind the cover of the woods. In reality they should have been out front alongside the Wizard and the Knights. My intention all along was to provide the Chaos Dwarfs with far more targets than they could possibly hit. Although this was a bloody strategy, they would have to allocate targets and some of my warriors would be bound to emerge unscathed. By holding the Wardancers back I merely helped Jake to concentrate his fire. It was almost an act of self-treachery.



Shonedar, astride his Great Eagler strikes at the Chaos Dwarf war machines.

My positioning of the Chariot was also poor. By attacking at the junction of the two Blunderbuss units I allowed both of them to fire at me in the crucial turn before my charge crashed home. A couple of inches to the left or right would have ensured that I took damage from only one of the Chaos Dwarf regiments.

Of course, with the benefit of hindsight, all of this is easy to see. In the heat of battle, when you are attempting to order the movement of your army, roll dice, keep track of spells and in our case keep notes and remember to take photos, little things can get missed.

I thought my use of the Treemen was just about OK. The one on my right flank did sterling service in holding up the Bull Centaurs, however at the other extreme, my second Treeman, having failed to make his charge, proceeded to amble around the battlefield until he was incinerated by a *Lava Storm*. This was no way to use 280 points of death-dealing monster in the midst of a battle. The problem here was that I had made a plan for this monster and when it failed (when the Dwarfs rightly turned and fled!) I failed to come up with a new objective. If I had been a couple of inches closer, I could have thrown him into the combat between the Elf Knights and the Chaos Dwarf Warriors and this may well have been decisive. Arriving in the turn before the Great Taurus I could have sent the Chaos Dwarfs fleeing to be trampled underfoot by my victorious Knights.

Following this line of thought, reversing the positions of the Chariot and Treeman during my deployment might have changed the course of the battle. The Chariot would have struck the end of the Chaos Dwarf line – taking casualties from only one Blunderbuss unit as it went in – and the Treeman would have been perfectly placed between the Elf Knights and the Chariot to support either of these units should they need help.

The one thing I have learned is that in losing a battle you find out a great deal more about your strategy and tactics than if you win! When you win a game, it's all too easy to accept your good fortune and say "What a brilliant general I am". When you lose, you can either whinge and moan about your poor dice rolls and pitiful luck, or accept the fact that in a game such as Warhammer so many dice are rolled that luck will always average out and it is the best general that will win!



Yes of course we all have games when you can roll nothing but 1's and 2's unless suddenly you have to take a Leadership test and miraculously roll a double 6! but these are the exceptions. For the most part, success in Warhammer comes from knowing the strengths and weaknesses of both your own army and that of your opponent and welding this knowledge together into a plan.

My failure in this game came from a plan so daring that if anything went wrong my army would be doomed. So it is, that near the clearing on the Skull River, on a cracked and fading stone, entwined with ivy and obscured by lichen the following epitaph can be deciphered:

*Dry autumn leaves like blood-stained tears,
Lie cracked and broken on this charnel ground.
Death calls us all to warrior glory,
But winter makes a silent sound.*

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HOBGOBLIN BOLT THROWER	£5.99 each
HOBGOBLIN COMMAND GROUP	£1.35 each
HOBGOBLIN ARCHERS	£1 each
HOBGOBLIN WOLF RIDERS	£2.99 each

THE BATTLE OF SKULL RIVER

WOOD ELF ARMY

SECTION 1: WOOD ELF CAVALRY

WOOD ELF GENERAL ON HORSE	£2.99
WOOD ELF CHARIOT	£14.99
9 WOOD ELF KNIGHTS	£26.91
TOTAL VALUE £44.89	SPECIAL OFFER PRICE £40.00

SECTION 2: WOOD ELF TROOPS

10 WARDANCERS	£10.00
10 WOOD ELF WARRIORS	£10.35
2 TREEMEN	£19.98
TOTAL VALUE £40.33	SPECIAL OFFER PRICE £37.50

SECTION 3: WOOD ELF SCOUTS

WOOD ELF MAGE ON UNICORN	£5.99
WOOD ELF MAGE LORD ON EAGLE	£9.99
12 SCOUTS	£12.00
12 SCOUTS	£12.00
TOTAL VALUE £39.98	SPECIAL OFFER PRICE £37.50

TOTAL VALUE OF ARMY £125.20

SPECIAL OFFER PRICE £105.00

Please note: The army featured in the battle report photographs was Mike McVey's personal army and contained many uniquely converted models. The Wood Elf army deal consists of the closest possible equivalent miniatures.

