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DWARF**



194

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WHITE DWARF

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Ah well, that's the Christmas festivities over for another year. I hope you've all recovered from having too much fun and can now get back to the serious business of collecting and gaming with the perfect army.



Jake Thornton,
Editor



Adrian Wood,
Production
Editor



Gavin
Thorpe



Ian
Pickstock



Steve
Anastasoff

I imagine that, what with all the frantic present giving going on recently, there are quite a few new armies out there. Well, us too. Practically everyone in the White Dwarf bunker is in the process of sorting out a new army. Some of us are trying to do

several at once, but then we're all a little mad. I daresay that Nigel's *Stillmania* article in last issue was also responsible for a few new armies. Yes, us too.

Unfortunately I'm hopeless at sticking to one army 'cos I like all of them! At the moment my main project is supposed to be finishing off a small Warhammer 40,000 Chaos army to fight Steve with, but I keep getting distracted by the other things on my desk. Currently this includes some High Elf Spearmen (who may get converted into Sea Guard of Lothorn), a Wood Elf Mage conversion that started life as an Escher ganger, and an enormous Bloodthirster that I'm building from scratch. Then there's *Bufo's Hex Scroll* on the card in this issue – I'll want a toad for that. And *Outlanders* has the Spyrers in. And then there's Jervis' big Tournament later this year, I'll need an army for that. And someone mentioned Blood Bowl...

As I said, at the moment I'm collecting a Chaos army...



Jake



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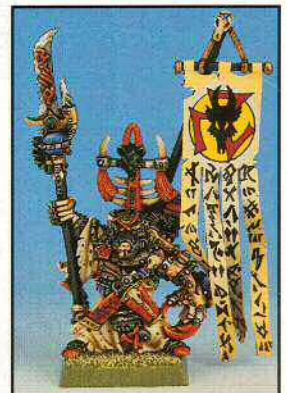
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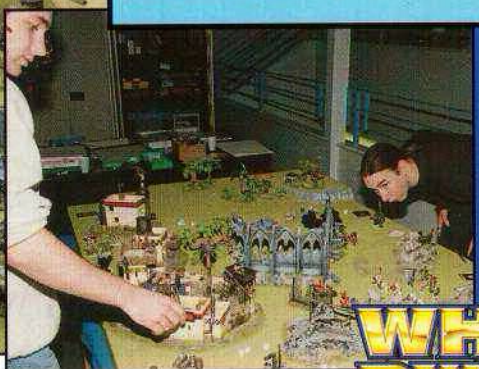
Owen shows us how to make trees and other useful pieces of cover for you to hide your army behind!



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Steve Anastasoff and Gav Thorpe

Will the Dark Angels capture the ruined stronghold on the blighted world of Arad, or will the tide of Orks hold off the grim warriors of the Legions Astartes? Read this month's battle report to find out!

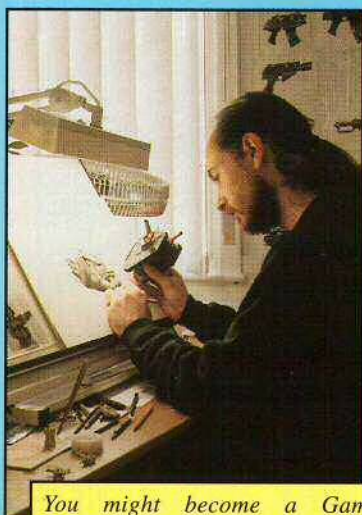


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WARHAMMER

THIS MONTH'S RELEASES

Egrimm Van Horstmann

Dark Sorcerer of Chaos. £25.00
(Boxed set of one model)



Skaven Clan Skryre Warlock

DARK SORCERER

The biggest, baddest Sorcerer to ever ride a Chaos Dragon is here! Egrimm Van Horstmann, Dark Sorcerer of Chaos is an awesome Tzeentch Sorcerer who can also lead your mighty Chaos army. Not only is he a fearsome opponent in his own right but when you team him with a massive two-headed Chaos Dragon, the enemies of Chaos had better watch out!

Speaking of magic, take a look at Steve's article on wizards in Warhammer. As well as including some of his tried and tested tactics, he's listed his choice of the three most powerful wizards in the game – see if you agree! I have to say I think he has impeccable taste (but then he does use several of my victories as examples). There are also some new Magic Items included on the card section in this issue

TOURNAMENT

Last year I went along to both Games Workshop Tournaments and they were immense fun. It was great to meet all the different gamers and see some of the amazing armies that were brought along. Some of the forces were immaculately painted and we featured Gareth Hamilton's Chaos Dwarf army a few months ago. We're looking forward to featuring more of these armies soon.

I'll be going along to the Tournament weekend this summer, and I'd advise anybody who loves playing games to come along too! Jervis gives us the preliminary details below, so get your diary ready, and start honing those gaming skills. I look forward to meeting the veterans of last year, as well as seeing some new faces. Cheerio!

JAKE THORNTON

GAMES WORKSHOP 1996 TOURNAMENT WEEKEND

Following the success of the Warhammer and Warhammer 40,000 Tournaments we held in 1995, we are hard at work organising the 1996 Tournaments. This time round we've decided to hold both competitions over the same weekend, and to throw in a Blood Bowl Tournament and a Necromunda Tournament as well, just for good measure!

Adrian Punchard (our conventions organiser) is still feverishly sorting out a venue and date for the event, so for the time being all we can say is that it will be held somewhere in the Midlands either at the end of July or in early August. However, we DO know that the weekend will include a one hundred place Warhammer Tournament, a one hundred place Warhammer 40,000 Tournament, a thirty-two place Blood Bowl Tournament, a thirty-two place Necromunda Tournament, and as many special participation games, seminars and any other events as we can think of (and fit in)!

All in all it's going to be an unmissable weekend, so we recommend that you don't plan your summer holidays before you've seen the details of how you can book your place at the Tournament weekend! You'll find everything you need to know in the next issue of White Dwarf.

JERVIS JOHNSON



Top: The first Warhammer 40,000 Tournament in full swing!

Above: Two participants discuss the finer points of the Warhammer rules.

NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

HOUSE DELAQUE



HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE OROCK



HOUSE ESCHER



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GAMES
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Brother Bethor - Bearer of the Sacred Standard

The Dark Angels have three ancient standards which date back to the time of the Great Crusade. It is the custom for only one to be used at any time, the remaining two standards being kept in the Great Hall on the Rock.

Brother Bethor is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganion XIII, where he single-handedly recaptured the 3rd Company's Battle Standard after it had been captured by a Genestealer brood.



DARK ANGELS
CHAPTER
BANNER



WREATH BADGE



CHAPTER SYMBOL



BROTHER BETHOR

The three Sacred Standards of the Dark Angels



The Standard of Fortitude

This standard celebrates the unstoppable courage and tenacity of the Chapter. It will inspire any Dark Angels nearby to attack the enemy with grim determination, unleashing a hail of fire as they advance.



The Standard of Devastation

The Standard of Devastation reminds the Dark Angels that they must meet any attack with devastating retaliation. Any enemy will be stopped in their tracks by overwhelming firepower.



The Standard of Retribution

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires them to carry on fighting under any circumstances, smiting their foes with righteous fury.

LORDS OF BAAL

APOTHECARY CORBULO, SANGUINARY PRIEST OF THE BLOOD ANGELS

63 points + Wargear cards

Any Blood Angels army may include Corbulo as an Apothecary.

