

**WHITE
DWARF**



192
December
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WHITE DWARF

GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND CITADEL MINIATURES CATALOGUE

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NEW
COMPUTER
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PLUS...

**LETTERS,
INTERVIEWS
AND ALL THE
USUAL
MADNESS!**



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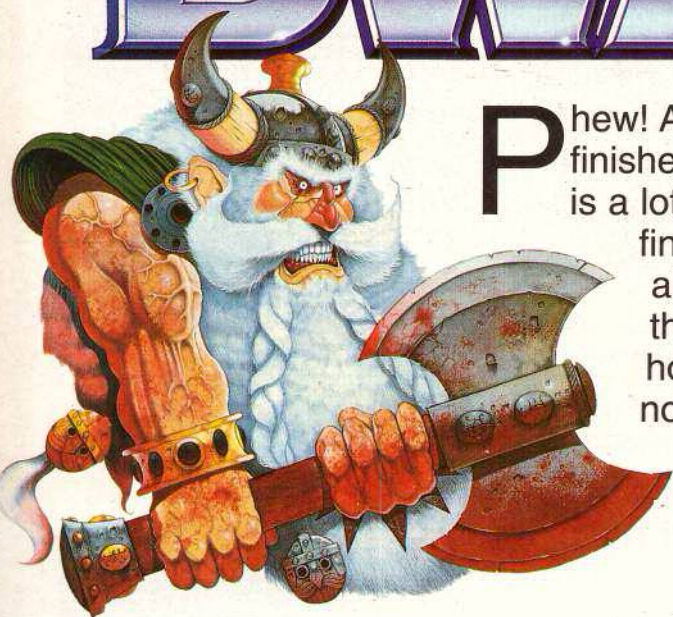


Bitter hand-to-hand fighting breaks out as Imperial Guard and Tyranid forces battle for control of an important mountain pass.



With banners flying, the Tzarina Katarin leads the charge of her famous Winged Lancers.

WHITE DWARF™



Phew! Another White Dwarf finished. Forty extra pages is a lot as we've been finding out, staying up all hours to complete this on time (at least I hope it's on time). It's not *all* hard work though.

Having this extra space has enabled us to print loads

of fun things that we haven't been able to fit in for ages, like lots of painting articles, tactics, scenarios and other stuff. Rick's article on painting an army is a perfect example of what we've got room for now. This is really useful for anybody who wants to collect and paint an army, whether it's their first or their tenth – and assembling an army is what gaming's all about!

The card sheets have also been a real blessing, giving us the opportunity to bring you some great new components for your games, like the Warbike vehicle cards and brilliant Warhammer Quest board sections in this issue – there's plenty more in the pipeline, so keep an eye out!

This issue we've also got an interview with artist John Blanche, and we'll be talking to the other artists, figure sculptors and games designers over the coming months.

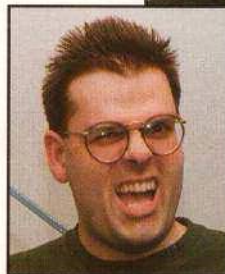
All this and another brilliant new Dwarf from Wayne. What will they think of next?

Jake

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Jake Thornton,
Editor



Adrian Wood



Gavin Thorpe



Ian Pickstock

Steve Anastasoff





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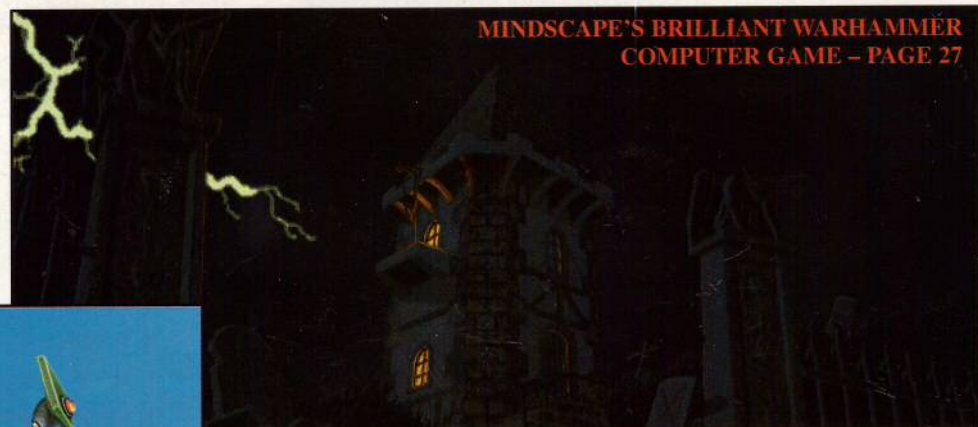
To go with the new **Warhammer Quest** board sections on this issue's card sheets, Gav discusses different ways to use floorplans and special rules in your adventures.

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THIS MONTH'S RELEASES

House Delaque Gang £9.99
(Eight miniatures per boxed set)

House Van Saar Gang £9.99
(Eight miniatures per boxed set)

Ratskin Scouts £2.99
(Two miniatures per blister)

Underhive Scum £2.99
(Two miniatures per blister)

Goliath Gang Leader £2.75
(One miniature per blister)

Goliath Heavies £2.99
(Two miniatures per blister)

Necromunda Cake (only kidding)

BODY BEAUTIFUL

Blister packs of **House Goliath Leader and Heavies** are out this month. Your leader is well 'ard enough to go toe-to-toe with just about anybody, while your heavies lay down a blistering barrage of fire from their awesome heavy bolters and heavy stubbers.

HI-TEC HONCHOS

In complete contrast to the sheer ferocity and power of the Goliaths, the new **House Van Saar Gang** will blow away their foes with their sophisticated weapons.

The Van Saars are particularly deadly 'cos you can give them all Techno skills, allowing you to create a gang of *Inventors*, *Specialists* and *Weaponsmiths*. After a few fights, your gang'll be running around toting some of the most dangerous weapons in the Underhive – plasma guns, flamers, one-in-a-million bolters, and other state-of-the-art Necromunda weaponry.

WHO'S SNEAKIEST?

Pick of the month for me has to be the sneaky, suspicious, backstabbin' **House Delaque Gang**. You can keep your pumped-up Goliaths, techno-wizard Van Saars, I prefer the good, honest Delaque. With their ability to pick up lots of *Stealth* skills, Delaques are excellent at *Raids* and *Ambushes* – I went through five different Delaque gangs during the rather bloody playtesting of Necromunda, and it was most satisfying to take out all the opposition before they even knew where you were. Why not read my Necromunda tactics article later in this issue and you'll see what I mean (*shameless plug – Ed*).

The thing I like most about the Delaques is their look. Those long coats with lots of hidden pockets, and visors to keep out all that nasty, horrible light make them look every bit as sneaky as they are in play. Remember, people shot in the back can't shoot back!

SCOUTS

Lost your Ratskin map? Can't remember where that nice, comfortable ambush site was? Have no fears, the valuable talents of the **Ratskin Scouts** are for hire. Not only are these native Underhivers good fighters in their own right, they can help your gang get the advantage in a fight (by modifying your Scenario roll) and can even discover new territory for you. Sounds like a good deal to me!

YOU'RE ALL SCUM!

If you don't fancy coughing up your creds for a Ratskin Scout, why not pay out for the services of a gunfighting **Underhive Scum**? With a particularly deadly combination of skills and weaponry, Underhive Scum fighters will bolster your strength in any fight.

GAVIN THORPE



To celebrate the recent release of Necromunda, we cracked open some bottles of pop and admired the wonderful Necromunda cake that had been specially prepared for the occasion. Then we scoffed the lot!



Caught on film! Rick tries desperately to carve out a piece of the action for himself before everyone else gets a look in!



WARHAMMER

THIS MONTH'S RELEASES

- Chronicles of War** £12.99
 (Boxed supplement with book, magic items and cardboard buildings)
- Dark Elf Assassin** £2.75
 One miniature per blister)
- Dark Elf Sorcerer** £2.75
 (One miniature per blister)



VICTORY!

Last month I raved about the forthcoming Chronicles of War and now it's here! This collection of White Dwarf articles brings together not only a selection of excellent tactical advice on a variety of topics (some of it even by me!), but also collects the battles which formed our recent White Dwarf narrative campaign.

A "narrative campaign" is a series of battles linked by a continuing story which unfolds as the games are played. Each battle forms an important step in developing this plot, and the outcome of each helps to decide where the next battle is fought, who will have to retreat and when (if) they'll be able to muster another army to defend themselves with.

In our case, the series of battles included the massive, eight player *Gathering of Might* as well as several victories for my Empire army over Gavin's Orcs and Gobbos. But isn't the only reason I like Chronicles of War. Honest.

THERE'S MORE...

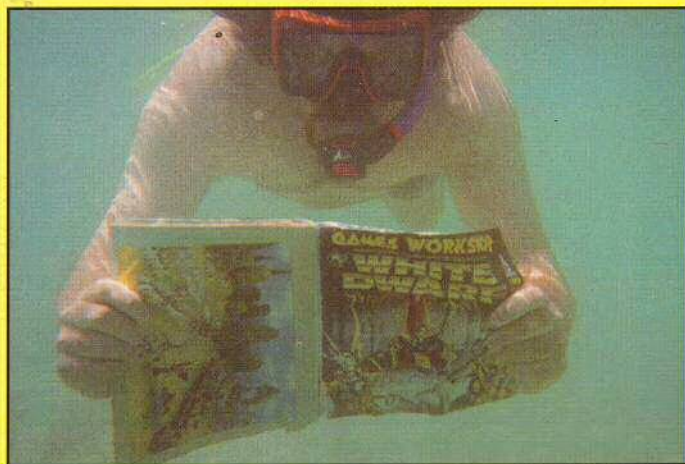
As well as putting all these articles in one place, Chronicles of War also includes three new, ready-to-assemble card buildings. These were what initially inspired the *Raid* scenario featured later in this issue. Together with the buildings in the Warhammer boxed set, these begin to make up a nice little village to fight your battles over.

Raid actually uses some Orc huts which Ian Pickstock built for us, but could quite easily use the buildings from Chronicles of War as an Empire village to be raided by Orcs, Skaven or Undead. Or even those Dark Elf slavers again.

ASSASSIN!

Speaking of Dark Elves, there are some more new models to add to their ranks. Well, perhaps more like *hide* in their ranks. The Dark Elf Assassins are dangerous foes who lurk amongst the normal troopers of a regiment, waiting their moment to leap out and cut down enemy characters. Hmm. I'll have to include some in my next battle...

JAKE THORNTON



20,000 LEAGUES UNDER THE SEA!

This month's wierdness is courtesy of the intrepid Sean McLaughlin who sent us this amazing shot of himself reading White Dwarf under the Red Sea! (*Doesn't look very red to me - Ed*). The old Dwarf certainly gets about!

Whilst it's an incredible photo, we were wondering who actually took it. Nobody here was willing to own up to the deed, so we can only come to the conclusion that Sean must have got a passing octopus to click the shutter!

WARHAMMER

40,000

LEMAN RUSS™

DEMOLISHER

IMPERIAL SIEGE TANK



Model supplied unpainted.

Armed with the mighty turret-mounted Demolisher cannon, the Demolisher Siege tank is an awesome weapon of destruction. In this boxed set you'll find a complete Leman Russ Demolisher as well as a sprue of additional weapons to enable you to customise your model. The box also contains two sheets of water-slide transfers and two sheets of full-colour, self-adhesive banners so that you can complete your model in the markings of your choice.

WARNING! This model contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. This model comprises both metal and plastic components and requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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**GAMES
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**INCLUDES
2 LEMAN RUSS™
TRANSFER SHEETS**



HOUSE DELAQUE

The motives of the veiled House Delaquer are shrouded in mystery. The foolhardy might seek to pry further, but few who cross the Delaquer live to regret this error, being silently hunted down by shadowy figures emerging from the vents of the Underhive. Delaquer spies are said to operate throughout the hive, and it is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaquer.

Delaquer traditionally wear long coats with internal pockets for concealing weapons and other equipment. Pale and bald with eerie, whispering voices, their appearance does little to contradict an age-old reputation for double-dealing and espionage amongst the Houses of Necromunda.



Delaquer Leader with boltgun and stub gun



Delaquer with shotgun



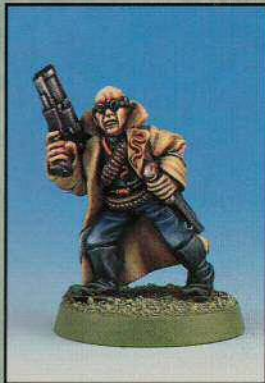
Delaquer with lasgun



Delaquer Heavy with heavy stubber



Delaquer with autogun



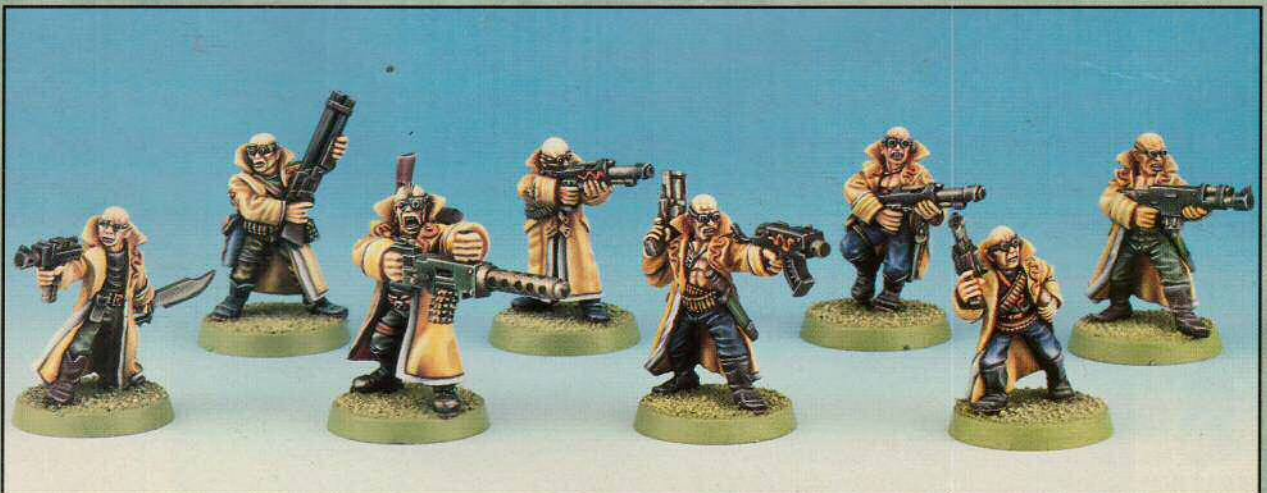
Delaquer Juve with stub gun



Delaquer Juve with autopistol



Delaquer with lasgun



A Delaquer gang

THIS IS THE PLAN...

BY GAVIN THORPE

One of the most enjoyable aspects of Necromunda, and the one that makes the game so varied each time you play, is the variety of scenarios detailed in the Sourcebook. Whether you are playing one-off games or are involved in a full campaign, it is the variation of the scenarios which ensure that no battle is quite like the last. Although there are some basic tactical principles that apply to every Necromunda game you play, each scenario requires different plans and this variety will test your tactical flexibility to the utmost.

There are seven scenarios in the Necromunda Sourcebook ranging from the straightforward *Gang Fight* to the more involved *Shoot Out* and *Raid*. However, the tactics for a *Gang Fight* are a whole article in themselves (which will be appearing in a later issue) while the *Raid* and *Rescue* scenarios are basically the same game in slightly differing flavours. Also, the *Shoot Out* does not leave much to the players, since both gangs simply walk towards each other and start firing – great fun but not the most exhaustive exercise in Underhive tactics! So, we are left with four types of fight: *Scavengers*, *Hit and Run*, *Ambush*, and the *Raid/Rescue* mission. Each of these must be approached differently depending on your gang, your opponent, and whether you are attacking or defending. Let's start at the top, with *Scavengers*.

SCAVENGERS

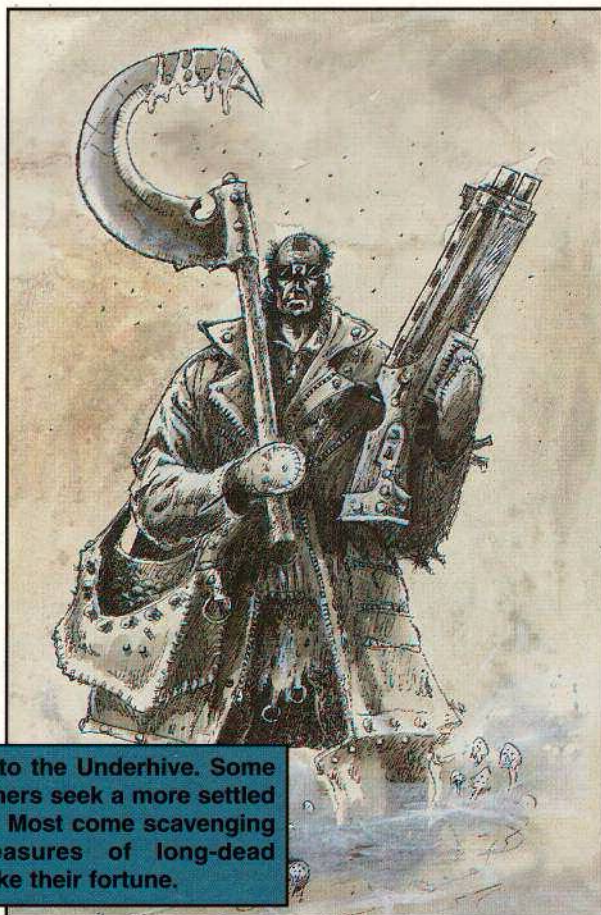
Scavengers is basically a normal scrap with the addition of Loot counters and horrible monsters lurking in the darkness! However, these two simple factors make a *Scavengers* battle totally different from a normal fight. *Scavengers* is one of the best scenarios for any gang, since hard cash is always a valuable commodity whether you are just starting out or have played umpteen games and are top dogs of the Underhive. You must ask yourself how far you are willing to go to get those Loot counters. Just how much do the ends justify the means? Is it really worth sending in your leader to stand in the open, for D6x5 credits? No? A green juve on the other hand...

I can't answer for everyone, but for me those valuable Loot counters represent new guns, prized rare items and fresh fighters – essentials that any gang needs if it is going to stand half a chance in the cut-throat world of the Underhive. The first thing to sort out is where to place the Loot counters. If you have a hand-to-hand combat orientated gang, place the Loot in tight nooks and crannies where the terrain is dense and your close combat expertise will come into play. If, on the other hand, you have Van Saars or another shooting orientated House, placing Loot in the open allows you to provide better covering fire for the fighters you send after it.

When you're playing *Scavengers*, you must remember that the Loot

Conflict constantly erupts in the Underhive as rival gangs raid each other and spring ambushes on their unwary foes. Remember, only death is certain in Necromunda...

counters are the reason you're there – don't get distracted by trying to shoot up the enemy! Fighters with skills like *Sprint*, *Infiltration*, *Leap*, *Hip Shooting*, and *Dive* are all very useful in *Scavengers*, using their abilities to get close to the Loot as quickly and safely as possible. Close combat specialists are also suited to this role, as you will be heading towards the enemy, and it's quite likely that you will have to fight it out in hand-to-hand combat to see who gets the spoils. You can use these gang members to move towards the Loot while the rest of the gang covers their advance. However, be careful about sending fighters out on their own, as you can never tell when that Monster roll is going to come up as a six. For this reason,

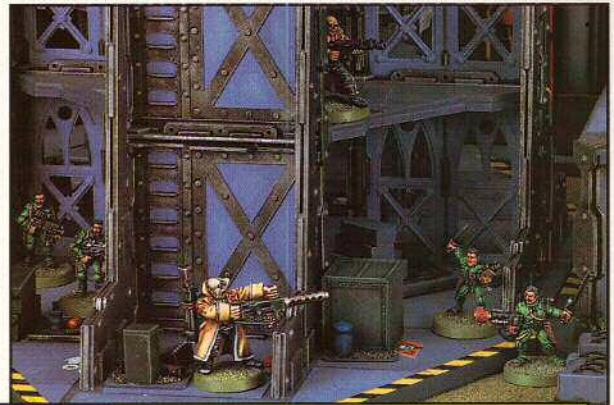


Many things draw people to the Underhive. Some wish to escape the law, others seek a more settled life than is offered uphive. Most come scavenging for the abandoned treasures of long-dead generations, hoping to make their fortune.

organising your gang into groups of two or three will help, ensuring that nobody is an obvious target for the lurking creatures of the Underhive. Of course, if you're feeling particularly cruel, you can use your worst juve as bait – simply leave him as far away from anybody as possible, and when the Monsters strike, guess who gets it! *Scavengers* is a mobile game, as you'll have to move around to pick up the Loot. This is another good reason to keep your gang close to their comrades. If your fighters are constantly missing turns because they're pinned (and don't even have a chance to break it), you are going to lose the race!

The first thing to do is to organise your fastest and most agile fighters into a "scavenging party". Whilst they run forward, the rest of your gang provides covering fire to make sure that your scavenging party reaches the Loot with minimal resistance. This means you'll have to set up your gang where they can draw lines of fire to the Loot counters and the area around them. If the enemy enter that patch, blast 'em! Again, you must ensure that nobody is left on their own: always organise your gang into groups of two or more. Of course, your enemy will be trying to do blast you too, and sometimes a *Scavengers* battle will come down to who has the best covering fire, rather than the quality of the scavenging party itself. This is where your heavy weapons come in. In the early turns of the game, while everybody is closing in on the Loot, use your longest ranged weapons to pick off the enemy fighters providing covering fire rather than the closing enemy scavengers. Later on, the combined attack from your scavenging party and covering fighters should drive off any survivors.

There is one other way to do well at *Scavengers*, but it's very hard to pull off successfully. As the winning gang automatically gets any unclaimed Loot (since they end up in possession of the battlefield) it's sometimes worth ignoring the Loot and simply concentrating on making the other gang bottle out first! Although this totally contradicts what I was saying earlier about concentrating on the Loot, it can work if you try hard enough. However, it can be *very* risky and if the opposing gang manages to evade the



Fighters who give covering fire to the rest of your gang are best positioned to concentrate on one area of the battlefield. Use terrain or other gang members to shield them from the rest of the table.

attentions of your fighters they may be able to slip away quietly with everything!

Whatever you decide to do, go for it whole-heartedly. Don't hang about swinging between going for the Loot and attacking the other gang – positive action brings positive results!

HIT AND RUN

It's difficult to be specific about *Hit and Run* tactics as there are five possible missions to choose from. Nonetheless, there are a few general points to keep in mind whether attacking or defending. Things are slightly easier for the defender in a *Hit and Run* since their job is pretty much the same regardless of what the attacker is trying to achieve. Always willing to take the easy option, I'll deal with the defenders first.

DEFENDER

The defender in *Hit and Run* has one objective in mind – to drive off the attacking gang before they achieve their mission. For this reason, throughout the battle, keep in mind just what the attacker is aiming to do. He will try to distract you, force you to turn your attention elsewhere and generally make a total nuisance of himself. Whatever goes down, and no matter how threatening that heavy looks, if he isn't in a position to complete the attacker's mission, he is of less importance than someone who is. There are two parts to the defender's strategy.

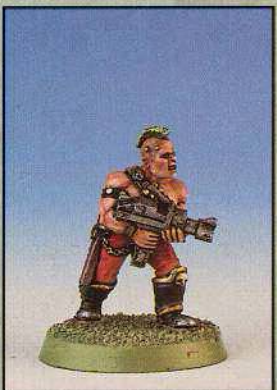
Firstly, the initial guards who are on the tabletop at the start of the game. Where you place these guards is important and will dictate the rest of your plan. You can group them close to the attacker's objective (be it a water still, Loot counter or a particular gang member) or you can spread them out to cover more of the tabletop. Which you choose will depend on the number of fighters available as guards and the particular style of fighting

Mercilessly hunted by the Guilders, renegade gun-runners supply weapons to anybody including outlaws, Scavvies and Ratskin war parties. However, the risks are not without their rewards as arms and ammunition fetch a high price in the lawless Underhive.

HOUSE GOLIATH



Goliath Leader with melta-gun and stub gun



Goliath Juve with autopistol



Goliath Juve with laspistol



Goliath with autogun and axe



Goliath with lasgun and autopistol



Goliath Heavy with heavy stubber



Ratskin with shotgun



Ratskin with lasgun



Ratskin with autogun



Ratskin with lasgun



Ratskin with shotgun



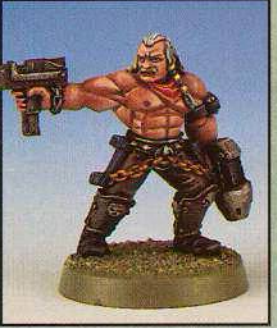
Ratskin with autogun and pick

RATSKIN SCOUTS

UNDERHIVE SCUM



Scum with hand flamer



Scum with autopistol and plasma pistol

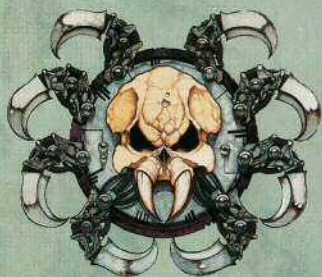


Scum with plasma pistol



Scum with bolt pistols

HOUSE VAN SAAR



House Van Saar is the most technically orientated of the Houses of the Underhive and is renowned for the careful workmanship and high quality of its products. Because of this, Van Saar goods are able to fetch a premium price amongst the Noble Houses, making Van Saar the wealthiest House in Hive City.

Just like the other Houses, the Van Saar adopt a unique and highly recognisable dress code. This takes the form of a tight-fitting body suit designed to protect the wearer in the Hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



Van Saar Leader with plasma pistol and chainsword



Van Saar with autogun



Van Saar with shotgun



Van Saar Heavy with heavy stubber



Van Saar with lasgun



Van Saar Juve with stub gun and autopistol



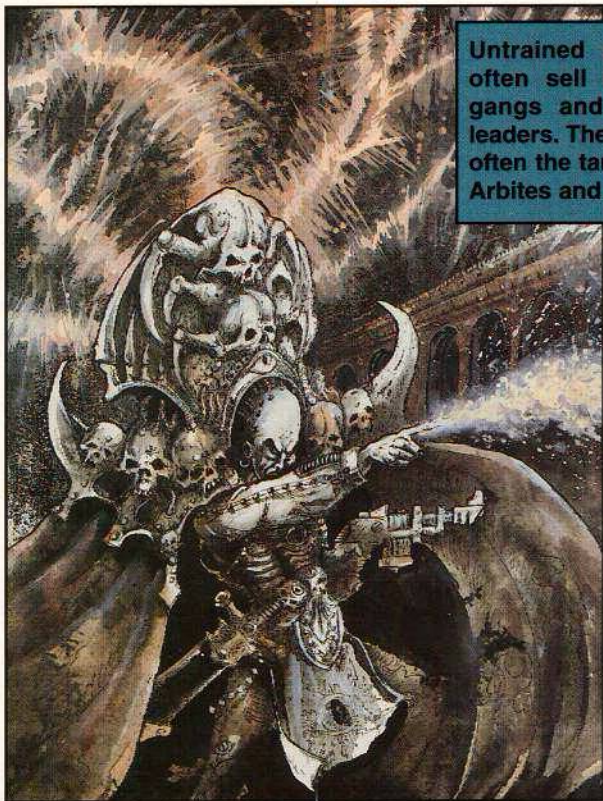
Van Saar Juve with laspistol



Van Saar with autogun and laspistol



A Van Saar gang



Untrained psykers, known as Wyrders, often sell their services to desperate gangs and less legitimate settlement leaders. They are all outlaws, and they are often the target of purges by the Adeptus Arbites and Imperial Inquisitors.

ATTACKER

Picking the right fighters is the basis of a well planned *Hit and Run*. If you are attempting *Blitz*, make sure the guys you send in can damage a Water Still with

Toughness 6 without too much difficulty (this is where heavy and plasma weapons come into their own!). If you have to scrag an enemy in hand-to-hand combat, send in your close combat specialists and perhaps a heavy to give them some covering fire. A *Marksman* or *Crack Shot* ganger makes the perfect assassin in the *Bushwack* version of the scenario, while fighters with *Sprint*, *Dive* and other skills that allow rapid movement with relative safety are ideal for the *Shoot Up* and *Stick Up* missions. Another thing to remember about *Hit and Run* is the amount of experience the attacker can gain. If you can send in six fighters, it isn't always a bad idea to send a juve who could greatly benefit from the ten bonus Experience points that each fighters gets if the attack is successful.

I've found that the best plan is to assign two or three of your attackers to completing the mission, while the others are tasked with keeping any guards at bay and stopping the defender's reinforcements from having any great impact. The most effective way to do this is to set up a screen – your troops on suppression duty physically place themselves between the defenders and the group making the hit. This will force the attacker to shoot at your screen as they will be the closest targets. Time is of the essence – the longer you hang around, the more reinforcements will pour onto the table. Your screen should be able to hold up anybody moving on for at least a turn or two. This time (probably bought with blood!) must be used wisely. Each turn your hit squad isn't doing something to achieve the mission is a turn wasted!

you prefer. If you like long-ranged firefights, spreading out will put some distance between you and the attacker. If you are a pistols and close combat fan, a solid wall around the objective may serve as a better defence. I find that placing almost all of your guards close to the objective (with only one or two outriders further away) is the best strategy. It's no good knowing you're going to gun down the enemy, if they achieve their objective before you have the chance!

Secondly, you must decide who to bring on as reinforcements. As you don't know where the reinforcements are going to turn up, it's best to bring on the guys with the longest ranged basic and special weapons – heavies can't move and fire, and usually take too long to get into a proper firing position (unless of course they have the *Bulging Biceps* skill!). This means that if your reinforcements come on at the wrong end of the table, it shouldn't be too long before they can get stuck in. If they come on right next to the attacker (and survive the experience), they'll probably get bonuses to hit for firing at short range...



In *Hit and Run* or *Scavengers*, use most of your attackers as a screen or to provide covering fire, while two or three fighters concentrate on the mission's objective.

AMBUSH

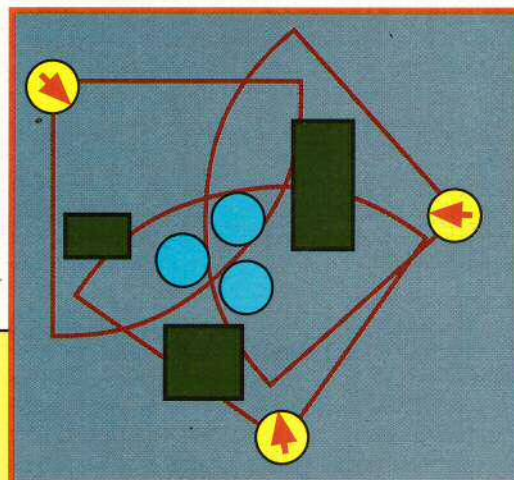
Ambush is perhaps my favourite scenario (at least, when I'm attacking...), but maybe that's because I'm a sneaky, backstabbing Delaque! However, when things go wrong, it's usually disastrous. Let's deal with attacking first this time. The important thing about an *Ambush* is the size of the gang you are attacking. The larger the gang, the more chance of some of their fighters breaking out and turning the tables on you! Only *Ambush* small gangs, that's my advice! To minimise the risk to your gang always be pessimistic. When you set up, do so in such a way that if your opponent gets behind you *and* gets the first turn, you'll still be relatively safe. If things go well, it doesn't matter that you have to move a little bit to get into the perfect position (apart from your heavies who'll have to take their chances!).

There's a nice phrase that sums up the attackers' tactics in an *Ambush* – "Converging Fields of Fire". This means that everybody (yes, everybody!) is firing at the same targets. When you open fire, pick on one enemy, and keep firing until he is gunned down. Then pick another target, and make sure you nail him, and so on. The diagram below shows how converging fields of fire work, so keep them in mind when you are setting up. As well as maximising your attack, keep a weather eye for the counter-ambush. Try to position your fighters so that a single turn on the spot will allow them to target attackers sneaking behind their comrades, so if you are outflanked you can deal with it straight away.

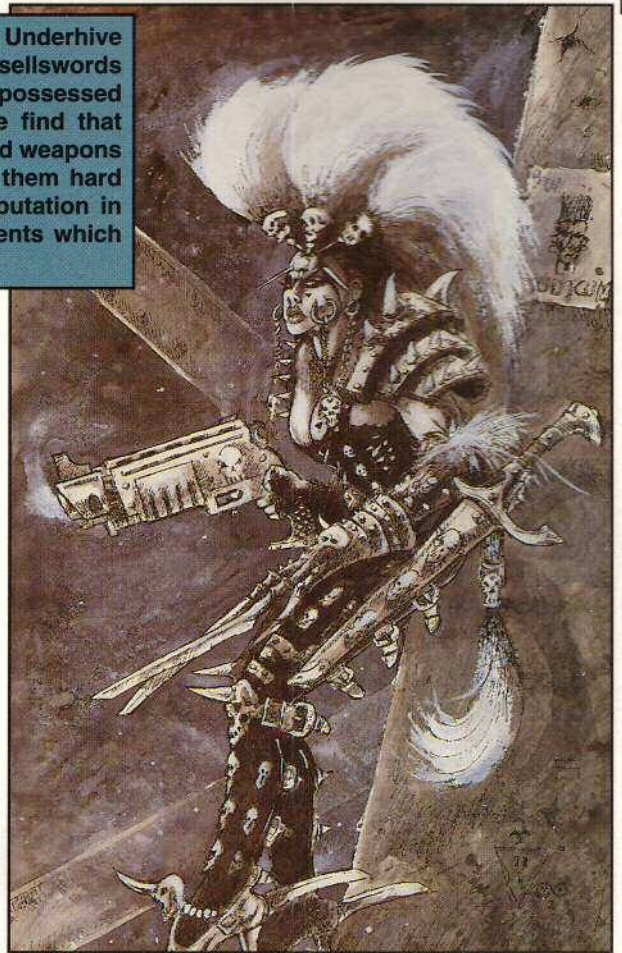
BEING AMBUSHED

Being the defender in an *Ambush* is a very harrowing experience. It's down to the luck of the dice whether you are all lined up like plaster ducks at the shooting range, or whether your gang has managed to scrape together some kind of organised defence. Again, it's best to be totally downbeat and expect the worst, since anything which swings your way becomes an added bonus. The motto of the defenders should be "watch those corners!". Don't have your gangers all facing the same direction, as any canny attacker is going to stand behind you! Engaging the attacker in a firefight is a possibility, but you'll probably find yourself in a much worse position, surrounded on all sides, with fighters going down nearby and causing the other gang members to break and run

By careful positioning of your gang you can ensure that wherever the enemy hide, somebody can always target them. This is very important in an *Ambush*.



The population of the Underhive contains all sorts of sellswords and guns-for-hire. Dispossessed nobles from the Spire find that their exquisitely-crafted weapons and armour can earn them hard cash and a harder reputation in the cut-throat settlements which are their new home.



for it. The alternative is to try and break free. This involves attacking one part of the ambushing gang with all of yours, bringing strength of numbers and concentration of fire into one very small part of the battlefield. When you have annihilated that part of the attacking gang, you can then either run for it, or move onto another portion of the ambushers, taking out each small group in turn. If you are lucky enough to have some fighters setting up freely (ie those you roll a six for) you can place them behind the attacking group you are going to break through, thus taking them on from both sides.

RAID/RESCUE

Raids are a great way of crocking a gang that's getting too big for its boots. Those Goliaths been bragging too much? Have those Escher gangers been taunting you for too long? Well, raid 'em, and teach 'em a bit of respect! *Rescues* are similar to *Raids* except you're attempting to free captured gangers. Don't waste time trying to rescue juves, but if a heavy or experienced ganger gets caught, it's usually a good idea to

have a go at getting them back.



Raids are tense, nerve-wracking affairs. It requires great cunning and patience to eliminate the sentries before the alarm is raised.

RAIDERS/RESCUERS

There are two ways to go about a *Raid* or a *Rescue*. The first is to eliminate the sentries and then move on to your objective. The second is to make for your objective, trying to avoid or take out the sentries as you go along. I've found that with a *Raid* it's best to eliminate the sentries first, since your attempts to actually damage the objective are likely to raise the alarm – the less enemies already on the table when the alarm is raised, the better. With *Rescue*, however, freeing the captive is silent with no chance of raising the alarm. This means that with a bit of cunning, you can avoid the sentries altogether (though you'll probably like to crack off a shot or two once you're racing for safety!).

Whichever way you want to go about it, close combat is by far the best option for removing sentries. That is, as long as you can make sure of a quick, clean hit. Leaping onto the sentries en masse, mugger-style doesn't work, so it's best if you can send in a team of well-chosen experts. Skills which increase movement, allow you to hide and so on, are very useful. In addition, this is the scenario where the *Sneak Up* skill is used. If possible, try to turn fighters with *Sneak Up* into close combat experts, and put them onto commando duty. *Sneak Up* allows a fighter to get very close to sentries without being seen, and your fighter is likely to be within charge range of enemy sentries before they have any chance of seeing him.

If you are fortunate enough to pick up a silencer or two, it's well worth investing in an autopistol if you haven't already got one. If you don't have this specialised type of equipment

and skills, try to work your attackers into a position where you can remove as many of the sentries as possible in a single turn. Take them all out in one fell swoop if you can! Oh, and watch out for those screamers, they'll get you every time!

SENTRY DUTY

Defending against a *Raid* can seem pretty hopeless at first since you have little or no control over where your sentries move and look. However, you can make things difficult for the attacker by picking the toughest and most stubborn fighters in your gang to be sentries.

Fighters with a Toughness increase, multiple Wounds and skills like *Iron Jaw*, *True Grit* and combat skills all help to make them annoyingly hard for your opponent to dispose of. Having good close combat sentries is essential – if your opponent opts not to shoot your sentries (a wise choice on his part) he'll find it very

tricky to take out your sentries in one round of combat without making lots of noise and raising the alarm anyway.

Equipment such as bio-scanners, infra-goggles and screamers can be a really nasty surprise for the attacker. Gangers with a high Initiative are also useful since they have a better chance of spotting enemies really close to them. While you are moving your sentries around, try to keep in mind why the enemy are there – to rescue a captive or attack your tunnel entrance. When possible make your sentries act like real sentries and assign them an area to patrol. Don't just try and move towards the attacking gang as quickly as possible because this actually makes it easier for them to slip past should your sentry end up facing a wall. Also, try to pick open spaces for your sentries, so they have the longest and easiest lines of sight, whichever direction they end up facing. Your sentries are a net, and the further they can see they more likely the attackers are to get caught in it.

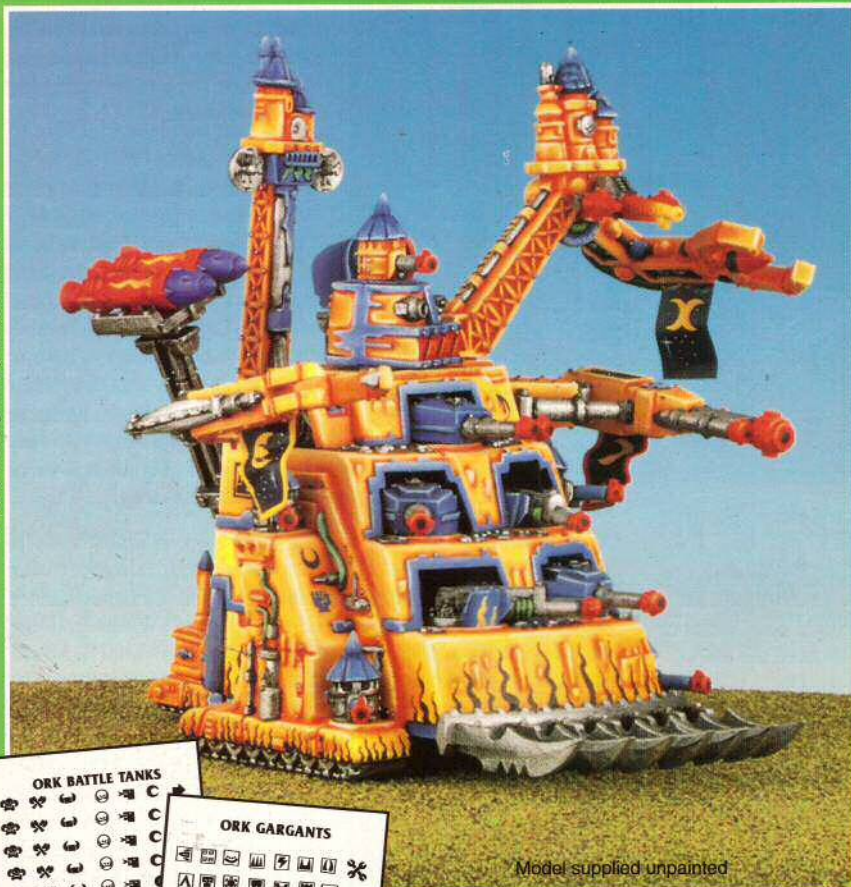
When (if?) the alarm is raised, it's important to react properly. Try to cut off the attacker from his objective or, if it's too late, from getting off the table. Your sentries are in the best position to do this, so don't just rush them towards the nearest enemy. Try to catch the raiders between your gangers already on the table and the reinforcements rushing on to help. And remember – keep your eyes peeled!

Well, that's it for now, I'm sure there are lots more things to say, but only you know the best tactics for *your* gang. Well don't just sit there pondering about it – get out there and carve yourself a reputation!

EPIC

SPACE ORK™ MEGA-GARGANT™

Miniature designed by Dave Andrews.



Model supplied unpainted

Space Ork Mega-Gargants are the embodiment of the Waaagh! Ork. These towering machines of death bristle with the most destructive fire power that the Ork Mekboys can muster. Their huge Skullcrusha Mega-cannon and deadly Deth Ray can pulverise titans and tanks alike into scrap metal. Da Big Lobba and Krooz Missulls rain death from on high, obliterating whole regiments of troops. As the Mega-Gargant thunders across the battlefield, driven forward on its huge clanking tracks, this massive ork machine strikes terror into the hearts of all its foes.