CHAOS DWARF ARMY

SECTION 1: CHAOS DWARF COMMAND SECTION

CHAOS DWARF GENERAL ON GREAT TAURUS	£14.99
CHAOS DWARF SORCERER ON FOOT	£2.50
7 CHAOS DWARF BULL CENTAURS	£23.92
TOTAL VALUE £41.41	SPECIAL OFFER 40.00

SECTION 2: CHAOS DWARF TROOPS

16 CHAOS DWARF AXEMEN	£21.60
CHAOS DWARF SORCERER ON LAMASU	£14.99
12 CHAOS DWARF BLUNDERBUSSES	£16.20
TOTAL VALUE £52.79	SPECIAL OFFER £50.00

SECTION 3: CHAOS DWARF ARTILLERY

EARTHSHAKER CANNON	£14.99
DEATH ROCKET	£5.99
HOBGOBLIN BOLT THROWER	£5.99
14 CHAOS DWARF BLUNDERBUSSES	£18.90
TOTAL VALUE £45.87	SPECIAL OFFER 42.50

SECTION 4: HOBGOBLIN ALLIES

8 HOBGOBLIN WOLFRIDERS	£23.92
16 HOBGOBLIN SNEAKY GITS	£16.00
15 HOBGOBLIN ARCHERS	£15.00
TOTAL VALUE £54.92	SPECIAL OFFER 50.00

TOTAL VALUE OF ARMY £194.99

SPECIAL OFFER PRICE £175.00

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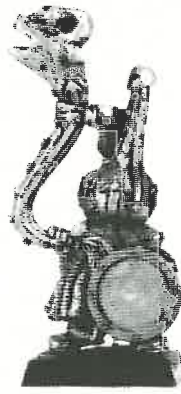
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CHAOS DWARFS