Corbulo is the most senior of all of the Blood Angels Sanguinary Priests. It is his duty to guard the *Red Grail*, the holy cup which was used to preserve the blood of Sanguinius after he was slain, and from which the assembled Sanguinary Priests drink as part of the ritual of creation of all Blood Angels Priests.

WEAPONS Corbulo is armed with a chainsword. He also carries a bolt pistol, frag and krak grenades.

ARMOUR Corbulo wears power armour that confers a 3+ armour save.

WARGEAR As a Space Marine Hero Corbulo may have up to 2 Wargear cards. One of these will always be the *Red Grail*. Corbulo may carry 1 further Wargear card chosen in the normal manner.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Corbulo	4	6	6	5	5	2	6	2	9

The Blood Angel knelt before Corbulo, his lips moving as he chanted the moripatris, the Mass of Doom. The Sanguinary Priest gazed up at the altar, trying to feel the mood of the Space Marine rather than look or listen for any sign of the Black Rage.

There was a trepidation in the air, more than to be expected, even on the eve of battle. The scent of blood seemed to fill Corbulo's nostrils and he could sense the blood pumping through the Blood Angel's veins at an extraordinary rate.

Corbulo gazed down on the Space Marine, who slowly raised his head to look back. Deep within the shining blue eyes, Corbulo could see faint flecks of red. Deeper still, the enhanced vision of the Sanguinary Priest revealed the tear ducts in the Space Marine's eyes quivering with suppressed emotion.

Corbulo bent down and laid a gentle but firm hand on the Blood Angel's shoulder, whispering reassurance and much-needed words of encouragement.

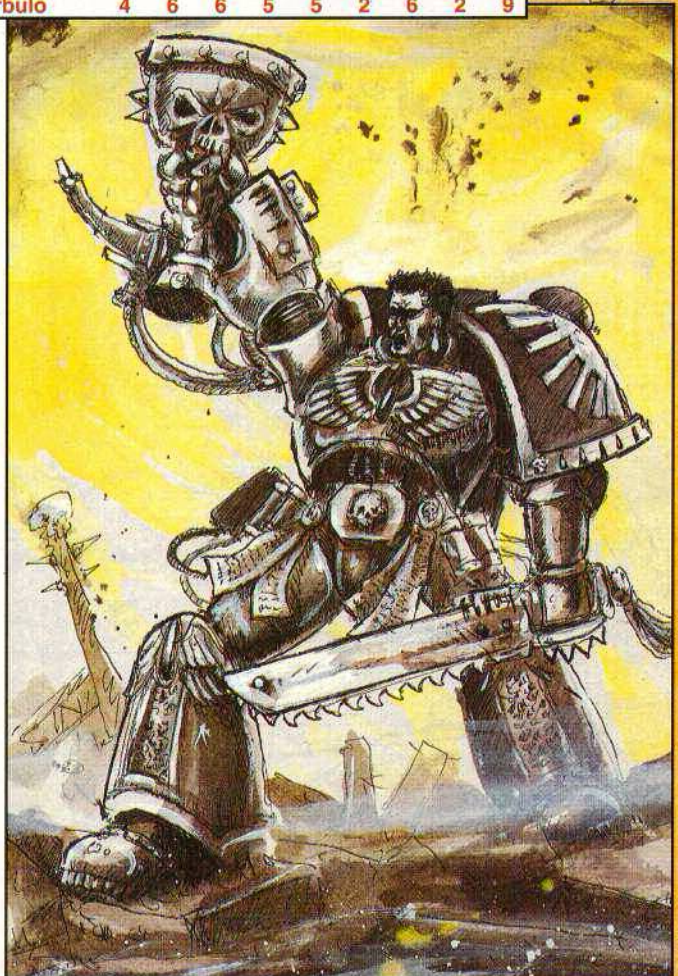
"You are strong, do not fail at this, the last obstacle. Within you is the will of Sanguinius!"

At the mention of his Primarch's name something snapped inside the Blood Angel and he cried out, collapsing to the the floor, moaning in torment.

Corbulo's face hardened and he gestured for his orderlies to escort away the newest member of the Death Company – the fourth such entrant since the mass began. There would be more before Corbulo could wearily return to his sarcophagus.



By Jervis Johnson



Blood Angels Characters

Apothecary Corbulo Sanguinary Priest

Corbulo is the most senior of the Sanguinary Priests. It is his duty to guard the Red Grail which was used to preserve the blood of Sanguinius after he was slain.



Mephiston Chief Librarian - Lord of Death

Chief Librarian Mephiston is a figure of awe and reverence to other Blood Angels. He gained superhuman powers when he overcame the Red Thirst.





The Wargear cards for these special characters can be found on this issue's card insert. Also included are the three Sacred Standards which can be wielded by Brother Bethor of the Dark Angels, who is also released this month.

Chief Librarian Mephiston, Lord of Death

240 points + Wargear cards

Any Blood Angels army may include Mephiston as a Chief Librarian.

Mephiston was originally known as Brother Calistarius. In this incarnation he was a Blood Angels Librarian of some ability and exceptional strength of character. Nonetheless, when fighting as part of the relief force for Hades Hive during the Armageddon campaign he became a victim of the Red Thirst. Inducted into the Death Company, he took part in the assault on the Ecclesorium building, and was one of the many trapped inside when the building collapsed during the battle.

For seven days and seven nights Calistarius lay trapped in the rubble, teetering on the edge of death and madness. But somehow, rather than succumbing to the Red Thirst, he managed to conquer it. By sheer strength of will he was able to suppress and hold in check the feelings of rage and the desire for blood, and in so doing he became something far more than he had been before. On the seventh night, at midnight, he burst free from his rocky tomb, reborn as Chief Librarian Mephiston, the Lord of Death.

Mephiston is a figure of awe and reverence to the other Blood Angels. Many see him as the spiritual son of Sanguinius, and as a saviour in these times of woe. He is also a figure of hope, for if he was

able to defeat the Red Thirst then there is always a chance that others may do so as well, if only they have sufficient strength of will.

WEAPONS

Mephiston is armed with a *Master-crafted Plasma Pistol* and a *Force Sword*. He also carries a bolt pistol, frag and krak grenades.

ARMOUR

Mephiston wears power armour that confers a 3+ armour save.

WARGEAR

As a Chief Librarian Mephiston may have up to 4 Wargear cards. These will always be a *Psychic Hood* (though in Mephiston's case it takes the form of a high collar), his *Force Sword*, the *Master-crafted Plasma Pistol* and a *Refractor Field*.

PSYCHIC MASTERY

Mephiston is a Chief Librarian and has a psychic mastery level of 4.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

TRANSFIXING GLARE: Mephiston is able to transfix his opponents with his glowering eyes. At the start of a hand-to-hand combat round Mephiston may attempt to 'transfix' any one model he is fighting. The model must make a successful Leadership test on 2D6 to avoid Mephiston's gaze. If this is failed the model is transfixed and has its Weapon Skill reduced to 0 in the ensuing combat.

BLOOD GREED: If Mephiston kills an opponent in hand-to-hand combat there is a chance that the power of the Red Thirst will overcome even his iron will and he will lose control of himself. Make a Leadership test on 2D6 for Mephiston when he slays an opponent in hand-to-hand combat. If Mephiston is being attacked by more than one enemy model he only has to make the test after he has slain all of his opponents. If Mephiston fails the test he must stop and drink the blood of his enemy. He may do nothing else – not even use his psychic powers – until he makes a successful Leadership test at the start of one of his future turns.