This multi-part plastic model kit comes complete with an Ork Mega-Gargant Datacard and all the counters you need to use this exciting Ork Titan in your Epic games. The boxed set also contains a complete Space Ork Mega-Gargant assembly instruction sheet and 2 sheets of Citadel waterslide transfers to fully detail your finished model.



This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

INTO THE DEPTHS

By Gavin Thorpe and Andy Jones

“... good, solid Dwarf stone”, exclaimed Snorri Ironaxe approvingly as he noisily stomped down the tunnel. “Stay up for centuries this will, you mark my words!” There was an ominous rumble, a creak, and with a shower of dust the roof suddenly collapsed on top of the venerable Dwarf.

INFINITE VARIETY

Warhammer Quest's unique card and floorplan system means that every dungeon you explore, from its layout to its inhabitants, is different from the last. The cards and miniatures in the box provide enough adversaries for even the most glory-hungry Warrior. Add to this the enemies and new board sections from Lair of the Orc Lord and Catacombs of Terror, and the variety just keeps growing! Then there is the plethora of Warriors you can choose to play, and the blank Event card decks you can use to tailor your games to your Citadel collection. And it doesn't end there, oh no...

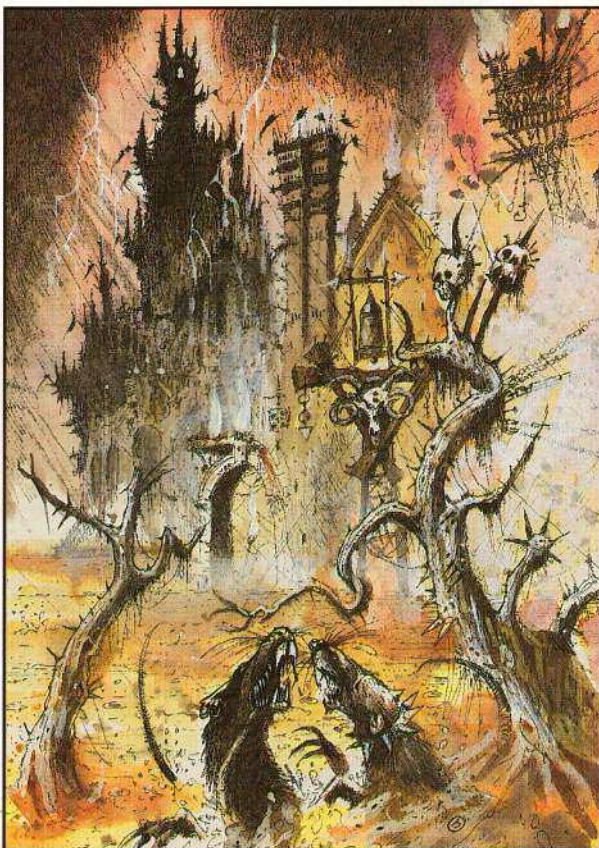
BROADEN YOUR HORIZONS

This is the latest in a series of articles showing how simple it is, with a bit of imagination, to expand and tailor your games of Warhammer Quest to the specific type of adventures you find most exciting. It deals with one of the most fundamental aspects of Warhammer Quest – the board sections. Even the simplest changes to the board sections can dramatically influence the way an adventure is played. In case you haven't seen the earlier articles, there is an issue guide to all the Warhammer Quest articles from previous White Dwarfs on the next page.

ARCANE ARCHITECTURE

Perhaps the simplest thing you can do to vary your adventures is to invent new rules for the board sections you already have. Take the Circle of Power, for example. Perhaps this Dungeon room has some kind of affect on magic users, allowing them to cast spells more easily, or increasing the effect of the spells they do cast? Alternatively, it could have a negative influence, drawing the winds of magic away from the Warriors and making it more difficult to cast spells. It could do this by reducing the Power roll or decreasing the effects of a spell. You could come up with special rules for the Guard Room so that the Warriors can check the barrels'

contents. They could find some beer, or maybe a foul Orcish brew – it's up to you to decide what's appropriate. You can even extend this to the Objective rooms. The Fire Chasm already has special rules, but do you think the Idol Chamber should rouse the Monsters to fanatical strength? Or perhaps the Tomb Chamber has some method of generating Undead creatures when the Power roll comes up as a one? There really is no limit to what you can do!



DESIGNER DUNGEONS

Even better than coming up with new rules for existing board sections, is coming up with new board sections themselves! If you're a budding Richard Wright (the artist who so magnificently captured the Warhammer Quest atmosphere on the floor plans in the box) you can design your own from scratch. Got an idea for a fantastic new Objective room? Well, go ahead and set to with the ol' paint and brushes! Although we plan to produce lots of new Warhammer Quest components over the coming issues, we could carry on for years without covering all the possibilities. Besides, only *you* know what would be your ultimate Dungeon room or Special Quest.

ADDING SPECIAL EFFECTS

If you're going to spend time creating your own board sections, you might as well sit down and think up some special rules to go along with them. There are only a few points to keep in mind when doing this, otherwise anything goes! Firstly, whatever you decide to do, you should relate it to the experience of your party. A trap which inflicts D6 Wounds is scary at Battle-level 1, but by the time Battle-level 10 Warriors reach it, it's just an annoyance. Secondly, the rules should have a purpose, either to challenge or aid the Warriors. Rooms with whirling scythes, crushing walls and descending ceilings should allow the Warriors a reasonable chance of escape – the more dire the consequences of failure, the more likely it should be that the Warriors get away in time. Certain death is not an option! Thirdly, the rewards should justify the risks. So, if you've come up with the lair of some monstrous beast, it should have a suitably impressive treasure hoard to guard. I'm sure you've got the idea by now.

On the other hand, magical shrines, hidden temples and other rooms which may heal or aid the Warriors should be brief respites from the horrors of the dungeon, rather than regular resting places which crop up all of the time. Of course, a room which can aid the Warriors, but at a price, is always fun. How about an ancient chapel which will provide healing, but only for a donation of gold or Treasure? The Warriors will have a hard decision to make, and they may never be sure they made the right one.

THE NEW CARDS

Featured on this issue's card sheets are three new board sections and the Dungeon cards to accompany them. You won't be able to get them anywhere else – they've been specially produced for White Dwarf! Each is relatively straightforward, but adds an interesting twist to the adventure. They also show you the kind of things you can do with new board sections.



COLLAPSED PASSAGE

There are no special rules attached to the Collapsed Passageway, it just forces the Warriors to think about who wants to be at the back! However, if you like, you could say that the Monsters favour the Collapsed Passage as an ambush site, and so any 'M' Event cards always represent the maximum number of Monsters shown (so 2D6 Orcs would always be 12 Orcs!).



WARHAMMER QUEST WHITE DWARF ARTICLES

ISSUE	TITLE	SUBJECT
184	WARHAMMER QUEST	Andy Jones' introduction to the Warhammer Quest hobby.
185*	MISSION IMPOSSIBLE	Introduces Special Quests and the Gaol board section and adventures.
186	FLAMES OF KHAZLA	Another Special Quest with six new adventures and board section.
187	LAIR OF THE ORC LORD	Discusses the Lair of the Orc Lord Adventure pack.
188	CREATURES OF DARKNESS	Shows how to use the Blank Event card decks to personalise your adventures for your own miniatures collection.
189*	THE DARKNESS BELOW	Gives ideas on how to alter the Dungeon deck and includes new Treasure cards and an Equipment card.
190	DARK SECRETS	Ideas about Warrior parties and eight new Dark Secret cards for you to use.
191	A HORROR AWAKENS	Campaign and adventures, showing how you can link adventures and create new ones with your existing Warhammer Quest collection.

*These issues both contain new rules for Hidden Passages.

INTO THE DARK

The Into The Dark card is accompanied by the spiral staircase board section. Imagine this board section is roughly divided into four squares around the stairwell itself (like the Gaol and Flames of Khazla board sections). The Warriors may either ignore the steps and skirt around the top, or they can descend downwards into the very bowels of the dungeon.

No Monsters will move onto the stairs, and whilst the Warriors are on this board section no Unexpected Events will occur. However, the area is saturated with dark sorcery and no Warrior may use any magic whilst at least one of their number remains on this board section.

The procedure for the spiral stair is simple to use, but is a bit difficult to put into words because it involves shuffling the cards around. Here goes. Once all the Warriors are on the stairs, roll a D6. Take that number of Dungeon cards from those not in play (either because they have already been used or are spare), not including Objective rooms. Now take the remaining Dungeon deck (those that represent the rooms ahead which haven't been explored yet) from the direction the Warriors were heading. Shuffle these and the spare cards into one pile and replace the unexplored Dungeon cards with the same number of cards from this new deck. The remaining cards in your hand are placed next to the stairwell, and represent the rooms down the spiralling stairs.

Example. The Warriors come across the spiral stair towards the end of their adventure. Behind them is a single T-Junction with four cards still unexplored. Two Dungeon cards remain ahead of them. Rolling a D6, the Warriors score a 5, and take five spare Dungeon cards. These are shuffled with the two ahead of them, giving a pile of seven in total. Two of these are dealt out to replace the cards they were heading for, while the remaining five represent the dungeon at the bottom of the stairwell. The cards by the T-Junction are not affected.

FURTHER MOVEMENT

If the Warriors decide to move on as normal, they must explore and move off the spiral stair just as with any other board section. If they descend into the depths, turn over the top card of the stairs' Dungeon deck and place the Warriors at the near end, as if they had started a new dungeon. Warriors can go back up the stairs by moving off the end of the board section. At the start of the next Warriors' phase place the Warrior model on the spiral staircase section.

THE PERILS OF THE DARK

The dungeon below the stairs is dangerous indeed, the very heart of the Monsters' domain. Whenever an Unexpected Event occurs while below the stairs, the Warriors should take D3 Event cards instead of just one (roll a D6, 1-2=1, 3-4=2, 5-6=3). Any 'E' type Events should be resolved before Monsters are placed on the board. Alternatively, if you are using the Monster tables from the Roleplay book, roll on the table one Battle-level higher than normal.

This board section forces the Warriors to make a hard choice. Firstly, they must consider where the Objective room is, and secondly, how strong they feel. It may turn out that they will have to head into the darkness to reach the Objective room regardless of their wishes, but nobody ever said life was fair...



DEAD END

The Warriors have come to a complete Dead End and must either retrace their steps or dig their way through the rubble. You cannot dig through while there are Monsters on the same board section.

HI HO, HI HO!

Up to two Warriors may dig through at any one time, and both must be standing at the collapsed end of the passage. For each turn a Warrior spends digging, roll a D6 and add their Strength. Keep a track of the score (or scores if more than one Warrior is digging). When the total reaches 30 or more the Warriors break through and may continue exploring as normal. However, if two Warriors are digging at the same time and both dice rolls come up the same (ie a double) then the roof collapses again and any work they have done is ruined – reduce their digging total by the score rather than adding it!

CUNNING MONSTERS

The Monsters that lurk within this dungeon know that bold Warriors frequently spend a lot of time near the Dead End. For this reason they regularly patrol the area and set traps to catch the unwary. The Dead End is a corridor, so only Unexpected Events will occur here. However, while a Warrior is standing on the Dead End board section a Power roll of 1 or 6 will trigger an Unexpected Event.



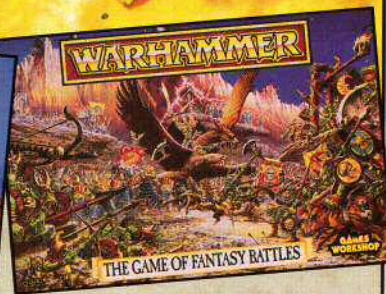
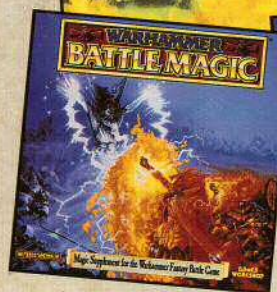
WARHAMMER

WHITE DWARF
PRESENTS



WARHAMMER

CHRONICLES OF WAR



CHRONICLES OF WAR

Chronicles of War is a compilation of some of the most popular and sought after Warhammer articles from White Dwarf Magazine including "War Machines", "Lord of Dragons", as well as "Flying Monsters".

Chronicles of War comes as a boxed set containing a 144 page book, three ready to assemble card buildings and several new magic item cards for you to use in your Warhammer battles. The book contains six battle reports featuring the massive four-part White Dwarf campaign, tactics articles from the White Dwarf team which will help you make the most of your army, guidelines for running your own narrative campaign in the Warhammer World and much more!

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YOU WILL NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS BOOK.

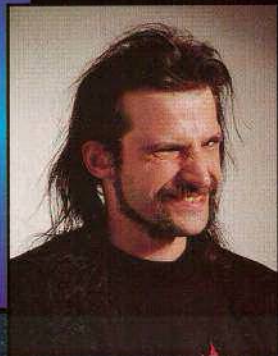
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GAMES WORKSHOP

EVOLVED To DESTROY

BY ANDY CHAMBERS



Zoanthropes are highly powerful psykers, able to deflect attacks with psychic energy and blast their foes with the awesome power of the hive mind.

TYRANID BIO-WAR

The Tyranids do not have a technology as we understand it, instead they evolve creatures to perform specific tasks within the hive fleet and their armies. Two of these specialised evolutions are the Zoanthrope and Ripper swarms, whose presence in a battle can often swing a hard-fought conflict in the Tyranids' favour. For those of you without Codex Tyranids, the following explains just how these strange creatures work in battle, and should hopefully stop anyone having too nasty a surprise when they meet them...

ZOANTHROPE

Zoanthropes are perhaps the strangest of the mutant strains of Tyranid Warrior seen amongst the swarms. Though they are considerably larger than Tyranid Warriors their bodies are fragile with feeble, atrophied limbs, and their heads are so huge and bloated that they look too large for their frail bodies to support. Zoanthropes appear to have been engineered to exploit the maximum psychic potential of Tyranid Warriors and even seem to use psychic energy to invigorate their wasted bodies.

Zoanthropes, for all their seeming physical weakness, are lethal creatures. They use their psychic powers both to defend themselves and to attack their opponents with ravaging bolts of warp energy. This awesome power is tapped directly from the immense psychic reserves of the Hive Mind itself. At its peak, a Zoanthrope can eradicate swathes of troops and destroy even heavily armoured battle tanks.

SPECIAL RULES

Leadership. The Zoanthrope is immune to all psychological factors. It cannot be affected by fear, terror, or any of the psychological factors described in the Warhammer 40,000 rulebook. In addition, it cannot be broken and does not have to take a Break test. It will automatically pass any

Leadership-based test it is required to make. The Zoanthrope's Leadership value is therefore never used, but is included for comparative purposes.

Fear. Zoanthropes are large, frightening creatures that cause fear as described in the Psychology section of the Warhammer 40,000 rulebook.

Psyker. Zoanthropes are psykers with a Mastery Level of 2. Zoanthropes do not draw cards for their powers like other psykers, instead they always have the two powers *Warp Field* and *Warp Blast*, detailed below. They are fully affected by all the weapons and psychic powers which affect daemons and/or psykers and may be the subject of *Psychic Duels* or *Daemonic Attacks* just like any other psyker. A Zoanthrope's hand-to-hand combat attacks count as psychic attacks for the purposes of penetrating daemonic auras, etc.

Warp Field. Zoanthropes maintain a constant psychic shield to protect themselves against



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Zoanthrope	4	4	5	4	4	3	3	2	10

ZOANTHROPE WARP BLAST TABLE

Force cards	Range	Str.	Dam.	Save. Modifier	Armour Penetration	Blast Marker
0	24"	4	1	-1	2D6+4	None
1	36"	5	D3	-2	2D6+D3+5	1"
2	48"	6	D6	-3	D12+2D6+6	1 1/2"
3	60"	7	D10	-4	D12+D10+D6+7	2"

Ripper Swarms are virtually unstoppable, biologically programmed to consume every shred of organic matter in their path – including the planet's defenders...

attack. This does not require any Force cards to create and is present from the beginning of the game. Roll 2D6 against each attack that hits a Zoanthrope. If the roll beats the Strength value of the attack the psychic shield stops it harming the Zoanthrope in any way. If the 2D6 roll is equal to or less than the Strength of the attack, it pierces the warp field, make wound rolls and take armour saves as normal.

Weapons which do not have a Strength value such as wraithcannon, needle rifles, shock attack guns and the like count as Strength 6 for penetrating the warp field. The warp field will only protect against psychic powers which make an attack using a Strength value, psychic powers which do not use Strength are unaffected by the warp field.

Warp Blast. Though Zoanthropes carry no weaponry their immense mental capacity enables them to unleash blasts of warp energy in the psychic phase. The warp blast is fired like a shooting attack so the Zoanthrope must have a line of sight to its target and rolls to hit counting cover modifiers, etc.

The restrictions for choosing a target given in the Warhammer 40,000 rulebook apply to warp blasts and if the blast misses roll for scatter as for a weapon with a blast marker. Zoanthropes which suffer a hit and misfire result on the Scatter dice are affected by their own warp blast but may continue to make warp blast attacks in subsequent turns if they survive.

Firing a warp blast counts as one of the Tyranid player's turns in the psychic phase and it can be nullified like any other psychic power. The blast costs no Force cards to use but up to three Force cards can be discarded to make the Zoanthrope's warp blast more powerful. The effects of the warp blast are summarised on the table above

RIPPER SWARMS

As the Tyranids overrun the defences of a planet they rapidly assimilate the genetic imprint and bio-mass of every living thing on that world. Once all resistance has been eliminated the world is stripped down to bare rock, then all of its moisture, atmosphere and nutrients are absorbed by the hive fleet. In the initial phases of this process millions of voracious Tyranid organisms are released all over the planet. They move across its surface multiplying and consuming everything in their path, leaving an empty and desolate wasteland behind them. Eventually these organisms are reabsorbed by the hive mind and re-evolved to perform different functions, depending on the genetic imprints they have absorbed.

These organisms are extremely varied but amongst the most common are those known to the Imperial forces as Rippers. Rippers have serpentine bodies around half a metre in length which terminate in a broad head. The head portion is split by a wide maw full of row upon row of exceedingly sharp ripping hooks and razor edged bony ridges which it uses to slice and tear organic matter. Rippers are energetic and persistent so they are quite capable of pulling down creatures many times their own size. Huge swarms of Rippers are often seen on the battlefield, advancing at the heels of Tyranid assault forces.

ZOANTHROPES

120 points

Zoanthropes are extreme genetic creations which have psychic powers coded into their very cells. Zoanthropes are related to the powerful Tyranid Warriors, though their bodies have become wasted and enfeebled as they rely ever more greatly on their psychic powers to survive. However, the powers possessed by Zoanthropes are fearsome: in battle they can hurl blasts of warp energy which will vapourise metal and disintegrate flesh in an instant. Zoanthropes also protect themselves with a powerful psychic barrier which makes them almost invulnerable to enemy fire.



The Tyranid swarm may include any number of Zoanthropes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Zoanthrope	4	4	5	4	4	3	3	2	10

WEAPONS Claws.

ARMOUR None.

SPECIAL The Zoanthrope has special psychic powers, see the main rules section for further details. In addition, Zoanthropes are immune to all psychology and Break tests.

SPECIAL RULES

Base. Because of their small size Rippers are represented by a large base covered with many individual creatures. Individual Rippers do not fight separately, instead the whole base is treated as a single monstrous creature with several attacks, that is able to absorb several wounds. A unit or swarm of Rippers consists of many such bases moving together in base-to-base contact.

Movement. A Ripper base ignores all movement modifiers for terrain and can slither up vertical surfaces at its normal movement rate.

Multiple Combat. Because a Ripper base represents several creatures it is impossible for enemy models to gang up on it in hand-to-hand combat. This means that enemy models outnumbering a Ripper base cannot count bonuses for multiple combat, so they do not count +1 attack and +1 modifier for every attacker after the first.

Consume. Ripper bases leave a trail of destruction in their wake as they consume every animal, plant and blade of grass they encounter. To represent this, any organic terrain (like woods and bushes) that a Ripper base moves over should be removed from the tabletop.

Leadership. A Ripper base is immune to all psychological factors. It cannot be affected by fear, terror, or any of the psychological factors described in the Warhammer 40,000 rulebook. In

0-1 RIPPER SWARM

20 points per base



Ripper swarms are made up of dozens of small Tyranid organisms which form a writhing mat of jagged fangs and plates. The creatures consume all available biomass as the Tyranids advance, storing it for easy assimilation into the spawning vats of the fleets.

A Tyranid swarm may include up to one Ripper swarm.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ripper base	4	3	0	4	3	5	1	5	10

SWARM The Ripper swarm consists of any number of Ripper bases.
WEAPONS Jaws.
ARMOUR None.
SPECIAL Ripper swarms are immune to psychology and Break tests. Enemy in hand-to-hand combat with Ripper bases do not count the bonus for multiple attackers. Ripper bases themselves do count the bonus against enemy models.

addition, it cannot be broken and does not have to take a Break test. It will automatically pass any Leadership-based test it is required to make. The Ripper base's Leadership value is therefore never used, but is included for comparative purposes.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ripper base	4	3	0	4	3	5	1	5	10

With Gargoyles swooping down from above and Ripper Swarms slithering to the attack below, the Orks look like they're in real trouble!



Warhammer Quest

WITCH HUNTER

A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

Sworn to seek out evil at its source, the Witch Hunter metes out justice with his sabre and pistol. With his magic amulets the Witch Hunter can ward off the predations of Chaos, imbue himself with strength or banish the Warriors' fears. When such physical weapons are to no avail, he alone can defeat the hellspawn he faces with the power of his Faith.

In this Warrior pack, you'll find everything you need to play a Witch Hunter in your Warhammer Quest games, including a finely-sculpted Witch Hunter Citadel miniature by Gary Morley, a 20 page rulebook and full colour cards and counters.



Miniature supplied unpainted



The Witch Hunter Warrior pack is not a complete game.

You need a copy of Warhammer Quest to use the contents of this box.

WARNING! Some of the components in this boxed supplement contain 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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WARHAMMER



SHADOW OF THE HORNERD RAT

THE NEW WARHAMMER COMPUTER GAME!

“Wouldn’t Warhammer make a brilliant computer game!” has been an oft heard phrase in our shops, at our conventions and in our post bag. Well, Shadow Of The Horned Rat is the first computer game set in the Warhammer world, and by all accounts it’s a bit of a corker!

The idea of someone, somewhere, producing a computer version of the Warhammer game has filled us with excitement and terror in fairly equal measure for some time now. The dilemma has always been that it would be all too easy to make a complete mess of things and end up doing more harm than good. We have spent many, many years building up the Warhammer world into the evocative, gritty, atmospheric place it is today, and the last thing we wanted was for some fly-by-night software company to ruin it all with an awful computer game. Then we bumped into Mindscape on a day trip to Brighton, and discovered a secret nest of ardent Warhammer fans just waiting to be let out... Shadow Of The Horned Rat is the first computer game set in the Warhammer world, and from what I’ve seen it looks like being a great success.

If you want to read a review about pixels, sprites, extended memory, resolution, palettes, megs of Ram, Pentium preferred, Windows '95 compatible, digitised speech and music, ray-traced animations and so on, then this is not the

review for you! All the computer magazines will deal with that side of things perfectly well, and me, I can barely tell the difference between a PSX, a Saturn and a 3DO M2 anyway!

In the beginning, Mindscape wanted to create some computer games about the Warhammer World, and we were guardedly excited about the prospect. Right from the start, we wanted to be absolutely clear about at least one thing – if we were exploring this new path, we wanted to see wonderful computer games set in the World of Warhammer, and not just copies of our tabletop games translated onto a screen. This might seem like a fine distinction, but it’s a very important point when considering why we should get involved in the arcane world of graphics and micro-processors.

ORIGINALITY

In the computer world, there seems to be an unfortunate habit of taking an existing board game or tabletop game, and just slapping it straight onto the computer. “What is the point?”



**by Andy Jones
(our resident computer buff)
who helpfully tells us that he...**

“can barely tell the difference between a PSX, a Saturn and a 3DO M2 anyway!”

The Wood Elves of Loren are wary of strangers.



Urgat Rip-eye’s axe. Big innit?



A frantic Doom Diver tries to get airborne!



Don't be fooled by the idyllic approach to Wissenberg.



Paymaster Dietrich keeps a tight rein on the coffers, and tells you of new missions.



Steve Leney is the project leader for *Shadow of the Horned Rat*, and also drew the excellent banners and portraits seen to the right.

we cry "Surely you might just as well play the real thing!". In short, if a Warhammer computer game is to have any merit, it must bring something new to our hobby.

Our tabletop battle games and board games have tactile qualities – Citadel miniatures, card counters, playing pieces, dice and weighty rule books to thumb through and argue over with your real opponent – all of which add to the fun of the game. Computer games have a whole different set of qualities – motion, sound, intelligence, animation and so on. Any computer game set in the Warhammer universe must firstly be an excellent computer game in its own right, and secondly it must bring a new perspective to the world of Warhammer, a perspective which we cannot duplicate with the miniatures, dice, rulebooks and artwork at our disposal. So, *Shadow Of The Horned Rat* was born...

Any Warhammer fan will recognise the locations, protagonists, monsters, heroes and the Warhammer magic of this continent-spanning battle game. Yet *Shadow Of The Horned Rat* is not just a copy of any single Games Workshop release – it is a totally new perspective on the Old World and beyond.

World. You have to choose your forces and plan your deployment and strategy well, as once the battle commences there is no pause or let up. In battle, your regiments march resolutely forwards, charge the foe or unleash black clouds of arrows upon their enemies. Your mighty wizard marshals the winds of magic to bring down devastating energies upon the forces ranged against you.

In *Shadow Of The Horned Rat*, you have to be on your toes at all times. This is no turn-based strategy game – the enemy army responds with the immediacy of the foe in a real battle to your commands and manoeuvres. This was one area where the computer really scored – in a tabletop battle game such as Warhammer, for convenience sake we tend to organise the game into turns. One player moves and fights with all his regiments, followed by his opponent, and so on. But, turn or no turn, in our mind's eye we always see the opposing armies wheeling and moving simultaneously as the battle develops. Regiments charge towards each other, cannons roar, Dragons descend from the skies to rain molten fiery death upon their enemies and so on, and they certainly don't do so on a turn-by-turn basis! Although *Shadow Of The Horned Rat* accurately and faithfully incorporates all the Warhammer rules,



Mark "Skimpy" Knight is Mindscape's resident musician. He created the clashing, screaming cacophony of war and the atmospheric background theme.



Jeff Gamon is the man responsible for all the actual programming ("the real work").

GOLD, LUVVERLY GOLD!

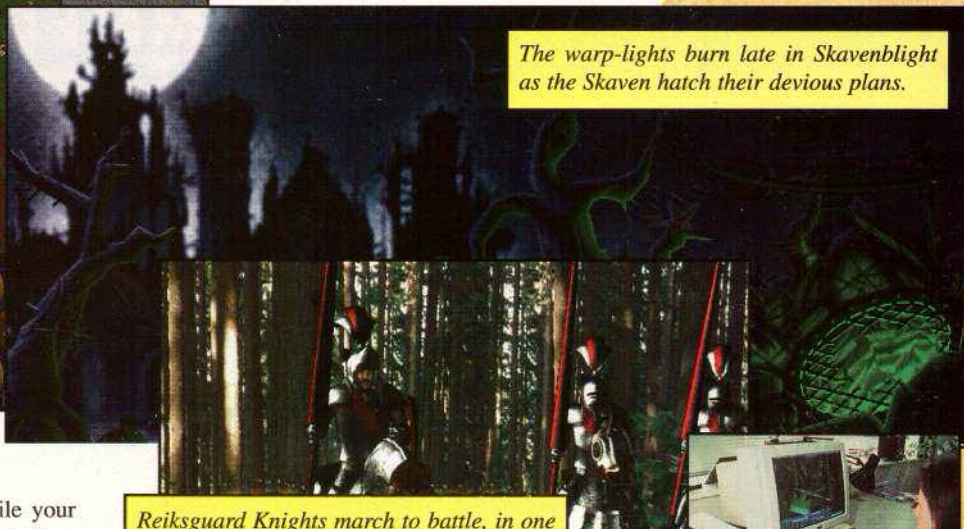
This is a campaign-battle-real-time-strategy-adventure computer game (!) set in the Warhammer World. As a mercenary captain, you fight gruelling battles for various masters, sometimes for gold, sometimes for honour (but usually for gold!) along the length and breadth of the Old

This is the main game screen, with tactical map, 3-D battle screen and a whole host of multi-function buttons to fiddle about with as your army is burnt to a crisp!



The warp-lights burn late in Skavenblight as the Skaven hatch their devious plans.

If your patron's house is burnt down, you don't get paid...



Reiksguard Knights march to battle, in one of the impressive inter-battle sequences.



John McCormick put together many of the great animation sequences which link the battles together.



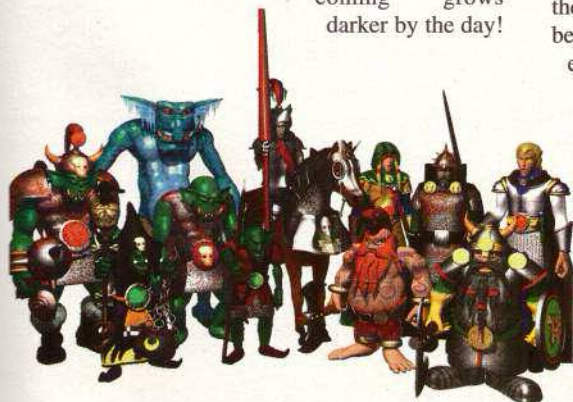
Gavin Moore is Mindscape's nearest equivalent to a Citadel Miniature Designer. All the troops in the battles are painstakingly created as 3-D computer models before being scaled down for the game.

the computer sorts out the action in real-time, so there is no need to stop and pause while your opponent takes his turn. Beware, though, as your adversaries will not wait for you either!

THE SINISTER PLOT

Shadow Of The Horned Rat takes full advantage of the storytelling and scripting abilities of the computer, and as you go from battle to battle, the bigger picture unfolds before you. The cinematic sequences are glorious, and the artists at Mindscape have really got to grips with the look and feel of Warhammer. The plot is fairly convoluted, so you will have to have your wits about you for all the between-game play as well as when you are directing your army against your enemies. As you gain in experience, you command ever bigger armies, and your coffers overflow with the gold you have earned.

Travelling from realm to realm, you will meet (and fight) warriors from many races. Some of these you will be able to employ in your army, if you can pay their price or have earned their respect. Not only that, but the battles themselves are linked together by a strong narrative storyline, as the forces of darkness strive to unleash a terrible power upon the world. True, as a hard-bitten mercenary commander you can spend the game fighting for gold alone, with little thought to the bigger picture – but beware, the whole world lies in the Shadow Of The Horned Rat, and the shadow of his coming grows darker by the day!



With regard to the specifics of the plot, it would spoil things to go into detail, but from the title you will gather that the Skaven have a hand in things. Suffice to say that all is not as it seems, so be careful when presented with choices which appear innocuous or unimportant – you may hold the fate of the Empire in your hands! It is this chance to create your own story, slightly different every time you play, that makes Shadow of the Horned Rat more than just a computer-based game simulation. Of course, having the Shadow of the Horned Rat box (with David Gallagher's excellent cover) isn't as impressive as a 3,000 point Warhammer army, but that's what makes Warhammer so good.

COMES TO LIFE

For the first time, however, you can now watch your Reiksguard Knights charge into the massed ranks of the Goblin horde in glorious, animated Technicolor, complete with screams, shouts and battle cries. Your commanders appear on the screen to implore you for assistance or boast about their victories. Between games you are treated to wonderful cinematic sequences complete with digitised speech – if you have ever wondered what a Dwarf actually sounds like, all is revealed in Shadow Of The Horned Rat. That is the nature of computer games, and perhaps is the best explanation of why Games Workshop is so excited about this, the first Warhammer game.

Shadow Of The Horned rat adds new dimensions to Warhammer, dimensions that might even involve me going out and buying a decent PC at last...

The Mindscape team shown to the left (or is that them on the right?)



WARHAMMER 40,000

IMPERIAL GUARD FIGHTING VEHICLE BOXED SETS

The Leman Russ Demolisher is armed with the deadly demolisher cannon which can smash through enemy lines with ease. In addition, the huge siege tank also carries a variety of sponson-mounted weapons, including a lascannon, and either two heavy plasma guns or two multi-meltas.

Armed with a turret mounted multi-laser and a heavy bolter, the Chimera is capable of destroying all adversaries before delivering its cargo of troops to key points on the battlefield.

IMPERIAL DEMOLISHER SIEGE TANK



IMPERIAL CHIMERA



IMPERIAL GRIFFON



LEMAN RUSS BATTLE TANK



As the assault begins, the Griffon opens fire, its deadly barrage of inferno shells shattering the enemy resistance.

Advancing through the debris the Leman Russ battle tank unleashes its battlecannon, lascannon and heavy bolters in an unstoppable hail of heavy fire power, crushing all resistance.

Each boxed set contains a complete Imperial Guard vehicle. Each box also includes a sheet of Citadel waterslide transfers and a sheet of full-colour banners so that you can complete your fighting vehicle in one of a variety of regimental markings.



CITADEL
MINIATURES

Warning! Some of these models contain lead parts which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 14 years of age. The highly detailed plastic parts are moulded in a hard styrene compound which is particularly suited to modelling and painting. These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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GAMES
WORKSHOP



For a while there we thought we'd lost da Roolz Boyz, but after a bit of a search we soon found them (buried under a small mountain of mail). This month, our selection of questions are dealt with by Andy Chambers, aided and abetted by Jervis Johnson and Rick Priestley.

Keep those letters coming in!

& Questions Answers

Q Lightning claws and parrying. In the Wargear book it says lightning claws give you a parry. Is that intended to be one parry per claw or one parry for having a pair of claws? While considering your answer think of Bjorn the Fell-handed (Space Wolves Dreadnought) having a single claw. Also consider that some Orks have power claws which never imply a parry.

A You get one parry per lightning claw, just like you get one parry per sword if you're using swords. In the Wargear book the profile shown is for one claw, not the pair. Ork power claws are far too clunky to give their user a parry (anyway, an Ork would tell you that parrying implies you're scared of getting hurt!). Bjorn gets a single parry for his one lightning claw.

Q Does overwatch fire only happen in the movement phase, or does it occur any time an eligible target appears? For example, what if hidden troops open fire, or if a psyker teleports into sight during the psychic phase?

A In the Warhammer 40,000 Rulebook it states that a model on overwatch may shoot during the opposing player's movement phase, but this really is an oversight on my part. I didn't take into account the other ways targets might appear later in the turn, but it seems perfectly reasonable for troops to wait and use overwatch fire at any point in your opponent's turn.

However, except for movement, you cannot interrupt your opponent while his is performing an action. This means you can't wait until your opponent declares his target for a particular model before opening fire. In the same vein, you can't make an overwatch shot between your opponent making a successful to hit roll and his roll to wound (since this is patently silly), or when your opponent uses a psychic power. Basically, the only action you can actually interrupt is movement (whether this is a normal move, run, charge or follow-up move). If your opponent is performing some other action, you will have to wait until it is finished before you can fire.

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

DA ROOLZ BOYZ
GAMES WORKSHOP
CHEWTON STREET
HILLTOP
EASTWOOD
NOTTINGHAM
NG16 3HY

Or even better, why not give them a ring on:

(01773) 713213



Lightning claws are deadly close combat weapons, especially since their wielder can use them to parry.



DARK ELVES

Much to our dismay there were a few minor errors in Warhammer Armies – Dark Elves, which slipped through the editing net. To set the record straight here are the corrections:

Cauldron of Blood

In several places the text for the Cauldron of Blood states that it is tended by a Hag Queen, called the Keeper of the Cauldron. Note however, the Keeper actually has the profile of a Witch Elf Champion, nor may she take a Magic Item as the Cauldron of Blood is enough...

Har Ganeth Executioners

There are several differing profiles for the Har Ganeth Executioners in the Bestiary, Army List and Reference section. The correct profile for Har Ganeth Executioners is different from other Dark Elf elite troops and is:

M	WS	BS	S	T	W	I	A	LD
5	5	4	4	3	1	6	1	8

Repeater Bolt Throwers

The rules on page 54 state that you may include up to two Repeater Bolt Throwers for each regiment of ten or more “Dark Elf Warriors or Black Ark Corsairs”. This should also include Spearmen, Crossbowmen and City Guard.

The Blood Banner

The *Blood Banner* Magic Standard is listed as having a points value of 50. This should be amended to a points value of 10!

Black Guard of Naggaroth

On page 52 the Black Guard are noted as being “willing to lay down their *lies* upon the altar of battle”. They are, of course, only willing to lay down their *lives*!



When you fight battles, remember to make sure that both players know which house rules are being used before you start.

Another area of the rules which can cause disagreement is models turning while on overwatch. Turning does not count as movement, so you can turn models freely whilst they are on overwatch. A model on overwatch may turn before it fires, unless it is shooting a move or fire weapon. This helps keep those pesky Tyranid Gargoyles and Eldar Swooping Hawks and Warp Spider Aspect Warriors from getting too cocky!

Q In Warhammer, can a character on their own charge in any direction you like? What if they are mounted, or riding a monster?

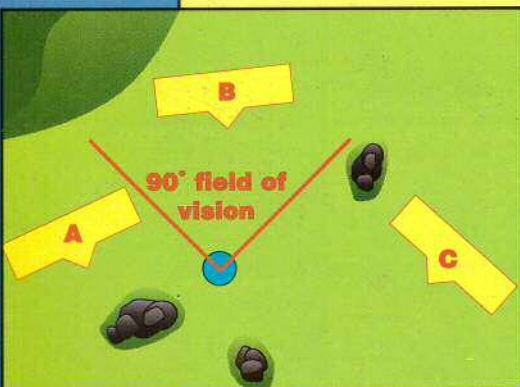
A Just like everybody else, characters can only charge a target they can see. In Warhammer, regiments and individual models can only see 90° to their front, so if a unit is outside this arc they are safe. The diagram to the left demonstrates how this rule works in practice.

Q Does the *Daemonic Attack Warp* card have any effect on the *Ultimate Force* card?

A This potential rules conflict arises because *Ultimate Force* cannot be nullified in any way. However, the *Daemonic Attack* card states that the power currently being used is automatically nullified. So does this mean psykers using *Ultimate Force* are immune to the attack of predatory daemons? Well, there is a way that both players can have the cake and eat it.

CHARGES

In Warhammer, regiments, characters and monsters can only charge an enemy that they can see. This is restricted to enemies within the 90° field of vision to the front of a regiment or individual character model. In this example, the character (in blue) cannot see units A and C because they are outside his field of vision, and so can only charge unit B.



LAIID TO REST...

Q Come on, just what are the rules for displacer fields?

A The rules on displacer fields are rather unclear. Basically, the field works by activating a miniature warp drive to move (displace) the protected model out of the way of incoming shots and blows. This is simple enough in theory (in terms of rules, not physics!), but the rules imply that the protected model will be moved each time it is hit, which is wrong.

Firstly, the field will only activate after the attacker has made a successful roll to wound, not just hit. Secondly, in the case of a model being hit by multiple shots from a squad and/or sustained fire weapon firing at them, the model would take all of its saving throws together and then displace once (assuming the model wasn't killed and at least one saving throw was made by the displacer field).

BLAST MARKER WEAPONS

Even if the saving throw is made, the field may not displace the protected model completely out of danger if it's hit by weapons which affect a template or blast marker. If the model doesn't displace far enough to move it outside the template or blast marker it will still take the hit just as if it had failed to save in the first place. If the model makes it partially out of the area of effect the firer needs to roll a 4, 5 or 6 on a D6 to still catch the displacing model in the blast.

FLAMERS

Flamer shots will activate a displacer field and give a chance of saving as normal. If the protected model successfully saves and displaces completely out of the flamer template there is no chance of the model catching fire. If the protected model fails to save or doesn't make it out of the template the model may catch fire. If the protected model catches fire the displacer field offers no further protection against hits as the burning fuel has got inside its protection radius.



Although he makes his displacer field saving throw, the subsequent mini-warp jump does not take this Space Marine Commander out of the area of effect, so he will be wounded as normal (unless of course his power armour saves him...)

CLOSE COMBAT

In hand-to-hand combat a model with a displacer field rolls saving throws as it gets hit but even if the model is fighting multiple opponents it only displaces once after *all* of its combats that turn have been resolved.

PSYCHIC ATTACKS

A displacer field offers protection against psychic attacks in much the same way as being able to dodge, so it will give a saving throw against those powers which make a direct, physical attack on the protected model. For more details see the question about dodging psychic attacks on the next page.

Please, no more displacer field questions. Please...

We've found that the best way to resolve this situation is to work out the *Daemonic Attack* as normal, as stated on the card. However, regardless of the psyker's fate, the power he was using goes ahead as normal, since *Ultimate Force* cannot be nullified, even by a daemon. Yes, even if he is killed, the psychic power still takes effect!

Q Troops who are affected by the frenzy rules (such as Savage Orcs) can be charged before they have a chance to go into a frenzy. When this happens do they go into a frenzy and, if so, when?

A The rule is applied quite literally as described in the Warhammer Rulebook – ie the unit goes frenzied if it is within its own charge reach of any enemy at the start of its own turn. So, a unit of, say, Savage Orcs which is charged in the enemy's turn won't go frenzied until the start of their own turn (assuming the Orcs are not frenzied already of course!). This means that units affected by frenzy can sometimes be forced to fight an unfrenzied round of combat when they are charged.

When the unit charges the troops get worked up into a rabid fighting-mad fit before they reach the

Q&A

When you come across a rules problem with no obvious answer, rather than spoil a perfectly good game with arguing and wrangling, it's better to simply roll a dice to decide which ruling to use. Once the battle is finished, you can then look objectively at the problem and come up with a sensible solution.

Games are meant to be fun!

enemy, but if they miss the opportunity to charge it takes a little while for them to work up to an suitably homicidal state. So, if you want to get the best out of frenzied troops take the initiative and make sure you charge. Or, to put it another way, if you want to beat frenzied troops your best chance is to charge them first!