COMMAND FIGURES



LEADER WITH SWORD 1
75805/1



HORNBLOWER
75805/2



STANDARD BEARER 1
75805/3



LEADER WITH SWORD 2
75805/4



DRUMMER
75805/5



STANDARD BEARER 2
75805/6

AXEMEN

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



WITH AXE 1
75800/1



WITH AXE 2
75800/2



WITH AXE 3
75800/3



WITH AXE 4
75800/4

BLUNDERBUSSES



WITH BLUNDERBUSS 1
75810/1



WITH BLUNDERBUSS 2
75810/2



WITH BLUNDERBUSS 3
75810/3

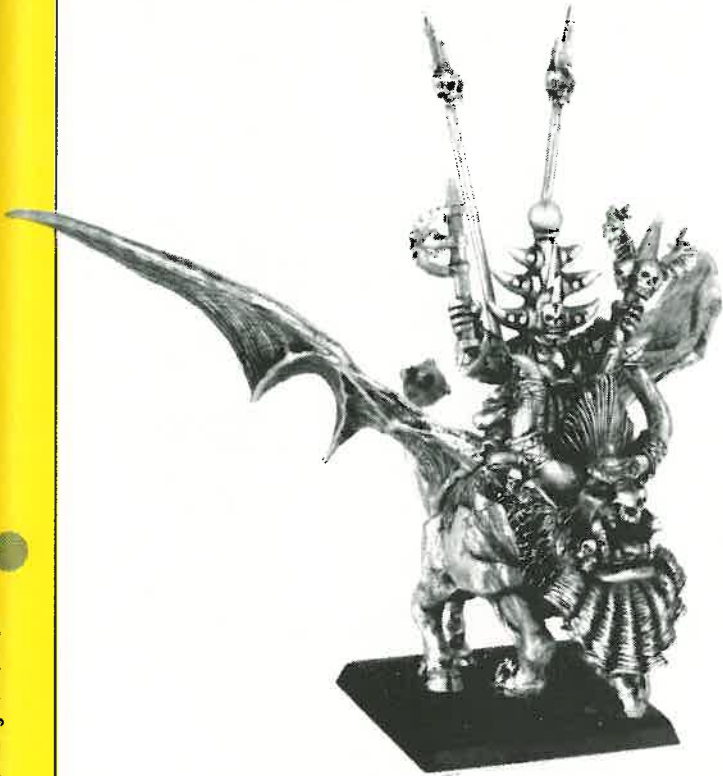


WITH BLUNDERBUSS 4
75810/4

Designed by Alan Perry

CHAOS DWARFS

CHAOS DWARF SORCERER ON LAMMASU



EXAMPLE OF COMPLETED CHAOS DWARF SORCERER ON LAMMASU

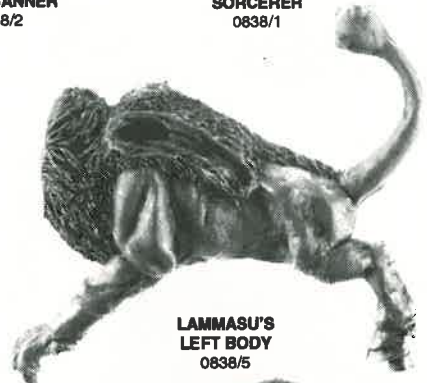
THE COMPLETE CHAOS DWARF SORCERER ON LAMMASU CONSISTS OF:
 1 x SORCERER'S BACKBANNER
 1 x SORCERER
 1 x LAMMASU'S RIGHT TORSO
 1 x LAMMASU'S LEFT TORSO
 1 x LAMMASU'S HEAD
 1 x RIGHT WING
 1 x LEFT WING