Should the enemy be foolish enough to charge Mephiston while he is feeding, then he will stop and become frenzied as described in the Warhammer 40,000 rulebook. So long as he is frenzied he will not be subject to Blood Greed.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mephiston	6	8	6	7	6	4	9	4	10

THE RED THIRST

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which make the Blood Angels the most truly noble of the Legionis Astartes. Typically, the onset of the Red Thirst is accompanied by visions of death. Many of those who suffer from it are tormented by visions of the final terrible death of their Primarch. It may be that this madness presages the onset of a terrible debilitating stage of the disease and that this is one reason why Blood Angels join the Death Company, preferring a clean death in the service of humanity rather than a slow descent into madness and possibly heresy.

The fate of those unfortunates overtaken completely by the Red Thirst is known only to the Chapter itself. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of howling cries that demand the blood of the living, but none are willing to say for certain what secrets lie hidden in this haunted, desolate place.

There have been incidents when the Blood Angels have been stationed on distant worlds where members of the local population have gone missing only to turn up later drained of blood. It is possible that this is the work of cultists seeking to discredit the Chapter. It may even be that some of the more superstitious local citizens have taken to offering up sacrifices to their god-like visitors. It may also be possible that these folk have been killed by Blood Angels overcome by the Red Thirst.

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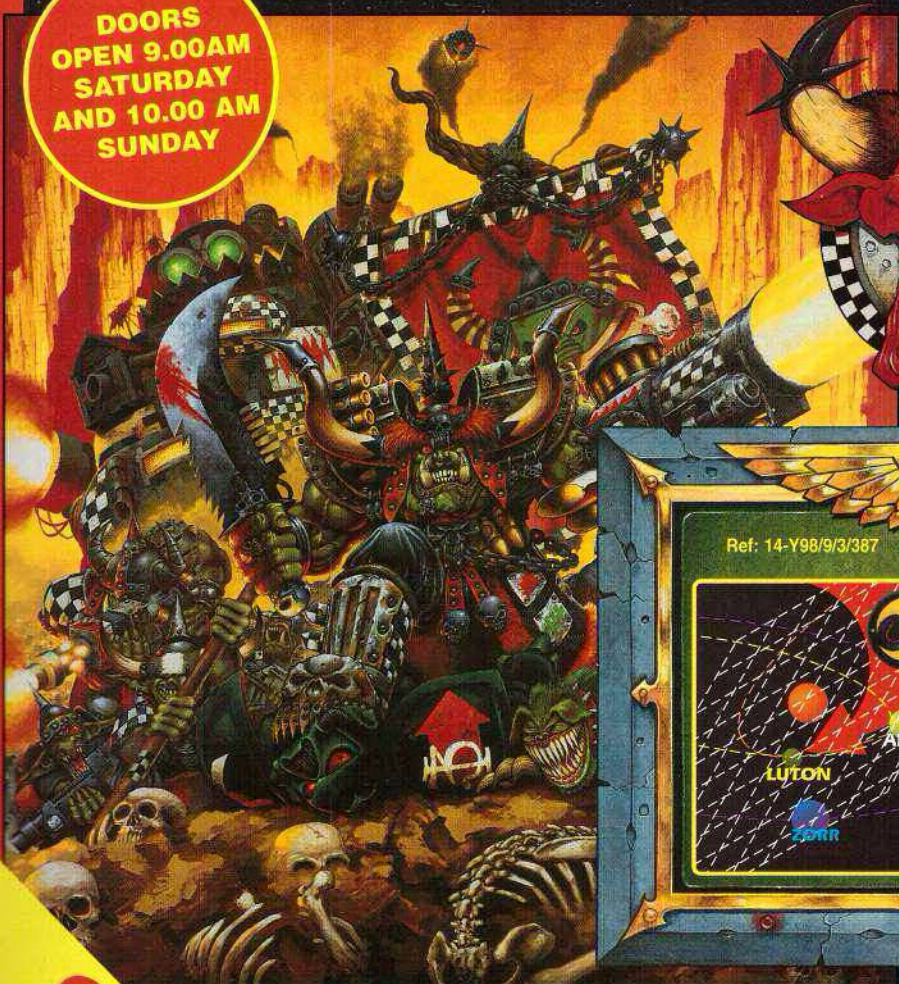
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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

WELL MET!

By Andy Jones

Warriors come in all shapes and sizes, from the brawn of a Barbarian to the lightning-fast reflexes of a Wardancer or the fencing skills of an Imperial Noble.

Andy explores the mysteries of the Warrior, and discusses the composition of your heroic adventuring party.



BOLD WARRIORS

Warhammer Quest has now been around for a few months, and every month we've been bringing out new Warrior packs. Including the four Warriors from the original Warhammer Quest box, there are now a total of twelve different Warriors available for you to take adventuring into the dungeons below the Warhammer world. Each of these characters has his own unique abilities and skills, and each develops into a powerful combatant as he progresses through the Battle-levels. Of course, they all start at Battle-level one, as another party of adventurers decides to take their chances in the quest for treasure and renown...

The first problem for any new group of players looking to set up such a novice group is to decide which Warriors to choose. This can be resolved easily enough by each player selecting a

Warrior which he likes the look of, and getting on with business. The chances are that the resulting party will have an interesting mix of different abilities, and that they will by and large get along just fine. However, for the more scientifically minded, there are a few guidelines which might help the new group of adventurers stay alive for more than one quest...

THE PARTY

When choosing a Warhammer Quest adventuring party I roughly group all the Warriors into three broad categories. First are those who are particularly good in hand-to-hand combat, getting stuck in with the Monsters and hacking them down with sword or axe. Then come those with magical powers, particularly with regard to healing the wounds lost by the rest of the group. Finally come those who have unusual special abilities that can help the party in a variety of ways.

The reason for this grouping is simple. In Warhammer Quest, the action is played out through several self-contained events, which can be anything from cave-ins and traps, to battles against Orcs and Minotaurs. Some events are beneficial to the warriors, and present no potential hazard at all. These may be few and far between, but they go to show that a typical Warhammer Quest adventure is not a non-stop fight – there are more subtle forces at play. This wide range of events, hazards and rewards which the Warriors experience in each adventure creates a series of 'highs' and 'lows', battles and respites.

The Warriors will have moments when they are fighting against all odds just to stay alive, whilst at other times they will be able to rest and recuperate for a while in the deserted undercaverns. To survive in this unpredictable and unknown environment, the Warriors need several strengths which they can depend on. They need battle-hardened fighters to throw against the Monsters in times of conflict, and devastating magic to attack their foes from afar. Conversely, they need the power to heal injured companions when the battle is done. In the treacherous underworld they will also need the mobility, flexibility, equipment and skills to deal with an almost infinite variety of circumstances, mostly hazardous.

"So there we were, all crammed in the snug of the Broken Fang in Nuln – you know the one, just on the right down Hangman's Alley, that's right, by the statue of the old Graf. Swapping stories about our heroic adventures and planning our next expeditions we was, and mighty fine tales they was in the tellin'. Grimcrag Grunsson was there with his Marauders, along with most of the Lost Boys and an odd-looking bunch led by old Navaak Steinaussen himself – the big man kept looking cagily at a bunch of Hand of Death members interrogating the barkeep, but I dunno why. Sven Svenson from Norsca was there, between raids as you might say, and Guderian Strong-arm the Pit fighter was making a lot of noise about spending his latest winnings. Apparently he'd totally destroyed the Black Avenger in three minutes, against odds of fifty to one, so he was pretty flush that night I can tell you.