QA number of models are allowed to dodge shooting and hand-to-hand combat attacks on an unmodified dice roll. Can you dodge a psychic attack?

AThis really depends on the kind of attack, so it needs a bit of common sense and interpretation. Basically, if the psychic attack is something which directly affects the target's mind or body (examples would include *Smite*, *Mind War* and *Brain Bursta*) you can't dodge it. If a psyker blasts the model with a physical bolt of energy (like *Hellfire*, *Lightning Arc*, *Destructor* or *Da Krunch*) then the model can try and dodge it like any other attack.

A good rule of the thumb to judge whether a psychic attack can be dodged is to see if it has a Strength value or not. If it

has a Strength value it means it can probably be dodged! If you can't agree on an answer, resolve the situation with the old roll a D6: 1-3 you can't dodge it this time, 4-6 you can. This doesn't set a precedent, roll each time the situation crops up.

Also remember that if the attack uses a template, a model which dodges must be moved to the edge of the template. If this is impossible (most likely if the target is inside a bunker or other building) the attack cannot be dodged and the model suffers the full effects. If there is only room for them to partially dodge the blast, they will be hit on a D6 roll of 4, 5 or 6 like any other model not wholly covered by the blast marker.



The Calidus Assassin dodges the *Da Krunch* psychic power, and is moved to the nearest edge of the template.

RAPID FIRE!

Although we will try our best to answer your questions, there are a few things you can do to help out Da Roolz Boyz. Firstly, if at all possible, phrase your question so that it can be answered with a "yes", "no" or a number (eg 3"). Secondly, if you are referring to a particular sentence or paragraph, please quote the page number so that we can quickly find what rule you're talking about. Lastly, we can't possibly answer *every* question in White Dwarf, so please send a stamped, self-addressed envelope for your reply.

This month, Rapid Fire looks at your **Warhammer 40,000** questions.

How many shots does a Warpspider Exarch have, since he has two Deathspinners?

He can only fire once, but the two Deathspinners allow him to use the *Fast Shot* Exarch power (giving him two shots).

Are Eldar Avatars affected by an Ork Shokk Attack Gun, if so which table do you use?

Yes they are, and so are Greater Daemons – treat them as foot models.

Can the *Web of Skulls* and *Silent Death* cause multiple hits on one model?

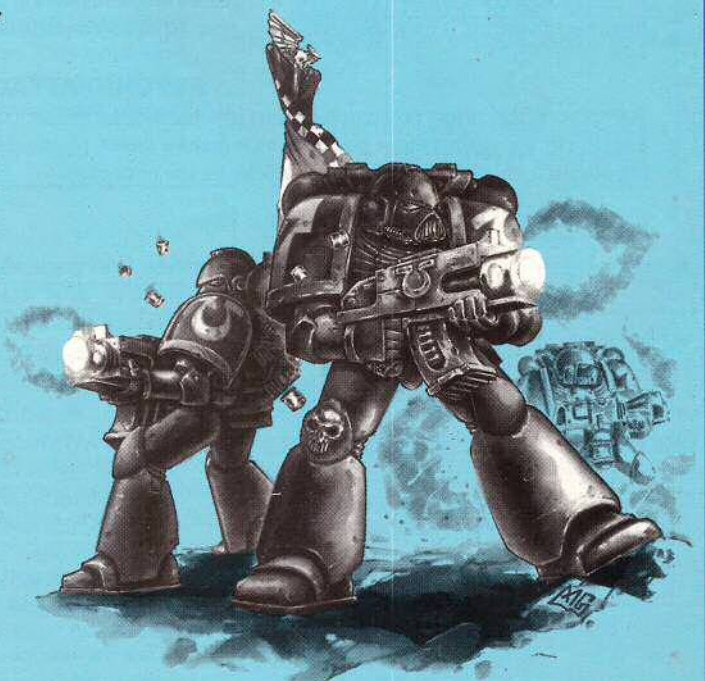
No.

How many Wounds does a Chaos Hound have?

Just the one.

How long does Ghazghkull's Waaagh! last for?

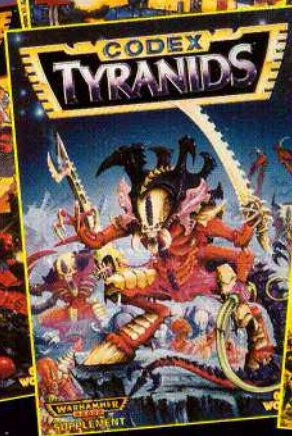
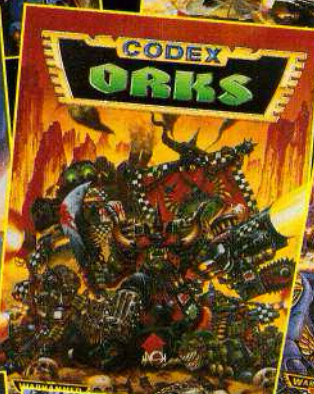
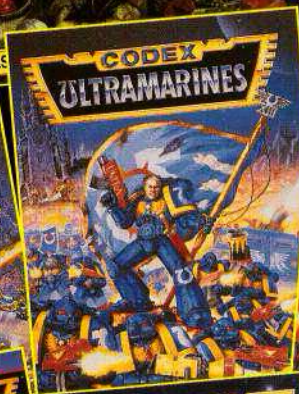
Two player turns (the turn it is called upon and the next one).



WARHAMMER

40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...



Humanity is beset on all sides by alien invaders. Orks, Eldar and the insidious Tyranids all seek to crush the hard-pressed forces of the undying Emperor. Will you lead the defence of the Imperium, or will you take the part of an Ork Warlord, Eldar Farseer or Tyranid Hive Tyrant and try to destroy the Space Marines and Imperial Guard who protect mankind?

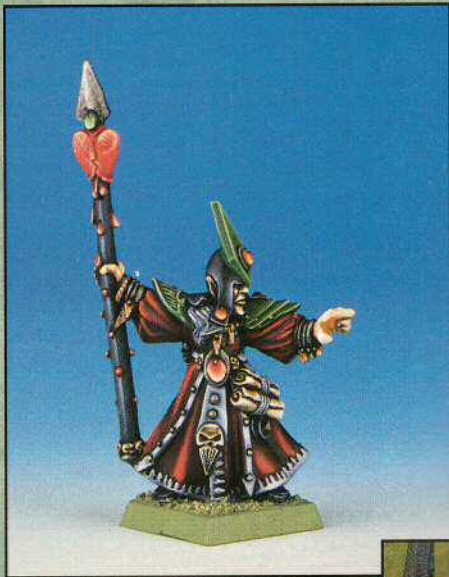


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GAMES
WORKSHOP

DARK ELVES



Dark Elf Sorcerer



Dark Elf Assassin



Dark Elf Assassin



In the midst of battle, a Dark Elf Assassin leaps out to attack the High Elf Mage Lord Teclis



The bloodthirsty Dark Elves surge forwards, eager to attack the hated High Elves



Ian Pickstock

RAID!

Orcs desperately defend themselves against a Dark Elf slaving party



Jake Thornton

WHERE ARE THE TANKS?

Ian: This month sees the release of the *Chronicles of War*, a compilation of Warhammer articles from White Dwarf. After scanning through our reference copy, I realised that I hadn't ever written any Warhammer articles for White Dwarf (I'd been too busy with my tanks!). This is pretty bad considering that I really like the game! So, I put fingers to keyboard and set about rectifying this dire situation. My original plan was to write a campaign for Warhammer that used the buildings included in the *Chronicles of War* supplement. However, as it turned out the article grew to cover a lot more than just a series of games.

CAMPAIGNS

Raid is a short campaign consisting of three linked scenarios. We fought the battles with the Dark Elves raiding an Orc settlement, but with a little effort you could easily use the scenarios with other armies. It mainly depends on what you and your opponent have in your collections.

The first battle is a *Race for the Tower*. Can the Orcs light the beacon in time and warn the others of the raid, or will the Dark Elves crush them before they can sound the alarm? Whatever happens, the Orcs will have to retreat under the pressure of the relentless Dark Elf advance and try to get Skabby da Shaman out of the *Shaman's Hut* to help them. The *Final Clash* is for the Orc village itself.

In this campaign each battle is a game in itself, but each also effects the fights which follow. If you lose a battle, then your opponent may get a special bonus, like some reinforcements or special deployment rules in the next game. If you win then you are the one with the advantage.

GETTING STARTED

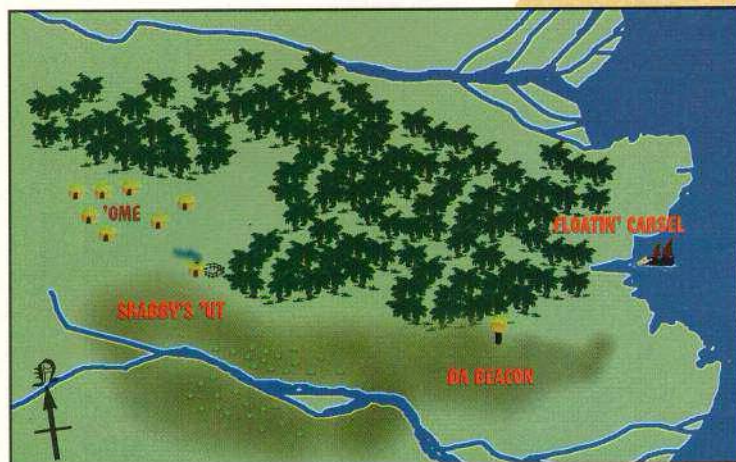
Before you start playing, you need to sort out who is going to fight in the campaign and what armies they are going to use. As I mentioned earlier, we decided to use the Dark Elves and Orcs. This was mainly because I was building a small settlement of Orc huts at the time, and Jake was looking for a chance to try out the new Dark Elves in a game. With two sides and the relevant scenery all sorted out, it was time to work out the background for our campaign.

THE BACKGROUND

Orcs can be found in every corner of the Warhammer World. They are a prolific race and their ferocious and warlike nature is only matched by their drive to cover as much territory as possible. Orcs dominate the plains of the Badlands, but they can also be found in small tribal communities in the northern forests of Lustria and the Jungle of Despair. Frequently these tribes come into contact with Dark Elf raiding parties. Dark Elf Nobles from Clar Karond run ritual slaving parties every spring to cull the Orc tribes. Great honour, pleasure and sport may be had clearing the foul Orcs from the sacred land of Naggaroth.

Our campaign follows one such Dark Elf raid on an Orc village on the southern border of Naggaroth. Typically, the Dark Elves have deployed from their Black Ark and attacked the nearest settlements with alarming ferocity. One of those is controlled by the Orc and Goblin player. If he can stop the Dark Elves not only will he have saved his own village, but he will gain great fame as a mighty Warlord. If the Dark Elf lord in charge of the raiders can conquer the Orcs he will gain much respect and a great many favours from his fellow nobles of Clar Karond.

Having thoroughly thrashed Gav Thorpe in White Dwarf's narrative campaign, Jake decided to pick on somebody else for a change (actually Gav refuses to play Jake at Warhammer any more, especially when Orcs are involved)!



CAMPAIGN MAP

This map shows the campaign area from the Orc's point of view. The "floatin' carsel" is the Dark Elves' Black Ark. From the bay where they land the Dark Elves fight their way first to "da beacon", then past "Skabby's 'ut" to the Orc's "Ome".

SCENARIO 1: RACE FOR THE TOWER

The wind howled along the cliff top, and dark clouds billowed across the coast. The sky shook with mighty cracks of thunder, and lightning danced down from the clouds to the tumultuous ocean. Two diminutive figures crouched in the lee of a massive rock, their small, squeaky voices cutting through the turmoil from the skies.

"'ere Skragnoze, wot's da difference between Skabby da Shaman and da drops?"

"Dunno, Ratchitt, tell me."

"One of dem's da drops, an da uvver one smells an' is full..."

Ratchitt's punchline was drowned out as a bolt of lightning smashed the rock in two, leaving the two Goblins clasping each other in terror.

"Ratchitt, 'ow comes we're out 'ere on watch? Nobody's gonna come, are dey?"

In reply, Ratchitt let out a high-pitched wail. He stood bolt-upright and pointed out over the foaming sea.

"Dere's an ooze carsel sailin' inna bay!"

"Yooze been drinkin' Skabby's potions again, ain't ya! Ev'ryone knows dat carsels can't... Zoggin' 'eck, yer right! Go an' tell da boss!"

Ratchitt set off running towards the beacon, the Dark Elf Black Ark gliding into the bay behind him, the water around it churning with the dark magical energies which kept it afloat. As he reached the crest of the cliff, Ratchitt turned around to see what was happening. The shore was crowded with tall figures swathed in cloaks of black and purple. As he watched, he saw them trap Skragnoze. What happened next made him quite ill.

LIGHT MY FIRE - Orc Brief

The frantic Goblin was running all around da boss' hut, chattering frantically.

"Boss, boss, deyz comin!" cried the Goblin.

"Deyz comin?" said da boss, looking bemused.

"Yeah boss, da pointy earz."

"Da pointy earz?" he replied, still none the wiser.

"But dese iz not like da normal pointy earz, dese 'ave got purple skirtz an' sharp pointy 'atz." The frantic Goblin began to break down into tears. "An' dey got Skragnoze, an' dey pulled iz armz off, an den dey chop iz legz off, an' den some girly pointy earz wiv 'ardly any cloves on cut iz 'eart owt wiv a dead wicked, sharp knife!"

Da boss laid a consoling arm on



the Goblin's shoulder and led him toward the door of his hut. He gave the Gobbo a friendly boot up the bum to see him on his way, and sat down on a pile of furs to think. The boss' brow was knitted with the effort of deep concentration. This news could only mean one thing - Dark Elves!

On the far eastern reaches of your domain is a beacon tower, built specially to warn the other tribes of enemy attack. You must take your army, secure the beacon tower and light it before the Dark Elves can capture it.

DEPLOYMENT

You must deploy your troops within 12" of your own table edge and no closer than 12" to either corner. Both players should roll a dice as normal to determine who goes first.

VICTORY CONDITIONS

To win the game you must light the beacon. The game ends as soon as the beacon is lit, or you have no unbroken troops left on the table.

ORC & GOBLIN FORCES

For the *Race for the Tower* game you may choose 1500 points of troops from the following troop types.

CHARACTERS

Your army must be led by an Orc or Savage Orc Hero, who represents the Warboss of a small community of Orcs and Goblins. He is the general of the army even though he is only a Hero. You may also include a single level 1 Goblin Shaman (Skabby's apprentice) and a single Orc or Savage Orc Battle Standard Bearer. You may include any number of Savage Orc, Orc or Goblin champions to lead your regiments into battle.

REGIMENTS

You may include the following regiments in your army.

0-1 Savage Orc Boarboyz

0-1 Orc Boarboyz

0-1 Orc Big 'Uns

0+ Savage Orc Boyz Mobz

0+ Orc Boyz Mobz

0+ Orc Arrer Boyz

0+ Goblins

MONSTERS AND WAR MACHINES

The army may not include any large monsters, either ridden by characters or operating on their own. You may not include any War Machines or chariots.

SET UP

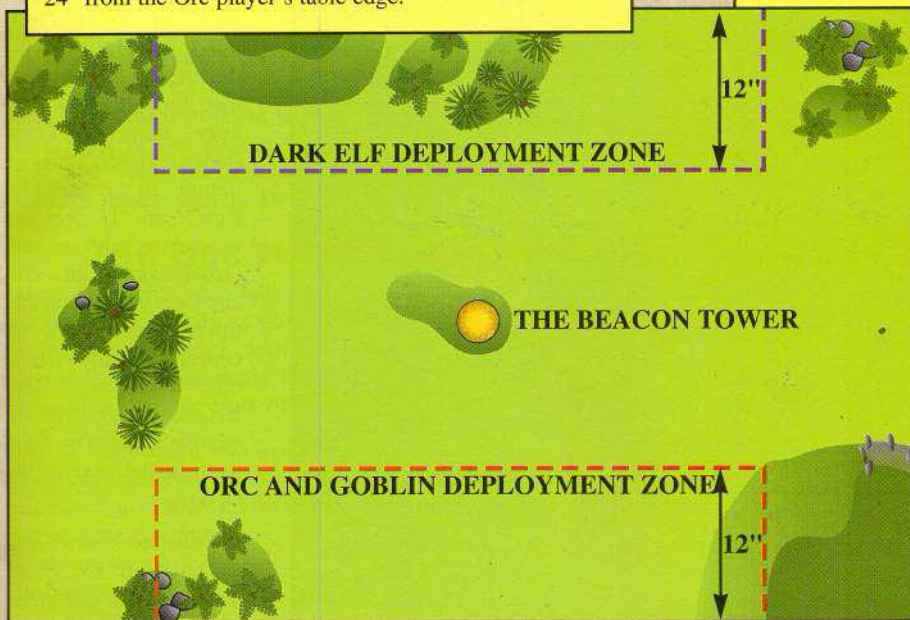
The game is played just like a normal game of Warhammer, with the Orc beacon tower placed in the centre of the table, 24" from the Orc player's table edge.

THE BEACON TOWER

Either side may move foot models onto the roof of the tower by moving a regiment into base-to-base contact with the door. As long as it is not engaged in hand-to-hand combat with the enemy, models within that unit may move to the top of the tower. You may place as many models on top of the tower as it may sensibly hold.

To win, the Orc player must light the warning beacon. To do this he must have at least one model on top of the tower. At the beginning of the Orcs' turn, roll a D6 for each model on top of the tower, if any dice score a 6 then the warning beacon will have been successfully lit.

Models on top of the tower may be picked off by missile fire even if the regiment they are a part of is in hand-to-hand combat.



RIDERS ON THE STORM - Dark Elf Brief

After many days of searching up and down the coasts of southern Naggaroth, your Scouts have just returned to the Black Ark with news of a nearby Orc village. At last, foul desecraters have been found and they can be punished for besmirching the sacred lands of Khaine.

A large crudely-built tower marks the edge of their claimed territory. It is undoubtedly of Orc origin, probably a beacon to warn neighbouring tribes of impending danger.

You are in command of a small, lightly-armed but fast contingent of the main force. The task you have been honoured with is to capture the beacon before the wretched Orcs can light it and warn the rest of their foul kind. Following your victory in this task, the rest of the Dark Elves will be able to catch the Orcs completely unawares and mercilessly slaughter them all. The penalties for failure need not be stated.



DARK ELF FORCES

For the *Race for the Tower* game you may choose 1500 points of troops from the following troop types.

CHARACTERS

Your army must be led by a Dark Elf Hero, he represents one of a group of Lords from Clar Karond on a slaving raid. He is the General of the army even though he is not a Lord level character. You may also include a single level 1 Dark Elf Sorcerer, a single Battle Standard Bearer and any number of Dark Elf or Witch Elf champions to lead your regiments.

REGIMENTS

You may include the following regiments in your army.

- 0-1 Cold One Knights
- 0-1 Dark Riders
- 0+ Dark Elf Crossbowmen
- 0+ Dark Elf Warriors
- 0+ Witch Elves
- 0+ Black Ark Corsairs
- 0+ Dark Elf Spearmen

MONSTERS AND WAR MACHINES

The army may not include any large monsters, either ridden by characters or operating on their own. You may not include any War Machines.

DEPLOYMENT

You must deploy your troops within 12" of your own table edge and no closer than 12" to either corner.

VICTORY CONDITIONS

To win the game you must prevent the Orcs from lighting their beacon. The game ends when either the Orcs have lit the beacon or there are no unbroken Orc and Goblin troops on the table.

The Black Ark Corsairs stand and face a ferocious charge by frenzied Savage Orc Boarboyz.



table. Ian had taken two Boarboyz regiments and sent one out on each flank whilst his main block of Orcs piled straight towards the tower. I didn't think that I could stop this huge mass of Orcs (laden with magic items) in a straight fight, so I decided instead to rely on my crossbowmen to kill any Orcs who got on the tower. Meanwhile I concentrated my efforts on destroying the Boarboyz so that I wouldn't have to face them in the next battle as well.

Repeater crossbows and a *Doombolt* from my Sorcerer took out three of the Boarboyz, but the Orcs were closing in on

OPENING MOVES

Jake: The *Race for the Tower* began with the Orcs getting the first turn and charging onto the

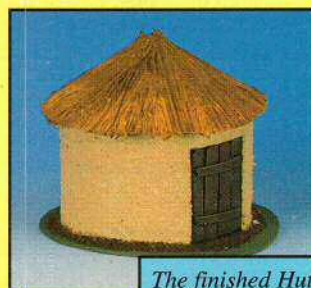
the tower very quickly. Then Ian started using the *Pipes of Doom* to try and break my Cold One Knights... luckily he was out of range. All of a sudden I felt a lot less confident.

The basic Hut



ORC HUTS THE QUICK AND EASY WAY

A basic Orc hut is really easy to make. First, take a tube of Pringles and eat the crisps (that's the best bit!). Then, using a saw, slice the tube into four or five equal slices, each about 50mm high. Cut a door-sized rectangle out of each slice and place it to one side (to make the door out of later). Cut a piece of paper big enough to cover the hole for the door and glue it to the inside of the tube, covering the doorway. Take the bit of card you saved earlier and slice it roughly into four planks. Finally, glue these in place to make the hut door.



The finished Hut

While that dries start making the roof. Cut a circle of sturdy card about 120mm across, cereal packet is ideal (more food to eat!). Now cut out a slice, approximately a sixth of the circle, leaving a tab of card to glue the circle and make a cone (just like you used to make witches' hats when you were a young 'un).

While that dries (I'm a multi-tasking modeller, you know!), cut out a piece of thick card to make a base for your hut. Now glue the roof to the hut and the hut to its base. When the glue has dried, spray the whole hut with black Citadel spray paint.

Sprayed black, ready for texturing.



The straw roof texture is created by applying a thin coat of ready-mixed filler (the cheap stuff is good enough). While this is still wet, score it dozens and dozens of times with a scalpel blade – remember to clean your knife regularly otherwise you get horrible blobs of dry filler everywhere.

Ian in action!



The walls are coated with textured paint (you can make this yourself by mixing sand and paint). When everything is dry your hut is ready to paint.

The roof is painted Snakebite Leather, and drybrushed with progressively lighter shades of Snakebite Leather mixed with Sunburst Yellow and a little Skull White. The walls are base-coated with a mixture of Bronzed Flesh and Snakebite Leather, then highlighted by drybrushing, adding more Bleached Bone to the mixture with each coat.



The textured Hut

DARK ELVES CRUSHED!

Ian: With my central block of Orcs and Goblins still advancing, both my regiments of Boarboyz charged. On my right the Savage Orc Boarboyz completely wiped out the front rank of the Black Ark Corsairs (and their pesky *Banner of Wrath*). Unable to fight back the Corsairs lost the combat, rolled an 11 for their break test and were ridden down. This in turn caused the Witch Elves to panic and flee! The other Boarboyz ended up locked in combat with the Dark Elf Spearmen.

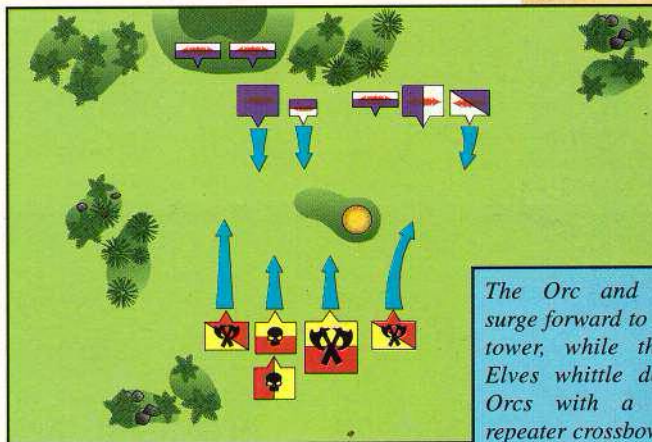
THE TIDE TURNS...

Jake: My army was falling apart! Thinking quickly, I leant heavily on what little magic I had, routing the Boarboyz with a *Doombolt* and rallying the embarrassingly fleeing Witch Elves with a blast from the *Horn of Urgok*.

Ian: At this stage it was looking like the battle was going the Orcs and Goblins way. However, Jake clearly had some clever tricks up his sleeve. One of these manifested itself when his Cold One Knights spun around and cornered my Savage Orc Boarboyz...

...BUT THE ORCS STILL WIN!

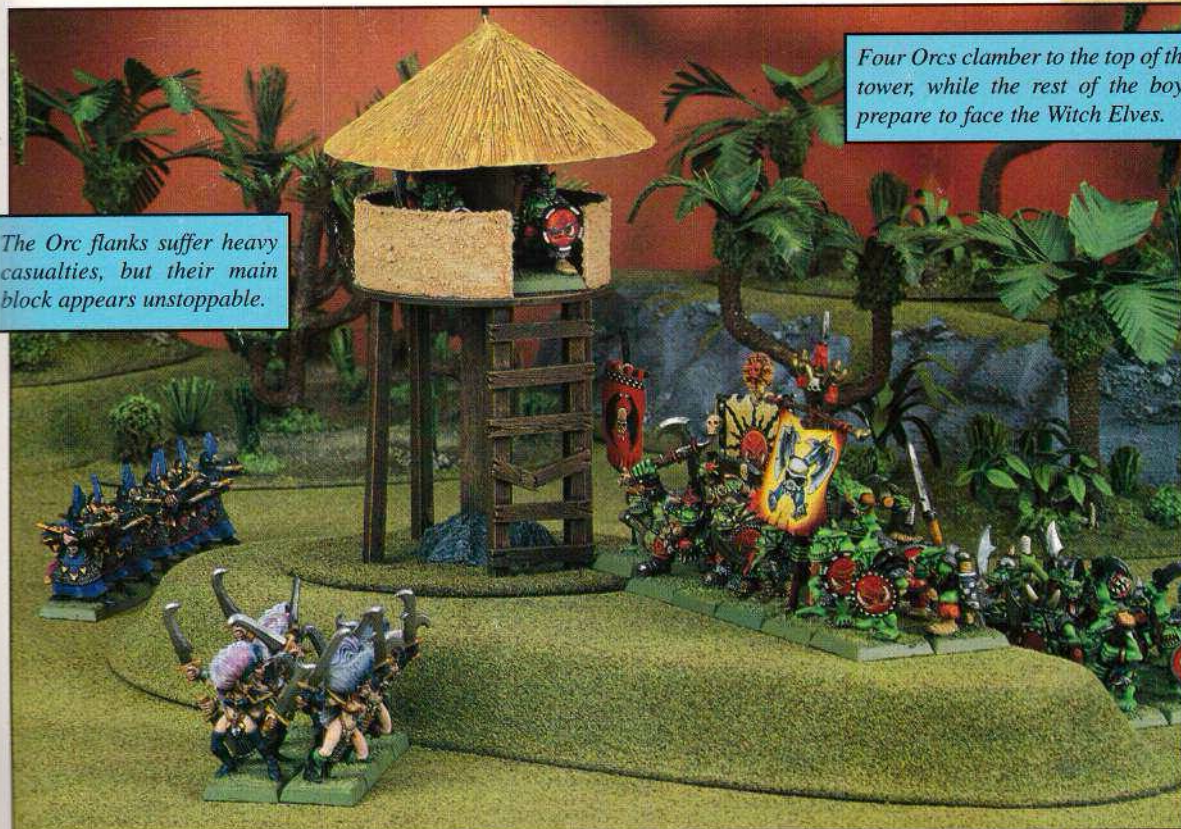
Jake: Whilst all this was going on, Ian had sneaked four Orcs into the tower and I had one turn to get them off. Despite firing over twenty crossbows, I could only kill two of them and it looked like I was in real trouble. My reliance on the Dark Elves' crossbows began to seem like less of a good idea.



The Orc and Goblins surge forward to seize the tower, while the Dark Elves whittle down the Orcs with a hail of repeater crossbow fire.

Elsewhere on the battlefield, my Spearmen were bogged down in a fight with two Goblin regiments that neither side seemed to be able to win. The *Pipes of Doom* rang out with painful regularity unnerving me and forcing me to use my only *Dispel Magic Scroll*. My only consolation was the crushing of the Boarboyz. In a last ditch attempt to forestall the inevitable, I charged the Witch Elves into the Orcs. Not a chance. Even with their frenzied attacks they were easily beaten and, thoroughly demoralised, they fled for a second time.

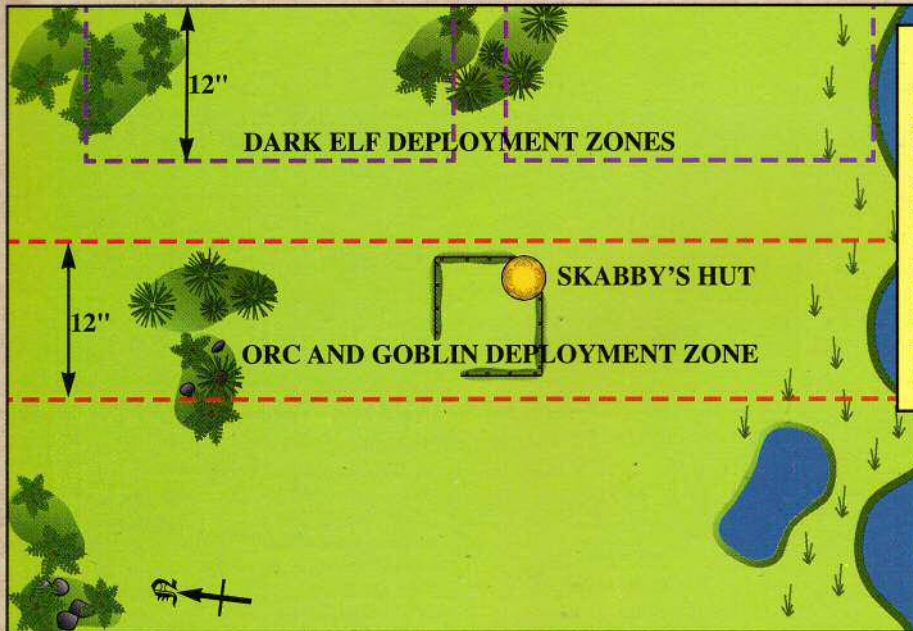
Ian: I still had two Orcs left in the tower – could I light the beacon? Jake and I watched in anticipation as I rolled the dice across the table and came up with a 5 and a... 6, Hah! Victory was mine!



Four Orcs clamber to the top of the tower, while the rest of the boyz prepare to face the Witch Elves.

The Orc flanks suffer heavy casualties, but their main block appears unstoppable.

SCENARIO 2: SHAMAN'S HUT



SET UP

The *Shaman's Hut* scenario is set up in a slightly unusual way. The Dark Elf player has two deployment zones, but may only deploy his troops in one of them. The choice of deployment zone depends upon which of the two routes the Dark Elves take to get to the Shaman's hut. The Orc and Goblin forces set up in a 12" wide corridor that runs across the middle of the table. As well as any other terrain, place the Shaman's hut in the centre of the table.

having fled from the table you get 1VP per 100 points (or part), the unit cost. The battle ends when all the unbroken Dark Elf models have moved within 24" of the Orc table edge. At the end of the game, if you have more victory points than the Dark Elf player then you have won.

STOP 'EM - Orc Brief

"Normally most of da boyz won't ave anything to do wiv Skabby da Shaman, mainly cos 'e doesn't use da drops regular like, an 'e stinks a bit. Dat iz why 'e lives owt on iz own. 'Owever, Skabby is ded good at blastin' da skumbos in a battle, an gettin rid of da boils on da bosses bum after 'e's been owt ridin' 'is boar.

Even though he can be a bit of a moody git, you 'ave decided to pull back to Skabby's hut and ask 'im to help fight da pointy earz! Dere are two routes to Skabby's hut, one through da jungle and one through da swamp, hopefully we'll lose da pointy earz on the way!

FORCES

Your force consists of any regiments and characters that survived the *Race for the Tower*. If a regiment lost some models during the first game, it is reinforced back up to full strength. Regiments that were wiped out or fled off the table are lost. Regiments that were broken at the end of the game, but were still on the table, are assumed to have recovered their wits and come back for this battle. Characters that were wounded in the first game are assumed to have recovered in time for this battle, but characters that were killed are quite, quite dead!

DEPLOYMENT

Your forces may deploy anywhere within a 12" strip centred on Skabby's Hut, across the middle of the table. If you won the *Race for the Tower* game and lit the beacon, then you will know which of the routes the Dark Elves took and may deploy second. If you lost the previous game then your forces will be disorganised and you must deploy your army first.

VICTORY CONDITIONS

You gain victory points for killing and breaking Dark Elf regiments. For each enemy unit either destroyed, fleeing or

SKABBY DA SHAMAN

Skabby da Shaman can be a very moody git, especially if someone bothers him while he's "meditatin'". This makes him a little unpredictable, and so the Orc player must roll for him each turn until he comes out of his hut (where he is at the beginning of the battle). At the start of each of the Orc turns, roll a D6 to see what Skabby is doing.

ROLL	WOT'S SKABBY UP TO NOW?
1 or 2	Skabby is diggin' around in his hut and doesn't come out.
3	Skabby finds a useful old scroll, but still doesn't come out. Take a <i>Dispel Magic Scroll</i> magic item card.
4	Skabby puts on his warpaint, you may take the <i>Magic Warpaint</i> magic item, but he still doesn't come out.
5 or 6	Skabby comes out of his hut with any magic items he may have picked up in previous turns. He may move, fight and cast spells as normal from now on.

Skabby is a Savage Orc Shaman Lord and follows all the rules printed in the Orc and Goblin Warhammer Armies book. However, Skabby is not always on top form. When he finally turns up you must randomly determine what level he is - roll a D3 and add 1 to the score to determine Skabby's level. Skabby counts as that level for the rest of the battle and he may have the same number of randomly picked Waaagh spells as his randomly determined level. Whatever his level, Skabby cannot cast spells until he comes out of his hut.

Khalek, Sorcerer of Naggaroth, gazed about him with a baleful glare. His acolytes carefully avoided his icy stare, lest they incur his instant wrath.

"Why have you been unable to locate the Orc scum?" he demanded.

They glanced at each other nervously and then one of them reluctantly spoke up.

"Our spells of scrying are being blocked by a potent magical source which is located on the far side of the jungle. We believe that one of the primitive Orc Sorcerers... Shamans they call them I think... is living in that area. We have been unable to pierce the protective shield, master." The acolyte's gaze had been steadily fixed to the ground and as his master replied, he shrunk back in terror.

"THEN YOU ARE FOOLS!" Khalek lashed out, bolts of black energy leaping from his hand to engulf the neophyte. As his student writhed in agony on the ground, the Sorcerer stepped forward to examine his victim, eyes burning with an inner fire as he watched with interest the various stages of pain wracking the acolyte's body. When the screams had died down to a series of sobbing groans, Khalek dismissively kicked his pupil and turned his attention to more important matters. Pulling his broad-bladed sacrificial knife from its ornate scabbard at his belt, Khalek gestured to his followers to bring one of the Orc captives.

The Savage Orc was still dazed from the blow that had knocked it out, but it managed to spit at the Sorcerer just before the curved blade of the dagger plunged downwards. As the green blood of the Orc spilled to the ground, the acolytes rushed forward to catch the thick ichor in ebony bowls. One of these was passed to Khalek, who started chanting in the Dark tongue.

The flames atop the nearby beacon tower roared higher, burning with flickers of purple and green. As the Dark magic winds swirled into the Dark Elf camp, Khalek was wrapped in a shifting miasma of power. When he spoke, his voice boomed across the jungle. His eyes were like bottomless pits of darkness and despair, and beneath his pallid skin, veins writhed and pulsed with the energy flowing within them. With a final scream of triumph, Khalek unleashed the energies that threatened to engulf him, and which turned three of his acolytes into charred dust.

Khalek looked up at his General and smiled, his lips twisting into a cruel sneer. Motes of dark power still danced about his writhing fingertips and his voice was thick and slurred.

"West, my Lord, they headed west!"

The war horns of the Dark Elves rang out to signal the march, and they headed westward into the steaming jungle towards the accursed Orcs' settlement.

BLOOD FOR KHAINE- Attacker's Brief

After meeting with the enemy at the tower the Orcs have chosen to fall back. You must pursue them and despatch them with haste. Your Sorcerers say they can detect a magical presence nearby and that the Orcs are probably seeking the aid of one of their despicable Shamans.

There are two possible routes to the source of the Orcs' magic: one takes you through a jungle and the other goes through a swamp. You must decide which of the two routes your army is going to use.

If you travel through the jungle you must roll a dice for each regiment in your army. On a roll of a 1 the regiment gets lost and may not deploy at the start of the game. The lost units may move onto the table at the start of your second turn.

If you travel through the swamp there is a chance that your entire army will become bogged down. Roll a D6. On a roll of a 1 your army has been delayed by the swamp and the Orc and Goblin player gets the first turn.

FORCES

Your force consists of any regiments and characters that survived the *Race for the Tower*. If a regiment lost some models during the first game, it is reinforced back up to full strength. Regiments that were wiped out or fled off the table are lost. Regiments that were broken at the end of the game, but were still on the table, are assumed to have recovered their wits and come back for this battle. Characters that were wounded in the first game are assumed to have recovered in time for this battle, but characters that were killed are quite, quite dead!

ADDITIONAL TROOPS

In addition you may choose another 500 points worth of reinforcements from the Dark Elf army list. These may be chosen from the same list of troop types used in the *Race for the Tower* game. In addition, you may include a Dark Elf Sorcerer of any level.

DEPLOYMENT

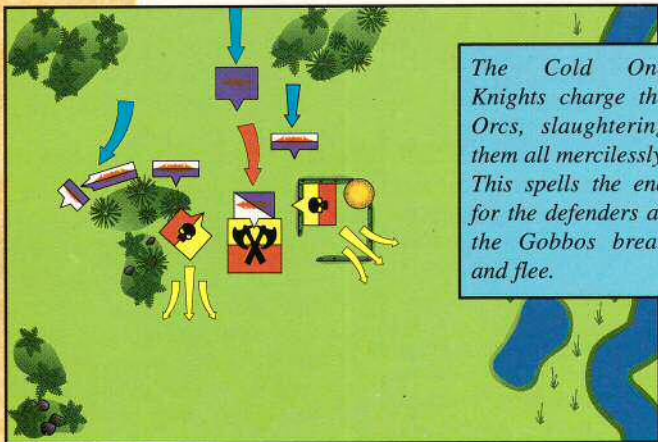
Your forces must be deployed in one of the two deployment zones shown on the map. The deployment zone depends which route your army chooses to get to the battle. If you chose the jungle route then you must deploy your forces in the northern deployment zone. If you chose the swamp route then you must deploy your forces in the southern deployment zone. If you lost the *Race for the Tower* battle then you must deploy your forces first, before the defenders. You will get the first turn of the battle, unless your forces get lost in the swamp.

VICTORY CONDITIONS

You gain victory points for killing and breaking Orc units. For each enemy unit either destroyed, fleeing or having fled from the table you get 1VP per 100 points (or part), the unit cost.

The battle ends when all of your unbroken models have moved within 24" of the Orc table edge. If you have more victory points than the Orc player then you have won.





The Cold One Knights charge the Orcs, slaughtering them all mercilessly. This spells the end for the defenders as the Gobbos break and flee.

TEA AND BICCIES

Jake: Although I had lost the first battle (technically speaking) I counted the fight at least a draw because I had destroyed both of Ian's Boarboy regiments. With his most dangerous troops out of the way, I would have a much easier time of it in the second battle: the *Shaman's Hut*. In fact, it was so easy that I, no, wait. I'll let Ian tell you his sad story...

Ian. After stopping for a cup of tea and biscuits (yes, even Bourbons!) Jake and I went straight on to play the second scenario. Both sides have to use the forces that survived the *Race for the Tower*, with the addition of 500 points of reinforcements for the Dark Elves. While Jake chose his extra troops (he decided to spend it all on a level 4 sorcerer) I set up the table. The way the *Shaman's Hut* is set up and played largely depends on the result of the previous game. The Orcs and Goblins won the first game so got to set up second. Jake decided his Dark Elves were going to brave the thick jungle rather than negotiate the misty realms of the swamp. This

meant that, even if a couple of regiments got lost and arrived late, Jake would still go first. If he had got stuck in the swamp then he could have been in the horrible position of setting up first and moving second. In the end, all of Jake's Dark Elves made it through except the Spearmen who got lost in the jungle and would move onto the table at the start of their second turn. Anyway, enough blathering and on with the war!

OUTNUMBERED

Jake definitely had the advantage here, so I tried to deploy my three regiments in as good a position as possible to maximise their effectiveness. However, it became immediately obvious that an experienced General wouldn't fall for my rather obvious trap. On Jake's first turn he simply repositioned his Cold One Knights and began peppering my Orks with the massive firepower of twenty-one repeater crossbows.

In the magic phase things got a lot worse. Armed with a level 4 Sorcerer, the Dark Elves started to romp all over my little army. With not even a *Dispel Magic Scroll* or a single Goblin Shaman to my name I was defenceless. In the first turn Jake destroyed my *Banner of Defiance*, then struck down my General with the *Malediction of Nagash*, pinning him in place.

Surely now the Orc saviour was just a step away – “*Skabby, Skabby, 'giz a 'and mate, we needya 'elp. We promise we won't laugh at yer hair squig.*” Alas there was no reply, just the sound of someone scrabbling around inside (maybe Skabby was being burgled?).

No Skabby meant another turn of humiliation in the magic phase. My *Pipes of Doom* were dispelled by a *Dispel Magic Scroll*, then the Dark Elf Sorcerer began his assault. Using *Witch Flight* he transported himself behind my Orc



Outnumbered, the Orcs and Goblins prepare to face the superior forces of the Dark Elves. Unless Skabby da Shaman shows up to help, the Orcs are doomed!



After weakening the Orcs and Goblins with crossbow fire and magical attacks, the Cold Ones charge and literally break the back of the Orc army!

boyz, and into hand-to-hand combat with my General. Hah, I thought, even in his weakened state he might have a chance against a puny Sorcerer. But oh no, Jake still had a few magic cards up his sleeve and completely shredded my General with a *Blade Wind*.