SORCERER'S BACK BANNER
0838/2



CHAOS DWARF SORCERER
0838/1



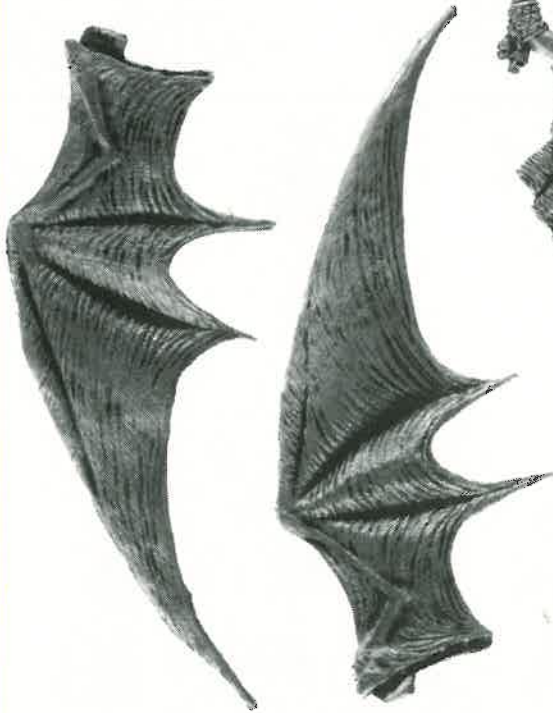
LAMMASU'S LEFT BODY
0838/5



LAMMASU'S RIGHT BODY
0838/4

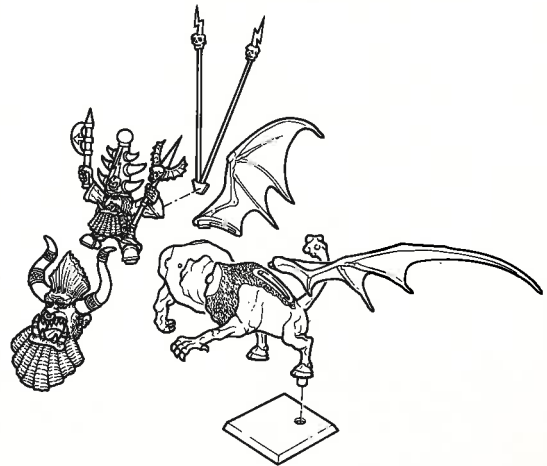


LAMMASU'S HEAD
0838/3



LEFT WING
0838/6

RIGHT WING
0838/7



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HOBGOBLINS

COMMAND

THESE MINIATURES ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD



**HOBGOBLIN
BIG BOSS 1**
75860/4



**HOBGOBLIN
BOSS 1**
75860/3



**HOBGOBLIN
DRUMMER**
75860/2



**HOBGOBLIN
STANDARD BEARER 1**
75860/1



**HOBGOBLIN
BIG BOSS 2**
75860/8



**HOBGOBLIN
STANDARD BEARER 2**
75860/5



**HOBGOBLIN
BOSS 2**
75860/7



**HOBGOBLIN
TRUMPETER**
75860/6

SNEAKY GITS



SNEAKY GIT 1
75873/1



SNEAKY GIT 2
75873/2



SNEAKY GIT 3
75873/3

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CITADEL
MINIATURES

WOOD ELVES

WOOD ELF WAR DANCERS



DOUBLE HANDED SWORD 1
074237/14



SWORD 6
074237/19



SWORDS 2
074237/17



SWORD 1
074237/7



DOUBLE HANDED SWORD 2
074237/22



SPEAR 2
074237/23



DOUBLE HANDED AXE 1
074237/30



SPEAR 1
074237/24

Designed by Jes Goodwin

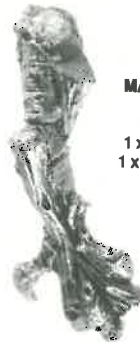
TREEMAN A



TREEMAN BODY A
88370/1

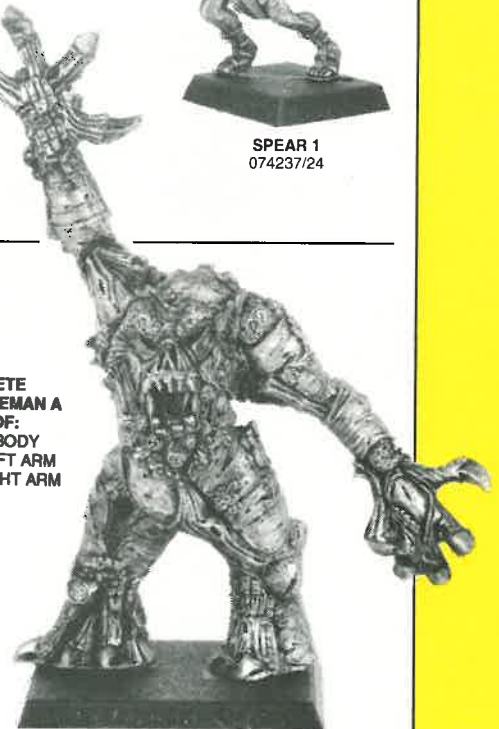


**TREEMAN A
RIGHT ARM**
88370/2



**TREEMAN A
LEFT ARM**
88370/3

**THE COMPLETE
MARAUDER TREEMAN A
CONSISTS OF:**
1 x TREEMAN BODY
1 x TREEMAN LEFT ARM
1 x TREEMAN RIGHT ARM



TREEMAN B



TREEMAN BODY B
88370/4



**TREEMAN B
RIGHT ARM**
88370/6



**TREEMAN B
LEFT ARM**
88370/5

**THE COMPLETE
MARAUDER TREEMAN B
CONSISTS OF:**
1 x TREEMAN BODY
1 x TREEMAN LEFT ARM
1 x TREEMAN RIGHT ARM



Designed by Trish Morrison

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WOOD ELVES

WOOD ELF ARCHERS



BOW 1
74214/59A



BOW 2
74214/62A



BOW 3
74214/61A



BOW 4
74214/61B



BOW 5
74214/60A



BOW 6
74214/60B



BOW 7
74214/59B



BOW 8
74214/62B



BOW 9
74214/10



BOW 10
74214/11



BOW 11
74214/7



BOW 12
74214/25



BOW 13
74214/9



BOW 14
74214/6



BOW 15
74214/23



BOW 16
74214/40

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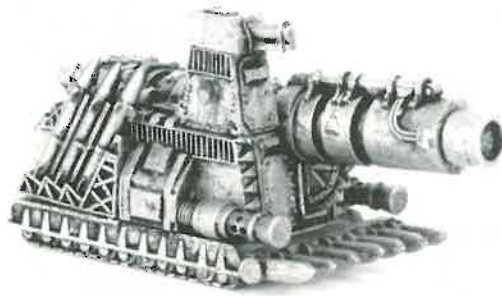
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EPIC SQUAT

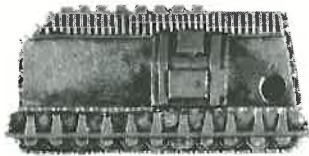
SQUAT CYCLOPS



THE COMPLETED SQUAT CYCLOPS CONSISTS OF:

- 1 x HELLFURY CANNON BARREL
- 1 x HELLFURY CANNON END
- 1 x HELLFURY CANNON TOP
- 2 x DOOMSTORM MISSILES
- 1 x RAM
- 1 x BATTLE CANNON TURRET
- 2 x MELTA CANNON
- 1 x HULL LEFT SIDE
- 1 x HULL RIGHT SIDE
- 1 x HULL REAR
- 1 x BARREL SUPPORT