The ale was flowing freely, and the Landlord's wife had excelled herself with her game pie, if I say so myself, and we Halflings are renowned for a good nose where victuals an' suchlike is concerned. A very original choice of 'erbs she used, very piquant. Sorry? Okay, I'll get on with it. Tut!

Eladrial and his Elves from the Company of Light were getting all snooty in the corner as usual, trying to tell us that they were the super race and more than a match for all comers, but Old Grimcrag was having none of it. Tipped a mug of Rotbrew all over Eladrial he did – you should have seen his face – what a picture! Nearly started a fight alright, and my money was on Grimcrag any time. So, just as it was getting to daggers drawn and ev'ryone is taking interest, the door slams open and who should walk in but Nogbad himself, looking for his Lost Boys. As Barbarians go, Nogbad is about as tough as they get – he's as 'ard as nails is Nogbad, and he didn't want no rows when he could be catching up on some lost drinking! He strode up to Eladrial and Grimcrag, bold as you like, banged their heads together and then bought them both a pint!

Anyways, after that things was pretty relaxed and the talk got around, as it always does, to which of us lot has the best, the most powerful team for The Job. The Job, as you might know, is how we warriors refer to the business of killing Orcs and suchlike as we raid their lairs for booty and treasure. For the most part we all likes a good Job when we can get it, but some of us is pretty high and mighty, and doesn't like such talk as being "below our heroic station" and so on. Take old Marcus Semmler, the Warrior Priest. He can tell you a thing or two about adventurin', gold, treasure, magic and riches you could only dream of, but he still wears that old threadbare robe. Don't keep a farthing nor a penny for himself neither, so it's said, although I wouldn't mind a quick nousey around his chambers just to make sure...

No, there's no surefire way to say who's the best warriors as far as I can see. Sure as eggs is eggs you can say that Nogbad or Grimcrag are unbeatable in a fight, and you can't deny that with that fancy bow of his, Eladrial is the best shot in all the world. Magnus the Red casts a wicked fireball when the fancy takes him, or so I'm told, and his magical healing has saved Nogbad and Eladrial a couple of times! Semmler might be a bit of an odd fish with his constant talk of "Sigmar this and Sigmar that" but he's rock solid when the chips are down and the Minotaurs abound.

We argued round and round for hours about which skills and abilities were the essential ones, and which was 'extras' when you're up against more monsters than you've ever seen before. Some went for the sword or the axe every time, others went for blazing magic. Still others reckoned that quick wits and nimble feet would win out every time, whilst there were those who stood by a keen eye for traps and hidden dangers in the dark. All said, it was tricky one and no mistake, and as the dawn broke we were still no nearer a solution.

It was then that Mortion Dagnire, the renowned Witch Hunter stood up, throwing his cloak back and doffing his hat politely. His black eyes glittered like ice, for he's a cool one is Dagnire and no mistake, and everything went pretty quiet, pretty quick. Dagnire has a reputation for never drinking, and he was as sober as a judge when he spoke that night, having not touched a drop all night. He likes to

visit the Broken Fang from time to time, to hear the rumours and keep up with the news. Right then, he seemed downright amused by our argument, and regarded us all like naughty children.

"Please, please, please" he cried in that patronising tone he takes with all and sundry. "There is no answer to what you say, no right and no wrong of the matter. You, I, we, are all warriors in our own right, and who is to say which is best amongst us?"

"I AM!" Shouted Nogbad, but he'd had a few by then, and the others hushed him up sharpish. Mortion glared daggers at him though, just the same.

"My fur-clad Friend, so you are the self proclaimed best among us eh?" Some of the lads looked more than a little upset by Nogbad's boasting, but they knew better than to take him seriously when he was in his cups.

"S'right, take you all on anytime!" The old Barbarian just didn't know when to stop, and that Dagnire is as sharp as steel an' quick as a snake. Nogbad walked right into his trap, so he did.

"Best with a blade?"

"Prove me wrong!"

"Strongest of all?"

"Damn right!"

"Most powerful Wizard?"

"Er..."

"Renowned amongst archers?"

"'Ang on a minnit..."

"Arch-Priest of Our Lord Sigmar?"

"Put like dat..."

"Nimble as a cat?"

"But..."

"Learned in the ancient arts?"

"Look..."

"Lord of all healers?"

"It's..."

"Able to disable a trap or open a secret door in a trice?"

"Now..."

Dagnire had grinned his wolfish grin and started walking for the door. He'd made his point. He's alright when he gets going is Dagnire, and he'd really struck a chord with the present company, who were nodding and agreeing with him. Nogbad looked pretty sheepish himself, which was unlike him really. As the Witch Hunter made to leave the alehouse, he'd turned to face us all in his usual amateur theatrics fashion, and had left us with these wise words.

"We are all invaluable. We all have powers and skills which can save us from defeat in the caverns of night. No one hero here is better than the next. Alone we will die shameful and lonely deaths at the hands of the monsters we seek to destroy. Together, ahh, that is a different matter. Together we unite our powers and become undefeatable! The key is to make sure that you take something of all us when you go adventuring, or you will surely perish. Healer, wizard, fighter, spy, priest – you all have your part to play, and no single warrior amongst us takes the starring role. Good night gentlemen, or perhaps I should say good morning!"

With that he was gone, and we were all left to think on the truth of his words. He's right you know, you have to have a bit of everything to make a great party of warriors. Next time I go a 'venturin', I'll be in good mixed company, you can be sure of that, or me name's not Ned Neddeley, Halfling Thief extraordinaire!"

THE WARRIORS FROM THE BOX

The Dwarf, Elf, Wizard and Barbarian were not chosen on a whim, but rather were selected with a cunning plan in mind.

The Barbarian clearly gives the Warriors muscle and killing power, pure and simple. He is the mainstay of the basic Warhammer Quest party, and the other Warriors follow him as their leader. His high Strength and extra Attack when berserk make him one of the most efficient fighters in the game, cleaving through Monsters like a hot knife through butter.

There is always some friction between the Dwarf and the Barbarian, caused by the fact that the Barbarian always goes first because he has the lantern, and the Dwarf always goes last due to his low initiative. This tends to mean that in combat the Dwarf often misses out as the other Warriors have killed all the Monsters by the time he gets to fight! However, when he does get stuck in, not much can withstand his mighty axe! He also carries the rope, one of the few ways of getting out of a pit!

The Wizard is physically much weaker than both the Barbarian and the Dwarf, but he has the awesome and greatly feared power of magic at his fingertips. Spells such as *Fireball* and *Pit of Despair* are deadly against any Monsters, so what he lacks in combat skill he can more than make up for in a fight if he wishes. However, perhaps the most important role he fills is keeping the other Warriors on their feet, whilst they in turn protect him from Monsters. If the Wizard spends all his power on attack spells then he will have none left for those vital healing spells – the end of the turn could see the unfortunate demise of several Warriors...

The Elf can handle himself fairly well in a fight, but his low toughness and wounds, and lack of armour can make him fairly fragile. Balanced against his somewhat brittle nature is the fact that he has some unique skills and equipment. His bow makes able to engage Monsters from afar, and unlike the Wizard's spells can do this even if the power roll is low. Coupled with his automatic escape from pinning and his uncanny ability to dodge incoming attacks, this makes him a very flexible Warrior indeed – not to mention the fact that he has a magical potion capable of healing a Warrior back to full wounds!