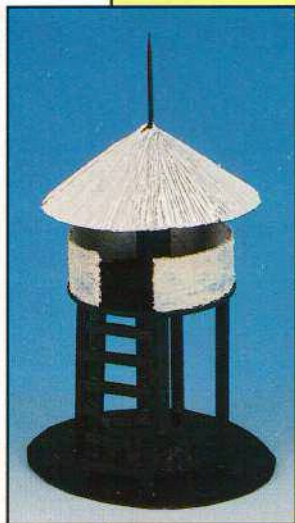
DISASTER!

The beginning of Jake's turn was heralded by the arrival of the lost Dark Elf Spearmen. There was a faint glimmer of hope that if these late arrivals could spoil Jake's plans. The Cold One Knights and the Sorcerer Lord declared a charge on the Orc boyz, the result was absolutely devastating. My Orcs failed their *fear* test, then the Cold Ones and their riders slaughtered nine of the boyz, including a Champion. With their General dead and carnage all around them, there was never any chance of the Orcs passing their break test. Their fat stubby legs carried them away from the blood-crazed Dark Elves as fast as they could, but it wasn't fast enough to escape the rapid pursuit of the Cold Ones.

Finally, to add insult to injury and to scupper all my plans, both the Goblin regiments failed their panic checks and headed for the hills. It all went wrong from here on in. None of my Goblin regiments ever recovered their wits and Skabby, curse his rotten hide, failed to show his wart-ridden stinkin' face at all. Even during turn four, where his presence could have at least held the Dark Elves up for a bit, he skulked in his hut, muttering to himself. With my army in complete disarray it was a simple matter for Jake to move his regiments within 24" of my table edge and claim an easy victory.

Jake: Vengeance is mine sayeth the Dark Elves! My earlier strategy of destroying the Boarboyz had paid off and, helped by Skabby's refusal to help, I was easily able to destroy the Orcs. One game each and one left to play.

THE TOWER

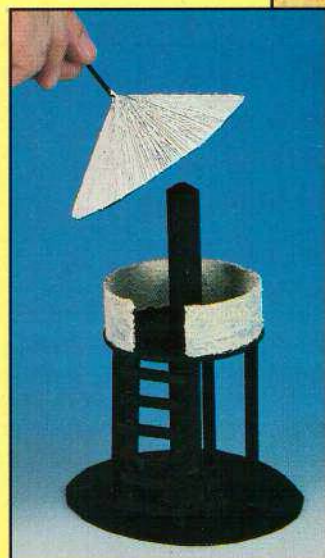


After making four standard huts, I still had the base of the Pringles tube left with about 25mm rim of excess card on it. This made an ideal base for my tower. To make the central support I used a piece of wooden dowel, cut into two pieces: one longer piece to support the actual tower and a shorter piece to hold the roof of the tower up. Cutting the dowel into two pieces saves having to drill through the metal base of the tube. Glue both the pieces of dowel in the centre of the tube base using super glue.

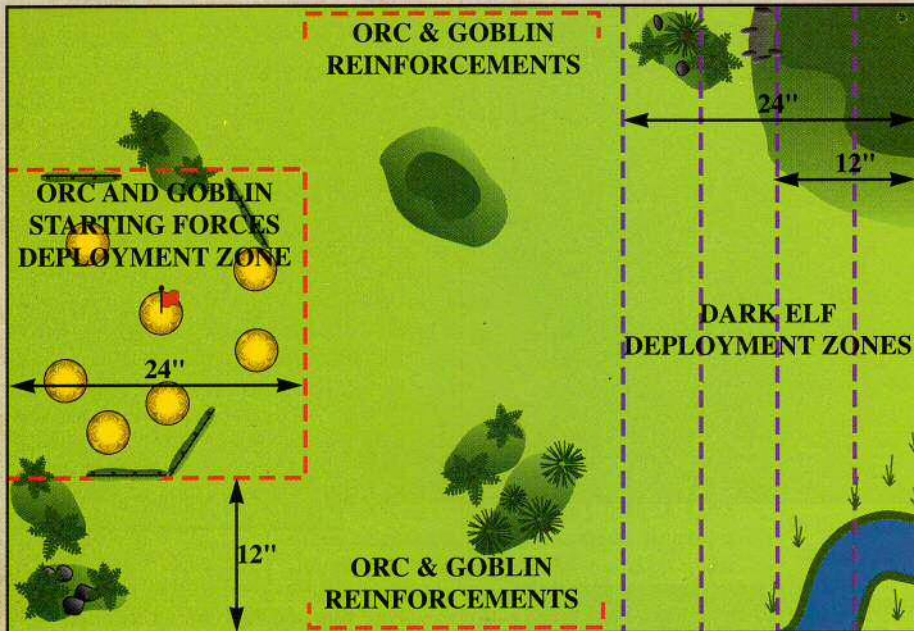
At this stage you should have what looks like a crude Olympic torch. Glue this to a suitable sized piece of card to form a base for the whole tower. Make sure you have enough room to glue further uprights to the tower to help support it. The roof was made in exactly the same way as the roofs on the basic huts, except with this one I put a cocktail stick through the centre of the

roof and drilled a hole in the top of the dowel. This made the roof removable allowing the easy placement of troops on the tower top. It also gave me somewhere to put a flag! Finally, balsa wood strips cut to the correct length were used to form the supports and the ladder. The broken rung is easy to achieve – simply snap a piece of balsa carefully so that it doesn't break completely and use a spot of super glue to reinforce the break.

The tower is then finished with textured paint, filler and Citadel paints just like the other huts. As there is a lot of wood, this deserves a little more attention. Give the black undercoated wood a heavy drybrush with Bestial Brown, repeat with progressively lighter coats of drybrushing, adding a little Snakebite Leather and Skull White to each coat.



SCENARIO 3: THE FINAL CLASH



tortured screams could be heard in the distance. "Dis is a grim bisniss ya know..." said the Warboss speaking more to himself than to his faithful Gobbo helper "...fighting wars wiv no loot involved, it would never 'ave happened in Morglum's day yer know. Always loot involved wen Morglum went ta war. Aah dose were da days. Anyway ole Snazzrot up Blood-eye Pass way should 'ave got da message by now, an tomorrow we'z gonna giv' dem pointy earz a zoggin' good hidin'". The Warboss turned, to see that Ratchitt had fallen asleep leaning against his spear. "Oi get up yer lazy runt, ya s'posed ta be on watch!"

SET UP

Unlike a normal game of Warhammer, this game is played down the length a 6' x 4' table. The Dark Elf deployment zone depends upon how quickly they completed the *Shaman's Hut* game (see table opposite). The Orc and Goblin starting forces deploy within the village at the other end of the table. The Orc reinforcements will move onto the table on one of the two randomly determined reinforcement zones shown on the map. The Dark Elf reinforcements move onto the table from behind the rest of the Dark Elf army.

STAND 'N FIGHT Orc's Brief

As the sun rose from behind the distant jungle, two figures climbed to the top of the village watch tower: the Orcs' Warboss and his Gobbo sidekick.

"Dis is it Ratchitt, da big 'un." said the Warboss. "I'z got all da boyz fired up ready ta fight to da last. Are your ladz ready too?"

Ratchitt pricked his thumb with the end of his spear, indicating that he and the other Gobbos had spent the night sharpening their weapons. The Warboss looked out from the tower across the jungle and swamp.

In the distance the Dark Elf camp could be seen, its sacrificial fires burning. The stench of burnt flesh drifted over the Orc village, while



FORCES

You may choose 1000 points worth of defending forces from the same list of troops types used in the *Race for the Tower* game. In addition you may include War Machines.

You may choose 1500 points worth of reinforcements from any of the troops available in the Orc and Goblin army list. These reinforcements will turn up during the battle (not like that moody git Skabby!).

DEPLOYMENT

Your defending forces may be deployed within the Orc settlement. When your reinforcements arrive they may move onto the table from one of the two table edges.

REINFORCEMENTS

At the start of each Orc turn roll a D6 to see if the reinforcements turn up. On the first turn they arrive on a 6+, on the second a 5+, and on subsequent turns on a 4+.

If you won the *Race for the Tower* game then you get a +2 bonus to all your rolls. When the reinforcements arrive roll a D6 to determine which of the table edges they arrive on. On a roll of 1, 2 or 3 it is the left-hand table edge. On a roll of 4, 5 or 6 it is the right.

VICTORY CONDITIONS

You gain victory points for killing and breaking Dark Elf regiments. For each enemy unit either destroyed, fleeing or having fled from the table at the end of the battle you get 1VP per 100 points (or part), the unit cost.

Yeurl sat astride his Cold One mount, its dry, scaly skin shining in the morning sun. Beyond the jungle Yeurl could dimly perceive the Orc settlement. A rag-tag collection of primitive mud huts, with a large tower in the centre, not too dissimilar to the one that the Orcish scum had fought for earlier in the raid. As he watched, a thin line of Orcs could be seen trooping out of the gates. They were a savage lot, dressed in rotting, uncured animal skins and covered head to toe in tribal tattoos. Yeurl had been informed that the tattoos offered some sort of magical protection from grievous wounds. It didn't matter. They would all fall beneath his blade today – "the more the merrier" that's what he thought. A wide, mirthless grin crept across his face. He looked across to Lord Vitrole, and the glint in his eye gave him away. Vitrole was clearly thinking the same as he. Yeurl shouted across to him.

"Everything to play for today my Lord. Khalek informs me that we are all tied at three score Orc heads apiece"

"So it seems my young liege. Do not forget that these brutish fools are fighting for their home, this is no game to them," replied Vitrole.

"Do not fear for me my Lord, worry more about paying for this wager when you lose."

You also gain victory points for stopping the Dark Elves from getting into the settlement. If, at the end of the game, there are no unbroken Dark Elves within 6" of the settlement then you gain an additional +5 victory points. At the end of the game the player with the most victory points wins the game and the whole campaign.

DESTROY THEM!

Dark Elf Brief

You have almost removed the foul Orc stain from the sacred territory of the Dark Elves, forcing their cowardly warriors back to their settlement. Tomorrow, at dawn, the unstoppable might of your glorious army will fall upon the Orcs and destroy them utterly.

You already have a large force of Dark Elves poised, ready to attack. In addition to these, you have decided to throw in all your reserves in order to ensure a crushing victory, and make sure that none of your followers should miss out on the sport. These forces are moving up from the Black Ark Citadel of Oblivion and will be ready to strike shortly after the battle has started. Your scouts have reported many Orcs to both the south and the north of the settlement so be prepared for the possibility of Orc and Goblin reinforcements turning up on your flanks. You cannot fail in your task, otherwise your status as a high noble of Clar Kharond will be in jeopardy.

DEPLOYMENT TABLE

SHAMAN'S HUT GAME ENDED...	DISTANCE DARK ELVES DEPLOY ONTO TABLE
TURN 4	24"
TURN 5	18"
TURN 6	12"
TURN 7+	6"

FORCES

You may choose 2000 points worth of attacking troops from the Dark Elf army list. In addition you may choose two 500 point blocks of reinforcements.

DEPLOYMENT

The position that you deploy your initial troops depends upon how quickly you finished the Shaman's Hut game. Refer to the table at the bottom of the page to see how far forward your forces may deploy. To decide who gets the first turn, each player should roll a dice, highest going first.

HARASSMENT TABLE

D6 Roll Effect

- 1 A randomly chosen character takes D4 wounds with normal saves allowed.
- 2 Every regiment in the force takes D4 casualties.
- 3 Every regiment takes D6 strength 3 hits with normal saves allowed.
- 4 Your reinforcements are delayed for a turn. You may not deploy them until the beginning of your next turn.
- 5-6 Your reinforcements make it through unscathed.

If you won the Shaman's Hut game then you **do not** roll on this table. Your forces successfully dispersed the enemy troops at the Shaman's hut and your reinforcements may move past this area completely unharassed.

REINFORCEMENTS

With the exception of your first turn, the two blocks of reinforcements may arrive at the start of any of your turns. They may even arrive together if you wish. Simply declare at the start of your turn that you are bringing on your reinforcements. However, to get to the Orc settlement your reinforcements will have to pass the Shaman's Hut and any Orc forces that you left there. If you lost the Shaman's Hut scenario you must roll on the Harassment table (above) before deploying your reinforcements to see if the Orcs you left alive do any damage to your reinforcements. The results on the table can be rather deadly, but that serves you right for not killing all the Orcs and Gobbos in the last battle!

VICTORY CONDITIONS

You gain victory points for killing and breaking Orc units. For each enemy unit either destroyed, fleeing or having fled from the table you get 1VP per 100 points (or part), the unit cost.

You gain victory points for capturing the Orc settlement. If at the end of the game you have managed to get an unbroken regiment with less than 50% casualties inside the settlement then you gain an additional +5 victory points. At the end of the game the player with the most victory points wins the game and the campaign.

FAREWELL!

Ian: Well that's all folks, well not quite. Jake and I still have to fight the *Final Clash*, but the deadlines for this month's White Dwarf are looming. At the end of the first two games, neither side had emerged as the clear victor. I had managed to get the beacon lit, therefore my reinforcements for the third battle would be turning up early. On the other hand, Jake gained an undisputed victory in what I've come to call the *Debacle at the Shaman's Hut*. This means that two thirds of his forces will start the game camped right on my doorstep. I have a feeling that this will make for an extremely bloody and violent battle, not that normal games of Warhammer aren't, but with such large armies starting so close to each other the outcome is bound to be cataclysmic.

We did consider trying to rush the battle through, but in the end we decided that it was a much better idea to give it the time it deserved. What that means is that you'll have to wait until next month for the conclusion to this campaign. In the meantime, why not have a go yourself? You don't have to use the same armies as we did, in fact, it's probably more fun if you can tailor the campaign to fit your own collection.

This breathing space also gives me time to make some more terrain pieces for the Orc village: da drops, a big bonfire for da tribe to gather at, and a Warboss' hut. In addition, I'd like to build a stockade to complete my Orc village. Anyway enough of that for now,



hopefully I'll be able to show you these when we bring you the result of the *Final Clash*, and discover the victor of this hard-fought *Raid!*

*“Waaaaagh!
You’ll never
take me alive
ya scumbos”
cried the Orc
Warboss as the
Dark Elves
charged.*

*The Dark Elf
General
smiled quietly
to himself.
“We don’t
intend to...”*

FIGHTING THE CAMPAIGN WITH DIFFERENT ARMIES

Although this campaign is written with Orcs and Goblins versus Dark Elves in mind, it's perfectly possible to fight the campaign with different armies. Even if you have the same armies you can swap roles, so that the Orcs and Goblins are attacking a Dark Elf settlement.

Playing the games with your own choice of armies is dead easy, all you need to do is follow this short set of guidelines below.

In the first game, both sides have a restricted list of troops to choose from. We don't have the space to give the restricted lists for all the armies, but all you need to do this yourself is a little common sense. Try to remove any troop type that will make the game ridiculously easy for either side to complete their objectives. A good example of this are Dark Elf Harpies. As you can imagine, it would be rather easy for a regiment of Harpies to capture the tower in the first game. Also, remember that some of the games are quite small compared to a standard Warhammer bash, so inclusion of some troop types can unbalance the game. A good example of this are Goblin Fanatics. We decided not to use these as the mass destruction they can cause against such a small force of Dark Elves would spoil the game. The third and final point is not to include any troop types that don't fit into your background. If, for instance, you are attacking with Empire troops and they have to cross a dangerous chasm spanned by a rickety rope bridge, then for obvious reasons allowing the Empire player to include Steam Tanks is well out of order!

Once you've sorted out the restricted lists for both sides all you have to do is pick armies from your chosen lists to the points value detailed in the scenarios themselves. Follow all the set up, deployment rules and victory conditions laid out in the games. Of course, as we said at the beginning of the article, if you want to use different armies you'll probably want to rewrite the background and make different scenery, or use the card buildings printed in the *Chronicles of War* supplement.

Of course with all this stuff to deal with, you might be inspired to come up with your own campaigns, scenarios, and themed scenery, and completely ignore all our efforts here!

TO REMOVE SHEET, CUT ALONG THIS DOTTED LINE

YOUR NEW CARDS

To prepare your new Datafax, cards and floorplans, first remove these sheets from your magazine. Then, carefully cut around the individual cards. To make sure they're the right size, please cut around the *front* of your Dungeon cards. Enjoy your games!



VEHICLE **MOTO-X** **10 Points**

This card may only be taken by Ork Warbikes. The Warbike has great big knobby tyres and special spiky tracks so that it can cope with all types of terrain. The Warbike can travel up to combat speed across difficult ground. In addition, the Warbike may attempt to cross linear obstacles that are no taller than the Warbike's front wheel. Roll a D6, on a 4, 5 or 6 the obstacle is successfully crossed, on a 1, 2 or 3 the Warbike collides as normal.

ORK WARBIKE ONLY

VEHICLE **SKRABBLA** **10 Points**

This card may only be taken for Ork Warbikes. The rider of this Warbike has a faithful Gretchin assistant who rides on the back of the Warbike. These reckless Gretchin are known as Skrabbblas. Following the shouted orders of the rider, they scabble around on the back, throwing their weight around to help ease the heavy Warbike into skid turns. A Warbike rider with a Skrabbbla may add +2 to his dice rolls on the Skid turn chart. The Skrabbbla is extremely agile and cannot be hit by enemy fire.

ORK WARBIKE ONLY

VEHICLE **'OOOGE XHAUSTS** **5 Points**

This card may only taken for Ork Warbikes. The owner of this Warbike has fitted his bike with absolutely immense exhaust pipes. The 'Oooge Xhausts are specially customized to make as much noise as possible. The thumping noise they produce sounds like a dozen battle cannons ripping the earth apart, fooling the enemy into thinking they are under attack! Any enemy units on overwatch that are within 12" of the Warbike must pass a Leadership test or lose overwatch, just as if they had been shot at.

ORK WARBIKE ONLY

ORK WARBIKE

VEHICLE DATA

CREW: ONE ORK RIDER

RAM VALUE: STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT: SLOW SPEED: 8"
COMBAT SPEED: 12"
FAST SPEED: 30"

TYPE: BIKE

WEAPONS

The Warbike is armed with twin linked autocannons which fire forward with a 90° arc of fire.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	SPECIAL		
	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.
Autocannon	0-20	20-72	-	8	D6	-3	2D6+8 Sustained fire 2D

POINTS COST: 45 points

CUT THIS SIDE

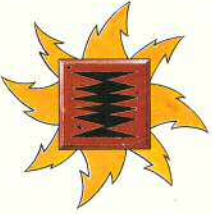
D6	LOCATION	FRONT	ARMOUR	SIDE/REAR
1-2	Ork Rider		See Below	
3-6	Bike	10		12

D6 Bike Damage Table

- 1 The Warbike's twin autocannon are destroyed and may no longer be used.
- 2 The Warbike's tracks are damaged. From now on the Warbike's maximum speed is reduced to its slow rate only.
- 3 The Warbike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Warbike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the Warbike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The Warbike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the Warbike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The Warbike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The Warbike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 Wound. If the rider is killed then the Warbike will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or it leaves the table.



ORK VEHICLE

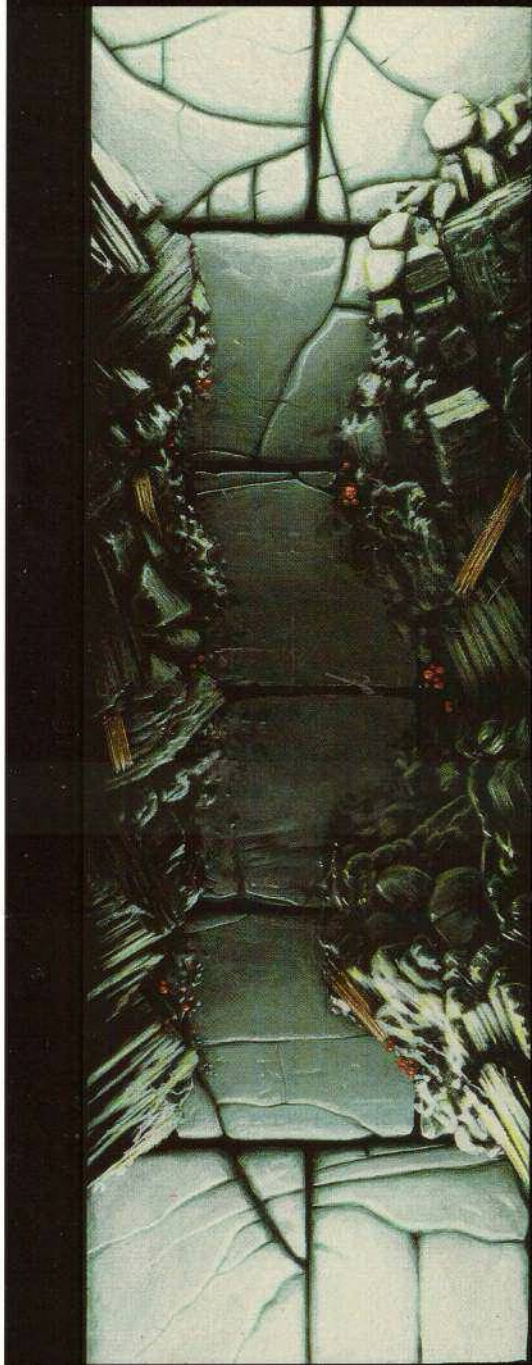
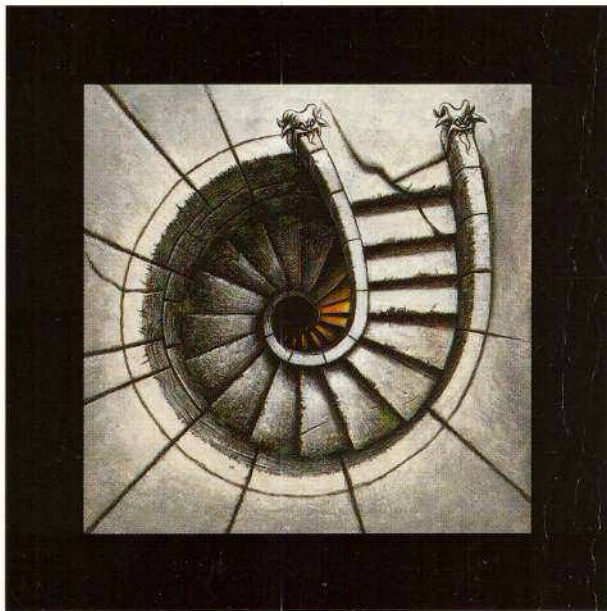


ORK VEHICLE



ORK VEHICLE

TO REMOVE SHEET, CUT ALONG THIS DOTTED LINE



DEAD END

A rockfall blocks the tunnel ahead and there seems no obvious way deeper into the dungeon.

See White Dwarf 192 for details of the Dead End.



CORRIDOR

COLLAPSED PASSAGE

The walls of this passage have fallen in, forcing the Warriors to walk in single file.



CORRIDOR

CUT THIS SIDE



CUT OTHER SIDE

GAMES WORKSHOP®

FRONTLINE NEWS



Throughout the Christmas holidays all our Games Workshop stores will be open for any last-minute shopping you might need. However, don't think we're too busy to stop and talk! Over Christmas, like any other time, you're more than welcome to just drop in for a chat, learn how to play one of our games or pick up a few miniature painting tips. And of course, Thursday nights are games nights!

With friendly, approachable staff and the vast range of Citadel miniatures, you'll find everything you need this Christmas to build yourself an army for Warhammer 40,000, Necromunda, Warhammer or any of our other exciting games.

THE BATTLE FOR ICHAR IV

On the weekend of the 30th September and 1st October, the dreaded forces of Hive fleet Kraken swept down into all the Games Workshop stores around the world! Waiting for this dire assault was an alliance of gallant defenders made up of the armies of the Imperial Guard, Space Marines and Eldar!

Thanks to everyone who came along to take part, or just watch wave after wave of Tyranids smashing into the heavily defended hives of Ichar IV. Judging from the



Right:
At our Watford store, the forces of the Imperial Fists stood firm in the face of the Tyranid horde, but would it be enough to turn back the vast armies of the Hive Mind?



Above:
Games Workshop Aberdeen goes bonkers as the invasion of Ichar IV gets under way!

reaction we've had, everyone had a great time, we certainly did! Maybe we'll do it again next year! Battles raged through the weekend with the fate of an entire planet hanging in the balance...

Results of the biggest wargame ever fought are now in, and you can find out the final outcome of the Tyranid invasion of Ichar IV in Jervis' article later in this issue!

A WORLD OF FANTASY GAMING

A WORLD OF FANTASY GAMING

WHAT'S ON WHERE?

With Games Day just gone, new stores in Germany and Christmas just around the corner, it's a very busy and exciting time of year. All our stores will be open even more hours than usual, so you won't get bored during the holidays! For more information on what's happening in your local area, phone your nearest store for details.

GERMANY INVADED!



**GAMES WORKSHOP
COLOGNE**
42-44 Cäcilien Strasse
50667 Cologne,
Germany.

Ta da! Store Manager Gary Wilkinson proudly shows off the very first German Games Workshop store! After years of combat experience in our Leeds and Bradford stores we decided that he needed a new challenge, so off he went to Cologne. Good luck Gary!

GW GIFT VOUCHERS

Every year people ask me what I want for Christmas, and I always try to think of something they can't get wrong. Even so, I still usually get some embarrassing socks and jumpers. If you have the same problem why not ask for Games Workshop Gift Vouchers this year? They're available at all of our stores and enable you to get what you *really* want for Christmas!



GAMES DAY and GOLDEN'95 DEMON

We've just about recovered from the hectic excitement of Games Day! Nearly all our retail staff were there, running the games and serving

you at the retail stands. With over 9,000 people it was a huge event and it felt like we met every one of you - It's great to meet up with other gamers from all around the country. Congratulations to Martin the manager and everyone else at the Edinburgh store who helped



Left: Some of the great entries for the banner competition. Below: Even though it was a hectic day, most people found time to fight a battle or two!



GAMES WORKSHOP®

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BATH: 30 Upper Borough Walls. Tel: 01225 314414
BECKENHAM: 292-294 High Street. Tel: 0181 658 8102
BELFAST: 20A Castle Court. Tel: 01232 233684
BIRMINGHAM: 116 Corporation Street. Tel: 0121 236 7880
BLACKPOOL: 8 Birley St. Tel: 01253 752056
BOLTON: Unit 25, First Floor Gallery, Shipgates Centre. Tel: 01204 362131
BOURNEMOUTH: 24 Post Office Rd. Tel: 01202 319292
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BROMLEY: 8 Bromley Mall. Tel: 0181 466 0678
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CHESTER: 112 Foregate St. Tel: 01244 311967
COLCHESTER: 2 Short Wyre St. Tel: 01206 767279
COVENTRY: 14 City Arcade. Tel: 01203 227311
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GLASGOW: 66 Queen Street. Tel: 0141 226 3762
GLOUCESTER: 35 Clarence Street. Tel: 01452 505033
GUILDFORD: 12 Tunsgate. Tel: 01483 451793

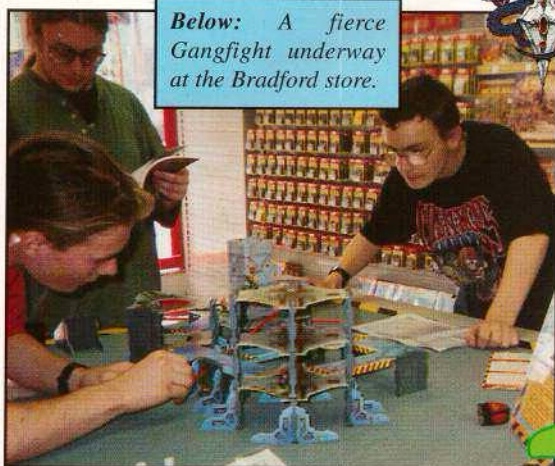
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HARROGATE: 29 Beulah Street. Tel: 01423 564310
HARROW: 296 Station Road. Tel: 0181 861 2350
HIGH WYCOMBE: Unit 29, The Balcony, The Octagon Centre. Tel: 01494 531494
HULL: 30 Paragon Street. Tel: 01482 589576
IPSWICH: 2nd Floor, Debenhams, Westgate Street. Tel: 01473 210031
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LEEDS: 12-16 Central Road. Tel: 0113 2420834
LEICESTER: 16/20 Silver Street. Tel: 0116 2530510
LIVERPOOL: 47 Lord Street. Tel: 0151 258 1404
CENTRAL LONDON: Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street. Tel: 0171 436 0839
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MAIDENHEAD: 2 Blandy House, 3/5 King St. Tel: 01628 21854
MAIDSTONE: Unit 6, 1-9 Pudding Lane. Tel: 01622 677435
MANCHESTER: 69/70 Marsden Court, Arndale Centre. Tel: 0161 834 6871
MEADOWHALL CENTRE SHEFFIELD: 91B, High St, Upper Mall. Tel: 0114 2569836

produce their wonderful winning banner. Congratulations also to Mike the manager of St Albans and everyone who helped him win the coveted Space Marine Trophy for their Warhammer command group.

BLOODBATH IN THE UNDERHIVE!

You can always come along to one of our stores to play your favourite game, but over Christmas we'll be giving special attention to our latest release – Necromunda.

Why not drop into your local Games Workshop store for the chance to lead one of the gangs and fight for glory or survival amid the poisoned debris of the Underhive? Only the most skillful and cunning (and heavily armed) will survive, so come along and try out our special scenarios for this great new game!



Below: A fierce Gangfight underway at the Bradford store.



There are now so many Games Workshop stores in the UK that we just can't fit them all on the map! To find out where the nearest store is to you and what's happening, just look at the alphabetical list at the bottom of this page and give them a call.

CHRISTMAS AND SUNDAY OPENINGS

During December all our stores will be opening an hour early, at 9am*. Also, each store will be staying open for late night shopping one day a week* and **ALL STORES WILL NOW BE OPEN ON SUNDAYS.**

All stores will be closed on Christmas day, and most will be closed on Boxing day too. They will re-open on the 27th of December. Phone your local store for details.

*May vary at certain stores in shopping centres.

METROCENTRE NEWCASTLE: Unit B14, First Floor. Tel: 0191 461 0950

MIDDLESBROUGH: 39 Dundas St. Tel: 01642 254091

MILTON KEYNES: Unit 2, West End Extension, Silbury Boulevard, Milton Keynes Shopping Centre. Tel: 01908 690477

NEWCASTLE: 63 Clayton Street. Tel: 0191 232 2418

NORTHAMPTON: 6/7 The Friary, Upper Level, Grovesnor Centre. Tel: 01604 36687

NORWICH: 12-14 Exchange St. Tel: 01603 767656

NOTTINGHAM: 34a Friar Lane. Tel: 0115 9480651

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PORTSMOUTH: 34 Arundel St. Tel: 01705 876266

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SOUTHEND: 12 Southchurch Road. Tel: 01702 461251

STAINES: Elmsleigh Centre. Tel: 01784 460675

STOCKPORT: 32 Mersey Square. Tel: 0161 4741427

STOKE ON TRENT: 27 Stafford Street, Hanley. Tel: 01782 205287

SUTTON: Unit 26, Upper Mall, Times Square Shopping Centre. Tel: 0181 770 9454

SWANSEA: 45 Princess Way. Tel: 01792 463969

SWINDON: 17 Fleet Street. Tel: 01793 436036

THURROCK LAKESIDE: Unit 415, Level 3/Food Court, Thurrock Lakeside. Tel: 01708 867133

TORQUAY: 12 Market St. Tel: 01803 201036

WATFORD: Unit Q1A, Harlequin Centre, Queens Road. Tel: 01923 245388

WOLVERHAMPTON: Unit 98, Mander Centre. Tel: 01902 310466

WORCESTER: 4 Charles Street. Tel: 01905 616707

YORK: 26 Goodramgate. Tel: 01904 653575

GAMES WORKSHOP[®]

WANTS YOU!



We're looking for energetic new recruits to join the **GAMES WORKSHOP RETAIL TEAM**. Don't turn over the page! **WE MEAN YOU!** Just by reading this magazine, you've demonstrated that you've got the first qualification for the job - an unquenchable thirst for Games Workshop games and miniatures! Everyone... and I mean **EVERYONE**, from Servitors to Chaplains, who currently works for Games Workshop started out just like YOU.

We've got openings at all levels, but we especially need **KEY TIME STAFF**. These staff members form the vital link between our full-time staff and the customers. **KEY TIME STAFF** receive all the same benefits as our full time staff, but they don't have to work as many hours! Seriously though, **KEY TIME STAFF** are **KEY** members of our retail team and are as much Space Marines as the rest of our staff.

So next time you're in your local Games Workshop store, ask if you can have an informal chat with the manager. Alternatively, you can write to our Head Office at the address below. They can then send you an application form and any other information you might require.

Games Workshop needs new blood... it could be yours!

Write to: Retail Vacancies, Games Workshop, Chewton St, Eastwood, Notts, NG16 3HY

DEATH FROM ABOVE

By Gavin Thorpe

AIR ATTACK

Almost every army in the Epic game system has at least one type of flying vehicle. These range from the lightning-fast Eldar Nightwings to the deadly Tyranid Harridans, or the Iron Eagle Gyrocopters and Overlord Armoured Airships of the Squat armies.

Flyers can be used to fulfil a variety of battlefield roles. Their high speed and ability to fly over terrain that slows down ordinary ground troops makes them the most mobile units in the game. With weapons blazing they speed forward, throwing the enemy off balance and forcing him to react to your sudden thrusts and counter-attacks. Some flyers also have the capacity to transport troops. These war machines can be used to land your best warriors deep behind the enemy lines, capturing objectives and knocking out the opposing artillery.

For the purpose of this article, we're going to separate the tactical use of flyers into three main categories: the Escort Mission, the Suppression Attack and the Deep Strike.

ESCORT AND ENGAGE

The main reason for including flyers in your battleforce is to give some mobile firepower to your advancing troops. As your warriors on the ground move forwards, the flying machines draw enemy fire and soften up the defending force. This use of flyers falls into the category of an Escort Mission or a Suppression Attack.

ESCORT MISSIONS

Flyers are able to provide effective escort for ground forces because they generally move so much faster. This means that most flyers are able to keep up with troops on charge orders, while they themselves stay on advance orders and lay down a curtain of fire. In this way, your escorted force can advance across the tabletop, matching its speed to the slowest moving troops. It's worth remembering that large flyers such as the Overlord Airship or the Harridan can withstand lots of damage. Since part of each Escort Mission is to soak up enemy fire, these flyers are ideally suited to acting as escorts.

Smaller flyers such as Thunderhawk Gunships can also fulfil this role, but you may find that they don't survive long enough to be really effective! If the units being escorted are themselves quite fast-moving, such as a vehicle squadron, this shouldn't be too much of a problem. However, don't bank on your smaller flyers staying with you all the way across the battlefield! Even so, if all goes to plan, by the time your escorts go down, your attack force will be ready to strike.

MOVE AND FIRE

As they zoom overhead in advance of your ground force, your escorts should choose their targets carefully. There are no hard and fast rules about what makes the best target, but the following guidelines may help you decide. If the flyers are escorting infantry, then you should try to attack any heavily armoured



As they scream across the battlefields of the 41st millennium, flyers reap a bitter harvest of death and destruction.

The fast and well armed Thunderhawk Gunship is the mainstay of any Space Marine aerial assault. Combined with drop pods, the Thunderhawk enables Space Marines to launch an attack on any part of the battlefield.



Thunderhawk Gunships attack the Chaos line, preparing the way for the Space Marine Assault troops.

THE ESCORT MISSION

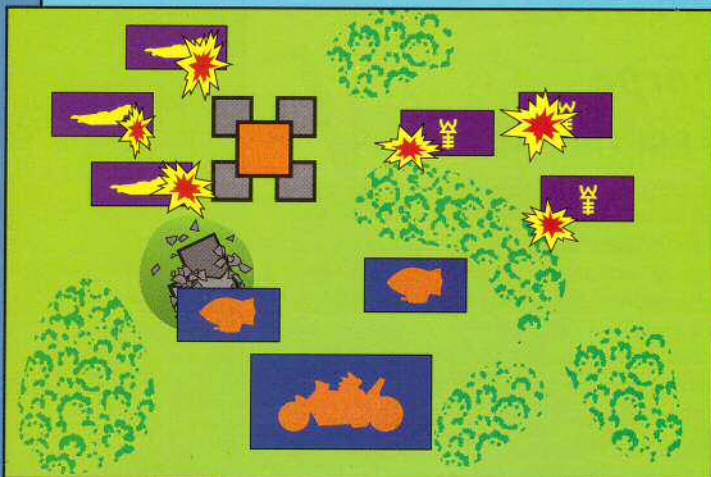


Diagram 1: A Squad Guild Biker Force is being escorted through dense terrain by two Overlord Armoured Airships. The Overlords can always fire in the first fire segment and use this ability to attack the Eldar Striking Scorpions to their right and the Falcon Grav-tanks on their left. The Eldar ambush is destroyed by the aerial attack before it can do any damage, even though both Eldar units were hidden from the Guild Bikers by the intervening buildings and woods.

targets that the troops can't deal with themselves. On the other hand, if you're supporting tanks, then it's often a good idea to try and eliminate the enemy infantry or any specialist close combat troops that get too close. The weapons that the flyer carries also tend to dictate which targets they are best suited to attack, and I'll come back to this topic later.

SEARCH AND DESTROY

Flying high over the battlefield, your aerial force can also often single out enemy units that would

normally be out of line of sight. This is very important to a good Escort Mission, and it's often well worth concentrating your fire on the enemy troops and vehicles that your other troops can't see. Diagram 1 shows how this can work.

SUPPRESSION ATTACKS

Suppression Attacks are ideally suited to smaller, faster flyers or even skimmers. Since the object of this mission is to move ahead of your other troops, it's essential that your flyers get to their target before the models they're supporting. Not only that, it's vital that the flyers open fire on the same turn they reach the objective, otherwise there's a good chance they will be shot down!

It's best if you can prepare your Suppression Missions well in advance. Before you deploy your army, have a good look at the battlefield and note the positions of the objective markers and where you expect your opponent to place his artillery and other support troops. These are the two most common targets for suppression and you'll probably want to deploy your flyers so that they can attack them first.

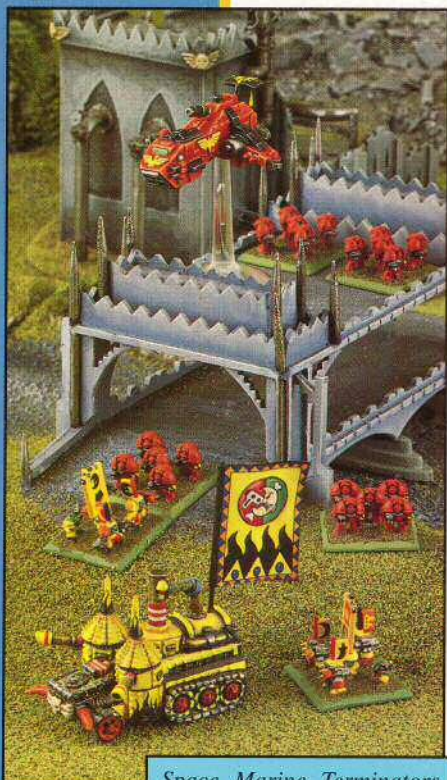
Your assault should be made up of two elements – the flyers performing the suppression role, and the troops they are supporting. The idea is for the flyers to attack the enemy position and keep any defending troops busy. Meanwhile, your main assault force moves up and launches an all-out attack on the enemy line. This relieves the flyers of their task so that they can move off to tackle other objectives. This is a very effective way of breaking open strong positions. Once your flyers have made a small crack in the enemy line you can pour troops into the gap and deal with the separate enemy contingents one at a time. Diagrams 2 and 3 illustrate this theory in battle.

DEEP STRIKES

The third way of using flyers is to send them on a Deep Strike. This particular mission involves redeploying high quality troops to a vital area of the battlefield – nearly always in the heart of the fiercest fighting, or deep behind enemy lines. This position could be an objective, a building with great lines of sight, or even an important and deadly adversary like a Greater daemon or a Tyranid Dominatrix.

Obviously, the flyer has to be able to transport troops to conduct a Deep Strike, although other flyers could be used to escort the transports. Combining attacks like this gives a wide variation on the three basic flyer missions and means that your opponent won't be sure what you're doing until it's already too late!

The Deep Strike has two phases: the initial transportation of troops to the objective, and the subsequent close air support. Depending on the distance to the target, a Deep Strike may even involve a turn of suppression before the attack goes in – another example of combining air assault missions. Deep Strikes can be risky. They will inevitably place your elite force in the heart of the enemy army, and if their transport vehicles



Space Marine Terminators and a Thunderhawk Gunship capture the objective of their Deep Strike.

are shot down, your precious troops can be wiped out before they even disembark! This is why you should reserve Deep Strikes for capturing only the most important points on the battlefield.

Once you've decided on a Deep Strike, you must keep an eye on its progress and should be prepared to send in a relief force if things get too rough. You can use your flyers to shuttle extra detachments into the combat zone, paving the way for the rest of your army. This takes the fight right to the heart of the enemy and often upsets your opponent's plans so badly that they cannot recover. A well executed Deep Strike can totally cripple the enemy forces and win the battle before your foe realises what hit him!

AIR SUPERIORITY

In the Epic game system you count up the victory points at the end of each turn. This means that under the right circumstances, these various types of air assaults can land you victory in one fell swoop. This is particularly true for the Space Marines and Tyranids who can use Drop Pods or Mycetic Spores to land extra troops in forward positions and grab those early victory points for holding objectives, or butchering the hapless enemy! Diagrams 4 and 5 are taken from an Eldar versus Squats game, and show how you can combine all three types of flyer operations to capture a large section of the battlefield.

At the end of the day, the scale of your aerial operations will largely depend both upon the models you have in your army and your willingness to get stuck in! Aerial attacks can be risky, not least because of the anti-aircraft weapons and snap fire rules introduced in Titan Legions. On average, a normal Epic game will last three turns, which does not allow you much time to eliminate all the enemy anti-aircraft weapons and execute your flyer missions.