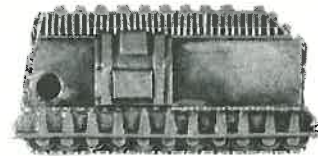
EXAMPLE OF COMPLETED SQUAT CYCLOPS



HULL RIGHT SIDE
0500/1



HELLFURY CANNON TOP
0500/3



HULL LEFT SIDE
0500/2



HULL REAR
0500/5



BARREL SUPPORT
0500/4



HELLFURY CANNON BARREL
0500/6



HELLFURY CANNON END
0500/7



RAM
0500/10



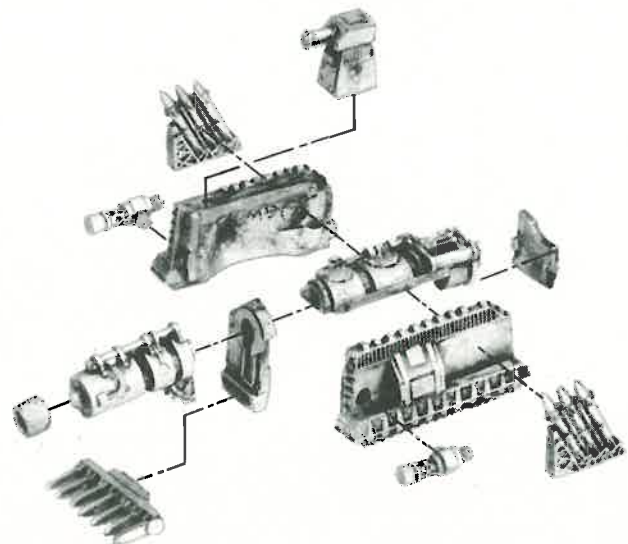
MELTA CANNON
0500/8



DOOMSTORM MISSILES
0500/11



BATTLE CANNON TURRET
0500/9



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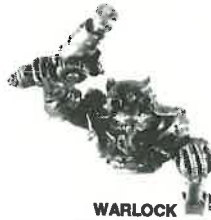


SKAVEN

DOOMWHEEL



LIGHTNING PROJECTOR
0517/10



WARLOCK
ENGINEER TOP
0517/1



CHAIR BACK
0517/3



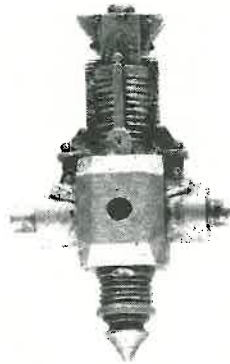
WARPSTONE
GENERATOR CHAMBER
0517/8



WARLOCK
ENGINEER BOTTOM
0517/2



STERN AXLE
0517/7



GENERATOR HUB
0517/6



DOOMWHEEL
0517/4



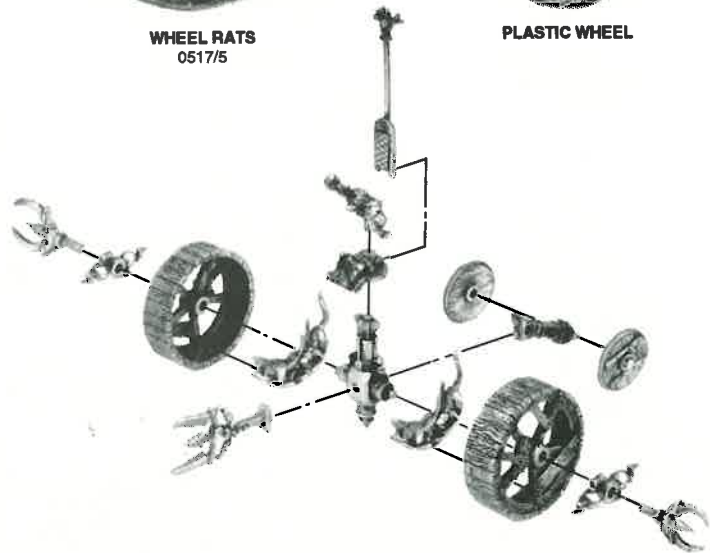
WHEEL RATS
0517/5



PLASTIC WHEEL



FORWARD
LIGHTNING PROJECTOR
0517/9



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Designed by Jes Goodwin and Norman Swales

SKAVEN

DOOMWHEEL



- THE COMPLETED DOOMWHEEL
CONSISTS OF:**
- 1 x WARLOCK ENGINEER TOP
 - 1 x WARLOCK ENGINEER BOTTOM
 - 1 x CHAIR BACK
 - 1 x GENERATOR HUB
 - 1 x STERN AXLE
 - 1 x FORWARD LIGHTNING PROJECTOR
 - 2 x LIGHTNING PROJECTOR
 - 2 x WARPSTONE GENERATOR CHAMBER
 - 2 x DOOMWHEEL
 - 2 x WHEEL RATS
 - 2 x SOLID PLASTIC WHEELS