So you can see that the Warriors from the Warhammer Quest box are set up as a well balanced group which can cope with most situations – a powerful combination of two fighters, a spell caster who can use magic to both attack and heal, and the Elf with his special skills and abilities. Any new party of Warriors would be well advised to follow a similar party balance as a rule

NAVAAK SAYS...

Look after the Wizard! – It's always tempting to just get stuck in every time, straight away, no messing. My axe always hungers for more Orc blood, its thirst is never slaked. However, never, ever, leave your wizard or healer on his own, no matter what sort of a whining cur he is. He needs your protection, and you may need his healing...

of thumb, although sometimes you might take an extra spell caster or special Warrior rather than two fighters, for example.

If you wish, you can just replace one or two of the Warriors from the Warhammer Quest box with new Warriors – you do not all have to have one of the Warriors from the new packs! In fact, there is a very good argument for at least keeping a Wizard in most parties of Warriors, if only for his healing abilities. If you do want to take a new Warrior along with you, the rules in each particular Warrior pack will explain how to use him in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with the new Warrior's!

Remember too, if there is no Barbarian in the party, one of the other Warriors will have the lantern and be the leader.

BIGGER PARTIES

Of course, you do not have to take a party of four Warriors on your adventures. You could take as few as two, or as many as six or more, depending on how many players want to get involved in the action.

If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors to fight, and if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but

if you have a party of five or six, then increase the number of Monsters by an equal amount. For example, if you have six Warriors in the party, that is 50% more Warriors than the Event cards are set up to



ANDY'S WARRIOR "GROUP TEST"

TYPE	FIGHTER?	MAGIC?	HEAL?	VERDICT
Barbarian (F)	Yes	No	No	Goes Berserk. Carries the Lantern. Is very strong. Lots of wounds and combat skills. A solid fighter, useful in a scrap. Not so good with missile weapons.
Wizard (M)	No	Yes!	Yes	Harder to get to grips with, but very powerful. Spells, magic items – his healing can keep the Warriors alive. Excellent choice for any party – his healing magic makes him invaluable.
Dwarf (F)	Yes	No	No	Low Initiative, so sometimes misses out as he tends to go last. However, when he gets stuck in, not much can withstand his mighty axe. Has the Rope – gets you out of pits. Good with guns and other firearms, and effective skills against traps and so on.
Elf (S)	OK	No	Yes	The Elf is never pinned, dodges, has a bow and a Healing Potion. He can thus save one of the Warriors from death, with his Potion, and engage those pesky Gobbo archers from afar. A good addition, particularly with his unique and special skills and equipment. Once the party has a fighter and some magic, an Elf will complement the other Warriors very well indeed.
Elf Ranger (F/M)	Varies	Varies	Varies	A good all-rounder. Can be a Knight (fighter) or Mage (magic). His War Crown lets him freeze time once per game. Has a mass of spells and skills – and a big rulebook!
Warrior Priest (S)	Mmm...	Mmm...	Yes	His Holy Book can fill in for magic quite well, his Ring of Jade heals, his warhammer can do a lot of damage. For protection, his Breastplate gives him extra toughness. A good Warrior to augment the strengths of a party. His Blessings help the other Warriors, giving them strength, etc when in dire peril.
Imperial Noble (F/S)	In his way!	No	No	He has a Duelling Pistol, which is very powerful, and a Rapier. Happiest in a fight, he relies on skill and speed rather than brute strength and a big axe. His Ancient Heirloom causes fear in some Monsters. The Imperial Noble has special rules which make him a very useful Warrior, and he is a lot of fun to play. A good Warrior to complement a party which has another fighter.
Chaos Warrior (F)	Yes	Varies	Varies	The Chaos Warrior is basically there for the fight. However, he is very unpredictable as he gains random Chaos Artifacts and Attributes which may give him some special abilities like spell casting and so on. In higher Battle-levels, you take the risk of turning into Chaos Spawn, and his profile changes in a risky, random fashion. Such are the ways of Chaos – not a Warrior for the faint-hearted, but extremely exciting to play!
Witch Hunter (S)	OK	Sort of	Maybe	A Witch Hunter is not a bad fighter, and his Pistol, Amulets and so on make him worth serious consideration for any party of Warriors. If you want to play a puritanical, inflexible and intolerant Warrior, the Witch Hunter is for you!
Troll Slayer (F)	YES!	No	Himself	He will not back off from a fight, is tough and strong, and has lots of wounds to soak up damage. His Stone Bread means he is somewhat self-sufficient, as he is the only one who can eat the stuff. If you want a stalwart companion in a fight, the Troll Slayer is as good a choice as you get.
Pit Fighter (F)	Yes	No	Yes	The Pit Fighter has a choice of two weapons. His Fist Spike is great against big Monsters, as it gives him +2 Attacks, but no death blow. His Flail is good for clearing away hordes of Gobbos, as it gives him +2 strength. His Heal-Itt potion gives him a useful degree of healing power. A good starting point for any party, a Pit Fighter can fight and also heal a bit.
Elf Wardancer (F)	Yes	No	No	He is not as tough or strong as a Troll Slayer or Barbarian, but his special rules, skills and equipment make him just as powerful in a fight. He prefers hand-to-hand combat and never uses armour. In his rulebook, there is a whole new settlement area to visit - the Wood Elf Encampment! Any player who enjoys playing an Elf, but who would really like to get stuck in, will love the Wardancer.

Letter after name indicates: (F)ighter, (M)agician or (S)pecial.

deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. So, six Orcs will become nine Orcs. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result to match the party size – so a dice roll of four Orcs, becomes six Orcs, and so on. You should always round up in these circumstances!

GLIBFOOT SAYS...

What's all this about Navaak's Damned? Navaak this, Navaak that, all I hear about is Navaak! Glibfoot's Damned, that's what we should be called! Glibfoot Volespanker, scourge of Orcs and Goblins alike, great leader of the most famous band of adventurers in the Old World!



MONSTER TABLES

On the other hand, if you have a large party of Warriors, and you are using the Monster tables, then you could try using the table one or two levels above the Battle-level of the party. See if strength in numbers allows you to overcome more powerful Monsters – they will be worth a lot of gold if you succeed!

CHANGING THE BALANCE

If you want to, you can ignore all the guidelines above and go for a totally different mix of Warriors. In this case, you would be well advised to make sure that if all else fails, the Warriors in the party can each look after themselves. For example, if you do away with the Wizard, you would be mad not to make sure that each Warrior has some degree of healing power, or that there is another Warrior in the party with a general healing spell or skill. In this situation, you could go for a party of Warriors made up of a Pit Fighter (he has the Heal Itt potion), a Warrior Priest, a Troll Slayer, and an Elf.

NEVER ENOUGH ROPE...

The problem here is that these Warriors have no rope, or *Levitation* spell, so if someone falls in a pit trap, there is no way of getting him out. This is actually an obstacle common with all groups that have neither a Dwarf nor a Wizard, but it only applies to the very first adventure they embark on. Once the Warriors finish their first quest, they can head back into town and spend as much of their ill gotten gains on rope as they like! You can either take the risk that someone is going to fall down a pit in the first adventure, or you could just take the Dwarf's rope along whatever.

On the other hand, you could allow the warriors 1D6 x 10 gold each and pay a visit to town before the first adventure they ever play! Actually, if one of the Warriors does fall into a pit, you can always create an adventure where the Warriors have to go back and rescue him. You can bet that you will never, ever venture into a dungeon without rope again!