If you have to go in against hostile anti-aircraft weapons, you may need to use the terrain to maximise the protection for your flyers rather than attempting to destroy the anti-aircraft vehicles first. Fly between buildings where possible and around hills or woods rather than going over them. Although one of a flyer or skimmer's main advantages is its ability to pass

SUPPRESSION ATTACK

Diagram 2, right: Having decided to make a concerted effort to capture objectives 2 and 3, the Space Marine player sends in his Thunderhawk Gunships to suppress the enemy. As they open fire with missiles and battle cannon, the Chaos line disappears in a blaze of smoke and explosions!

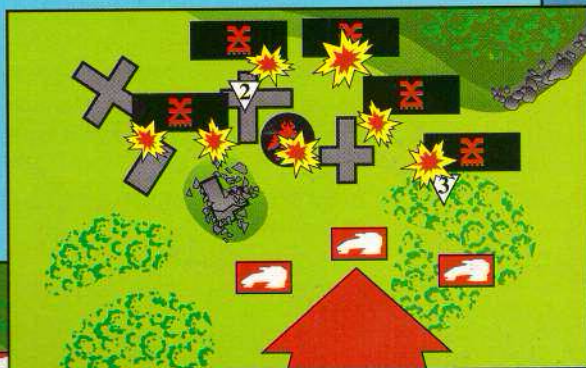
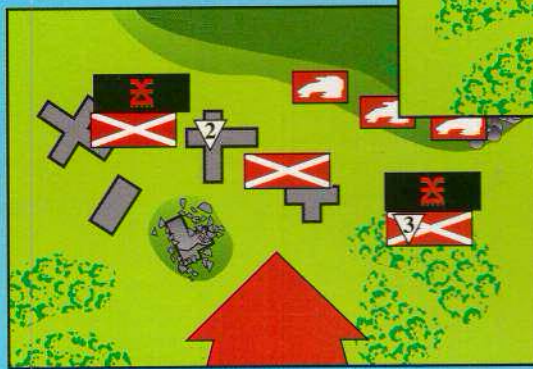


Diagram 3, left: Just behind the Thunderhawk Gunships, the Space Marine Assault detachments move up. As the smoke begins to clear, the Space Marine Assault squads move in to press home the attack on the few dazed survivors of the battered Chaos host.

over such terrain, this does not mean you should do so at every opportunity! Transport your troops to their target as quickly as possible, paving the way for your assault. Don't get distracted from your plan or you will find that what was once a coherent and plausible attack will become disorganised and easily broken.



The Tzeentch Firelord is a huge, magical Daemon Engine. It swoops down low over the battlefield to unleash its payload of firestorm bombs, bathing the enemies of Chaos in deadly liquid fire.

TOOLS FOR THE JOB

So what does this mean to you as an Eldar player? How does this affect your tactics with a Chaos horde? Each army has its own approach to flyers and their tactics, and the following briefly outlines which vehicles, troops and missions are best suited to each. You may think that one troop type is better for a Deep Strike than another, or you may not have a particular model in your army yet. It's up to you to experiment and adapt these basic ideas so that they work with the army you field and the plans you like to use.

CHAOS FORCES

Chaos armies possess the daemon flyers of Tzeentch. The Doom Wings and Fire Lords of a Chaos horde are tremendously powerful and are more flexible than many other Chaos units.

Escort Missions: A squadron of Doom Wings can perform remarkably effective Escort Missions for Daemon Engines and other vehicles. Their flame cannons are ideal for devastating infantry formations, making sure the enemy cannot bring the advancing engines of destruction to a halt.



Eldar Nightwings are capable of space flight as well as providing excellent close fire support for ground troops.

Suppression Attacks: The Fire Lord can deal massive blows against concentrations of opposing troops. Its flame cannons can weed out enemy infantry while its lascannon deals with armoured foes. A Fire Lord's firestorm bombs unleash a concentrated burst of sheer firepower as it passes over the target point, and can wreak havoc amongst the enemy lines.

Deep Strikes: Unfortunately, there aren't any Chaos flyers to transport troops, so you can't perform a Deep Strike. Still, you can't have everything, can you?

ELDAR

The Eldar are probably the race most suited to mobile, aerial warfare. Although they have only one type of flyer, the Nightwing, an Eldar army also includes a wide array of different skimmers, from very small and fast Jetbikes to super heavy Tempests tanks.

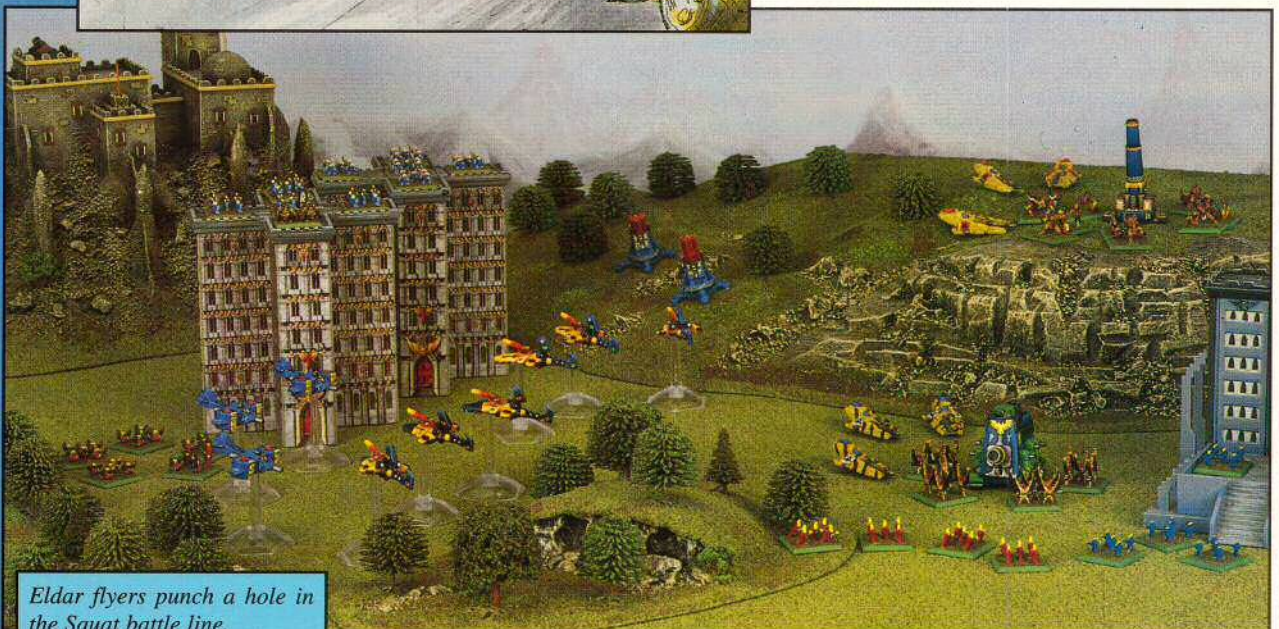
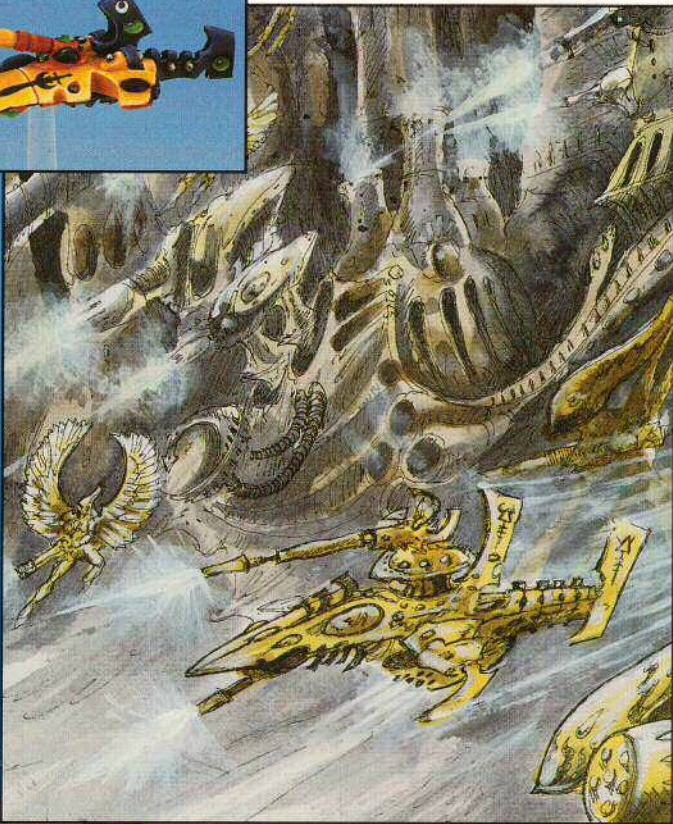
Escort Missions: A Nightwing's high minimum speed would not normally make it useful for escort duty. However, considering the overall high mobility of an Eldar army this is not something to worry about. A Nightwing's lascannon is useful when escorting infantry, and its missile barrage can be used to support vehicles, so you can deal effectively with whatever the enemy throws at you.

Suppression Attacks: Although not ideal for the role, the Tempest super heavy skimmer can be used to destroy heavily armoured targets protecting the attack site. Though not as fast as a flyer, the Tempest is as fast as any other Eldar skimmer and can survive an awful lot of punishment due to its excellent saving throw and ability to make pop-up attacks.

Deep Strikes: The most suitable choice for an Eldar Deep Strike is two or three squadrons of Falcon Grav-tanks crammed full of Harlequins, Exarchs or Aspect Warriors. Your exact selection of troops will depend on which enemy units are most prevalent in the target area.

ORKS

"We don't trust dem fings. It ain't safe up dere yoo know!" Unfortunately for Epic Ork players, the greenskins have a very healthy respect for solid ground and wish to stay on it as long as possible. For this reason they don't have a single flyer of any description!



Eldar flyers punch a hole in the Squat battle line.

COMBINED MISSIONS

Diagram 4, right: The Eldar player launches a massive attack on the Squat line, hoping to capture the entire area with a combination of all three flyer missions. To start with, two Nightwing squadrons escort detachments of Falcon Grav-tanks which are carrying Exarchs, Harlequins and other close combat troops. The biggest threat to the attack is the Thunderfire anti-aircraft battery and the Iron Eagle Gyrocopters. These are the first troops to be attacked by the Nightwings which obliterate them before they can return fire.

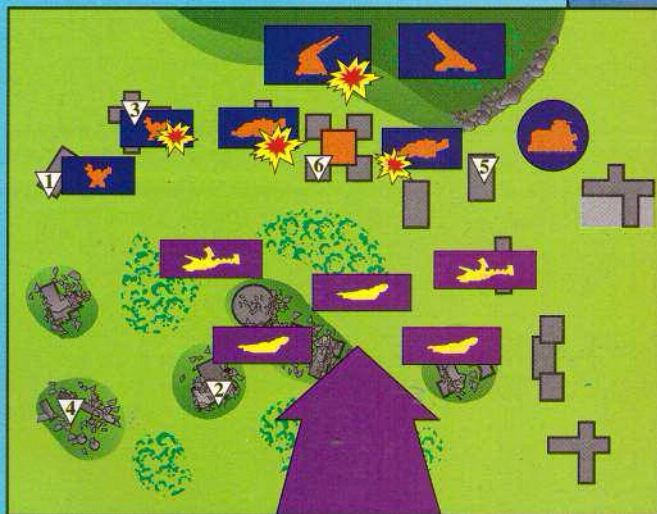
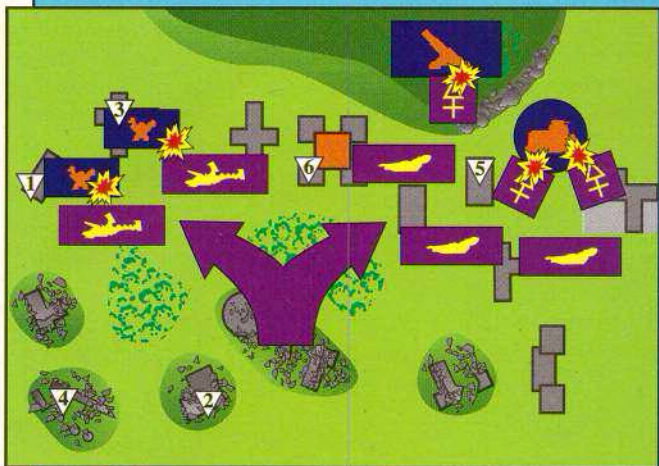


Diagram 5, left: In the next turn, the Falcons strike! Disembarking their troops, the Falcons then support them with lascannon fire. This is a variation on the Deep Strike. Meanwhile, the Nightwings turn left to suppress the Squats in the buildings, leaving the target at the other end of the battlefield hopelessly outnumbered by the Eldar Exarchs.

TYRANIDS

Fast attacks are central to the entire strategy of Tyranid warfare and apply to their flyers as much as their ground forces. Since Tyranids have no use whatsoever for objectives, the targets of Deep Strikes and Suppression Attacks are more likely to be troops you wish to wipe out. Try to break the enemy units by a Suppression Attack or a Deep Strike while your other troops get into a position to wipe them out. Mycetic Spores can be used throughout the battle, and a well-timed Deep Strike combined with a second wave of Mycetic Spores can crush the enemy. Believe me, I've been on the wrong end of this tactic more often than I'd care to remember!

Escort Missions: The Harridan is one of the largest Epic flyers around and can make bombing runs with its deadly spore cloud. This attack allows you to either spread hits around a wide area or concentrate your fire and be almost certain of destroying a few choice targets. Whatever you choose, you can follow it up with the Harridan's equally lethal bio-cannon. In defence, the Harridan can take just as much punishment, and sometimes more, than an Overlord Airship!

Suppression Attacks: For the same reasons given above, the Harridan is excellent at smashing a hole in the enemy line. If this is quickly followed up by Malefactors and Haruspex you can literally tear the opposition into two or three parts. The Harridan's ability to move after setting up means that you can be fairly certain that it will arrive at your target on the first turn and

start dropping those spore clouds and unleashing the bio-cannon right from the outset.

Deep Strikes: Harridans can each carry five stands of Gargoyles – an awesome prospect. The Gargoyles themselves are armed with a wicked flamespurt which is extremely well-adapted for flushing troops out of cover. This can be used to force troops into the open where the Harridan can attack them more easily, and other elements of your force like Dactylis and Exocrines can pound them into oblivion.

IMPERIAL

The Space Marines and Imperial Guard can field whole squadrons of Thunderhawk Gunships, Marauder fighter-bombers and Thunderbolt fighters. Each of these fulfils a very specialised role on the battlefield.

Escort Missions: Marauder aircraft are armed with a battlecannon, lascannon and missiles, giving a wide spectrum of attacks. The battlecannon is ideal for armoured threats, while the three missile barrages of a Marauder squadron can devastate infantry formations. The Marauder's turret-mounted lascannon can fire in all directions, preventing troops from out-flanking your flyers.

Suppression Attacks: A lightning attack from one or two Thunderbolt squadrons can wipe out

The Marauder Fighter-Bomber soars high above the battlefield destroying large targets such as super heavy tanks and Titans with its battlecannon, lascannon and missiles.



In contrast, the swift-moving Thunderbolt Fighter makes low sweeping attacks, strafing enemy troops with its autocannons and missiles.





enemy artillery in a single turn. The mass of autocannon fire they can direct is usually sufficient to destroy even the most heavily armoured foe, especially if they can use their great speed to move to the side or rear of their target.

Deep Strikes: The Thunderhawk Gunship was specifically designed for this type of mission. Depending on the scale of the operation, you can send in a crack detachment of Terminators or an entire Space Marine Assault company to make a Deep Strike behind the enemy lines.

Also remember that you can use Drop Pods, either to land more troops in the assault area or to attack the battlefield elsewhere, dividing your enemy's attention and firepower.

SQUATS

The Squats can field two very different types of flyer. The Iron Eagle Gyrocopter is light and fast and ideal for escorting bikes or suppressing a few less well armoured enemy units. On the other hand, the super heavy Overlord Armoured Airship bristles with battle cannons which can obliterate armoured foes. It is this diversity of abilities which is the greatest strength of the Squat flyers.

Escort Missions: The Overlord Armoured Airship is perfect for escorting the massive Squat super heavy vehicles. It can always fire in the first fire segment because it is such a stable firing platform. This means that the Overlord can lay down a murderous curtain of fire before the enemy can even try to shoot at it. As well as this useful offensive advantage, the Overlord's unique

construction and damage system gives it an unmodified 50% chance of shrugging off every hit it takes!

Suppression Attacks: With a total of sixteen attack dice plus a barrage each, Overlord Armoured Airships are devastating – especially at close range. Groups of Overlords are capable of obliterating whole companies of enemy troops at a single blow! With bolters and melta bomb barrages to deal with the enemy infantry, and battle cannons to destroy their vehicles, the Overlord is ideal for making Suppression Attacks.

The Iron Eagle Gyrocopter, is much better suited to dealing with a smaller number of lightly armoured targets. Although it is not as heavily armed as the Overlord, the Iron Eagle Gyrocopter does have the advantage of being relatively cheap in points which means that you can include lots in your army. Another interesting twist on the suppression role is to use a 'Colossus' recon Gyrocopter to direct its prodigious amount of fire against the zone you intend to suppress.

Deep Strikes: Like Chaos armies, the Squats have no flyers suitable for performing a Deep Strike mission.

A FINAL WORD

As a commander you ignore flyers at your peril. With their high speed and ability to ignore terrain which would block other vehicles, they can react much faster to enemy moves. They can utilise these advantages to redeploy elite troops to capture objectives, or destroy enemy forces. They can also react swiftly to enemy breakthroughs, making them just as suited to a defensive role. I think that flyers are a vital part of an army and whether you use them to spearhead your attack, or keep them in reserve, I'm sure you will too!

Flying ahead of the slow-moving Squat army, Iron Eagle Attack Gyrocopters hover above the enemy, cannons blazing.



A Squat army assaults an Ork Stronghold supported by Iron Eagle Gyrocopters and Overlord Airships.

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THE GAME OF FANTASY BATTLES



Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...



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GAMES
WORKSHOP

CADIAN SHOCK TROOPS



Melta-gun



Plasma gun



Sergeant with sword



Lasgun



Lasgun



Lasgun



Lasgun



Missile launcher weapons team



Autocannon weapons team



The Cadian Shock Troops ford a river in the face of heavy Eldar fire.

FAST ATTACK!

by Ian Pickstock

Originally I wrote this article as a follow on for my battle tank tactics article *The Mailed Fist*, in issue 178. Unfortunately, everyone here has been so busy making new miniatures, writing exciting new games and compiling army books for your favourite armies that there just hasn't been time to finish it off! Even if we had, the old, slim, trim White Dwarf seldom had room to feature all the tactics articles, new scenarios and so on that we'd have liked to. But now you have in your hands the new style White Dwarf, and with 40 extra pages we can bring you a wealth of new gaming articles, including this. Besides, just when I thought I'd finished, I'd play another game and come up with another idea – this article just kept growing!

THE BASICS

Light vehicles are lightly armoured, highly manoeuvrable, fast vehicles that include Warbikes, Jetbikes, Wartraks and similar war machines. They are usually best employed as shock troops, either augmenting, or as an alternative to, infantry assault squads and their like. They are able to use their small size and

manoeuvrability to complete missions such as *Dawn Raid* or *Take and Hold*, or prevent your opponent from completing his.

GO FOR THE FLANK

Many armies, especially those that favour strength in numbers like Orks, can find themselves in trouble if they try to tackle an opponent head-on. Armies such as Space Marines can channel larger forces quite effectively, catching them in a deadly cross-fire with their superior firepower. A great way to prevent this and apply pressure to an opponent is to attack from more than one side.

Of course not all troops are capable of this – infantry squads tend to get bogged down in firefights with enemy infantry, battle tanks are too vulnerable and costly when that close to the enemy, and Dreadnoughts simply aren't fast enough. However, a light vehicle's high speed, small size and great manoeuvrability make them the ideal weapon for threatening your opponent's flank and rear. From here they can attack enemy support weapons and battle tanks, leaving your main force to advance unhindered. The immediate advantage of this is obvious. It forces your opponent to react to your moves, thus giving you the initiative in the game – your opponent will have to turn or move squads to face your flank attack, splitting his fire between the diversionary force and the main part of your army. This will dramatically reduce the amount of fire your opponent can bring to bear on your main force.

In order to effectively threaten your opponent's flanks you have to get close to the enemy – this can make you a very inviting target. Light vehicles do not have the sheer brute force of a battle tank, and few have the armoured protection available to make a frontal assault. Instead, you must use the terrain and the vehicle's small size to reduce the number of enemy units that can bring their weapons to bear on you. Also use your ability to move and fire to reduce the number of threats to your vehicle.

With these factors in mind, the movement rates of your vehicle suddenly become very important. As well as your vehicle's top speed, of



The whiff of exhaust fumes did not linger long as the Land Speeder roared overhead, bathing all below in cleansing fire from its heavy flamer. Then came the silent glow of the multi-melta's twin barrels, abruptly followed by the squealing hiss of boiling armour plates and the deafening thunder of exploding fuel tanks.

The Land Speeder had claimed another kill.



The Ultramarine's Land Speeder uses its greater speed and manoeuvrability to move ahead of the main force, eliminating heavily armoured Dreadnoughts with its multi-melta, and incinerating screens of massed Gretchin with its heavy flamer.



particular interest is the combat speed. Vehicles which have a combat speed of 20" or more will benefit from being very rapidly moving targets, inflicting a hefty -2 modifier on enemy to hit rolls. However, those vehicles that cannot move this quickly at combat speed will either have to settle for a -1 modifier on shots targeted at them, or accelerate up to fast speed and accept a -1 to hit penalty to their own shooting in return for the -2 on the enemy.

VEHICLE SQUADRONS

Many light vehicles cost less than 100 points and must therefore be organised into vehicle

squadrons, requiring them to maintain a unit coherency of 6". Tactically, having to form a vehicle squadron shouldn't cause you any problems, in fact, quite the opposite. It encourages you to group your vehicles together gaining a better concentration of firepower. However, tight terrain can cause your vehicles to bunch together too much, leaving you a sitting duck for weapons with sustained fire capabilities, such as assault cannons, or those that use particularly large templates, such as the Demolisher cannon (or the *Machine Curse* psychic power!).

The main drawback of a light vehicle is its thinner armour. If pinned down by heavy weapons fire, you can say goodbye to your Jetbike or Wartrak. This is offset by their low points cost allowing you to field several in your force. This makes them something of a hybrid between an infantry squad and a battle tank. Just like a battle tank a squadron of light vehicles can carry a considerable amount of firepower, with all the added advantages of being vehicles.

Firstly, they have the ability to move and fire. Secondly, they have a certain amount of increased survivability. Although not nearly as tough as a tank, your opponent will still be hard pressed to destroy a light vehicle with bolter and lasgun fire. However, unlike a battle tank, that

VEHICLE SIGHTING 106/4.3L DELPHI

<SECURITY GRADE ALPHA PRIME>

ENTER SECURITY CODE

ACCESS GRANTED

CODEX DESIG. 43B/ 67462

DESCRIPTION: Space Marine Land Speeder.

ARMAMENT: Heavy flamer, multi-melta.

CHAPTER: Ultramarines.



ELDAR JETBIKES

Whenever the Eldar go to war they can always be assured of an element of air superiority. The Eldar have a vast choice of fast attack vehicles, the most numerous of which are their Jetbikes. Armed with twin-linked shuriken catapults or the heavier shrieker shuriken cannon, these lightning-fast vehicles speed across the battlefield, mowing down enemy infantry with a hail of deadly fire.

suffers from being one big target, each heavy weapon in a vehicle squadron is a separate model that must be individually targeted and eliminated, just like an infantry squad.

In this article I have split light vehicles into two distinct categories. These are skimmers and fast attack vehicles. The skimmers section covers vehicles like Land Speeders and Jetbikes. Fast attack vehicles covers the majority of light vehicles – these include Ork Warbikes and Wartraks, Space Marine Attack Bikes and Squat Trikes. Each category covers the characteristics of the light vehicle, what options they offer your army and how to use them to best effect.

SKIMMERS

Skimmers are one of the most potent types of light vehicle. Their ability to fly over intervening terrain without penalty means they don't get bogged down trying to manoeuvre around obstacles. A skimmer can simply move in a straight line flying over trees and buildings, before ducking out of sight. Skimmers may not be attacked in hand-to-hand combat by troops on the ground and so, unlike other vehicles, can close with the enemy without having to worry about a close assault. Skimmers may also make pop-up attacks. The skimmer remains behind an obstacle and uses its anti-gravity motors to rise to a high altitude so that it can shoot its weapons, before dropping back behind cover. In this way they can fire at the enemy with little fear of reprisal.

The disadvantage of skimmers is that their ability to move anywhere frequently leaves them exposed to enemy fire. They are especially vulnerable when flying at high altitude to avoid large obstacles. Even if only briefly exposed, skimmers can easily be taken down by a wily opponent leaving a squad or support weapon on overwatch, ready to take opportunistic shots as the skimmers appear. Even just the threat of such fire can often be enough to suppress a squadron of skimmers. It can force them to skirt around obstacles that they would otherwise fly over, thus depriving them of their main advantage.

FAST ATTACK VEHICLES

Fast attack vehicles are essentially mobile weapon platforms. Their main role on the battlefield is to take out heavily armoured targets or to suppress infantry squads. They include Ork War Buggies, Squat Heavy Weapon Trikes, and Space Marine Attack Bikes. The main weakness of many fast attack vehicles is their lack of heavy armoured protection. They can usually use terrain to hide behind, but if out-manoeuvred this disadvantage can spell serious trouble for your vehicle squadron.

The main feature of fast attack vehicles is the presence of a devastating heavy weapon, like a multi-melta or an assault cannon. One of the disadvantages of these heavy weapons is their short range, which limits their usefulness when carried by infantry. Mounted on a fast attack vehicle, their high speed negates this problem, and there is also the added benefit of all vehicles that they are able to move and fire. This gives the fast attack vehicle the potential to destroy troops worth many times its own points value, making them ideal tank hunters. They have the ability to dash from cover to cover, getting ever closer to the intended prey, but avoiding the battle tank's devastating firepower. Once in position, the attack vehicles pounce, opening fire at close range. Often, these surprise shots are also fired at the weaker side and rear armour of their victims. In this way, the combination of powerful weapons, like lascannons and multi-meltas, with the manoeuvrability of the light vehicle can be a truly deadly mix.

Although the following tactics are particularly suited to a particular light vehicle, with a small amount of thought and adaptation, they can be applied to almost any light vehicle you may have in your army.

COUNTER TACTIC

Just like other vehicles, light vehicles that are not skimmers are limited by the terrain that they can traverse. This allows a player to predict where the light vehicles are going to attack and set a squad to cover those areas on overwatch. However you mustn't just leave it at that. With your Devastator squad or Deathskull Looterz on overwatch the enemy's light vehicle squadron will have effectively suppressed them. Once you have pinned down the enemy light vehicles, you can eliminate them with another squad.

Space Marine Land Speeder



All of the Space Marine Chapters maintain a contingent of Land Speeders. The Land Speeder is best used in shock assaults, especially where the Space Marines are fighting in built up terrain that may hamper ground-based troops. The Codex Astartes dictates that Land Speeder crews should be drawn from Space Marines that are well versed in shock tactics and missions – the Land Speeder pilots and gunners are therefore always taken from the Chapter's Assault companies.

THE LAND SPEEDER

The Space Marine Land Speeder combines the best elements of a fast attack vehicle with the flexibility of a skimmer. The Land Speeder can fulfil a variety of roles on the battlefield providing vital fire support, making deadly pop-up attacks with its multi-melta or taking out enemy tanks and Dreadnoughts. The Land Speeder can also make daring flank attacks. Flying at high speed behind enemy lines, wild shots from opposing heavy weapons can only stab out at the fleeting blur, as it skims over enemy troops raining fire and destruction with its heavy flamer.

The Space Marine Land Speeder has an excellent combination of weaponry that allows it a great deal of flexibility on the battlefield. Although only lightly armoured its high speed and skimmer capabilities make it a very difficult target to hit. The Land Speeder's main armament, a potent multi-melta, is best used when making pop-up attacks. Unfortunately, pop-up attacks can be something of a double-edged weapon. A pop-up attack can only be made if the Land Speeder is halted or is

travelling at slow speed. This makes it fairly easy for your opponent to predict where the pop-up attack is going to be made and place a unit on overwatch to cover that area. Remember that although being high above the battlefield allows you a virtually unrestricted field of fire, it also means that you may be exposing your Land Speeder to several overwatching enemy units, which will be able to shoot at you before you can fire. The same applies to moving Land Speeders. If you opt to move a skimmer over terrain, you will have to climb to a high altitude, potentially exposing your vehicle to enemy fire that it simply won't be able to survive.

To counteract this, if the Land Speeder is facing an opponent with troops on overwatch, then it should choose to accelerate to combat speed. Fly around, rather than over intervening terrain, and strafe the enemy with your heavy flamer. Remember that the Land Speeder

is a skimmer, so it can move close to the enemy without having to worry about troops engaging it in hand-to-hand combat. The Land Speeder should be able to avoid enemy units on overwatch by flying outside their arc of fire, and in any case, any shots fired at it would suffer a hefty -3 to hit: -2 for shooting at a very rapidly moving target and -1 for shooting at a target that is either

COUNTER TACTIC

Drivers, pilots and gunners are chosen for their driving or shooting skills, not for any particular prowess in close combat. This means that your specialist hand-to-hand fighters will usually be more than a match for them. Equip these troops with jump packs if you can, to give them the mobility to hunt down enemy light vehicles. Alternatively, try to position your troops so that they can intercept the attacking war machines as they cruise towards your battle line.



The Land Speeder cannot attack the Dark Reapers (in red) with a pop-up attack, as the Eldar lascannon is on overwatch and stands a good chance of bringing it down before it fires.



Instead, the Space Marine player moves the Land Speeder around the intervening terrain, and attacks both targets without ever moving into the enemies' lines of sight.

emerging from or moving into cover. With the combined firepower of a heavy flamer and a multi-melta you should be able to eliminate all immediate threats.

JETBIKES

Jetbikes make a valuable addition to your Craftworld forces. As with the Land Speeder they are best deployed behind the cover of buildings or woods, allowing them to make pop-up attacks. Being bikes means that Jetbikes also have the ability to accelerate by two speed bands per turn, allowing them to go from slow speed to fast speed or a complete stand still to combat speed in a single turn. Equipping your Jetbike squads with assault weapons will allow you to make fast hit and run attacks. The Jetbike is the ideal vehicle for this type of strike. Unlike normal bikes which are restricted by the surrounding terrain, a Jetbike rider can hit its target and fly over an intervening obstacle to relative safety, ready to strike again next turn. The other advantage it offers is that during a hit and run attack both models may only roll one dice, regardless of their attack characteristic, and neither may parry. This means that you can use hit and run attacks to engage highly skilled assault troops, such as Space Marine Assault squads, without worrying about all their extra attacks and equipment. Even a lowly Guardian with a chainsword has a reasonable chance in these circumstances.

ORKS

Of all the armies, the Orks have the widest choice of fast attack vehicles. Although they fulfil similar roles on the battlefield, each type has subtle differences that give it certain advantages and disadvantages. The Wartrak and the War Buggy have the same choice of weaponry, mounting a single heavy weapon with a 360° arc of fire. The War Buggy's greater top speed offsets its lower rate of acceleration, which makes it a slightly easier target to hit. The Wartrak, however, can travel 20" at combat speed making it a very rapidly moving target with the accompanying -2 to hit for enemy shots. This allows it to accelerate around the back of the enemy, loosing off volleys of fire and forcing your opponent to turn to face this speeding threat.

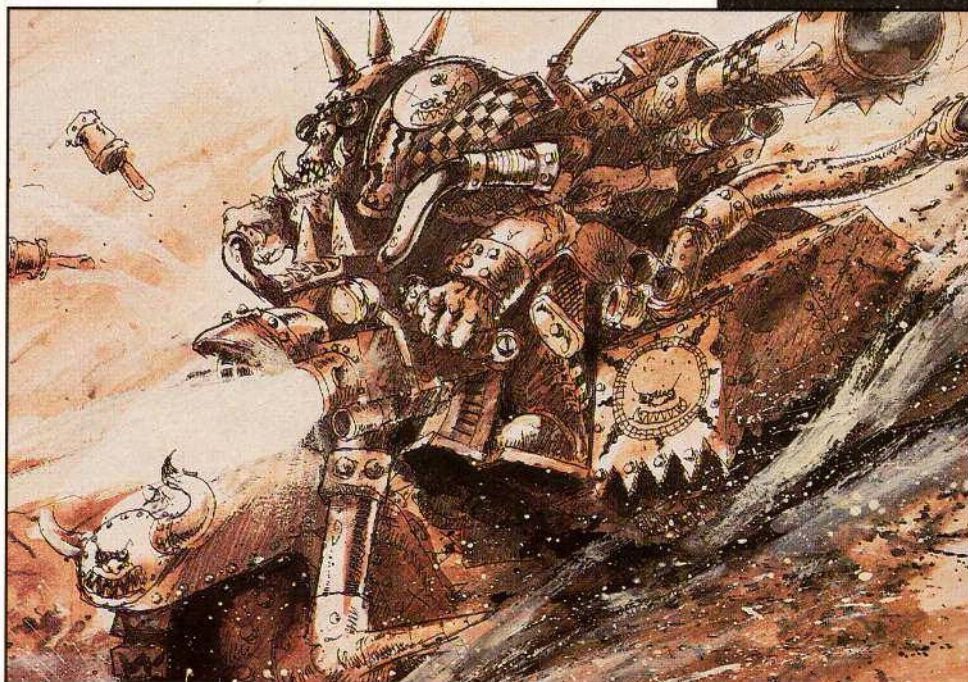
Once your opponent has split his force it is the perfect time



The Jetbike squad emerges from behind the jungle at fast speed. They execute a hit and run attack on the Goff Ork boys, before disappearing behind the cover of the high rocks on the far side of the battlefield.

to move in and strike with a squadron of Warbikes. The Warbike's low rate of acceleration and the limited fire arc of its autocannons mean that a frontal approach to your attack is about your only option. Hitting the enemy when his back is turned will reduce the amount of return fire against the Warbike. Next turn, you'll be able to hang a 180° and zoom off back to the safety of your own lines, or continue moving through the enemy position and out the other side! Either way you will be presenting your tougher side or rear armour to the enemy.

Attack vehicles that carry a heavy flamer can be exceedingly dangerous (for your opponent). The main drawback of such a weapon is its exceedingly short range, but the rapid speed of a light vehicle easily overcomes this problem. Probably one of the most effective fast attack vehicles that the Ork army can include is the Scorcher. The Scorcher is a fast flame-throwing vehicle based on the Ork Wartrak. Its high top





The Scorcher spends turns one and two moving up through the cover of the jungle, speeding up so that it is moving at combat speed on turn two.

On turn three the Scorcher accelerates again, firing its heavy flamer. As no hit roll is required for flamer weapons it isn't affected by the -1 to hit penalty for vehicles moving at fast speed.



I LIKE 'EM!

To summarise, your fast attack vehicles are best used to threaten your opponent's flank – they do not have the armour to conduct a frontal assault and should be kept hidden from enemy view until you see an opening.

Remember a single shot from these vehicles can kill many times their own value in points, so get in there at the right time to make it count.

Not only are light vehicles great in battle, I just love the image of a Warbike squadron racing across the battlefield, dust trailing in their wake. As the autocannons roar, I can sit back and relax – da Bike Boyz will take care of everythin'

speed and rapid acceleration from combat speed to fast speed, allows it to stalk towards the enemy through any available cover, avoiding incoming fire by being out of sight. Once it has reached fast speed it can emerge to strike right at the heart of the enemy force. The Scorcher is especially suited to this form of attack because a heavy flamer doesn't need to roll to hit. This allows a Scorcher to move at fast speed without impairing its accuracy.

CONCLUSION

With all these great light vehicles available, a Warhammer 40,000 commander would be mad to go to battle without some! They're fast, flexible and carry a huge punch for their small size. Although they are fragile as individual vehicles, they cost few enough points to include several in your army. As well as all that, squadrons of light vehicles are an interesting painting project, look dead good on the battlefield and sometimes are so intimidating that their mere presence disrupts the enemy plan! Finally, squadrons of vehicles are immune to psychology so they can be relied upon to be a thorn in your enemy's side for the whole battle.

The main points to remember are to use your light vehicles' high speed to the maximum. It will allow you to distract your opponent, attack him in the flank or rear and make your vehicle harder to hit. A light vehicle's ability to destroy troops worth it's own points value or more in a single decisive strike is its main strength. Getting your light vehicles into position to make such a strike is the key to using these vehicles successfully.

“Waaaaagh dakka, dakka, dakka! Ded good innit!”
Typical Mekboy sales pitch.



WARBIKE!

The Warbike is the most popular vehicle for Ork speed freaks. Although the Orks never care much for safety, none are more reckless than the bikers of the Cult of Speed. With their bikes painted bright red (to make them go faster), the Cult of Speed takes to

battle with dozens of these monstrous vehicles. In typical Ork fashion their Warbikes are completely overarmed with twin linked autocannon, so that as they race towards the foe pulling hair-raising skid turns and wheelies, they can cut down the enemy troopers and vehicles with a hail of autocannon shells.

NECROMUNDA™

DELAQUE GANG



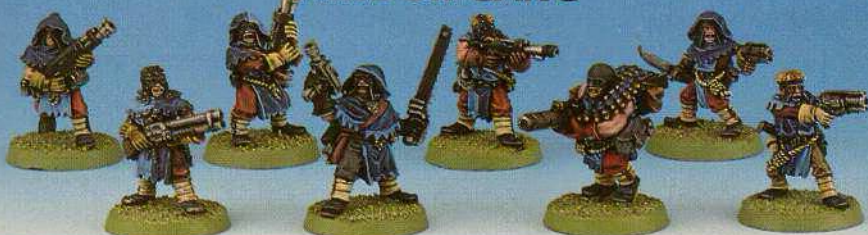
VAN SAAR GANG



GOLIATH GANG



CAWDOR GANG



ORLOCK GANG

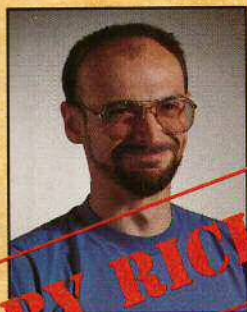


CITADEL
MINIATURES

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GAMES
WORKSHOP

Warhammer author Rick Priestley is well known as a die-hard Gobbo General. Recently though, he's been acting a bit odd, reciting poetry and sneaking into the office early to paint up regiments of pointy-ears! Something strange was afoot, so we sent our trusty reporter along to investigate...



BY RICK

PAINT AN ARMY

Yep the rumours are true – a new Warhammer army is rapidly taking shape in my games room. The loyal greenskinned hordes are to be ousted in favour of the glittering ranks and impressive Leadership characteristics of the High Elves. It's a radical departure which has forced me to revise the well-honed painting techniques used to build my Orc and Gobbo armies. I've even had to cancel my standing order for Goblin Green paint.

Veteran readers will know that advice on how to paint armies, as opposed to immaculately rendered individual models, is not an everyday feature of White Dwarf magazine. The 'Eavy Metal pages present models painted to exhibition standard, by professionals who will typically spend a whole day to paint a single model. It would take even longer were it not for the stuff we put in the tea!

However, many gamers have asked for information about painting armies so I've decided to put sticky finger to grimy keyboard and present what is unashamedly my own approach. There are as many ways of painting armies as there are players, and different methods can provide

equally impressive results, so don't take everything I've written at face value. Try things out for yourself, ask other players about their techniques, and adopt an approach that you are comfortable with.

PAINT FOR BATTLE

The most important thing about painting a Warhammer army is to remember that your objective is to get regiments ready to field, fight and win! That means completing units so they can take part in your next battle. The player who paints faster has more choice when it comes to a fight, he can take part in bigger battles, and he can assemble new armies more easily. Some people will always paint faster than others, but anyone can assemble and paint an army reasonably quickly using methods such as those described here. All you have to do is give it a go!

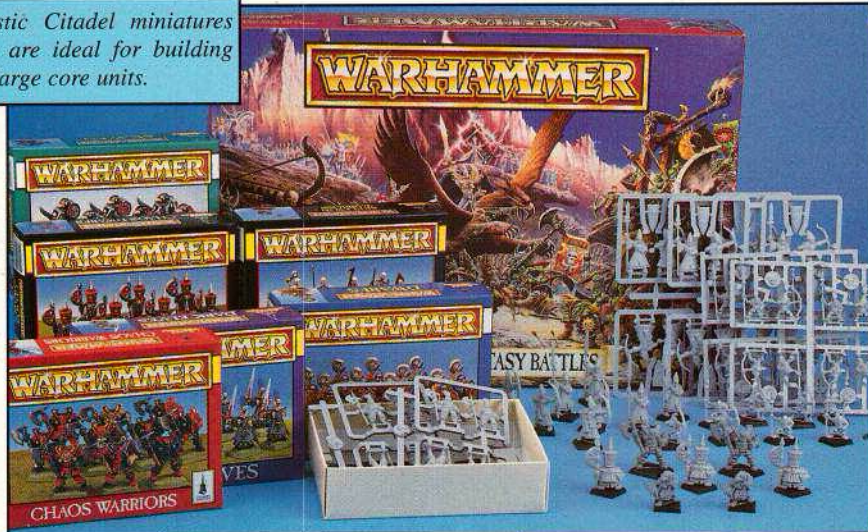
CHOICE OF TROOPS

To get an army off to a flying start it's a good idea to begin with one or two fairly big units of core troops – usually a solid infantry unit such as High Elf Spearmen, Orc Warriors, Imperial

"The most important thing about putting together a Warhammer army is to remember that your objective is to get units ready to field, fight and WIN!"



Plastic Citadel miniatures sets are ideal for building up large core units.



Halberdiers, Dwarf Warriors, or whatever. My preference is to buy enough boxes of plastic models to make a unit of at least twenty models. This is relatively cheap and all the plastic models are core troop types, just the sort of thing you need lots of. Because all the models are the same you'll find they are easier to paint, so your first units will soon be ready to fight.