EXAMPLE OF COMPLETED DOOMWHEEL

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SKAVEN

GREY SEER THANQUOL AND BONERIPPER



EXAMPLE OF COMPLETED BONERIPPER



GREY SEER
THANQUOL
74464/1



BONERIPPER
HEAD
74467/1



BONERIPPER
TORSO
74467/2

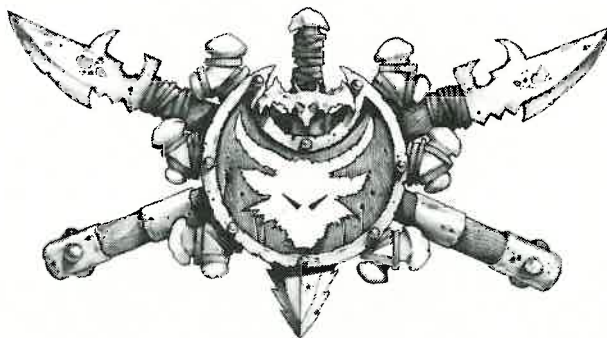


BONERIPPER
LEFT ARM
74467/3

THE COMPLETE BONERIPPER
CONSISTS OF:
1 x BONERIPPER HEAD
1 x BONERIPPER TORSO
1 x BONERIPPER LEGS
1 x BONERIPPER LEFT ARM



BONERIPPER
LEGS
74467/4



Designed by Michael Perry and Jes Goodwin

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SKAVEN

LORDS



LORD SKROLK
74463/1

THE COMPLETED DEATHMASTER
SNIKCH
CONSISTS OF:
1 x DEATHMASTER SNIKCH BODY
1 x SWORD ARM



DEATHMASTER SNIKCH BODY
74462/2



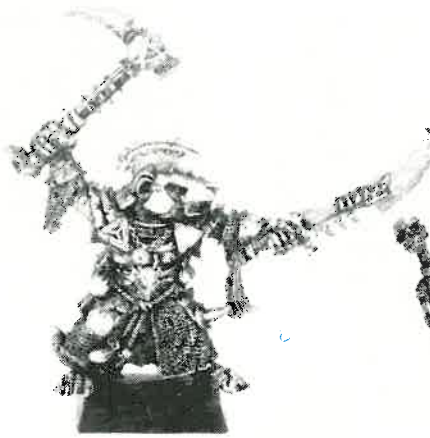
SWORD ARM
74462/3



**EXAMPLE OF COMPLETED
DEATHMASTER SNIKCH**



EXAMPLE OF COMPLETED WARLORD QUEEK



WARLORD QUEEK
74465/1



QUEEK'S TROPHY RACK
74465/2

THE COMPLETED IKIT CLAW CHIEF WARLOCK
CONSISTS OF:
1 x IKIT CLAW
1 x BANNER



**IKIT CLAW
CHIEF WARLOCK**
74466/1



IKIT CLAW'S BANNER
74466/2



EXAMPLE OF COMPLETED IKIT CLAW

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CITADEL
MINIATURES

SKAVEN

CLAN MOULDER PACK MASTERS



PACK MASTER
WITH WHIP 1
74461/45



PACK MASTER
WITH WHIP 2
74461/85



PACK MASTER WITH
WHIP AND SWORD
74461/50



THROT THE UNCLEAN
74461/19



GIANT RAT 5
74461/5



GIANT RAT 6
74461/2



GIANT RAT 7
74461/1



GIANT RAT 8
74461/4



GIANT RAT 9
74461/3

GUTTER RUNNERS



GUTTER RUNNER
WITH DAGGER 1
74455/7



GUTTER RUNNER WITH
DAGGER AND NET 1
74455/5



GUTTER RUNNER WITH
DAGGER AND NET 2
74455/6



GUTTER RUNNER
WITH DAGGER 3
74455/8



GUTTER RUNNER WITH
SHURIKEN AND DAGGER
74455/91



GUTTER RUNNER
WITH DAGGER 3
74455/89



GUTTER RUNNER WITH
DAGGER AND NET 3
74455/90



GUTTER RUNNER
WITH TWO DAGGERS
74455/88

Designed by Jes Goodwin, Colin Dixon and Trish Morrison

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ORCS

BLACK ORCS



BLACK ORC WITH AXE 1
75255/4



BLACK ORC WITH AXE 2
75255/5



BLACK ORC WITH AXE 3
75255/6



BLACK ORC WITH AXE AND CLEAVER 1
75255/3



BLACK ORC WITH AXE AND SWORD
75255/1



BLACK ORC WITH AXE AND CLEAVER 2
75255/4

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Designed by Alan Perry

UNDEAD

MUMMIES



MUMMY 1
74510/3



MUMMY 2
74510/4



MUMMY 3
74510/2



MUMMY 4
74510/6



MUMMY 5
74510/7



MUMMY 6
74510/1



MUMMY 7
74510/8



MUMMY 8
74510/5

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Designed by Gary Morley

CHAOS MARINES

NURGLE PLAGUE MARINES

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PLAGUE MARINE
WITH BOLTER 1
70460/2