It may seem that I have a fixation with rope, verging on obsession, but it was a blood-freezing moment when my Elf Ranger fell into a pit on his first outing, and no one could get him out. What a way to go!

ALTERNATIVE SPELL CASTERS...

Alternatively, an Elf Ranger Mage can stand in for the Wizard at a pinch, so long as he thinks very carefully about what spell to cast each turn: if he casts *Shockwave* at the start of the turn, then he will not be able to heal anyone at the end of the turn, which has caused grave problems in the past. This kind of party of Warriors could consist of an Elf Ranger Mage (healing), a Chaos Warrior (killing), a Witch Hunter (all rounder) and an Elf (bow, potion and special rules).

TURBO NUTTERS INC.

Sometimes, chance may throw together a bunch of Warriors the like of which has never been seen before. All are skilled in the arts of war, all are deadly in battle. Combined together, they make for a powerful killing machine that goes through most Monsters with ease. Typically, this kind of Warrior band could be made up of a Troll Slayer, Barbarian, Chaos Warrior and Pit Fighter, although a Dwarf with his great axe would doubtless be welcome along too.



If you want total mayhem, and a party that will tear through any Monsters you meet, try the Turbo Nutters Inc!

Such a group has its weaknesses, though. There is only a limited amount of healing available, which can make the Warriors particularly susceptible to damage-inflicting traps. Additionally, no one has any missile weapons, which can leave the party susceptible to long range attacks, especially since no one likes to break from pinning, and so they cannot break free to go and deal with bow-armed Monsters.

On the other hand there is the endless pleasure of getting stuck into hand-to-hand fighting again and again without any of this weedy healing nonsense, and the fact that they will never run away... This is the party of death and destruction, devoid of any subtlety whatsoever.

DWARFS AND FRIENDS

In the Warhammer world, the Dwarfs have long since forged alliances with the humans of the Empire. As such, an

"AAAAARGH!!!"

THUD!

Theladrion plummeted into darkness as the floor gave way under his feet. The other warriors looked aghast, and Nibbler Hubshank the Halfling Thief climbed several feet up the crumbling wall of the cave in an instinctive bid to get away from the obviously treacherous floor. Shining the lantern down into the newly created chasm, Gundar Metal-Head the Pit Fighter shouted the Ranger's name

"Alroit daan there, Eladrian me ole mate? Anyfink bust?"

After a moment or so checking his limbs, Theladrion peered up grumpily at the spot of light above him.

"It would appear that I have sustained no major injuries, my muscle-bound friend. Just get me out of here before some more Goblins appear with those wretched Cave Squigs!"

"Not to worry matey, we'll ave yer aat in a trice. Now, where's Grimcrag with 'is rope? ...ah!"

"Ah?" echoed Theladrion testily, his voice echoing around the inky depths of the pit trap.

"Ah!" indeed Mr Metal-Head, well put if I may say so" Lord Balaquan Schmidt, thirteenth in the line to the Schmidt estates south of Middenheim, smiled his oily smile as his laconic drawl cut the air. "Your raging argument with our Mr Grimcrag at the Burning Maiden tavern led to him missing out on this adventure completely. I believe his exact sentiments were "Mark my words, you'll rue the day you spilt my ale, metal-brain... you'll miss me, me axe and me rope before the week is out, I'll warrant", or something to that general effect." The Noble was clearly amused at the predicament, and punctuated his sentences by stabbing with his priceless rapier at the darting shadows created by the lantern.

"What's going on up there? Get me out immediately!" the Ranger shouted. "I am attuned to the forces of magic and can sense the approach of great evil!"

The pattering of small hairy feet echoing from up the passageway proved this not the wisest thing for the Ranger to say at that precise moment. Nibbler Hubshank didn't much like talk of "nasty little things" let alone "great evil", and he was now headed for the distant pinprick of light that his needle sharp squint could just make out in the darkness.

"Ubshank, 'UBSHANK!! Lawd 'ave mercy on 'im, 'e's gone

interesting Warrior party is that made up of a mix of Dwarf Warriors and human adventurers. The Dwarf from the Warhammer Quest game provides a big axe and rope, the Troll Slayer brings along his killing power and the ability to heal himself with Stone Bread, a Warrior Priest can shore up the party with the healing power of his Ring of Jade and the power of his Blessings, whilst the Imperial Noble adds a bit of spice and adventure, plus a deadly duelling pistol! This group of Warriors makes for a characterful combination.

A COMPANY OF ELVES

By the same token, it is possible to construct a party of Warriors made up entirely of Elves. The Elves used to be a great power in the Old World, and the Elf Rangers are determined to reclaim their heritage. As such, a band of brave Warriors made up of Elves, and only Elves, would be entirely appropriate, as they go forth to rid the world of their ancient

and legged it aggin, the little begga." The Pit Fighter scratched his head, puzzled, and stared at the hole as if willing it to deliver up his trapped companion. He put the lantern down whilst considering what to do next.

Balaquan took the decision out of the Pit Fighter's calloused hands, by deftly plucking the lantern from the ground with the tip of his rapier, and leisurely strolling off down the corridor with it. "We'll have to go and purchase some rope my good friends. Mr Hubshank has, as usual, proven that he has an unerring sense of appropriate reaction". His well spoken voice drifted laconically down the passageway as the light receded.

The Pit Fighter took one last anguished look down the now pitch black hole, from which the enraged cries of the Ranger were emerging.

"WHAT IS GOING ON?"

"Er... gorra go, Theladrion me ole mate, we're off to buy some rope, sharpish, back in a trice!"

With that, Gundar sprinted off up the passageway after the lantern. His conscience pricked at him as he caught up with the Noble, who was strolling along the corridor whistling some vogue cantata from the courts of Middenheim.

"One-two-two, one-two-two, two-two... Oh, hello there Gundar old man."

"Old man, where? Ne'er mind, wot are we doin'? We can't jest leave 'im!"

"Best thing we could do old friend, nothing else for it I'm afraid - the lantern will not stay lit forever, and even Theladrion can't magic rope from thin air or he would have been out of there ages ago. We'll be back shortly, and he has plenty to eat. All he has to do is keep quiet and stay put."

The Pit Fighter gave this some thought for a few moments, then shrugged and sighed resignedly. "No problem there then, really, just 'as ter keep mum. Yeah, mebbe yer right pal."

Grinning contentedly, convinced that he was doing the right thing, Gundar followed the Noble. He tried to ignore the fading shouts of the Ranger which reached him even now, as his words were somewhat disturbing. Whatever Balaquan said, the thought of leaving a mate, even if just to pop to the shops, rankled with the grizzled Pit Fighters blunt sense of honour.

"It's at least three weeks travel each waaaayyyyy... " The Ranger's voice faintly echoed through the tunnels.



A party of "magicians" prepares to descend into an ancient Wizard's tower, seeking precious artifacts to, er... borrow.

enemies and perhaps retrieve some powerful lost artifacts – maybe even the Crown of the Phoenix King! Because the Ranger can be either a Mage or a Knight, it is quite possible to take two Rangers in the same party of Warriors. One can be a



Mage, providing magic and healing, whilst the other can be a Knight to add weight in a fight. The Elf from the Warhammer Quest box brings along all his special abilities and equipment – bow, automatically break pinning, dodge, and of course, that all-important Healing Potion. The final member of this Elven group could be a Wardancer, with his magical twin Swords of Orion and acrobatic and deadly fighting skills. That's about every aspect covered...