FACES

It's worth spending a little time on the face because it sets the whole tone of the model. The trick is to find a suitable mixture to shade flesh. I find the Citadel Colour Flesh Wash rather dark if used on its own. My preferred mix is one part Flesh Wash, a dab of any red paint, and one part water. The finished wash is thinner than standard Flesh Wash and a ruddy colour, not yellowish. Although it sounds perverse, if you add a small amount of PVA glue it makes the mixture more 'sticky' so it clings in the detail and produces a better defined face – try this out on a spare model first to see what you think.

Apply the wash over all the flesh taking care to work the mixture into the edges where the face meets the helmet, around the neckline where it meets clothing or armour, and around the hairline.

Once the shading is dry, apply highlights to raised areas and neaten up or accentuate deep creases if desired. Highlight with either the basic flesh

- 1** Remove all the models and bases from the sprue and carefully clean up with a modelling knife.
- 2** Glue the models to the bases (polystyrene cement for plastics, superglue for metal models).
- 3** If the model has a shield, like my High Elf Spearmen for example, remove this from the sprue and clean it up. Paint shields separately and glue them on afterwards with superglue.

4 Fill in gaps in the slottabases by pushing in plasticine from underneath. You don't need a perfect finish so this can be done quite quickly.

5 Undercoat the whole lot (figures and shields) using white undercoat spray. Several light coatings are better than one thick one. Although it is recommended models are left to dry overnight, I find a light coat is dry enough to take paint after as little as 30 minutes.

6 Line all twenty models up and paint one colour at a time, ie all the flesh, then all whatever colour the coat is to be, and so on. By the time you've finished one colour, the first models will be ready to take the next colour.

7 It's a good idea to paint models from the "inside out". Start off with the flesh, then the next layer (clothing usually), then the layer over that (often armour), and so on, finishing off with details and weapons. This way any early mistakes are simply painted over later.

8 Once all the colours are finished add shading and highlights to suit. It's not strictly necessary to shade or highlight models but it does enhance the appearance of the unit.

9 Complete the slottabases by applying sand and painting them as described on the following pages.

STAGE BY STAGE

These shots show how I painted my High Elf Spearmen from beginning to end. For the sake of clarity these stages are more neatly finished than I'd normally do. When painting at home I don't worry about splashes or running colours onto areas which will be overpainted later. However, this would look far too confusing and messy for White Dwarf, so each stage has been rendered more neatly than necessary.



The model cleaned up and glued to the base.

I've removed the plastic slot altogether and glued the model to its base. I prefer this as it allows me to put the model exactly in the centre of the base where it will rank up better. Plasticine under the base fills up the slot.



Undercoated with Matt White spray.



Flesh base coat applied and robes painted pale grey.

Although the robes still look white, by adding a little Chaos Black to the Skull White the finished effect is less stark. I avoid pure white except for highlighting.

SHADING AND HIGHLIGHTING

SHADING

Shading is the process of painting darker colour into creases and other recessed areas to create shadows and an impression of depth. The method utilises Citadel Colour Washes, or Glazes, or a mixture of paint and water. You can combine any of these together to get the colour you want.

Make up a mix which is darker than the base colour, for example for a red cloak mix up a dark red using Red and Brown Wash. Paint this over the entire area you want to shade. The mix will naturally settle in the folds to produce instant shading! Wipe away colour from highlights with your finger to accentuate the effect. You can also use paint, but add a little water so that the paint is thin enough to run freely into cracks and crevices.

HIGHLIGHTS

Highlights are the opposite to shadows, that is to say they are raised areas where the light catches and brightens the colour. It is the contrast of shading and highlights that gives a miniature depth and makes it look real. Highlights are painted on with a lighter shade of the underlying colour or, if the colour is very pale, with pure white.

Mix up your highlight shade using the original base colour mixed with Skull White. Apply this to the highest points of raised detail. For example, on a face paint a stripe down the nose, on the cheek bones, and on the tip of the chin. On clothes and cloaks paint a thin line along the raised parts of creases, and along the bottom edge of the cloth.

“Don’t try and paint models individually or you’ll never finish. Make a production line and work through the regiment, painting all the faces, all the clothing, all the armour, and so on.”

colour, or flesh mixed with white, thinning the paint slightly as this helps to blend it in.

After highlighting you can go back with a fine brush and Brown or Chestnut Wash mixed with a little Chaos Black paint. Using this mix, fill in any really deep creases. For example, along the edge of the nose, under the jaw, under the lower lip, under the nose, and in the eye sockets. You can also harden up any lines defining the edge of helmets, hair, etc.

DEEP SHADOWS

The shading wash gives a relatively light shadow which is pleasing in itself. It’s simple to go over deep folds in cloaks with a darker shade to

represent very deep shadow. For example, on a red cloak paint a line of red mixed with black into the bottom of the deepest creases. Even so, this is only worthwhile if the cloak is highly visible and the creases are deep and well defined.

Sometimes it’s worth paying a little attention to edges where hands meet weapons, where cuffs meet hands, or any area butts onto another. If the adjoining areas are light in colour it’s possible the shading colours won’t be dark enough to clearly define the edge. If this is the case, and if the result is highly visible, it’s probably worth the few seconds it takes to “line-in” the detail using a dark shade or even pure black. For example, on my High Elf Archers the bows are painted white with yellow hand grips. The yellow to white isn’t really distinct enough as both colours are very pale, so I’ve lined around the detail with black. I normally wouldn’t bother but the join is so visible it’s worth the effort.

HOW FAST?

This depends on how much time you want to spend highlighting and painting extra detail. I allow about 30 minutes a model, including removing plastic components from sprues, cleaning up and basing, all of which take longer than you might

FACES

The face forms the focal point of a model. This diagram shows where to apply highlights, so the model has the right look. Paint along the ridge over the eyes, down the nose, on the nostrils if they are prominent, on the cheekbones, on the tip of the chin, and along the bottom of the jawline. The extent to which you blend the colours is a matter of personal preference.

Later this issue, Mike McVey’s Masterclass also deals with faces. Remember though that his techniques take a long time, and if used at all are best reserved for important character models like your General or Wizard Lord.



Shading applied to flesh and robes.

The flesh has been shaded with a very thin mix of Flesh Wash and Blood Red. The creases in the robes have been picked out with light grey mixed from Skull White and Chaos Black.



The armour and helmet are painted with Mithril Silver.

The silver paint covers over any splashes from the flesh shading.



Armour shaded with Blue Wash.

I used the Wash straight from the pot, but you can experiment by adding a little water to get a lighter effect.

SHIELDS

Once cleaned up and undercoated, the back of the shield is painted dark grey. The front is not pure white, but a very pale grey mixed from Skull White and Chaos Black. The shield design is painted in its base colours of Enchanted Blue and Blood Red mixed with Skull White.

Shading is applied over the base colours using Blue Wash and Red Wash.

Highlights are added to the blue with a mixture of Skull White and Blue Wash. The whole design has been shaded with a very thin mixture of Chaos Black working around the edges. This is easier than it looks – the secret is to use a fine brush, well thinned paint, and go fairly quickly. If you make a mistake it's easy to paint over the splashes once they're dry.



value models which look good in simple schemes, such as Chaos. An army can still look very good painted without shading or highlighting, so long as the bases are finished properly and the colours are bright and vibrant.

FINISHING OFF

It's tempting to try to correct mistakes as you go along. However, if you worry too much about the odd splash you'll end up painting the same thing several times over. Sometimes a quick wipe can save the day, but it's usually best to wait until the whole unit is finished. Then you can go over any mistakes all at once. Often these will be the same sort of thing, Red or Blue Wash on white robes, green base colour splashed onto feet, and so on. A quick tidy up will cover everything at once.

Sometimes you'll find that particular details on a model call for more attention once the unit is complete. For example, I found it worthwhile to get the Mithril Silver out and clean up the helmet details of my High Elves at the end. This wasn't necessary on the examples as I was very careful, but sometimes it's easier and faster to tidy up than it is to be careful! That's it – get your army painted, and get fighting!

If you can't see it, don't paint it!

If a model has a shield there's no point worrying too much about the hand or other details that will be hidden. Paint the back of shields a neutral dark colour such as dark grey, dark blue or dark red.

think. It's pretty good going to clean up and assemble a unit of twenty models over an evening, a task you can combine with watching TV, listening to music, or cackling insanely to yourself about your new all-powerful army (the favoured option in the Priestley household).

A unit of infantry takes me about a week of spare time to finish. Cavalry and complex models take a bit longer. Obviously how fast you progress depends on how much spare time you have. If you can devote an entire day to painting then you're well away!

In order to paint much faster than this you need to cut down the shading and highlighting or simplify the overall colour scheme. If timing is vital it's best to choose an army of high calibre, high points

VARNISH

When you use your painted units in battle they're going to take a lot of handling and, inevitably, the paint will get chipped or worn away. The only way to protect a painted model is to varnish it.

A layer of gloss varnish will protect your troops from handling and moderate wear. You won't see varnished models in White Dwarf 'Eavy metal pages because the gloss effect makes them difficult to photograph and casts reflections from the powerful photographic lights. Consequently, there are usually a few "casualties" that need fixing up by the end of the week.

If you want the protection of gloss varnish but don't like the glossy finish you can use a matt varnish over the top of gloss to "kill" the gloss effect.

Watch out though, as matt varnish has a slightly rough texture which picks up dirt and eventually dulls the colours beneath.

Matt varnish is available as Citadel Colour spray cans and a gloss version is in preparation. Meanwhile, you'll find a ready supply in Halfords. A light covering of gloss varnish is sufficient to protect your army for years to come.



The helmet details have been shaded using a thinned Blue Wash, the neat colour being a bit too strong for this.

A pleasing effect is obtained by painting round detail and into recessed areas of the helmet and then wiping away excess colour with your finger. This trick is a quick way of shading metallic colours (though I'm sure the 'Eavy Metal team wouldn't approve!). The base colour has been added to the boots, gauntlets, and belt. This is a mix of Blood Red and Skull White... a dark pink.



All the red areas have been shaded using a mixture of Red Wash and Brown Wash.

The dark wash tints the whole area red and gathers into detail to provide shading, but leaves the lighter underlying colour on the highlights.

BASES

Look at any unit of troops and what you'll see is mostly bases. If bases are finished to a good standard the army will look good regardless of how simply the models are painted. The opposite is also true. If bases are finished badly the army will look shabby even if the models themselves are painted to a prize-winning standard!

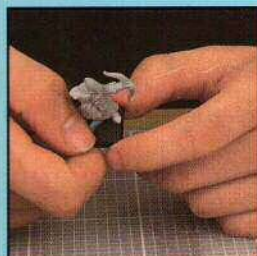
1 Consistency. Give all bases the same finish and colour. To ensure this, stick to a standard base colour (such as Goblin Green). So long as the bases are all the same the unit will look like a coherent and purposeful group on the tabletop (and not just a scrappy bunch of loners).

2 Cleaning. Trim off any plastic injection marks on the bases and try to use a clean side for the front of the base.

3 Filling. Fill in gaps in the slots. Little gaps will be covered by the PVA and sand texture, but bigger holes need to be filled in. To plug the gap push in plasticine under the base. This is quick to do before undercoating and saves time later trying to push extra glue and sand into the gaps.

4 Texture. Paint PVA glue onto the top surface of the base but avoid getting it on the model's feet. Dip the base into a tub of sand, shake off the excess sand, and put the model aside to dry. Once dry, paint over the whole surface with PVA thinned down with water. This smoothes the surface slightly and makes it look more like ground. Let this dry.

5 Paint. Paint the whole base with your preferred colour, in my case Goblin Green. When this is dry, lightly paint over the surface with a yellow to pick out highlights. When dry, paint over more lightly still with a mix of Skull White and yellow to pick out the very highest layer. Finally, tidy up round the sides of the base with Goblin Green.



Any plastic tabs are trimmed off the base, and any gaps in the slot are filled in. In this case the whole slot as the model has been glued directly to its base.



Using PVA glue, the top of the base is coated with sand. This must be left to dry thoroughly before painting the base.



Next, the base coat is painted. I favour Goblin Green, the colour used for all our armies as we find it's ideal for photography. You can use whatever colour you like (though purple is odd...).



A mix of Skull White and Sunburst Yellow is drybrushed onto the sand, and finally the edges are painted with Goblin Green to finish things off.

When dry, paint over the surface with a yellow to pick out highlights. When dry, paint over more lightly still with a mix of Skull White and yellow to pick out the very highest layer. Finally, tidy up round the sides of the base with Goblin Green.



All the detail is painted black including the Elf's hair.

This is the most painstaking part of the whole job. Make a cup of tea and take a break half way through or you'll go mad.



Detail added to the armour edges and shoulder pads using a mix of Blood Red and Skull White.

This pink colour looks darker than you'd expect when applied over black. Generally speaking I always add white to colours applied over black for this reason. Notice how a line of black is left around the edges of the detail. I've used the same mix to add highlights to the red on the fingers, belt detail, and boots.



Lots of stuff going on here - all fairly quick, and some the sort of fine detailing which I'd dispense with if hurried.

The scabbard and gem on the helmet are painted Enchanted Blue, as is the belt pouch which can't be seen. The spear is painted Snakebite Leather then highlighted with a mixture of Snakebite Leather and Skull White. The hair is highlighted with a mix of Skull White and Chaos Black.

The red detail around the armour and shoulders has been shaded with Red Wash although this may not be easily apparent in the photograph. Another touch which may not show is that the face has been quickly highlighted with a mix of Skull White and Snakebite Leather - just a dab on the nose, chin, and upper lip.

Finally, I've added black shading around the armour and helmet detail, where the spear and scabbard meets the Elf's robes, and round the helmet face. This is done using very thin Chaos Black and a fine brush. Notice how the original blue shading on the helmet is still visible around the black outline. I've also added eyes at the same time.

RICK'S PAINTING TIPS

Slots – With plastic models I always remove the slot as I prefer to glue the model's feet directly to the base. This enables me to put the model exactly where I want. I have to say the Mail Order Trolls laughed at me when I told them this – but that's Trolls for you. You need clippers to remove a plug safely, not a knife.

Colours – 'Eavy Metal features in White Dwarf magazine are a good source of overall colour schemes, but it's best to reduce the number of colours so you can paint faster. This is especially true for incidental detail. For example, paint belts, packs, scabbards and boots all the same colour.

Plate Armour and helmets – Paint Mithril Silver and then paint over with Blue Glaze as for scale armour. Wipe the paint from the raised surfaces before it is dry. This leaves shading in the recessed and shadowed areas and saves highlighting over afterwards!

Eyes – Don't bother! The shading process will leave darkened slits which look fine. Remember – you can't see someone's eyes at fifty yards, which just about equates to what you'll see on the battlefield. If you want to add eyes carefully paint a thin slit.

Spears – Spears and wooden shafts look best painted in very light browns or even red. Dark browns look drab, but black is dynamic. Add a little black to silver and paint spear tips with this – bright silver is a little too bright but can be used to highlight the spear's edges and point. This seems a bit fussy, but spears are highly visible when the unit is finished so it's worth the effort.

Varied schemes – In the case of Orcs, Skaven and other barbarous creatures there is no need to paint them all in uniforms. Work through them in the normal way using the same colours, but give the first one blue trousers, the next a blue cloak, the next a blue jerkin and so on. This enables you to finish the unit just as quickly, but the overall effect is of great variety.

Paint one model first – If painting a troop type for the first time I generally paint a single model before tackling the unit. This establishes the colour scheme and also means that I can suss out how to paint the model, whether it has any tricky bits of detail that are easy to miss, and so on.

Mixing colours – Don't be afraid to mix paint together or with water to get the colour you want. Citadel Colour paints, washes and glazes are fully intermixable and can be thinned with water. The best thing to mix paint on is an old plate.

Thin Paint – If you thin the paint with water it will work to your advantage. A thin base coat will tend to gather in recesses and pick out the shading. Also a thinned highlight is easier to draw out with the edge of the brush so that it blends more easily.

Filling gaps – When assembling a model from a kit of parts you'll probably end up with small gaps in-between the pieces. If these are very tiny the undercoat may cover the gap, if not paint on more white paint until the gap is filled. If gaps are too large to cover with paint then push a little plasticine into the gap and then paint over. Plasticine is an excellent filler and with a few coats of paint over the top it is reasonably durable too.

Identity crisis – When I open a new pot of paint the first thing I do is paint the top of the lid so that I can recognise the colour once all the paints are back in my box (as supplied by the generous Games Workshop Mail Order Trolls).

Don't Stop – If you start to paint a colour don't stop until all twenty models are done. If you really have to take a break then try to finish the colour on at least ten models – regard it as a challenge to keep going. A good time to take a break is when you have finished painting silver armour. This is because painting over silver before it is thoroughly dry tends to lift the paint. Also, it's a good idea to wash out brushes, clean your mixing plate, and change the water after using a metallic colour. Try to coincide your breaks with letting washes, glazes or glue dry.

Stop – It's very easy to get drawn into painting extra shading and more highlights. This won't get the unit on the battlefield any quicker. If you start off with a time-consuming, detailed paint job you'll need to extend this throughout the whole army to look consistent. This is something you may regret later.

Left: The spear tip is painted using a mix of Mithril Silver and Chaos Black.

This is left to last because I pick the model up by the spear, so it's not worth painting until nearly done. Extra shading is added with thinned Chaos Black around the spear tip, where the shaft meets the hand, around the scabbard, and around the belt and upper body. All the blue is shaded with Blue Wash and then highlighted with a mixture of Skull White and Blue Wash. The hair is highlighted with a lighter shade of grey.

The whole base is painted Goblin Green. A couple of coats is often needed at this stage.

The base is highlighted (drybrushed) with yellow.

Right: Apply the base texture.

Here the base has been painted over with PVA glue, carefully avoiding the feet and the model itself. Then the base is dipped into a tub of sand.

Once this is dry I like to paint over the whole base again with thinned PVA glue, this helps to flatten the sand and makes it look more natural.

Finished!

A coat of clear varnish will protect the regiment through its forthcoming battles.



Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed.
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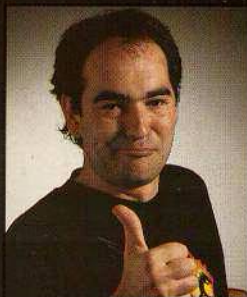
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GAMES
WORKSHOP

TYRANID INVASION

ICHAR IV



by
**Jervis
Johnson**

**THE FINAL
RESULTS
FOR
ICHAR IV
ARE HERE!**

**Read on to
find out
who won!**

As regular readers of White Dwarf will already know, for the last few months I've been doing my best to set-up what I hoped would be the largest Warhammer 40,000 campaign ever! My plan was simple – in order to decide the fate of the Imperial planet of Ichar IV, I'd simply get all of Games Workshop to stage battles that pitted Tyranids against either Space Marines, Imperial Guard or Eldar forces. Ichar IV would stand or fall depending on which side won the most games. "What could be easier", I thought. Boy was I wrong!

In fact, setting up and playing the Ichar IV campaign has been relatively painless, though it did involve considerably more work than I had envisaged when Andy Chambers and myself came up with the idea. Now the whole thing has come to fruition. Battles have been fought in our stores, at the Studio in Nottingham, at our Factory in Eastwood, and at our offices all over the world, and the results of these battles have been phoned and faxed to me. I also asked the readers of White Dwarf (that's you lot!) to take part in the campaign and then to write in with the results of any battles that had been fought. I expected that quite a few players would write in with the details of their games, but I must admit I wasn't ready for the huge amount of mail we received.

Dozens and dozens of you wrote in, many including detailed descriptions and even multi-page battle reports (with maps!) of the games that had been played. To say that I was hugely impressed by the quantity and the quality of the response is an understatement, and I just wish I had room to list everyone who wrote in. Unfortunately, if I did there wouldn't be room for the description of what happened in the campaign, so I will have to content myself with saying a very big thank you to all of those that took part – the

campaign wouldn't have been half as successful without your contribution.



Anyway, over the last couple of weeks or so we've been flooded by a deluge of battle reports – over 450 at the last count, and still rising (with an estimated points total in the region of 1.75 million points)! As the organiser of the campaign it came down to me to sort through all the reports, assign them to different hives, and then work out exactly what had happened. We had already decided that each hive would correspond to a geographical area – Nemesis Hive was the North-East of England, for example, Nova Castile corresponded to Scotland and the Borders, Oceanos represented Australia and New Zealand, Dief was Canada, and so on. It was thus a simple task for me to assign each battle report to an area – or at least it would have been if there weren't so many of the damned things! However, by dint of sitting on the floor and sorting the reports into separate piles for each hive I was, after only half a day or so, able to sort them out into their different areas.

Next I had to collate all of the information. This was a little bit more straightforward. All I had to do was read each report, find out who had won and who had lost, and add the result to my tally for the area. You'll see this information listed on the following pages as Tyranid Wins and Allied Wins (the allies being Space Marines, Imperial Guard and Eldar). I also worked out an Overrun percentage, which simply showed how well the Tyranids had done against each hive. 100% meant that the hive had been completely overrun, anything less was the proportion of the hive that the Tyranids had infested before being beaten off by the defenders. Last, but by no means least, the Allied Casualties were worked out by comparing the Overrun % to the population to see how many people were, erm, swallowed up by the Tyranid Swarm...



**The entire
Ultramarines
First Company
in battle at the
Games
Workshop
Factory!**



ICIVAR IV

LOCATION: DIEF

Sector Map: ICIV/00.5
Tyrannid Victories: 2

Allied Victories: 9

Overrun %: 22%

Est. Allied Casualties: 30,800,000

< SECURITY GRADE ARCANUM PRIME >
ENTER CLASSIFICATION CODE ###
GRANTED####

INQUISITION REPORT: Command HQ of Dief Sector is awarded honours for its defence. The alien menace was heroically driven from the northern continent with minimal allied casualties. Citations of honour for Dief HQ.



LOCATION: MIDAS

Sector Map: ICIV/00.8

Tyrannid Victories: 11

Allied Victories: 25

Overrun %: 44%

Est. Allied Casualties: 85,360,000

< SECURITY GRADE ARCANUM PRIME >
ENTER CLASSIFICATION CODE ###
GRANTED####

INQUISITION REPORT: Repulse of the Tyrannid attackers at Midas halted advance from the South-West. The interstellar dock was protected and remains in operation, allowing the ferrying of troops into nearby systems. Honours to the Command HQ.



LOCATION: CAMBRIA

Sector Map: ICIV/00.3

Tyrannid Victories: 42

Allied Victories: 50

Overrun %: 84%

Est. Allied Casualties: 163,800,000

< SECURITY GRADE ARCANUM PRIME >
ENTER CLASSIFICATION CODE ###
GRANTED####

INQUISITION REPORT: If every hive had suffered 84% overrun, we would be lost. Commanders in charge of the Cambria Sector have already been subject to punitive action and key personnel will be executed in compliance with directive ICIV/12/EX.

LOCATION: LOKI

Sector Map: ICIV/00.7

Tyrannid Victories: 19

Allied Victories: 26

Overrun %: 73%

Est. Allied Casualties: 75,482,000

LOCATION: BABYLON

Sector Map: ICIV/00.6

Tyrannid Victories: 27

Allied Victories: 47

Overrun %: 57%

Est. Allied Casualties: 58,995,000

RESULTS

LOCATION: NOVA CASTILLE

Sector Map: ICIV/01.0
 Tyranid Victories: 10
 Allied Victories: 18
 Overrun %: 56%
 Est. Allied Casualties: 73,920,000

LOCATION: NEMESIS

Sector Map: ICIV/00.2
 Tyranid Victories: 24
 Allied Victories: 31
 Overrun %: 77%
 Est. Allied Casualties: 83,160,000

LOCATION: LOMAS

Sector Map: ICIV/00.1
 Tyranid Victories: 14
 Allied Victories: 28
 Overrun %: 50%
 Est. Allied Casualties: 109,000,000

LOCATION: CANTIUM

Sector Map: ICIV/00.4
 Tyranid Victories: 11
 Allied Victories: 20
 Overrun %: 55%
 Est. Allied Casualties: 77,000,000

LOCATION: ICHAR IV OVERVIEW

Sector Map: ICIV/00.0
 Tyranid Victories: 172
 Allied Victories: 274
 Overrun %: 63%
 Est. Allied Casualties: 971,717,000

< SECURITY GRADE PUNITAS EXCELSUS >
 *** ENTER CLASSIFICATION CODE ***
 ##### GRANTED#####

INQUISITION REPORT: A loss of 63% to the Tyranid menace makes attempts to reinforce the area and cleanse infested Sectors highly hazardous. Recommend Space Marines withdraw, Imperial Guard regiments reinforced for search and destroy ops. These abominations can and will be stopped!



LOCATION: PERSEUS

Sector Map: ICIV/00.9
 Tyranid Victories: 9
 Allied Victories: 15
 Overrun %: 60%
 Est. Allied Casualties: 114,000,000

LOCATION: OCEANOS

Sector Map: ICIV/01.1
 Tyranid Victories: 3
 Allied Victories: 5
 Overrun %: 60%
 Est. Allied Casualties: 100,200,000

+++ TRANSMISSIONS FROM +++ +++ FRONT LINE +++

The last and final stage was to write up a report for each hive. Rather than try to relate any kind of detailed account of each battle, I thought it would be more fun to give you a glimpse of the kind of information we received. After all, Ichar IV is still reeling, and any detailed analysis is impossible this early on. Here is a *small* sample of quotes, first-hand accounts and intercepted radio messages. These are all real extracts from *your* letters, we haven't made anything up!

++ NEMESIS HIVE ++

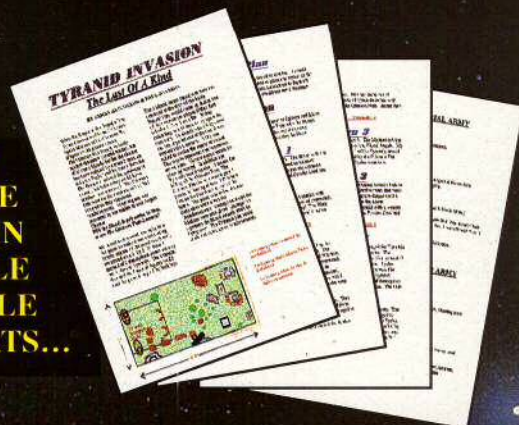
+ Tyranids swarm into hand-to-hand combat... killing all survivors except Inquisitor Harq Dargo... Inquisitor casts *Holocaust* killing 20 Genestealers. The Imperium wins by 1 man.

+ The hard-pressed and heavily depleted Guardsmen, led from the front by their colonel, heroically broke the enemy with swords, pistols and grenades.

+ Communications with other defence forces have been lost. We can only pray they held them off, we can only prey...

+ <psychic intercept> Fleshtings tougher than expected...

**SOME
PEOPLE
SENT IN
WHOLE
BATTLE
REPORTS...**



**...SOME
PEOPLE SENT
IN PHOTOS...**

++ OCEANOS HIVE ++

+ Battle Report called in from Mount Isa. Tyranids overran a monastery defended by Space Marines. Totally wiped out defenders.

+ The Griffon screeched into reverse and flew back up the hill scattering

Termagants... The heavy bolter on the Griffon kicked into action and blasted the remaining Termagants off the top of the hill.

++ BABYLON HIVE ++

+ Despite a heroic stance the Imperial and Eldar forces were overwhelmed by teeming masses of bio-construct killing machines.

+ Maine Overrun by aliens! With unmatched ferocity (and a few lucky dice rolls) the Tyranids annihilated bunkers full of Imperial Guard and overran the entire area.

+ After nearly 12 hours of gaming, the lead changing hands several times, the players dropped to the floor at a 50 to 48 (Imperials in the lead) score!

+ The nine-turn, all-day bloodbath was punctuated by the loss of only a handful of defenders, while the invading force suffered untold casualties.

++ DIEF HIVE ++

+ Canada held off the Tyranids, let's hope everybody else did!

++ MIDAS HIVE ++

+ In a small skirmish at the above location a brood of Termagants destroyed a tactical squad of Space Marines with no losses. (150 points per side).

+ ...the Tyranids destroyed the whole refinery with massed barbed strangler fire...

+ GW Birmingham reports sixty people playing, all in one game!

+ ...a Rhino ran 24 Genestealers down!

+ Chimera disabled, multilaser triple jammed, the last of the Imperial Guard dead...

+ In the end phase the Lictor's venom coursed through him, killing him with literally the last dice roll of the battle!

+ ...the last of the Imperial Guard broke and fled, or stood for the last time in the face of the Great Devourer.

+ When my grandchildren ask - "Where were you when the Tyranids attacked Ichar IV, granddad?" I can reply "I was there - and I've got the genes to prove it!"

++ LOKI HIVE ++

+ Before you read this letter I have to tell that this battle *did* happen and the V.P. total is *not* a lie...

+ For the third battle we both wanted to try something different. I wanted to give all of my Tyranid warriors bio-plasma... while my opponent wanted to try out a Rogue Trader army from Citadel Journal 9 and have lots of tanks. We also decided not to use psykers.

+ ...they managed to create a big enough hole for a troop ship, the Marndius, and Telon's flagship, Black Dust, to get through...

+ ...Hormagaunt massacred 10 Terminators!

+ Captain Toyer's last words were "You killed my brothers you ugly >STATIC< come on then. Yaaaagh..."

+ Victory was ours! Thanks be to the Emperor.

CANTIUM HIVE

- + I would like to bring to the attention of the High Lords of Terra the great part played by "Stuka Jarnac" Scout Titan Princes of the Scout Titan Group "Custos".
- + At the end of the game some of my Eldar and Imperial Guard were still able to fight, though every single unit had suffered horrendous casualties and some had even been totally wiped out. My son says my army was "impossible to beat" with his Tyranids! <from Mrs Humphries, the wargaming mum!>
- + The Imperial forces... managed, with considerable loss of life, to catch the enemy in a pincer movement and obliterate them.
- + One spore killed 11 Imperial Guard, 4 Space Marines and 1 Terminator!

++ NOVA CASTILLE HIVE ++

- + One Assault Marine killed seven Genestealers in hand-to-hand combat!
- + I have a Leman Russ ready to paint, this was used as a wrecked vehicle to provide extra scenery in the game.
- + The battle saw bloodshed on a grand scale as the human defenders were almost completely slaughtered.
- + Around Sarlack's body lay the crumpled forms of four hideous Lictors and a dozen smaller Hormagaunts.
- + I am the best general in the world – no-one can beat me (I just let them win sometimes)!

++ PERSEUS HIVE ++

- + Our casualty rate was acceptable at 93%.
- + A nightmare! We have no overall view of this battle, the few survivors being too shocked to give us sensible reports. No Space Marines survived.... This day is a day of shame.
- + A great explosion shook the ground as the Dreadnought's ammunition blew up from a fatal blow made by the Hive Tyrant.
- + Eldar losses minimal; less than 1/4 of force lost.
- + Thought for the day: *Knowledge perfects extermination.*
- + Imperial reinforcements and Eldar allies arrived just in time to prevent the total loss of the sub-sector. The Eldar slowed the Tyranid impetus... but paid a terrible cost, not a single one survived.
- + ...I must sign off now, we are having great difficulty finishing off a bio-Titan...

++ LOMAS HIVE ++

- + At 05.31 hrs, 14 minutes before sunrise, the scanners around Cargo Pad 13 went dead. Master of the Forge Samuel Dexter stood up in the command bunker. They had arrived...
- + During the early stages of the assault, five Lictors assailed our entrenched positions causing heavy losses. Only the combined efforts of the Dark Angels Captain and Chaplain and an eight-man Jungle Fighters squad managed to repel these after about three hours of solid fighting.
- + After a lot of bad dice rolls, and a cry or two, it was my turn...
- + The 13th Cadian Armoured Regiment beg to report a total victory – Tyranids are no match for an armoured company. 13th Out. Channel clear.

++ CAMBRIA HIVE ++

- + Marneus Calgar survived a venom cannon shot, a bio-plasma attack, shots from three devourers and a barbed strangler, all in the first turn!
- + ...Assassin dodged a spore mine but fell off the top of the tower!
- + Outcome: Victory for Tyranids on turn 5! Die fleshies!
- + The remaining aliens swarmed over the surviving Rough Riders and devoured them in seconds...
- + Why are Avatars so bloody (ha ha) hard? The last person to kill over 15 Genestealers was Ragnar Blackmane on combat drugs!

SUBJECT: TYRANID INVASION CODE NAME: KRAKEN

<< SECURITY GRADE ALPHA PRIME >>

Sector Map: 400/US.165 Ultima Segmentum.

Notes: The following quadrant map encompasses the area of highest Tyranid activity. 71.2% of all Tyranid sightings have been reported within this area. Nominal breakdown of other reports.

Segmentum Solar:	0.4%
Segmentum Obscurus:	1.6%
Segmentum Pacificus:	1.7%
Segmentum Tempestus:	10.1%
Ultima Segmentum:	14.2%

Genestealer infestation of habitable worlds in this sector is at 19% and is believed to be as high as 8% throughout the Ultima Segmentum. Successful repression of Genestealer insurrection on infested worlds by local forces or combined action is at 36%. Exterminatus of infested worlds has reached 14%. Tyranid consumption of Genestealer infested worlds runs to 39%.



...AND SOME PEOPLE –
WELL, IT SPEAKS FOR
ITSELF!

CONCLUSION

And there you have it, a famous victory for the forces of the Imperium and their erstwhile Eldar allies, and a crushing defeat for the Tyranids. Although almost a billion people were slain in the furious battles that raged over the surface of Ichar IV, not a single hive was completely overrun, and everywhere the battered defenders emerged victorious!

But although the good guys (or foul fleshtings, depending on your point of view) won this battle, the war carries on, as the map below reveals. You'll see that two of Hive Fleet Kraken's spearheads have been destroyed, by Iyanden Craftworld and the defenders of Ichar IV. However, several vital planets have fallen, and on the planets of Calth and Miral battles are still being fought (actually, in the case of the deathworld Miral it is a race to see who eats who first!). As to where or when the next Tyranid assault will take place, well, it's impossible to say. The ships of the Hive Fleet are next to impossible to detect in the inky blackness of deep space, and all that can be said with certainty is that, for the time being at least, Ichar IV is safe.

THE FIGHT CONTINUES

However, just because the Ichar IV assault is over, there is no reason not to keep on fighting battles based on the invasion. Apart from anything else, there are huge numbers of Tyranid creatures still alive on the planet, hiding out in the shattered ruins of the parts of the hive cities that the Tyranids captured. These bands of alien creatures lack the overall control of the Hive Mind, but are dangerous

opponents nonetheless, especially when they congregate in large numbers. Andy Chambers and myself have already been talking about organising some "search and destroy" missions against these broods, using our Necromunda terrain to represent Ichar IV's hives, and a bunch of special rules to cover the unique aspects of such missions. We might even write up the rules as part of a battle report for White Dwarf if enough of you write in begging us to do so!

Apart from this, the Ichar IV campaign, and especially the battle reports that have been sent in, have provided us with lots of ideas for special scenarios. For example, those of you that read about our battles for Ichar IV in White Dwarf 191 will remember that one game ended with the Ultramarines all but overrun by the Tyranids. We decided to call the game a draw, and when we were talking about it later on, we decided that under these circumstances the Ultramarines would have to try and pull back and regroup. Now, a scenario carrying on from that first battle, with the Ultramarines trying to battle their way down the length of the games table to the next line of defence while surrounded by Tyranids, would be very interesting...

I'm sure that your fevered imaginations can come up with lots of ideas for special missions and scenarios every bit as good as the two I've mentioned above. So, if you have a great idea for a game based on the Ichar IV campaign, don't just think about it – jot it down, get your mates round and play it! Remember, the rules for Warhammer 40,000 and Epic are just starting points which allow you to take the game wherever you like. Have fun!



EPIC

EPIC CONFLICT IN THE WAR-TORN UNIVERSE OF THE 41ST MILLENNIUM



The fate of the galaxy itself hangs in the balance as gigantic armies of warriors, tanks and mighty Titans clash in apocalyptic conflict.

As the commander of an entire army, each player relies on his tactical skill to defeat his opponent. Though luck plays its part, ultimate victory belongs to the best general.



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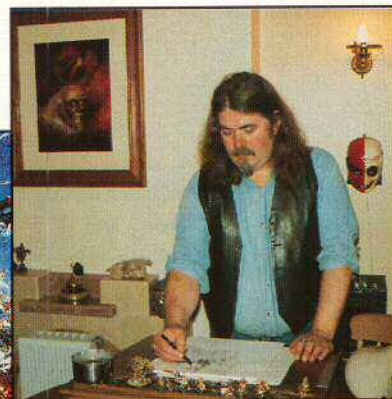
GAMES[®]
WORKSHOP

WHITE DWARF INTERVIEW

This month, we quiz Games Workshop's art manager John Blanche...

EXQUISITE BRUTALITY

John Blanche has worked for Games Workshop since the late seventies, his powerful images helping to form the rich and detailed backgrounds of both the Warhammer Old World and the war-torn 41st millennium.



Above: John in his lair – the studio at home where he works, complete with antique weapons, masks and an Edwardian drawing board.

Far left: John working on an illustration for Outlanders.



Jake: How long do your drawings take?

John: Hard one this. From a few hours for a single figure in the sketchier style, up to a few weeks for larger, more intense, tighter pieces.

Jake: What about, say, the Warhammer 40,000 cover?

John: That was a bit of a monster. It took six weeks to complete, but a cover for a major game has to be considered carefully. There are whole new sets of criteria to be thought about such as space for the logo, capturing the essence of the game in one image, visual impact from the other side of the room, etc. For instance, it's no good being subtle especially with colour: you have to be really bright and dynamic.

WARHAMMER
40,000



Jake: I suppose we'd better begin with the obvious questions. So, how did you start painting?

John: I'm an only child and I lived in a permanent fantasy world of Vikings,

dinosaurs and space creatures which I drew constantly. Nothing's changed.

Jake: What mediums do you use?

John: Fairly simple ones: HB pencil for original framework and shadows, technical pens for lining and deep shadows, ink washes for depth and tone work. I also use Citadel Skull White for final highlights and smoke effects.

Jake: Nowadays your work is much sketchier than it used to be. Why's that?

John: Obviously I can cover more ground with a quicker style – there's so much that could be illustrated! However, this isn't the main reason. My slower style has become wooden and mannered whereas, when it's at its best, the quicker style can be

dynamic, aggressive, exciting and a lot more atmospheric and evocative!

Jake: I know it's a big question, but just how do you go about deciding on an image for a new race or army?

John: As a company, we're not afraid of using historical or fictional archetypes, then combining and building on them. Our backgrounds are amalgams of historical archetypes and the influences that contemporary culture throws our way, especially films like the Alien trilogy, Bladerunner, Conan, Dune and obviously the Lord of the Rings books. The images used in these sources are themselves based on strong cultural archetypes, so there is a constant cycle of feedback.

Jake: That sounds fairly straightforward.

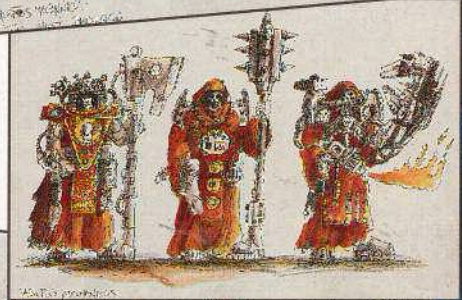


Above: this is the first concept sheet for the Necromunda gangs. Not all of these gangs made it into the final version of the game, but most of those that did started out on this sheet!

Right: Once the basic styles and character for the gangs had been decided on, John was able to produce loads more pictures. Although they are usually used as black and white illustrations in the rulebooks, John nearly always works in colour.



Below, right: These sketches are conceptual ideas for a few of the many ranks of the Adeptus Mechanicus: Servitors, Tech-Priests and Engineers.



John: Well it's not quite as simple as it sounds, and sometimes things don't work out as well as we thought they would. However, now that the Warhammer and Warhammer 40,000 backgrounds have been around for so long, they've taken on a life of their own. This is great because it makes it very exciting to see what will fit and what won't. The many layers of detail which have built up over the years also make the backgrounds really rich and, I think, great places to game in.

Jake: With so many potential sources of inspiration. I suppose it's more difficult to decide what *not* to use.

John: Well, we turn our backs on a lot of great images that just wouldn't work as models on the tabletop.

Jake: For example...

John: Face paint is a good one. Tattooed and painted warriors are a very evocative image, but it doesn't work very well on models simply because they're so small. We do occasionally paint miniatures this way, but the result can be disappointing. There are many characterful types which don't translate into a 1" high model. There has to be a dynamic. If you're going to create a barbarian warrior – well this is Conan isn't it? He's been around since the thirties. We know he's tough with lots of muscles and visually the modern image of muscle is the body builder, not, say, a classical athlete. We know barbarians are wild,



WHITE DWARF™

INTERVIEW



John: We try to find images which will succeed as models.



Jake: How do you get all the rich textures in your paintings?

John: Well, I actually throw water at my pictures sometimes...

savage warriors from the Dark Ages so there's the material you can use: Vikings, Goths, Huns, etc. Keep it larger than life, keep the image strong. If our barbarian had the build of a discus thrower, the clothes of a Lap deer herder, and "real" size weapons, then you'd end up with something that might have existed in the real world, but how mundane and boring! Who'd want a model of that? This is why Warhammer weapons look so powerful. The Warhammer universe is an exceptional place populated by tough, strong, exceptional warriors who are quite capable of using exceptional weapons!



Jake: With all this creativity in your job, what do you do in your spare time, sit in front of the telly?

John: I love creating new characters, so even in my spare time I'm usually to be found converting or painting miniatures. At the moment I'm converting some Necromunda models.

Jake: Finally, what are your ambitions?

John: I'm doing it!



Jake: Why are your pictures full of mad characters and odd things surrounding the main subject?

John: That's the Warhammer world for you – it's a crazy place!