PLAGUE MARINE
WITH BOLTER 2
70460/3



PLAGUE MARINE WITH
CHAINSWORD AND BOLTER
70460/1

WORLD EATERS OF KHORNE ASSAULT MARINES



WORLD EATER
ASSAULT MARINE 1
70465/1



WORLD EATER
ASSAULT MARINE 2
70465/2



WORLD EATER
ASSAULT MARINE 3
70465/3

Designed by Dave Andrews



MARK GIBBONS

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CITADEL
MINIATURES


CITADEL
MINIATURES

SCOUTS

SPACE WOLVES WOLF SCOUT SERGEANTS



WOLF SCOUT SERGEANT 1
70005/4



WOLF SCOUT SERGEANT 2
70005/2



WOLF SCOUT SERGEANT 3
70005/3

THE COMPLETE
WOLF SCOUT SERGEANTS
CONSIST OF:
1 x WOLF SCOUT SERGEANT
1 x WOLF SCOUT BACKPACK



WOLF SCOUT
BACKPACK
70005/1

Designed by Jes Goodwin

SPACE MARINE SCOUTS



BOLTER 1
070295/11



BOLT PISTOL AND
COMBAT KNIFE 1
070295/10



SHURIKEN CATAPULT
AND BIONIC EYE
070295/4



BOLTER AND HORNED
SHOULDER PAD
070295/5



BOLT PISTOL AND
COMBAT KNIFE 3
070295/1



BOLT PISTOL AND
COMBAT KNIFE 4
070295/3



BOLT PISTOL AND
COMBAT KNIFE 5
070295/2



BOLT PISTOL
070295/13



LAS GUN AND
PUNCH DAGGER
070295/6



BOLT PISTOL AND
COMBAT KNIFE 2
070295/12



BOLT PISTOLS
070295/9



BOLTER 2
070295/8

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PLASTICS

SPACE MARINE LAND RAIDER

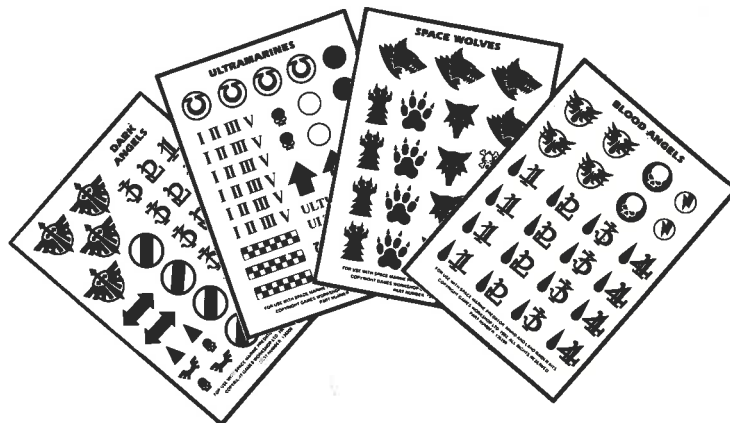
THE COMPLETE
SPACE MARINE LAND RAIDER
CONSISTS OF:
1 x LAND RAIDER CHASSIS SPRUE
2 x LAND RAIDER TRACK SPRUE



THE ASSEMBLED LAND RAIDER PAINTED AS AN ULTRAMARINE VEHICLE

THESE PLASTIC KITS ARE DESIGNED TO BE USED WITH THE WARHAMMER 40,000 GAME SYSTEM. THIS RANGE OF MODELS IS CONSTANTLY EXPANDING TO ENCOMPASS THE LIMITLESS VARIETY OF WAR MACHINES WHICH BATTLE IN THE NIGHTMARE FUTURE OF THE 41ST MILLENNIUM.

NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS DUE TO SMALL PARTS AND ESSENTIAL POINTED COMPONENTS. THESE KITS ARE SUPPLIED UNPAINTED AND NEED TO BE ASSEMBLED USING POLYSTYRENE CEMENT.