THE WARRIORS OF HUMANITY

Not to be out done, there are more than enough Warriors to make up a number of different adventuring parties entirely of humans: from Norsca, the Empire, the temples of Sigmar, and even the Realms of Chaos. A Wizard will bring the priceless power of magic to the adventure, whilst a Barbarian, Pit Fighter or Chaos Warrior could bring the strength of the sword. An Imperial Noble, Witch Hunter or Warrior Priest will bring a diverse mix of skills, weapons, artifacts and special equipment with him.

A STRANGE BREED

Of course, if you wish, you can abandon all pre-concepts and create the strangest party of Warriors which the world has ever seen! Imagine a party made up entirely of Chaos Warriors or Wizards! The former would be unstoppable in a fight, but devoid of any healing ability, depending on potions or buying provisions to keep them alive if they ever do get overwhelmed.

A group of Wizards, on the other hand, would be poor in combat with nobody to defend them against the predations of the Monsters, but what spells they could cast! Imagine what would happen when a one is rolled in the Power phase though...

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".

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GAMES
WORKSHOP

'EAVY METAL™ MASTERCLASS

By Mike McVey

Welcome to this month's Masterclass! As with last month we're featuring some more of the entries from the Golden Demon Open Competition. Not only that, I'm also going to take a look at techniques for applying transfers to models. But more of that later...

OPEN COMPETITION ENTRIES

In last month's 'Eavy Metal we featured Dave Andrews' Golden Demon Open Competition winning diorama. This month we're going to be looking at a couple of the other entries we had.

For me, the Open was one of the highlights of last year's Golden Demon. It was a painting and modelling competition with very few rules and stipulations, allowing the competitors to go wild and have a go at just about anything they wanted. It was also open to Games Workshop staff (which the Golden Demon awards are not) so it gave everybody a chance to take on all-comers.

The models were diverse to say the least, from beautifully painted and simply based single figures to large and lavish dioramas, which made judging a real nightmare! There were also a few totally scratch-built miniatures, one of which we're going to have a look at this month.

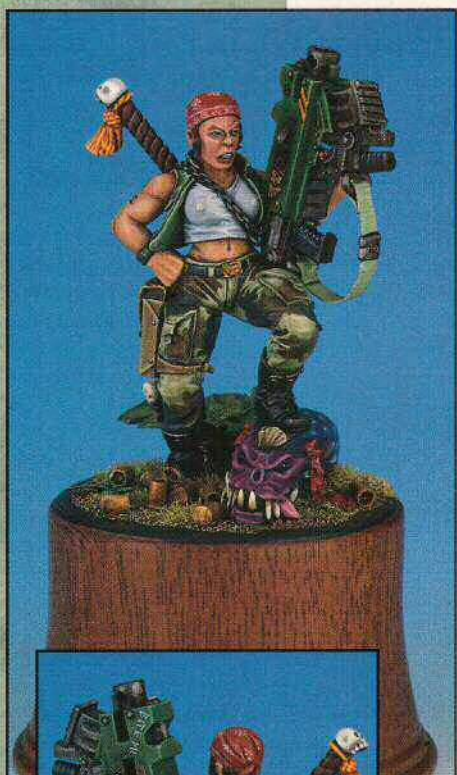
Catachan Jungle fighter: This spectacular model was scratch-built (for the

uninitiated, scratch-building is where a model is built-up from basic materials, usually modelling putty) by Michael Perry, one of the highly talented Citadel Designers, and half of the infamous Perry Twins. This was really an unofficial entry in so far as it was painted by myself and as I was doing the judging it would be a little unfair to take my own work into consideration. As soon as I saw Mike's Catachan Jungle fighter, I really wanted to paint it, and even if I couldn't win, I didn't see why I should miss out on all the fun!

In the photos below the model is shown at real size, which makes it nearly twice the size of a conventional Citadel miniature! It is, in fact, sculpted in 54mm scale which is a common size for display and collector's figures. This made it a first for me as I have never painted anything larger than Citadel scale (approximately 28mm). While this was not a real problem, I had to slightly adapt my painting style to fit the larger areas. This was most noticeable on the skin where I had to make the overall effect far more subtle, and not over-exaggerate the highlights. I've included captions with the photographs below to point out some of the more interesting features. All in all, it was one of the most unusual, but enjoyable, figures that I've painted (even though it was a little rushed and painted mostly on the day before the event!). There is a rumour, and it may be no more than that, that some of the other Citadel designers are interested in making larger scale models. If this is the case, guess who'll be first in the queue to paint them!

I pretty much stuck to the standard Catachan Jungle Fighter colour scheme for this model. I had plenty of room so I made the camouflage scheme a little more detailed and realistic. I also painted extra detail on some of the flat areas such as the scabbard, the pistol holster and handle, and the Jungle Fighter's bandana.

The Tyranid head was fun to paint. I wanted it fairly dark (so it didn't draw attention from the main figure) but quite colourful and alien.



Undead Chariot: The other model that we're looking at this month is Jeff Wilhelm's spectacular Undead chariot. Jeff was the winner of the 1995 US Golden Demon awards, and he came over to Britain specially to compete at our Golden Demon. The model is predominantly scratch-built, with elements taken from many different models added for detail. All told, I think Jeff has created a stunning model that oozes character and atmosphere.



There are a couple of interesting features about the Farseer shown below. Firstly, it demonstrates how it is fairly easy to place designs on heavily curved surfaces. You can also see the difference a little highlighting makes.



A wide variety of different sized designs have been used on this Eldar Jetbike, from the tiny rune on the helmet to the large main design on the bike.



APPLYING TRANSFERS

It's been a hectic few weeks here in the Studio and I've been chained to my desk feverishly trying to complete a Space Hulk diorama. It was while I was working on this that the main topic for this month's article came up. I was applying transfers to Terminator shoulder pads and it just reminded me of some of the difficulties you can encounter with transfers. Although transfers can be used quickly and simply by just about anybody, there are a few tricks to making them look their best. So that's what we're going to have a look at this month – applying transfers.

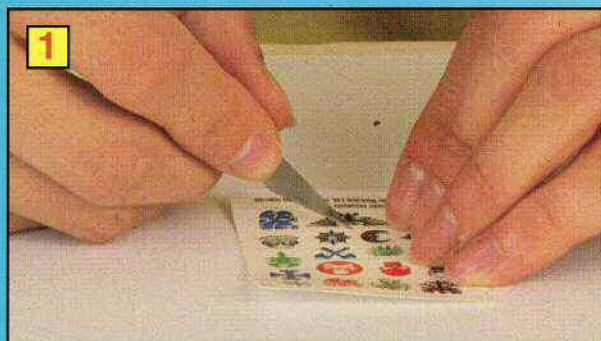
Before we start looking at the practicalities, I think it's worth dispelling a few of the popular myths associated with transfers. One of the most common things that I'm asked about them is – "Isn't using transfers on your models cheating, shouldn't you paint the designs on?". In fact I've heard quite a lot of talk about "cheating" in miniature painting and I think it's time to lay this one to rest. Using transfers, technical pens, photocopied banners or anything else is not cheating – in fact, there is no such thing. In miniature painting, the ends justify the means. If

you can get a better result using transfers, then by all means use them. The only thing is to be honest about it: don't say that you painted a design onto a shield when you used a transfer. Transfers and other things of that kind should be seen as highly useful tools that can save you a great deal of hard work, and measurably improve the look of your finished models. Well that's enough of me ranting, back to the matter in hand!