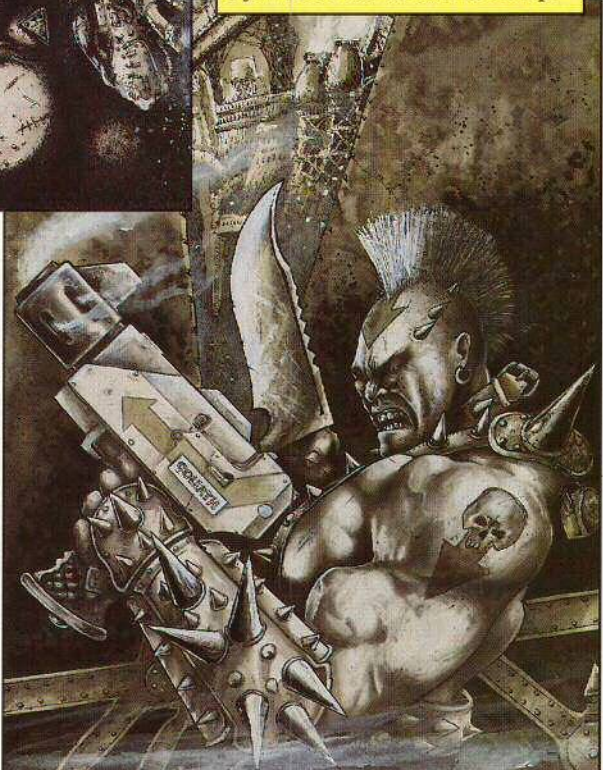
John: What I wanted to capture in this picture of the Dark Angels going to war was the intensely Gothic feeling I had for their Chapter. It's not only their warriors who are off to fight – it's the whole Chapter. Cowled figures clear the way, ringing bells and pounding on drums as the censer bearers fill the air with perfumed smoke. It's a sort of dark carnival, almost like a funeral procession, but with overtones of medieval religious rituals.

NECROMUNDA



John: For Necromunda, some of the influences are obvious. Orlocks are a cross between outlaw bikers and Jean-Claude van Damme style street fighters...

...Goliaths are a mixture of Hollywood pirates, jailers, body-builders and punks all dove-tailed together to make something new. So, when you see a Goliath all the ideas resonate. Delaques are every cowboy you've ever seen wearing a duster, plus thirties gangsters with a few more bits thrown in on top.



NECROMUNDA

WHITE DWARF INTERVIEW

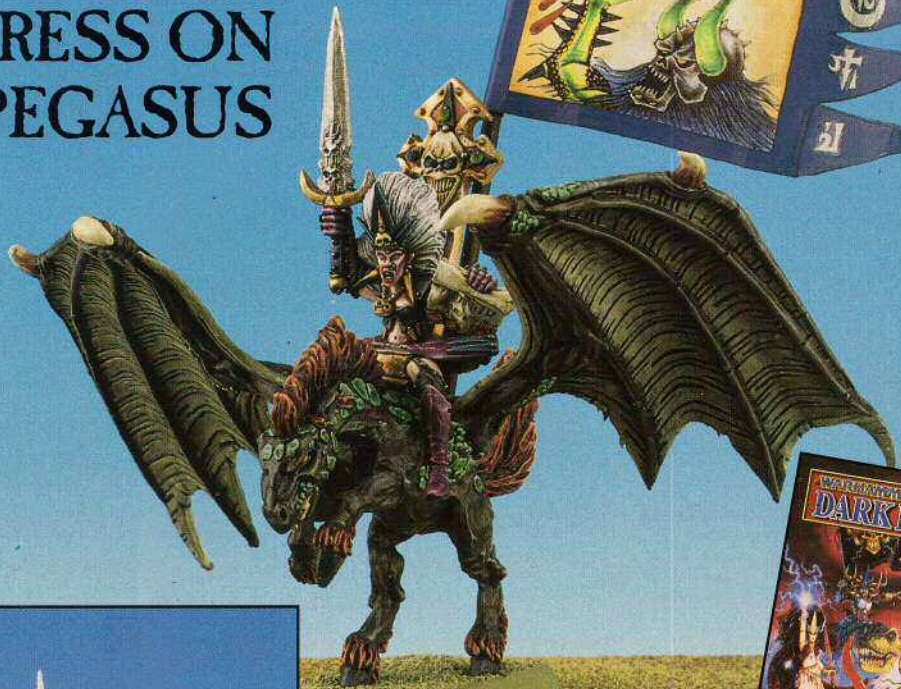


John: It's very important not just to copy archetypes – you've got to get below the surface and find out what really makes them work. For example, the Ratskins aren't just based on Red Indians. When we were developing them we looked at every example of real and fictional lo-tech feral warrior we could find from Viking to Huns, Goths, Mad Max biker gangs and anyone else who ever wore an animal pelt!

WARHAMMER

**NEW
RELEASE!**

DARK ELF SORCERESS ON DARK PEGASUS



Box contains self-adhesive banner.

THE BEASTLORD RAKARTH



Box contains self-adhesive banner.

DARK ELF WARRIORS



DARK ELF COLD ONE KNIGHTS



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**GAMES
WORKSHOP**

Models designed by Aly and Trish Morrison.

THE FIRST INTERNATIONAL WARHAMMER 40,000

TOURNAMENT

GOOD IDEAS

About a year ago I had a Good Idea. After working at Games Workshop for longer than I'd like to admit, you'd think that I'd know that if you have a Good Idea you should keep quiet about it. If you don't, as sure as all Wolf Guard Terminators have assault cannon, the Good Idea will generate lots and lots of extra work for you. Well, I didn't keep quiet, and it did generate extra work... Sigh, I guess one day I'll learn!

Anyway, my Good Idea was a new way of organising tournaments. In the past, the winner of a tournament has usually been decided simply on the basis of winning games. This is fine as far as it goes, but in my opinion there is a lot more to our hobby than simply winning games. So I came up with an alternative system that rated other things too, like how well painted the player's army was, and so on. As I've said, Good Ideas always seem to generate lots of extra work, and in this case, as I'd come up with the marking system for the tournaments, I had to organise it too!

SETTING UP

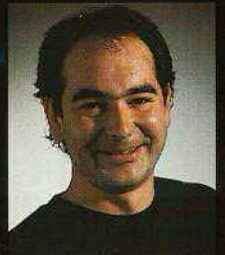
So it was that on the 22nd September, the day before the tournament proper, Games Workshop descended on Nottingham University. Setting up the tables took a good two or three hours, by which time we were all very thirsty and in need of refreshment. Fortunately, I'd been able to arrange for the bar to be open on the Friday, so we headed there for a drink or three. Unsurprisingly, the

players who had also arrived early headed down and, although most had never met before, we were all soon gathered in groups talking amiably about the hobby. My memory starts to get a bit, erm, blurred about what happened later on, but I do recall having to try and answer complicated rules questions about Warhammer 40,000 ("Roll a D6 for it mate" and "It'll be out in November" being the two most common answers), and also explaining why I never beat Andy Chambers in any of our battle reports ("Because he's a better player than me, okay?"). At 11.00pm or so I finally wended my way to bed, and fell into a peaceful slumber...

...Which was rudely broken at 7.30 by my wake up call! Breakfast was at eight and all the talk was of the tournament. More players were arriving to register, even at this early hour, and the Journal crew had to wolf down their breakfast and dash downstairs to man the desk. After eating my breakfast at a more leisurely pace, I made my way over to the gaming hall, which was only about a five minute walk from the Hall Of Residence.

THE FIRST ROUNDS

By 10.30 all of the players were in the hall and ready to play - the tournament had started! The rest of the day was hectic for me at least, and I would imagine for the players too! Between 10.30am and 7.30pm the players fought three battles, each against a different opponent. Considering the level of the competition and what was at stake, the games were fought in a spirit of friendly competition, so much so that I didn't have to make a single official ruling (ie shout) over the course of the weekend!



By
Jervis Johnson



Players spent the entire weekend playing and talking about Warhammer 40,000!



Fred Marcarini, a veteran of the first Warhammer Tournament, travelled all the way from Italy to lead his Tyranids into battle!



The fighting was furious, surrender was not an option...

PARTY TIME!

Come 7.30 in the evening, the tournament battles drew to a close, for the time being at least. Now, after a full day of frantic battling, you'd have thought that most of the players would have had quite enough for one day, but far from it! The gaming hall was open until 1.00 am, as players got together for ad-hoc battles and challenge matches, or had a sneak preview of Necromunda.

Gordon Davidson and David Caine, who had fought in the battle report in White Dwarf 190 to decide who would win the title of Supreme Warhammer Champion, faced off again, this time in a three-a-side battle.

The result? Well both claimed a win – David because his side won overall and Gordon because he

reduced David's army to one model!

But games weren't the only thing going on that night, not by a long chalk. Starting at 7.30 I held a Warhammer 40,000 Brainstorming Session. This was mainly a chance for me to bounce some ideas around about Warhammer 40,000 with the players at the tournament. All manner of topics were discussed, from which is the toughest army to beat through to what people thought of the Citadel Journal. What I liked best about the session was that it gave me a chance to ask questions of the players, rather than just have them ask rules questions of me!

The brainstorming session lasted until 9.00pm or so, at which point our room was taken over for the grandly titled *Warhammer 40,000 Tournament Team Pub Quiz*. Competition in the quiz was as fierce as in the main tournament,

mainly because each member of the winning team would get not only a Warhammer 40,000 Tournament T-Shirt, but also a free copy of Necromunda! In the end, however, it was the "team with no name" that managed to answer almost all of the devious questions we'd concocted! It just goes to show that some people actually read the stuff we write, and remember it too (which is far more than I can...).

Following the quiz, most of us headed back to the bar (it was just next door – that's my excuse), and once again people soon congregated in informal groups. We'd got a late license on Saturday night, and so the conversations went on rather longer than the night before, but were none the worse for that. I managed to sneak off to my bed at about half past midnight, but some were not so lucky, if that's the right word. In particular, Gavin Tyler, Gordon Davidson, and others ended staying up 'til 4.00am discussing the Citadel Journal (by the way, I really like the scratch-built Thunderhawk Gunship!). Needless to say that next morning Gavin and Gordon were both somewhat the worse for wear...

THE RESULTS

As the father of two young children, I'm used to getting almost no sleep, and I awoke refreshed and raring to go. Talk at the breakfast table was of the coming day's battles. The leader at the end of the first day was Fred Marcarini from Italy, a highly skilled and very experienced player whose Tyranid army had taken all before it. This being said, Fred's lead was slender, and as a veteran of the Warhammer Tournament, he was well aware that nothing would be sure until the end!

The fourth round of the tournament began at 10.00 am, then there was a lunch break, and the final round took place. Combat was no less fast and furious than on the first day, with quarter neither being asked nor given in any of the battles I saw! At the end of the fifth game each player was asked to give a sportsmanship award to his most sporting opponent – basically each player



"Ha! Nullified!" Games were fought in a spirit of friendly competition.



Spike Allen (who commanded a force entirely of Harlequins) corners Gary Morley and me to interrogate at his leisure!

had to pick one of their five opponents as being the most sporting and friendly, and write down the player's name on a voting slip. Each opponent who nominated them earned the player extra points, and these points could (and did!) make all the difference between winning or losing.)

Once the results of the final game and all of the sportsmanship votes had been handed in, it was just a question of waiting while the information was entered onto our two computers and the final marks were checked and double-checked. This was bound to take a while, so to fill the time Rick Priestley, Andy Chambers, Jake Thornton, Dave Perry and myself hosted a Questions and Answers session. To be honest, I can't remember too well what questions were asked, though I think most of my answers were still "Roll a D6 for it mate", "It'll be out in November" and "Because he's a better player than me, okay?". This was mainly because I was waiting just as nervously as the players for the results of the tournament.

Finally, however, Ian Pickstock arrived, holding in his hand a scribbled note with the results. As is traditional at these events, I went through the results in reverse order, starting with the winners of the consolation prizes for Best General, won by Jason Enos, and Best Painted Army, which was just won by Mike Eagles, (his Slaanesh army scored 0.7 of a point more than Gareth Hamilton's Imperial Guard!).

Next came the runners-up in the overall tournament, who were, in reverse order, Fred Marcarini in third place, and Phil Winterbourne in second place. Finally we came to the winner himself: Wei Lam. I don't think anybody was more surprised than Wei himself, but it was very



Participants could check out Necromunda, before its official release. Also on hand were draft copies of the Angels of Death and Imperial Guard Codex books.

well-deserved. Wei had come out on top with a brilliant all-round performance, including picking up four out of the possible five sportsmanship awards!

CONCLUSION

After the awards ceremony was over we all went outside for a group photograph, and then everybody started to make their way home. As the people were leaving I had a conversation with one player who told me what he'd really liked about the event. He said that he'd had a chance to enjoy several games of Warhammer 40,000 over the weekend and had made several new friends in the process. He was hoping to keep in touch with some of the people he'd met and carry on playing games against them.

To hear this was very gratifying, as it summed up the spirit of the tournament very well – it's not about fierce head-to-head, win-at-all-costs competition, but is a chance to meet fellow players and play games all weekend!

As with the Warhammer Tournament, everybody seemed to have had a really good time, as I hope this article shows. I know that I enjoyed myself and, even considering all the extra work involved, I'm really looking forward to helping set up next year's tournaments.

And that, I think, is about it. All that remains is for me to congratulate all of the players and staff that

took part in the Warhammer 40,000 tournament, and who made it such an enjoyable weekend for everyone. I look forward to seeing them, and definitely you, at next year's events.

Mike Eagles and his Best Painted Army. We'll be featuring Mike's Slaanesh horde in a future issue.



My scoring system not only judges a player's generalship, but also...



their painting...

their sportsmanship...



and their army selection.

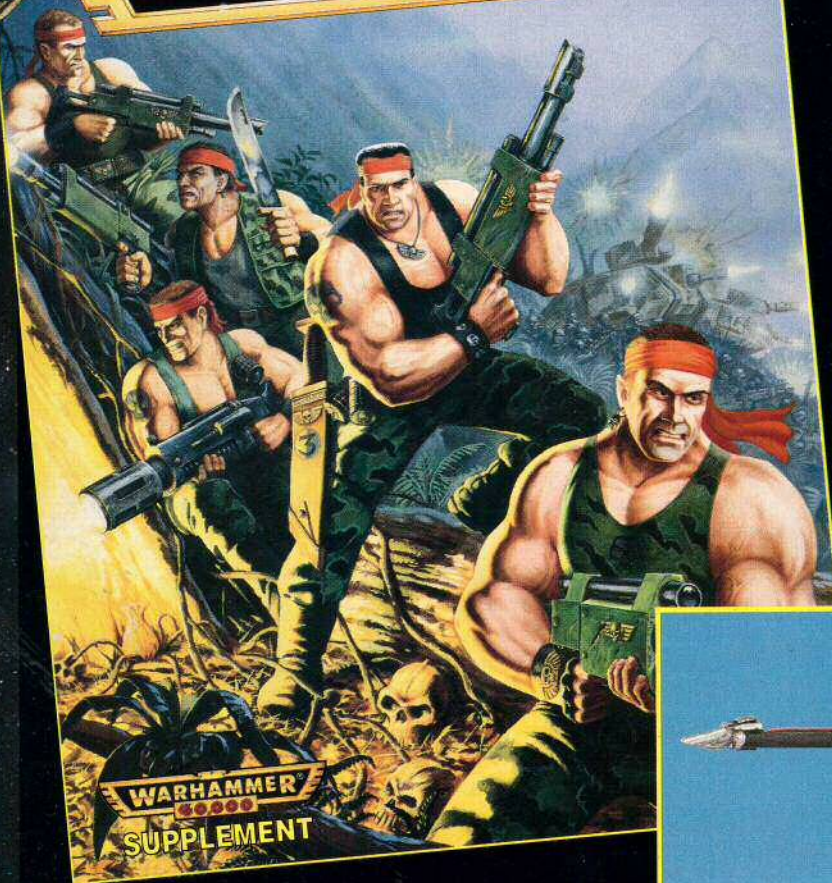


After a weekend of hard-fought battles, the winners pose for the cameras.

WARHAMMER

40,000

CODEX IMPERIAL GUARD



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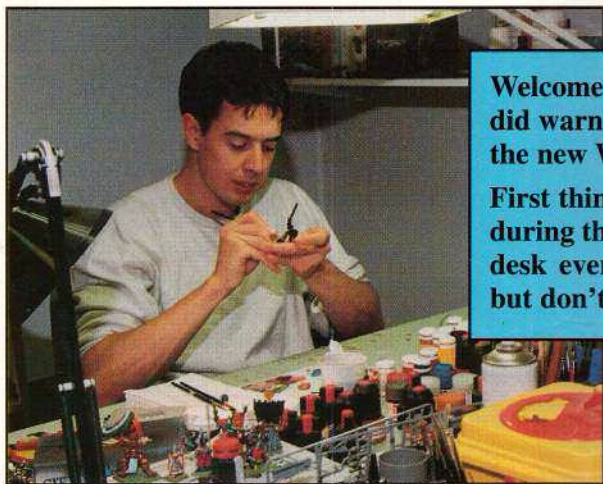


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'EAVY METAL™ MASTERCLASS

By Mike McVey



Welcome to the second 'Eavy Metal Masterclass – well I did warn you that it was going to be a regular feature in the new White Dwarf!

First things first, thanks to everyone who has written in during the last month. I now have to fight my way to my desk every morning, wading through piles of letters – but don't let me put you off, keep them coming!

touches on one of the most important and misunderstood areas of figure painting – painting faces. Faces are by far the single most important part of a miniature – they are the focal point, the place your eye is naturally drawn to when you look at a model. For this reason they should be given the most attention. Even when I'm painting rank and file troops for an army I still spend a little more time on the face than the rest of the model, adding at least a shading wash for extra detail.

THE EYES HAVE IT

Well, first of all I'd say that I always paint the eyes on my miniatures, no matter if they are for gaming or display. The very least I would do if I was rushing to get some miniatures painted in time for a game would be to paint the eyes black – this at least gives me a good base to work over, enabling me to finish them properly at a later date.

There are actually several different ways of painting eyes, and a lot of the time it comes down to personal preference. I'll show you a couple of different ways and point out the pros and cons of each. The first way involves the eye being painted black and then the white being added on top of this. Even though this sounds difficult, it is perhaps the simplest method.

The first step is to paint the whole of the eye black – try and keep to the shape sculpted on the model. If you do go over onto the face you can touch over with a deep flesh tone. When the black is dry the



The Citadel Miniature Designers go to painstaking lengths to animate the faces of our models. Just look at this Mordian Iron Guard Lieutenant barking orders to his men over the din of battle.

I'm writing this month's column fresh (!?) from Games Day '95, and what a day it was! If you were there you may not have actually seen me, but that's because I was buried under a huge pile of miniatures in the Golden Demon painting competition! This year, for the first time ever, there was no pre-judging, everyone just entered on the day. This meant that we had absolutely no idea of what to expect – we could have had any number of entries, so going into the day we were more than a little nervous! The response was fantastic, and in the end we had over two thousand entries. Thanks to everyone for queuing so patiently and cooperating with the staff on duty. Next year we'll have more idea of what to expect, so things should run a little more smoothly (honest)!

The standard of entries was mind-blowing and judging them was a job I wouldn't have wished on anyone! Hopefully we'll be showing all of the winners within the next couple of months, and believe me they'll be well worth waiting for. The Young Bloods and Open categories were particular roaring successes, with the Open producing some of the best work I've ever seen. The eventual winner of the Open (which was open to *everyone* except me) was veteran painter and modeller Dave Andrews, and I'll be showing his superb diorama in next month's 'Eavy Metal.

This month's theme was really sparked off by a letter that brought up one of the most often asked questions – how do you paint eyes, and do you really have to paint them in at all? This question

You can give extra character to a face by adding some colours.


This is especially appropriate for Dwarfs where you really want a ruddy complexion. Most figures look best with a little colour at the edges of the cheeks and on the bottom lip. The best way to add colour is with thin glazes over the highlighted skin tone. I use a mix of Vermin Fur and Warlock Purple or Blood Red.



next step is to add a tiny spot of white in each corner. This is, of course, the tricky bit and requires a steady hand and a brush with a really good point. I use a fine detail brush and slightly thinned Skull White – it's very important that there isn't too much paint on the brush or it will flood onto the model and totally ruin all your hard work!

If you paint too much white onto the model, then all you need to do is add a dot of black in the centre. The advantage of this technique is that it not only gives the white and pupil of the

PAINTING TIP – Use the detail on the model to help pick out where to put the highlights. The sharp edges on this Bloodletter's face, especially the cheekbones and jaw line, form natural points for the highlighting, creating the leering face of this horrific daemon.



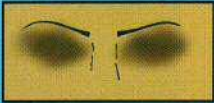
eye, but it also provides shading round the edge. The thing that you need to watch out for is that the white dots are evenly spaced.

Another method of doing eyes involves painting the white of the eye first and then dotting in the black pupil. The one thing that you need to be really careful about with this method is that the model doesn't look too wide-eyed. There are a couple of ways of doing this, the first is to shade the whole of the eye socket with a deep flesh colour and paint the white directly over this. The second way is a little harder but produces a more striking effect. This involves painting a thin black line along the top of the eye and deep shading underneath. Either way, there should be no white showing above the pupil – if there is white all the way round the eye then the model will appear to be staring (rather disconcerting for their opponents, but not so good for you!).


Of course this only describes how to paint human-type eyes and there are many others to consider. Many races (primarily horrible, evil ones like Orcs, Goblins and Skaven) have red eyes, which look best with a white highlight. Dragons and other similar monsters have reptilian eyes, with a triangular or slit-shaped pupil. There is far more room to work with on these massive creatures so they aren't too hard to paint. The secret with all types of eye is to get the contrast with the surrounding flesh. This can be

EYES – METHOD 1


The first stage is to shade the socket.




Then paint in the white of the eye.



Lastly, paint the pupils in black.



WRONG! If you have white all around the eye, it looks like it's staring.



Below: When painting female faces I usually go for a lighter, softer flesh tone. You can also add a little colour above the eyes and use a deeper red for the lips.



Right: Vampires and other Undead are characterised by their deathly pallor. This is relatively easy to achieve as long as you remember that they aren't properly alive and so shouldn't look too healthy! Start with a base coat of Bleached bone mixed with Elf Flesh and a tiny quantity of Nightworld Blue. Work up from there to a very pale flesh tone. Very deep, almost black shading around the eyes creates a stark contrast.



Right: Space Marine characters quite often have no helmets. For these models it's particularly important to deep shade around the face to make it stand out from their brightly-coloured armour.



PAINTING TIP – There is an easy technique for getting a really fine point on your brush. Dip the brush in the colour that you're using (it's best to have this thinned down to aid the flow), and then draw the brush across your palette, twisting it slightly at the same time. Do this a couple of times until the line of paint on the palette is good and fine. If the line is broken then the paint needs to be thinned down a bit more.

done with either deep shading or black lining. Of course, once you get a bit of practice you can start to get really fancy, especially on larger models. It is possible to paint in a coloured iris as well as the pupil and even add a tiny white highlight to the black, to give that real attention to detail!

FACE THE MUSIC

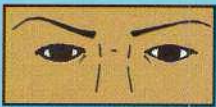
Well that about wraps it up for painting eyes but the surrounding area, the face, is equally important. As with eyes, faces are a potential problem, but really they are no harder to paint than any other area, especially if you know a few handy hints and tips.

EYES – METHOD 2

Paint the eye black first.



Dot in the whites on either side with the tip of a fine brush.



The word to remember when painting faces is contrast – the contrast between the face and its surroundings is all important, as is the contrast between the face and the eyes. This provides the depth and makes the face really stand out. The Citadel paint range includes four colours that are specially designed for painting standard flesh: Bronzed Flesh, Dwarf Flesh, Elf Flesh and Flesh Wash. These colours provide you with a good palette that can be supplemented with Snakebite Leather and Vermin Fur for shade tones and Skull White for a final highlights.

When painting the faces on my character models I usually base coat with a mix of Bronzed Flesh and Snakebite Leather, and I always work over a white undercoat to help give a clean finish. The next stage is to add some shading to start to bring out the depth. I mix Vermin Fur and Flesh Wash and carefully paint this into the recessed areas with a detail brush. I prefer to paint the shading colour on rather than apply a wash – it's just like highlighting but in reverse, the deeper the recess, the darker the colour. After this I apply the highlights, working through the flesh colours starting with Dwarf Flesh and finishing with Skull White.

The final deep shade is added last. I mix Vermin Fur and Brown Wash and blend a little of this round the edge of the face and into the deepest recesses like under the bottom lip and in the eye sockets. This really makes the face stand out from the surrounding area, as well as giving it some warmth. I use a detail brush for painting most of the face and a fine detail for the smallest areas.

The real secret is **practice**, once you get a little more adept you can really get some life into the model. There are of course many other races to consider, and I'll be looking at those in later issues. Next month we'll be having a feature on Dave Andrew's Golden Demon Open Category winner. See you next time!

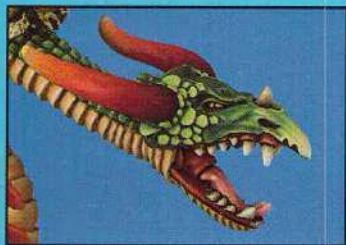


Tattoos and war paint can be used to make the face seem even more savage, as I've done on this Wood Elf general riding a War Eagle.



PAINTING TIP – Some models such as Undead characters

look best with a really pale skin tone. To achieve this effect I use a lighter base colour and highlight with Rotting Flesh and Skull White to give an unhealthy appearance. You can also add a little blue and black to the shade colour to give the eyes a deep, sunken look.



Left: Reptilian monsters like Dragons and Wyverns have very different eyes from humans which make them very interesting to paint. Like snakes, they have slitted pupils and intensely bright irises.

Right: The best way to paint Orc eyes is to shade the sockets with either deep green or black to give the maximum contrast with their face and make them really stand out. You should then pick out the eyes with white before you paint them red – this make them far brighter.



Right: These photos show the range of different effects that can be achieved on humans and similar models. The unshaven effect on the Catachan Jungle Fighter was achieved by washing over the lower face with a mix of armor wash and shadow grey. The Ogre was actually easier to paint than the others because his face and eyes are so much bigger.



WARHAMMER

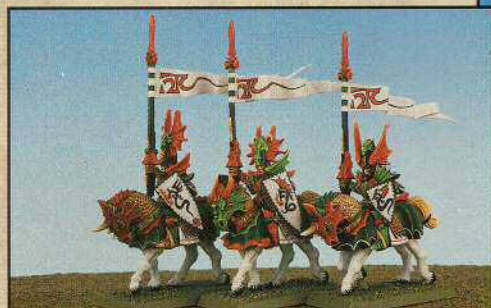
**HIGH ELF
BOXED
SETS**



HIGH ELF SILVER HELMS



HIGH ELF REAVER KNIGHTS



DRAGON PRINCES OF CALEDOR



HIGH ELVES

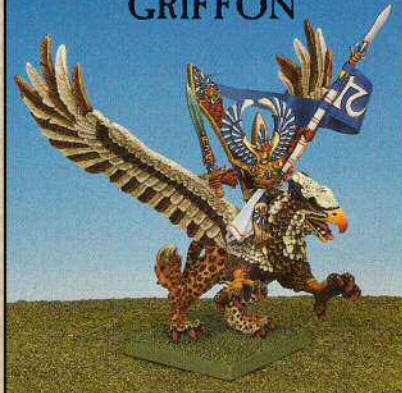


**HIGH ELF BATTLE
CHARIOT**

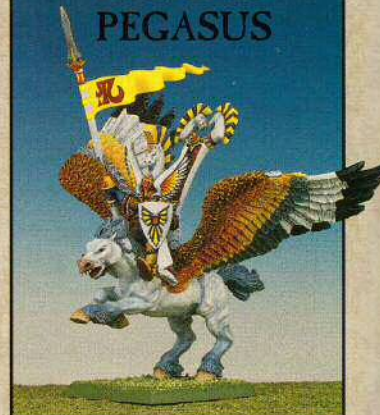
HIGH ELF LORD OF DRAGONS



**HIGH ELF WAR
GRIFFON**



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PEGASUS**



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**GAMES
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BREAKOUT

By Steve Anastasoff and Adrian Wood



Not all battles are fought between armies of equal strength. Sometimes, despite his best efforts, a commander can find himself outnumbered and cut off from friendly forces. When this happens it's often better to cut your losses and run in order to fight another day, rather than struggle on to the bitter end. And, if you are surrounded, the best method of escape is to gather all your forces in one place and smash through the weakest point in the enemy lines.

THE SCENARIO

The Breakout scenario represents one of these daring missions, with an attacking force trying to break through a thinly defended enemy battle line. In order to win this scenario, the attacking player must move half his army off the defender's table edge by the end of turn 10. Any other result is a victory for the defender.

Once an army has been chosen, the attacker can work out what needs to escape for him to win. For this purpose company cards are worth 5 and support cards 1 each. Half the total (rounded up) is the minimum amount that the attacker needs to exit off the defender's table edge. Moving broken detachments off-table is worth nothing, so working out the attacker's target value also tells you how many units the defender needs to break to make the mission impossible.

Our game was played on one of our 8'x4' games tables. Notes and photographs were taken to record the action as it happened. Later, the battle was recreated under proper lighting so that we could photograph it with the camera dreadnought you saw last month. Notorious Ork commander Adrian and Squat Warlord Steve took on quite different roles from their usual armies – Steve commanded the Eldar and the terrible forces of Chaos were led by Adrian.

Instead of generating the terrain randomly we asked Gavin Thorpe to set up the table. Then both players rolled a D6 to decide who would be the attacker. Steve, as the defender, picked which side of the board he wanted to fight from and slightly rearranged the terrain to suit his needs. Steve's army would only be half the size of Adrian's 4000 point Chaos army, so he needed every advantage he could get! In this scenario the defender deploys first, anywhere on his half of the board. The first turn would begin with the Chaos army moving onto the battlefield.



This month's special battle report features one of the Epic scenarios written by Mark Watts and originally published in White Dwarf 172.



MG 94

NONE SHALL PASS!

Steve: This battle was about as daunting as it gets. I would be facing the might of a full strength Chaos army with only a meagre handful of Eldar, and what's more I would be up against the experience of a veteran general!

TAKING UP ARMS

Several factors would govern what troops I would take. Firstly, and most obviously, I only had 2000 points, which would prohibit many of the more expensive cards, such as Titans or the super heavy Tempests. Secondly, since I would have to deploy before Adrian, my defensive line would be stretched thinly across the entire board. With the Chaos forces moving onto the battlefield on turn 1, I would have to be prepared to meet them wherever they chose to attack. This would mean that, above all else, my force would have to be highly manoeuvrable so that they could react to the Chaos threat. Anything that could hold up the Chaos troops would also be invaluable, as would troops that are good at killing daemons. With all this in mind I started selecting my force.

My first choice was a Wind Rider Host. This would give me lots of Jetbikes for my points, and is probably the fastest and most flexible of all the Eldar company cards. This also allowed me to take a Warlock special card who could smite Adrian's daemons with *Mind Blasts*. Before picking any support cards I decided to take a second company card. For this I selected a Falcon Host to give me a bit of heavy firepower, and a second Warlock special card to go with it. This left me with just enough points to take a few support cards. My first choice was a Firestorm. Its ability to snap fire would give me a last ditch attempt to stop any Chaos troops as they moved off my edge of the board, and would also help cut down any flyers that tried to break through quickly. Secondly, I chose a unit of Doomweavers. Their templates could not only destroy most Chaos targets, but could also block-off lines of approach towards my half of the table.

I had been given an opportunity to rearrange the terrain on my side of the table and used this chance to try and obstruct as many paths as possible. Hopefully, this would channel the Chaos troops into narrow areas that the Doomweavers could block. Since Doomweavers have an unlimited range, it would also mean that I would not have to worry about where I deployed them. They would be able to shoot at the Chaos horde wherever it appeared.

My next choice was a unit of Dark Reapers to further boost my firepower. This left me with just enough points to take a second pair of Doomweavers which gave me even more lethal templates to drop onto the Chaos troops each turn, plus a backup in case the first pair were destroyed. I could also take the Avatar for free, and one other free card based on the Craftworld my army came from. In this case I had taken Alaitoc troops so I added a free unit of Scouts.

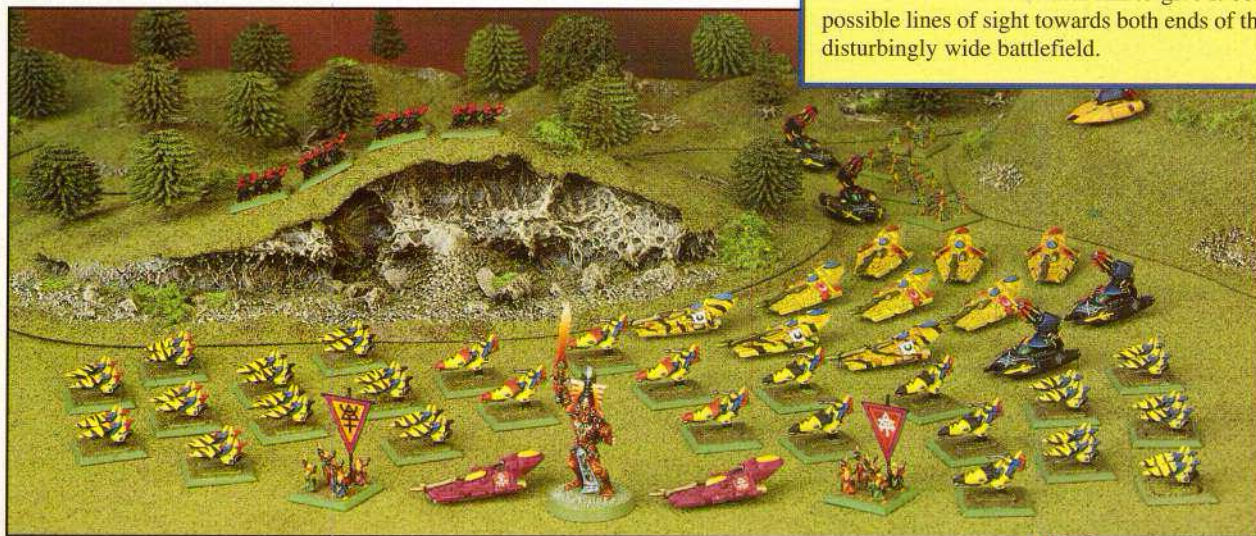
I anticipated that the Chaos force would probably have a bias towards Slaanesh and Tzeentch, as the Slaanesh Knights have a fast movement rate, and Tzeentch has lots of flyers. Both of these would allow Adrian to move rapidly across the battlefield. However, if he started moving troops off the edge of the table too quickly he would leave his slower troops both unsupported and vulnerable to my fast moving Jetbikes and Vypers. His best plan would therefore be to build up as much of his force as possible in one place ready for a big final break. This meant I would have to deploy my forces carefully, ready to react when the Chaos assault hit!



Normally, Steve leads his battle-hardened and experienced Squat army to war. So, being fair and generous to a fault, we gave him an Eldar army for his first White Dwarf battle report...

DEPLOYMENT

The main factor governing my deployment was flexibility. The bulk of my Jetbikes were set up on the central hill ready to move to whichever flank the Chaos forces decided to launch their assault against. The Doomweavers were set up in the most protected positions I could find. The Falcons were spread along a broader front which would allow at least some of them to begin on first fire orders and start shooting straight away, without having to redeploy. Both the Dark Reapers and the Scouts were placed centrally to maximise their lines of fire to both flanks. The Warlocks were deployed with the Falcons, one on either end of the battle line, again so that I would have at least one in position from the start. Finally, the Firestorm was also placed in the middle of the central hill to give it best possible lines of sight towards both ends of the disturbingly wide battlefield.





OUT OF MY WAY, MORTALS!

When Jake suggested that I try out some of the Epic scenarios I thought "Easy life!" Epic has to be one of my favourite games and I've enjoyed playtesting all the Epic releases with Gavin Thorpe over the last few months. When Steve, our latest recruit to the White Dwarf bunker, volunteered to play I realised this would be a great opportunity to give the new boy a jolly good trouncing! Then we decided that I was to command the dark forces of Chaos against their arch nemesis, the Eldar – this was getting even better! But, when I found out what the scenario was I tried to talk myself out of it! *Breakout* involves a small force defending against a much larger army which is trying to break through the battle line and get off the table before reinforcements arrive (in practice a 10 turn time limit). We rolled to see who would be the attacker and I rolled highest. I would now have to pick 4000 points of Chaos to fight against 2000 points of Eldar. Sound easy? Well, I would have to get half my army (unbroken) off the table, with the Eldar making pop-up attacks, harassing me with Jetbikes and using devastating psychic powers against me all the way.

A HORDE OF MY OWN

What really confused me at first were the victory conditions. As a dyed-in-the-wool Epic player, I am used to fighting for objectives worth five victory points and breaking enemy company cards, etc worth a set amount. I would grab as many objectives as I could and break enough companies in order to achieve the right amount of victory points to win. This scenario was very different so I picked a rough 4000 point Chaos army and got Jake to explain the victory conditions to me in simple words of one syllable (let's not forget Adrian is really an Ork – Ed.!).

According to the victory conditions the Greater Daemons were worth 5 and the minion cards were worth 1 each. I had to exit half the total points

value of the army (according to these scenario-specific values) off the table to win. I realised that the Greater Daemons were the key, as they were impossible to break and rock-hard as well! I rethought my army and decided to take as many Daemons as I could. So, I split my army into 1000 point blocks, each of which would contain a Greater Daemon and his minions.

The new Plague Tower was an excellent choice, a super heavy vehicle with a 1+ save all round, and you can even surrender Chaos cards to save them from destruction! Unless Steve took Tempest grav-tanks or Titans in his army, the Plague Towers would be almost unstoppable. Two Plague Towers brought with them Minotaur and Troll warbands carried on board, two units of Plague Marines, a Beastman Warband and unit of Contagion Plague Engines, which constituted their minion cards.

The Tzeentch Lord of Change is classed as a skimmer and would be able to slip free of the mass of Eldar skimmers which would undoubtedly beset him. The Lord of Change was accompanied by his thralls: a mighty Firelord, a squadron of Doom Wings and a unit of Tzeentch Disc Riders. These should give the Eldar something to worry about as they were all flyers and skimmers and would be able to fly straight off the other side of the table! Also, the Firelord and Doom Wings would gain me two more Chaos cards – I'd probably need them!

Finally, I decided to pick something fast and deadly to punch through the enemy line in front of the slower-moving Greater Daemons. A Keeper of Secrets would allow me to use of the great new Daemon Knights featured in White Dwarf 190. I would have taken the lot, but points were limited. So, I opted for Hell-Striders and Hell-Scourges, both fast moving and bedecked with weapons. A unit of Slaanesh Beast Riders and a pack of Fiends completed my Chaos horde.



Adrian Wood, notorious Ork Warlord, has abandoned the Boyz and sworn himself to the cause of Chaos!

THE PLAN

For this scenario's special victory conditions, my army was worth 33 points: 20 for the Greater Daemons and 13 for their minions. I had to get at least 17 points worth (half of the total) off the board in order to win.

I would aim to punch a hole in one flank of the Eldar lines using my fastest minions, and get all the Greater Daemons off board to win. As I would be moving my troops onto the table in the first turn, I would be able to take a look at Steve's set up and gauge the best flank to attack.



TURN 1



CHAOS ARMY KEY

	Lord of Change		Beastman Warband		Contagions		Fiends
	Plague Towers		Plague Marines		Firelord		Hell-Knights
	Keeper of Secrets		Minotaur Warband		Doom Wing Squadron		Hell-Scourges
	Aura of Slaanesh		Troll Warband		Disc Riders		Beast Riders

ELDAR ARMY KEY

	Warlock		Doomweavers		Dark Reapers
	Avatar		Doom Weaver web		Jetbikes
	Scouts		Firestorm		Vyper Jetbikes
			Falcon Grav-tanks		



TURN 1

Steve: In an Breakout scenario the attacking player gets the first turn and moves his troops onto the table. I was sure that Adrian would attack in force down one of two paths, concentrating his troops as much as possible. His first option would be to attack down my right flank, working his way forward under the protection of the woods. This would give him the maximum amount of cover, but might inhibit the movement of some of his troops. His second option would be to attack down my left flank, using the rocks and hills for cover. This was his eventual decision, and the first turn began with him moving the bulk of his army onto this flank. A token force of Disc Riders and Plague Marines, supported by the Tzeentch flyers, came on my right flank, which would hold up my forces on this side for a time, preventing them from redeploying to my left flank where they were most needed. Cunning indeed!

Before the Slaanesh Hell-Scourges could reach the cover of the craters in front of them, the Firestorm snap-fired a hail of shots. The Daemon Knight's Glamour of Slaanesh, with its -1 to hit modifier, stopped nearly all of the shots, only a single hit getting through to bounce off their armour. On my right flank the Plague Marines and Tzeentch Disc Riders stole onto the table amidst the trees whilst the Firelord and Doom Wings soared high into the air. I waited for my chance to counter his attack.

Adrian: At first I was going to attack on the left flank which offered the best cover, but Steve had set up most of his Jetbikes on this side in anticipation. So, I decided instead to attack on my right flank as it afforded the best terrain for my Daemon Knights who were going to make the first strike. As I began to pile more and more troops onto this flank I decided to send a small decoy force, the Disc Riders and Plague Marines, onto the left to tie up the Eldar forces on that side. Seizing the opportunity to destroy some of the Chaos army's faster minions, the Eldar Jetbikes pounced on the Hell-Scourges and the Disc Riders.

Steve: The rest of the Eldar dived into cover whilst the Avatar charged towards the Hell-Scourges. From behind cover, my vehicles would be able to sit on first fire orders, making pop-up attacks against the Chaos horde. In order to shoot back, the Chaos troops would also have to be on first fire orders. This would mean they'd be unable to move that turn, giving me more time to hold back the assault.

Eldar Jetbikes swarm around the Chaos Hell-Scourges amongst the craters. This immediately brought up an interesting rules situation. The Jetbikes were attacking the Hell-Scourges on craters, terrain that would normally be considered Difficult for bikes, and according to the letter of the rules a skimmer cannot finish its movement on ground that is Impassable or Difficult. However, the spirit of the rule is to prevent skimmers ending their movement balanced on the tops of trees, over water and so on, so we decided the Jetbikes were free to attack.



The small but dedicated Eldar army opens fire at the huge Chaos horde bearing down on their thinly defended battle line.