EACH MODEL KIT INCLUDES A DETAILED CONSTRUCTION SHEET AND CITADEL TRANSFER SHEET. THE TRANSFER SHEET INCLUDES ALL THE MARKINGS NEEDED FOR THE DARK ANGELS, ULTRAMARINES, SPACE WOLVES AND BLOOD ANGELS SPACE MARINE CHAPTERS. ALL MODELS ARE SHOWN ACTUAL SIZE.

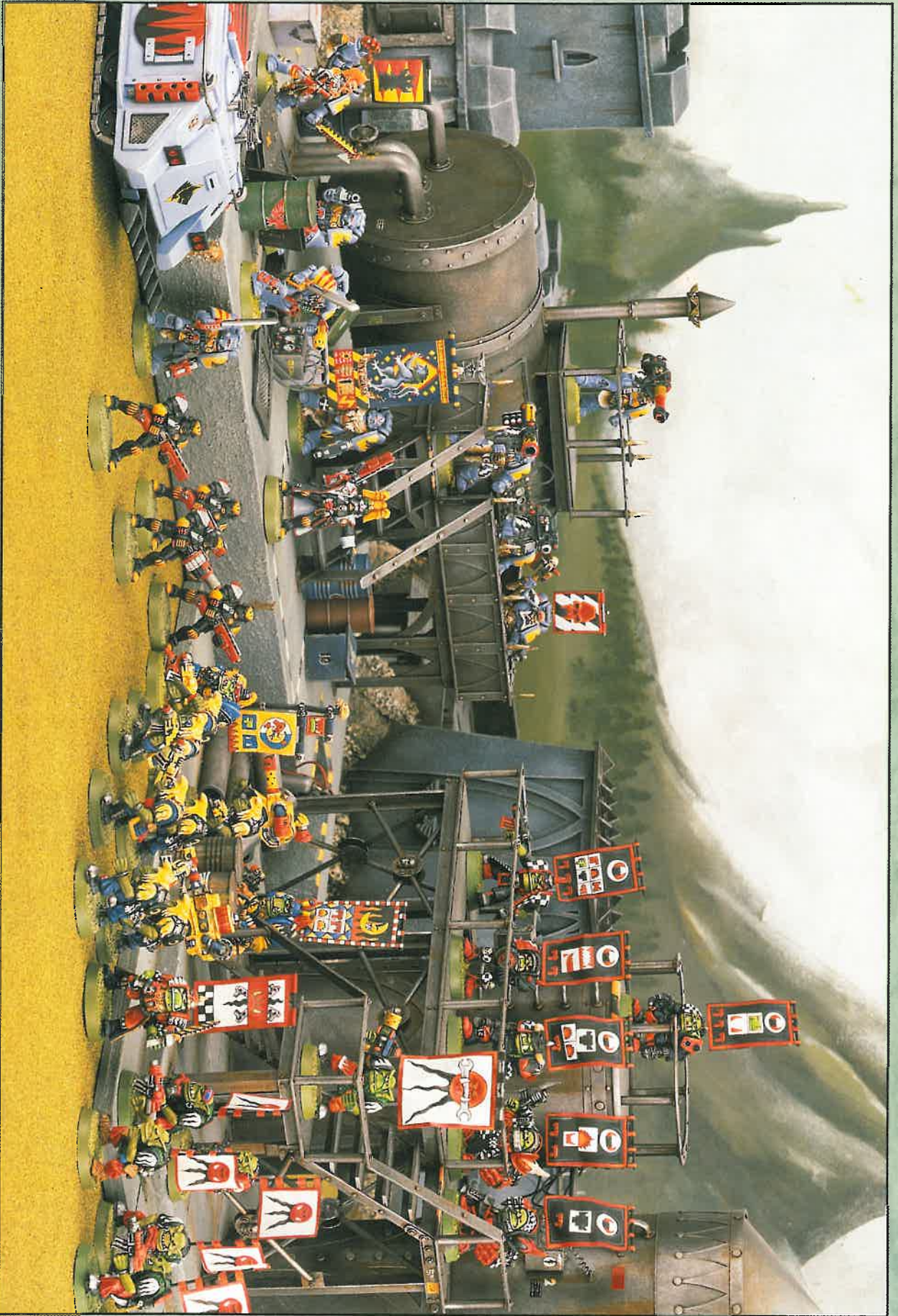
Minatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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Model supplied unpainted. Banners not included.



A SQUAD OF ADEPTUS ARBITES AND SPACE WOLVES SPACE MARINES CONFRONT AN ORK HORDE