After destroying the Slaanesh Hell-Scourges, the Wind Riders tear apart the Contagion Plague Engines before they can open fire.

The Warlock opposite the main Chaos assault popped up in his Falcon and failed to *Psychic Lock* one of the Plague Towers, whilst the second Warlock (on my right



flank) failed to *Lock* the Firelord. The huge Chaos war machines would be free to close the gap on the Eldar line (until the next psychic phase!).

Adrian: In order to save the Disc Riders I played the *Invisibility* Chaos card on them, rendering them safe from harm for the rest of the turn. The Eldar then opened fire with a massive salvo from the Doomweavers and Falcons, killing two of the Slaanesh Beast Riders and a Slaanesh Fiend, and blasting apart two of the Hell-Striders! The Hell-Scourges were in a desperate situation with the Jetbikes swarming all around them and, regardless of their +3 CAF all but one of the Hell-Scourges were cut down! I had rolled some appalling dice and only managed to destroy a single Jetbike. My advance force, which was supposed to break through the Eldar lines, was being cut to ribbons and I knew that time wasn't on my side. The faster I crossed this killing ground, the better. I also knew that the Warlocks would not be denied a second time!

TURN 2

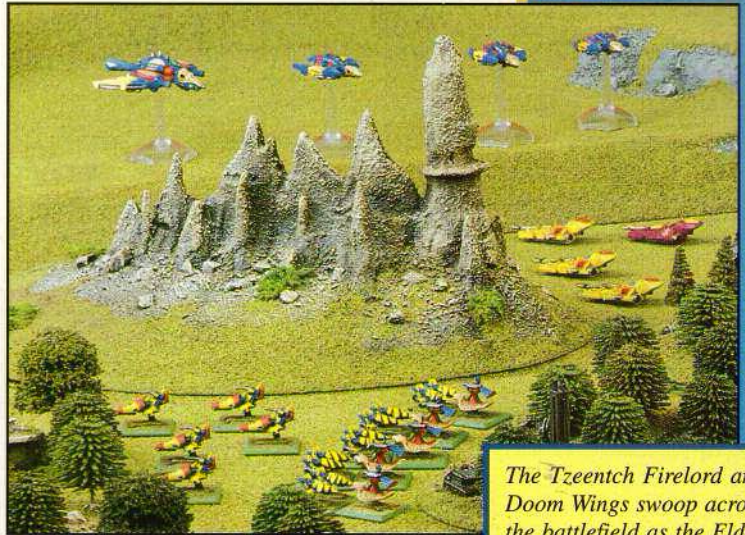
Steve: The Eldar won the initiative and I forced Adrian to move first. The horde swept forward as before, dodging past the mass of Doom Weaver webs cutting into the ground. The Beast Riders and the surviving Hell-Strider moved in to help fend off the mass of Jetbikes swarming around the last Hell-Scourge, whilst on Adrian's left the Plague Marines went on to first fire orders. The Doom Wings and Firelord advanced cautiously, flying at their slowest speed to catch the Doomweavers on my right flank and avoid the Falcons. Visible once again, the Disc Riders also made off after the Doomweavers only to be pounced on by the Jetbikes whom they had escaped earlier from. The whole Eldar force, apart from a single Warlock, sped off to meet the Chaos horde head-on. The Jetbikes sped off from the Hell-Scourge to attack the Contagions, swiftly silencing them before they could fire.

Both Warlocks pinned their targets with *Psychic Locks*, immobilising the Firelord and one of the Plague Towers. The Firelord would have to break free of the pinning at the end of the turn or crash into the ground at the beginning of the next movement phase. The Avatar cut down a Beast Rider stand with a blast from his sword whilst the Doomweavers totally annihilated the Fiends. All the Eldar in range opened fire upon the Plague Towers causing multiple hits and Adrian had to relinquish three Chaos cards to prevent the Plague Towers from being destroyed!

Adrian: I can't believe how many 3+ saves I failed this turn! I would have to keep hold of my Chaos cards to save the Greater Daemons and not waste them on the minions! All the Contagions were rapidly annihilated by the Jetbikes at the cost of only two of their own number. The Lord of Change tried to destroy the Avatar with his *Bolt of Change* but the powerful being easily saved. Meanwhile, on the opposite flank, the Warlock facing off against the Doom Wings destroyed one of the Tzeentch flyers, while the Jetbikes engaged with the Disc Riders destroyed all but one of the Chaos minions. The remaining Falcons also fired at the Doom Wings, but without effect, and then at the Plague Towers who used yet another Chaos card to survive!

To my relief both the Plague Tower and the Firelord shrugged off the effects of the *Psychic Locks* – at least the Plague Tower wouldn't be slowed next turn, but the Firelord and Doom Wings may well have outlived their usefulness and would be of more value flying off board and gaining me two points. Then I would only need to get three Greater Daemons off table in order to win instead of all four.

I knew that both Plague Towers would be in range of the Warlock *Mind Blast* next turn – that would mean that on a 4+ roll the Greater Daemons would be destroyed with no chance of saving!

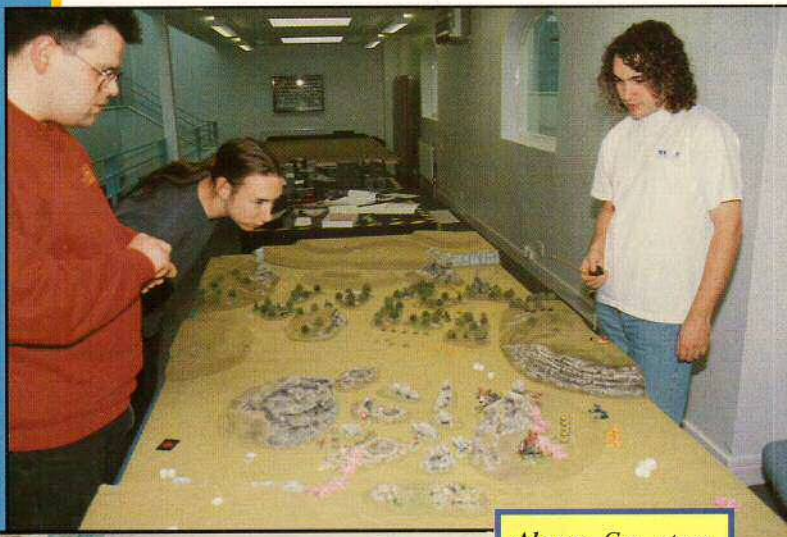


The Tzeentch Firelord and Doom Wings swoop across the battlefield as the Eldar Jetbikes cut off the daemonic Disc Riders.

This could ruin any chance I had of winning, so I had to get past (or destroy) the Warlocks and off the table as quickly as possible. I had to press on towards the goal of my mission and ignore everything else. In the final phase the Disc Riders passed their morale check but the Beast Riders, out of sight of their patron Greater Daemon, went on to fall back orders. But all this was relatively unimportant – the Greater Daemons were all that mattered now.



CHAOS ARMY KEY				ELDAR ARMY KEY			
	Lord of Change		Beastman Warband		Contagions		Fiends
	Plague Towers		Plague Marines		Firelord		Hell-Knights
	Keeper of Secrets		Minotaur Warband		Doom Wing Squadron		Hell-Scourges
	Aura of Slaanesh		Troll Warband		Disc Riders		Beast Riders
	Warlock		Avatar		Scouts		Doomweavers
	Doom Weaver web		Firestorm		Falcon Grav-tanks		Dark Reapers
	Jetbikes		Vyper Jetbikes				



and Doom Wings flying off table for two victory points. The remaining Disc Rider swept down onto the Doomweavers as they prepared to barrage the horde, but a detachment of Jetbikes soon evened up the odds.

With the threats to my right flank now neutralised or flown off, it was time to redeploy my forces to where they were most needed. The main part of my army spent the turn racing across the battlefield in a desperate attempt to intercept the Chaos horde before it could move past my thin line of defenders and off the table edge.



Above: Gav stops by to see how the deadly conflict is proceeding.

Left: Adrian awaits the dreaded Doom Weaver barrages.

Adrian: I waited with bated breath. The Warlock stalking the Plague Tower failed to *Mind Blast* the daemonic machine but the second Warlock succeeded in

using *Psychic Lock* to pin the behemoth. I knew that all that counted were the Plague Towers and the Lord of Change – the Keeper of Secrets would never catch up before being pounced upon and killed. All rested on the next two turns. The Avatar struck out at the Hell-Scourge which saved, and in turn blazed away with its Castigator. The bolts cracked and crushed the Avatar's armoured form and the spirit of the Bloody Handed God returned to the Alaitoc Craftworld. Both the huge Plague Towers survived another hail of fire from the Falcons, Dark Reapers and Vypers that were in range, but I was forced to use two more of my precious Chaos cards in order to keep them intact. The Doomweavers fired upon the Minotaurs surrounding the Plague Tower but only managed to kill one. At last I was able to avenge myself on

TURN 3

Steve: The Eldar won the initiative yet again and the Chaos horde continued its desperate headlong charge. The Plague Towers mounted the crest of the hill which concealed the Eldar forces and disorged the Minotaurs and Trolls who had been travelling on board, to form a bodyguard around the super heavy vehicles. The rest of the Chaos army charged, the Firelord

The Warlock attempts to use Mind Blast against the Plague Tower. Because they are creatures of the warp, Greater Daemons are particularly susceptible to this form of psychic attack and cannot use Chaos cards to save themselves if destroyed in this way.



TURN 3



CHAOS ARMY KEY

	Lord of Change		Beastman Warband		Contagions
	Plague Towers		Plague Marines		Firelord
	Keeper of Secrets		Minotaur Warband		Doom Wing Squadron
	Aura of Slaanesh		Troll Warband		Disc Riders

ELDAR ARMY KEY

	Warlock		Doomweavers		Dark Reapers
	Avatar		Doom Weaver web		Jetbikes
	Scouts		Firestorm		Vyper Jetbikes
	Falcon Grav-tanks				

the Jetbikes that had been a constant thorn in my side throughout the battle – the Beastmen hacked apart five of the pesky skimmers, while the Keeper of Secrets crushed another with his Aura of Slaanesh. The Eldar Scouts opened fire at my Hell-Scourge, but their weak shots bounced off the monstrous Daemon Knight's tough armour.

Once again the Plague Tower broke free of the *Psychic Lock* whilst the Slaanesh Beast Riders, in clear sight of their monstrous patron, rallied automatically and returned to the fight.

TURN 4

Adrian: As expected, the Eldar won the initiative once again, and of course forced Chaos to move first. All except the last Hell-Scourge and Hell-Strider charged for the table edge! In response the Eldar massed their firepower against the Chaos horde, surrounding the Plague Towers with Falcons and Vyers. This was perhaps the most critical point in the game, as both Warlocks moved in to launch their *Mind Blasts* against the Daemonic engines. My whole plan could stand or fall depending on the success of these psychic attacks! I dared not even breathe as Steve rolled for the first attack, but the Warlock's mental powers were not up to the task, and the blast failed. As we measured range for the second Warlock, I laughed with relief as Steve discovered his second *Mind Blast* was just out of range!



TURN 4



CHAOS ARMY KEY

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ELDAR ARMY KEY

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Steve and Adrian battle it out with some lethal close combat!



Nothing could stop me now! The Warlocks' Falcons then opened fire, forcing me to discard yet another Chaos card, but I still had five left, more than enough to see me through to the next turn and certain victory over those weak-minded Eldar!

The last Hell-Scourge destroyed two Falcons before they could fire, and whilst the Hell-Strider missed the other Falcon from the detachment, it did manage to blast another

Jetbike. The Doomweavers desperately tried to block the Chaos route off the table, but all of the deadly monofilament webs went way off target, missing everything except one of Steve's own Vyper Jetbikes!

Meanwhile, the Chaos troops began to grind down the last of the Eldar defence, with one of the Doomweavers being torn apart by Trolls. The Keeper of Secrets and Lord of Change tried to destroy the Falcons and Vyper Jetbikes opposing the Plague Towers, but only managed to kill a single Vyper before

the Eldar opened fire. Hit after hit slammed into the the rotting shell of the Plague Tower, but it still managed to absorb the damage.

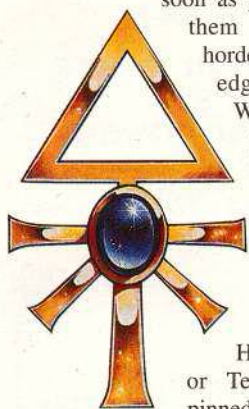
Steve: It was at this point that I realised that nothing was going to stop the Lord of Change or the two Plague Towers from getting off the board. Even if I won initiative next turn, there was no way I could pin the Plague Towers since they were too large, and the Lord of Change could simply skim free of my troops and Jetbikes. Adrian had won.



“THANKS FOR THE BATTLE”

Steve: The chances of survival were slim, but the chances for glory high – and I blew it! Had I won, then surely the tales of how a small, brave force of dedicated Alaitoc troops held back a Chaos horde twice its own size would have passed into the legends of the Eldar race.

Instead, the desperate stand of my army is perhaps best forgotten. My biggest fault was undoubtedly the use of my Warlocks. Without question they should both have moved in to attack the Greater Daemons with their *Mind Blast* psychic attacks as soon as possible. Instead, I held them back until the Chaos horde was within reach of my edge of the table. The Warlock on my right was particularly wasted – as soon as Adrian had committed himself to the attack I should have redeployed this Warlock to face the Chaos horde head-on.



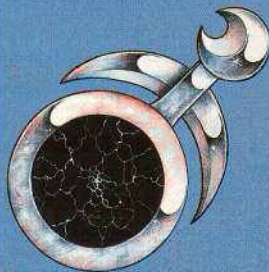
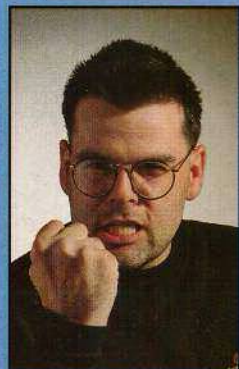
Had I chosen some Titans or Tempests I could have pinned the Plague Towers in close combat and halted the Chaos advance in its tracks. As it was, there was no stopping these huge monstrosities and they won Adrian the game. I really feel that there is little else I could have done. Adrian stuck to his task with ruthless tenacity, unflinching in the face of the Eldar bombardment, and it worked.

“THE PLEASURE WAS ALL MINE!”

Adrian: The dying screams of our weaker cousins will echo across the warp for centuries, calling to our master that we are victorious! What a delight it is to serve Slaanesh!

With the Plague Towers and Lord of Change heading for the hills following swiftly after the Firelord and the Doom Wings, the Chaos horde had broken through the Eldar line. I can't say it was easy – Steve's concentration of fire was excellent. He managed to trash almost all the minions who were supposed to break through his lines, and forced me to take on the Warlocks and Falcons with the Greater Daemons unaided. I discarded half a dozen Chaos cards to keep the Plague Towers alive and all it would take was a single *Mind Blast* to end all hope of victory. I learned an important lesson in this scenario, which was completely different from any other Epic game I've played. In terms of a normal game, I had completely compromised my army, placed the Greater Daemons in jeopardy and risked everything on a 4+ dice roll. Had even one of the Daemons fallen, Steve would have overwhelmed me. This time I had no choice but to charge straight into the guns of the enemy. This time it came off!

Playing a special scenario was immense fun. Not only did it change the way I formulated a plan, it was also interesting talking to everybody about the various possible tactics. In the White Dwarf bunker the debate was hot – some of us thought I should go for large units which would be hard to break. Others thought it would be better to pick a smaller army, so it would be easier to get off the table. Steve's still not sure I was right, and we'll be swapping sides next time we play. We might also see if we can make up some more scenarios, to see what other unusual battles we can fight.



The final charge of the Chaos horde takes them within reach of their goal, as the last, desperate Eldar attempt to stop them comes too late.



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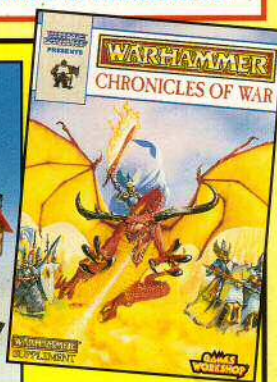
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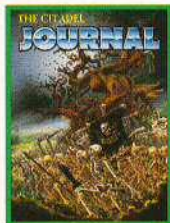
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HOUSE ORLOCK JUVES	£1.25 each
HOUSE ORLOCK HEAVIES	£2.99 each
HOUSE ORLOCK GANGERS	£1.25 each
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HOUSE CAWDOR JUVES	£1.25 each
HOUSE CAWDOR HEAVIES	£2.99 each
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NECROMUNDA™

HOUSE CAWDOR LEADERS



CAWDOR LEADER WITH
AUTOPISTOL AND CHAINSWORD
0043/11



CAWDOR LEADER WITH
BOLTGUN AND POWERSWORD
72909/21

HOUSE CAWDOR GANGERS



CAWDOR
WITH SHOTGUN 1
0043/4



CAWDOR
WITH SHOTGUN 2
72908/20



CAWDOR
WITH AUTOGUN 1
0043/1



CAWDOR
WITH LASGUN 1
72908/18



CAWDOR
WITH LASGUN 2
72908/19



CAWDOR
WITH LASGUN 3
0043/3



CAWDOR
WITH AUTOGUN 2
72908/17



CAWDOR
WITH LASGUN 4
0043/2

HOUSE CAWDOR HEAVIES



CAWDOR HEAVY
STUBBER BODY
0043/7



CAWDOR HEAVY
STUBBER BACKPACK
0043/9



CAWDOR HEAVY STUBBER
0043/8

A COMPLETE CAWDOR
HEAVY CONSISTS OF:
1 x CAWDOR HEAVY BODY
1 x HEAVY WEAPON
1 x HEAVY BACKPACK



CAWDOR HEAVY BOLTER
72907/23



CAWDOR HEAVY
BACKPACK
72907/16



CAWDOR GRENADE
LAUNCHER
72907/15



A COMPLETED CAWDOR HEAVY
WITH HEAVY STUBBER



CAWDOR HEAVY
BOLTER BODY
72907/22



A COMPLETED CAWDOR
HEAVY WITH HEAVY BOLTER



CAWDOR GRENADE
LAUNCHER BODY
72907/14



A COMPLETED CAWDOR HEAVY
WITH GRENADE LAUNCHER

Designed by Alan Perry

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NECROMUNDA™

HOUSE ORLOCK LEADERS



ORLOCK LEADER WITH
MELTA GUN AND LASPISTOL
72904/23



ORLOCK LEADER WITH
BOLTGUN AND AXE
0044/7

HOUSE ORLOCK HEAVIES

A COMPLETE ORLOCK
HEAVY CONSISTS OF:
1x ORLOCK HEAVY BODY
1x HEAVY WEAPON
1x HEAVY BACKPACK



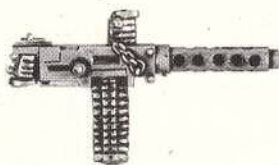
ORLOCK
HEAVY BOLTER BODY
72902/13



ORLOCK
HEAVY BOLTER
72902/14



COMPLETED ORLOCK HEAVY
WITH HEAVY BOLTER



ORLOCK HEAVY STUBBER
0044/9



ORLOCK HEAVY
STUBBER BACKPACK
0044/10



ORLOCK HEAVY
BOLTER BACKPACK
72902/15



ORLOCK FLAMER
BACKPACK
72902/18



ORLOCK FLAMER
72902/17



ORLOCK HEAVY
STUBBER BODY
0044/8



COMPLETED ORLOCK HEAVY
WITH HEAVY STUBBER



ORLOCK FLAMER BODY
72902/16



COMPLETED ORLOCK HEAVY
WITH FLAMER

HOUSE ORLOCK GANGERS



ORLOCK WITH LASGUN 1
72903/22



ORLOCK WITH AUTOGUN 1
0044/2



ORLOCK WITH AUTOGUN AND STUB GUN
72903/21



ORLOCK WITH LASGUN 2
0044/1



ORLOCK WITH SHOTGUN
0044/4



ORLOCK WITH AUTOGUN 2
72903/19



ORLOCK WITH STUB GUN AND PICK
72903/20



ORLOCK WITH AUTOPISTOL
0044/3

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NECROMUNDA™

HOUSE ORLOCK JUVES



ORLOCK JUVE
WITH STUB GUN AND CLUDGEON
72901/12



ORLOCK JUVE WITH
AUTOPISTOL
0044/5



ORLOCK JUVE WITH
STUB GUN
0044/6



ORLOCK JUVE WITH
LASPISTOL
72901/11

HOUSE DELAQUE LEADER



DELAQUE LEADER
WITH BOLTGUN AND STUB GUN
0052/10



DELAQUE HEAVY
STUBBER BODY
0052/7



DELAQUE HEAVY
STUBBER PACK
0052/9



DELAQUE HEAVY STUBBER
0052/8



A COMPLETE DELAQUE HEAVY
CONSISTS OF:
1 x DELAQUE HEAVY STUBBER BODY
1 x DELAQUE HEAVY STUBBER
1 x HEAVY STUBBER BACKPACK

A COMPLETED DELAQUE HEAVY WITH
HEAVY STUBBER

HOUSE DELAQUE GANGERS



DELAQUE WITH LASGUN 1
0052/4



DELAQUE WITH SHOTGUN 1
0052/5



DELAQUE WITH AUTOGUN 1
0052/6



DELAQUE WITH LASGUN 2
0052/3

HOUSE DELAQUE JUVES



DELAQUE JUVE WITH STUB GUN 1
0052/1



DELAQUE JUVE WITH AUTOPISTOL 1
0052/2



Delaque designed by Alan Perry, Orlock Juves designed by Michael Perry

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NECROMUNDA™

RATSKIN SCOUTS



RATSKIN WITH SHOTGUN 1
72936/3



RATSKIN WITH LASGUN 1
72936/1



RATSKIN WITH AUTOGUN AND PICK
72936/2



RATSKIN WITH SHOTGUN 2
72936/4



RATSKIN WITH AUTOGUN
72936/5



RATSKIN WITH LASGUN 2
72936/6

UNDERHIVE SCUM



SCUM WITH AUTOPISTOL
AND PLASMA PISTOL
72937/1



SCUM WITH BOLT PISTOLS
72937/4



SCUM WITH HAND FLAMER
72937/3



SCUM WITH PLASMA PISTOL
72937/2



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NECROMUNDA™

HOUSE VAN SAAR LEADER



VAN SAAR LEADER WITH
PLASMA PISTOL AND CHAINSWORD
0051/10

HOUSE VAN SAAR JUVES



VAN SAAR JUVE
WITH LASPITOL
0051/5



VAN SAAR JUVE
WITH AUTOPISTOL AND STUBGUN
0051/6

HOUSE VAN SAAR GANGERS



VAN SAAR
WITH LASGUN
0051/2



VAN SAAR
WITH SHOTGUN
0051/1



VAN SAAR WITH
AUTOGUN AND LASPITOL
0051/3



VAN SAAR
WITH AUTOGUN
0051/4

HOUSE VAN SAAR HEAVY



VAN SAAR HEAVY
STUBBER BODY
0051/7

A COMPLETE VAN SAAR HEAVY WITH
HEAVY STUBBER CONSISTS OF:
1 x VAN SAAR HEAVY STUBBER BODY
1 x HEAVY STUBBER
1 x HEAVY STUBBER BACKPACK



VAN SAAR HEAVY STUBBER
0051/8



VAN SAAR HEAVY
STUBBER PACK
0051/9



A COMPLETED VAN SAAR HEAVY
WITH HEAVY STUBBER



NECROMUNDA™

HOUSE GOLIATH LEADER



GOLIATH LEADER WITH
MELTAGUN AND STUB GUN
72915/18

HOUSE GOLIATH JUVES



GOLIATH JUVE
WITH LASPISTOL 2
72912/11



GOLIATH JUVE
WITH AUTOPISTOL
72912/12

HOUSE GOLIATH HEAVY

A COMPLETE GOLIATH HEAVY
CONSISTS OF:
1 x GOLIATH HEAVY BODY
1 x GOLIATH HEAVY BACKPACK
1 x GOLIATH HEAVY BOLTER



GOLIATH HEAVY
BOLTER BODY
72913/13



GOLIATH HEAVY BOLTER
72913/14



GOLIATH HEAVY
BOLTER BACK PACK
72913/15



COMPLETED GOLIATH HEAVY
WITH HEAVY BOLTER

Designed by Gary Morley



NECROMUNDA™

HOUSE GOLIATH LEADER



GOLIATH LEADER WITH CHAINWORD
AND GRENADE LAUNCHER
0049/10

HOUSE GOLIATH JUVES



GOLIATH JUVE WITH LASPISTOL 1
0049/2



GOLIATH JUVE WITH STUB GUN
0049/1

HOUSE GOLIATH GANGERS



GOLIATH WITH
HAND FLAMER
0049/6



GOLIATH WITH LASGUN
AND AUTOPISTOL
72914/16



GOLIATH WITH
AUTOGUN AND AXE
72914/17



GOLIATH WITH AUTOGUN
0049/3



GOLIATH WITH LASGUN
AND STUB GUN
0049/5



GOLIATH WITH SHOTGUN
0049/4

HOUSE GOLIATH HEAVY



GOLIATH HEAVY
STUBBER BODY
0049/7

A COMPLETE GOLIATH HEAVY
CONSISTS OF:

- 1 x GOLIATH HEAVY BODY
- 1 x GOLIATH HEAVY BACKPACK
- 1 x GOLIATH HEAVY STUBBER



GOLIATH HEAVY STUBBER
0049/8



GOLIATH HEAVY
STUBBER BACKPACK
0049/9



COMPLETED GOLIATH HEAVY
WITH HEAVY STUBBER

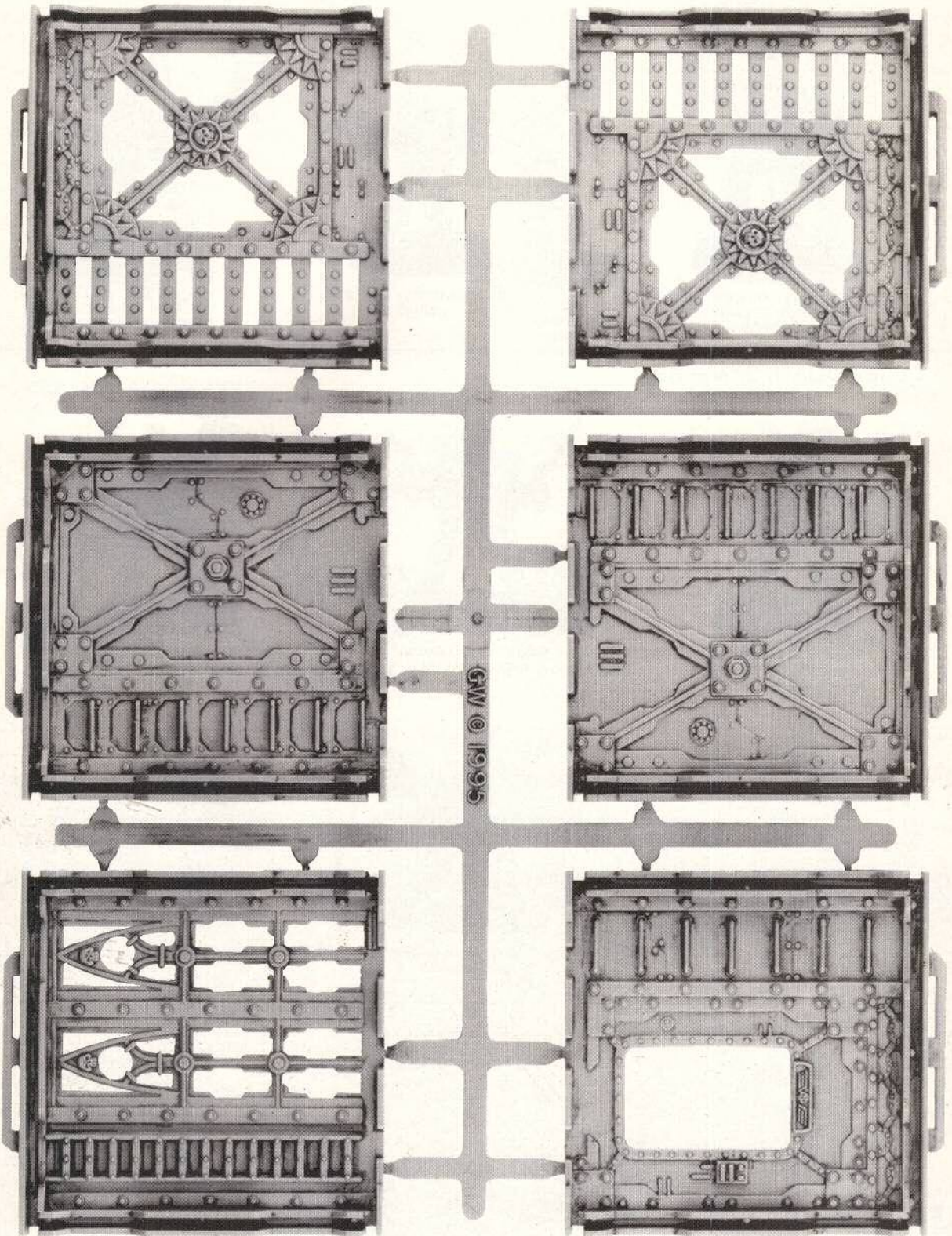


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NECROMUNDA BULKHEAD SPRUE
(SHOWN AT 85% OF ACTUAL SIZE)
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CITADEL
MINIATURES



CITADEL
MINIATURES

DARK ELVES

DARK ELF SORCERER



DARK ELF SORCERER
75914/1

DARK ELF ASSASSINS



DARK ELF
ASSASSIN 1
75915/1



DARK ELF
ASSASSIN 2
75915/2

Designed by Aly Morrison



DARK ELVES

DARK ELF SPEARMEN



SPEARMAN 1
75900/4



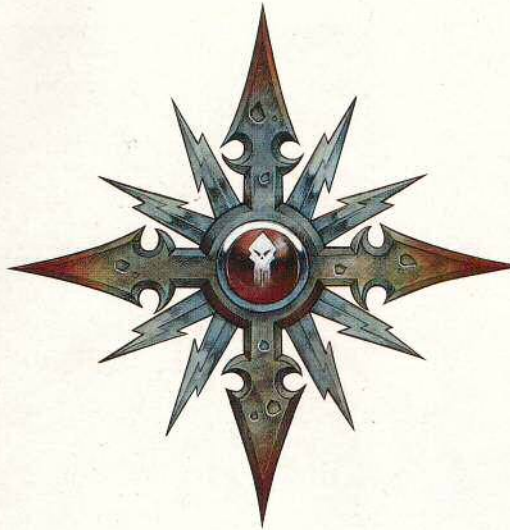
SPEARMAN 2
75900/2



SPEARMAN 3
75900/1



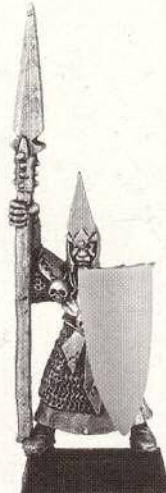
SPEARMAN 4
75900/3



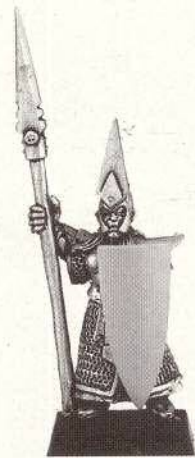
SPEARMAN 5
75900/6



SPEARMAN 8
75900/5



SPEARMAN 7
75900/7



SPEARMAN 6
75900/8

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Designed by Aly Morrison and Colin Dixon

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TYRANIDS®

ZOANTHROPE



ZOANTHROPE HEAD
72681/1



ZOANTHROPE BODY
72681/3



ZOANTHROPE RIGHT ARM
72681/9



ZOANTHROPE LEFT ARM
72681/8



ZOANTHROPE MANDIBLES
72681/2

A COMPLETED ZOANTHROPE
CONSISTS OF:
1 x ZOANTHROPE HEAD
1 x ZOANTHROPE BODY
1 x ZOANTHROPE RIGHT ARM
1 x ZOANTHROPE LEFT ARM
1 x ZOANTHROPE MANDIBLES
1 x ZOANTHROPE RIGHT LEG
1 x ZOANTHROPE LEFT LEG



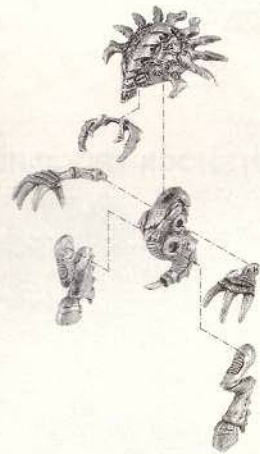
ZOANTHROPE RIGHT LEG
72681/7



ZOANTHROPE LEFT LEG
72681/4



A COMPLETED ZOANTHROPE



RIPPER SWARM



RIPPER SWARM TWIN BODY
72680/3



RIPPER SWARM BODY 1
72680/2A



RIPPER SWARM BODY 2
72680/2B



RIPPER SWARM HEAD 1
72680/1A



A COMPLETE RIPPER SWARM

A COMPLETE RIPPER SWARM
CONSISTS OF:
1 x RIPPER SWARM TWIN BODY
2 x RIPPER SWARM BODY 1
2 x RIPPER SWARM BODY 2
3 x RIPPER SWARM HEAD 1
3 x RIPPER SWARM HEAD 2



RIPPER SWARM HEAD 2
72680/1B



Zoanthrope designed by Alan Perry, Ripper Swarm designed by Michael Perry

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IMPERIAL GUARD

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
LASGUN 1
0443/1



SHOCK TROOP WITH
LASGUN 2
0443/4



SHOCK TROOP WITH
FLAMER
0443/6



SHOCK TROOP
SERGEANT 1
0443/5



SHOCK TROOP WITH
LASGUN 3
0443/3



SHOCK TROOP WITH
LASGUN 4
0443/2

CADIAN SHOCK TROOP LIEUTENANT



CADIAN SHOCK TROOP
LIEUTENANT
72202/1

CADIAN SHOCK TROOP HEAVY BOLTER



SHOCK TROOP LOADER
0443/7



SHOCK TROOP
GUNNER LEGS
0443/9



SHOCK TROOP
GUNNER BODY
0443/8



TRAIL
0443/11



HEAVY BOLTER
0443/12



SHIELD
0443/10



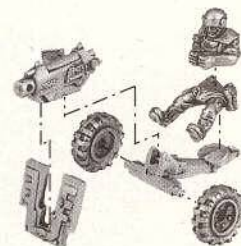
WHEEL
0443/13



A COMPLETED CADIAN SHOCK TROOP HEAVY BOLTER

A COMPLETE CADIAN SHOCK TROOP HEAVY BOLTER CONSISTS OF:

- 1 x SHOCK TROOP GUNNER BODY
- 1 x SHOCK TROOP GUNNER LEGS
- 1 x HEAVY BOLTER
- 1 x TRAIL
- 1 x SHIELD
- 2 x WHEELS
- 1 x SHOCK TROOP LOADER



Designed by Michael Perry, Heavy Bolter designed by Norman Swales

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IMPERIAL GUARD

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
PLASMA GUN
72221/20



SHOCK TROOP WITH
LASGUN 5
72220/15



SHOCK TROOP
SERGEANT 2
72220/18



SHOCK TROOP WITH
MELTA-GUN
72221/19



SHOCK TROOP WITH
LASGUN 6
72220/17



SHOCK TROOP WITH
LASGUN 7
72220/14



SHOCK TROOP WITH
LASGUN 8
72220/16

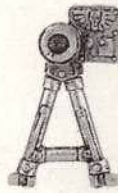
CADIAN SHOCK MISSILE LAUNCHER

A COMPLETED CADIAN SHOCK TROOP
MISSILE LAUNCHER
CONSISTS OF:

- 1 x SHOCK TROOP MISSILE FIRER
- 1 x SHOCK TROOP MISSILE LAUNCHER
- 1 x MISSILE LAUNCHER STAND
- 1 x SHOCK TROOP LOADER



A COMPLETED CADIAN SHOCK TROOPER
WITH MISSILE LAUNCHER



MISSILE LAUNCHER
STAND
0437/10



SHOCK TROOP
MISSILE LAUNCHER
72222/25



SHOCK TROOP
MISSILE FIRER
72222/24



SHOCK TROOP
MISSILE LOADER
72222/23

CADIAN SHOCK TROOP AUTOCANNON



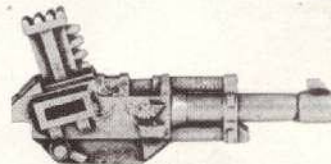
SHOCK TROOP
GUNNER BODY
0443/8



SHOCK TROOP
GUNNER LEGS
0443/9



SHIELD
0443/10



AUTOCANNON
0446/12



TRAIL
0443/11



WHEEL
0443/13

A COMPLETE
CADIAN SHOCK TROOP
AUTOCANNON
CONSISTS OF:

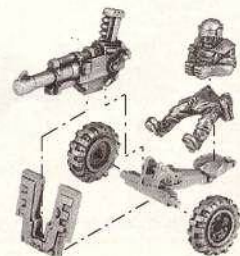
- 1 x SHOCK TROOP
GUNNER BODY
- 1 x SHOCK TROOP
GUNNER LEGS
- 1 x AUTOCANNON
- 1 x TRAIL
- 1 x SHIELD
- 2 x WHEELS
- 1 x SHOCK TROOP LOADER



A COMPLETED CADIAN SHOCK TROOP AUTOCANNON



SHOCK TROOP
AUTOCANNON LOADER
72222/21



Designed by Michael Perry, Autocannon designed by Norman Swales

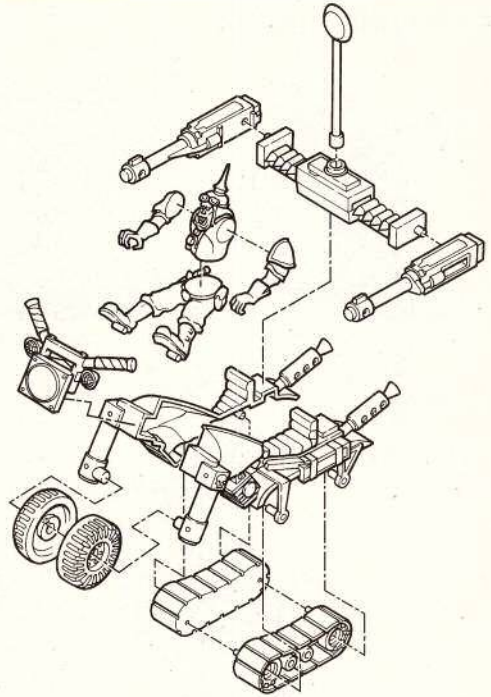
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ORKS

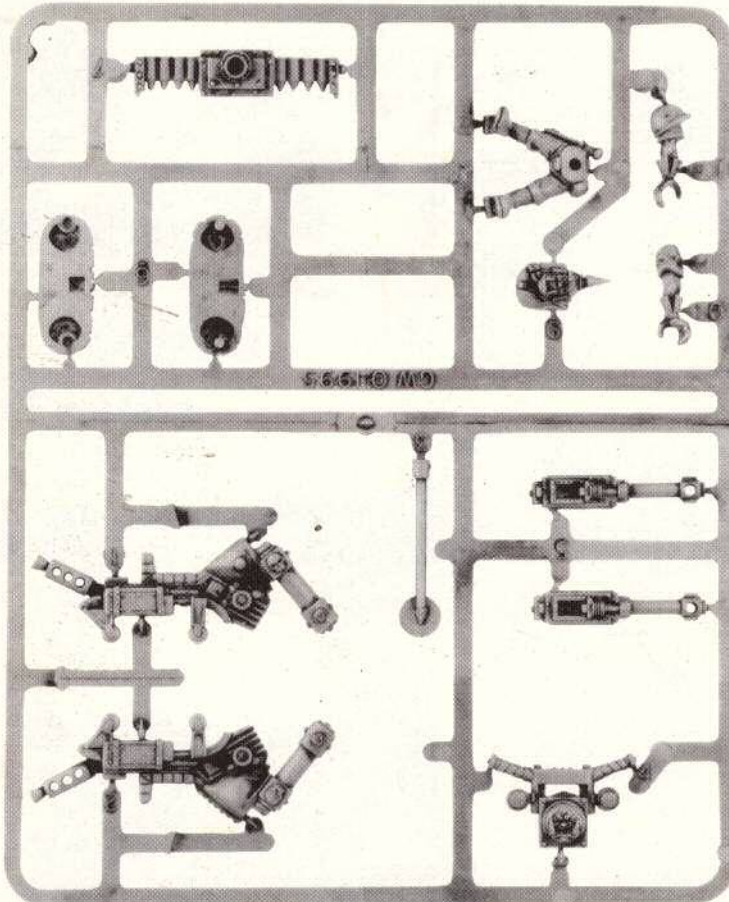
ORK WARBIKE



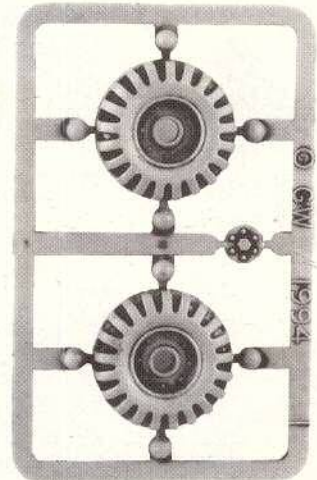
A COMPLETED ORK WARBIKE



THE ORK WARBIKE MODEL KIT INCLUDES A CITADEL TRANSFER SHEET AND A COLOUR ADHESIVE BANNER



PLASTIC ORK WARBIKE SPRUE
(SHOWN AT 65% OF ACTUAL SIZE)
00801



PLASTIC ORK WHEEL SPRUE
(SHOWN AT ACTUAL SIZE)
102791

NECROMUNDA

BATTLE FOR SURVIVAL IN THE NIGHTMARE UNDERCITY



Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.



Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



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GOLIATH FIGHTER



ORLOCK FIGHTER



In the chill darkness of the Necromundan Underhive the Van Saar's ambush goes wrong, and the hunters become the hunted...