For most applications, transfers provide absolutely no trouble at all, even on curved surfaces. The problem arises when the surfaces are curved in two directions, ie domed, and this is most often encountered on Space Marine shoulder pads. There are several ways in which the transfer can be made to conform to the surface, but they all require a bit of extra work, practice and patience. For the moment let's start off with the basics of using transfers and come back to the tricky stuff later.

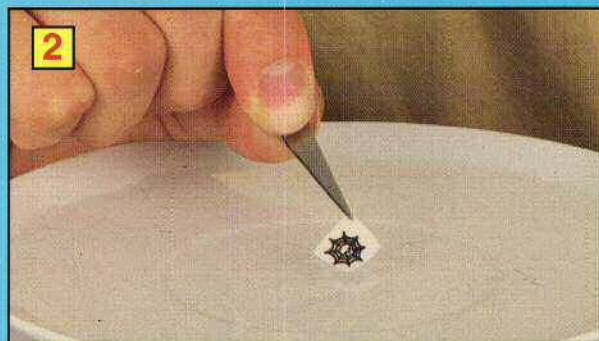
What is a transfer? Well basically it's a design or symbol that can be stuck onto any relatively flat surface. They are also called decals or waterslide transfers – and this gives you a clue as to how they're used. The design is printed onto a microscopically thin carrier film, which in turn is attached to a thicker backing paper. When the backing paper is soaked in water, the carrier film floats free allowing the design to slide onto another surface. When the film dries it becomes attached to this surface. If you're careful, it can be re-wet and moved as often as necessary until it is fixed in place with a coat of varnish.

Before considering the actual process of applying transfers, it's worth talking about choosing the right transfer for the job. The first thing to think about is obviously the size: you've got to use a design that fits into a specific area. This can be done simply by measuring the space available and the design, remembering to add a couple of millimetres all the way round for the carrier film.



Stage 1: Pick the design that you want to use, making sure that it is suitable for the intended area. The design is then cut off the backing sheet with either a craft knife or sharp pair of scissors. You need to leave as much space round the design as possible to make handling the transfer easier.

Stage 2: The next step is to soak the backing paper to loosen the carrier film. The best way of doing this is to put it in a saucer full of



water and then retrieve it after about thirty seconds to a minute – a pair of tweezers is ideal for this. To be honest though, all I do is spear the backing paper with the point of a scalpel and hold the transfer in my water pot (usually a couple of days old and the colour of mud) for a minute. All you are aiming to do is loosen the film, if you soak it for too long, the design will actually float off and be very difficult to catch – in fact if this happens, you might as well start again!



The loincloth on the Avatar shows how transfers can be used as basic shapes to be painted over and added to. I used three separate designs and painted over them to link them together. The main rune started out as a Striking Scorpion rune, but I cut off part of the design before application. The rest of the rune was marked out in pencil before painting, with blood drops added to the sides to balance the design. Finally, the white part of the yin-yang was painted yellow to add more colour to the loincloth.



The colour of the transfer is also quite an important factor. Lighter designs will not always show up very well over a dark surface, and may need touching up with paint to make them stand out properly. Dark designs work fine over lighter colours. I've already mentioned the fact that the application area needs to be flat, it also needs to be smooth – there's no point trying to apply a transfer to a textured surface such as fur! I've included some stage-by-stage photos below to clearly demonstrate how to apply transfers.

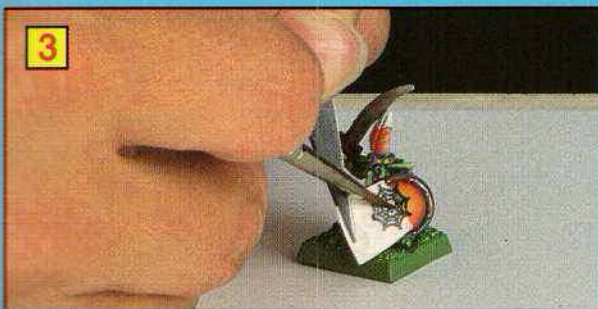
see a slight sheen that overlaps the design by about a millimetre or so. To get rid of this I thin down the base colour for that area and carefully paint right up to the edges of the design.

The one thing that I always do when I'm using transfers is paint round the design to disguise the backing film. When the design is in place you will

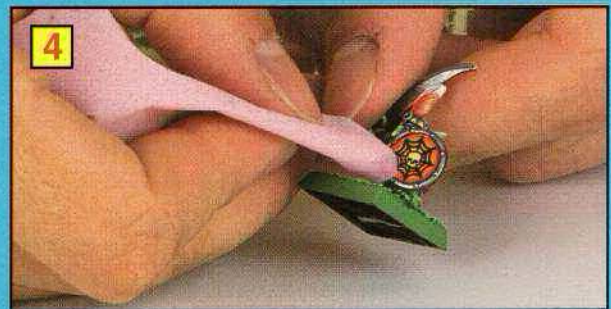
When you've become practiced at the basics of using transfers you can start to move on to more complex applications. Several transfers can be combined together to create new and more intricate designs. This is fairly straightforward, but there are a few things that need to be avoided. When the first design is in place it needs to be fixed into position before the next is applied, or it will move. There are a couple of ways of doing this: you can either varnish over the area or paint over the design. The second choice is a little more time consuming but the result is definitely better. Rather than the whole design you can also just use bits of transfers. Simply cut off the elements that you

PAINTING TIP: There are various different solutions available from model shops which can be used in the application of transfers. One of these is applied to the transfer when it is placed on the model and actually melts away the carrier film as it dries, making the design conform more closely to the shape. This is particularly helpful when applying transfers to curved areas.

Send your questions to:
'Eavy Metal Masterclass,
White Dwarf,
Games Workshop,
Howard House,
16 Castle Boulevard,
Nottingham NG7 1FL.



Stage 3: While the transfer is soaking in the water it's a good idea to brush over the area where the transfer is going with a damp brush. Getting the design onto the miniature is fairly straightforward. Hold the piece of backing paper next to the model with a pair of tweezers and slide the design onto the desired area with a brush. The transfer can then be slid around until it's in the right place. You need to be fairly gentle when you are moving the transfer as the carrier film is so thin that it can easily tear.



Stage 4: When the transfer is in the right place, soak up any excess water to stop it moving around. The best way to do this is to gently dab around the design with the edge of a tissue or paper towel. When you're sure that the transfer is dry, press down directly onto it with a tissue using a rolling motion to fix it into place. Again, you need to be quite careful or it will come straight back off. It's best to press out from the centre of the design towards the edges, which will get rid of any moisture caught underneath. This also helps to make the transfer conform to difficult surfaces, a point I'll come back to later.

EAVY METAL

PAINTING TIP: Areas of transfers can be painted out to create new designs and shapes. All you have to do is paint over parts of the design using a little background colour. To make the paint flow easier, thin it down a little. You can also shade and highlight around the design to make it stand out from the background.

On this page you can see some examples of the many different uses for transfers.

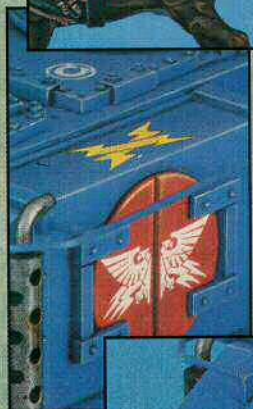


don't want while the design is still on the carrier sheet.

The appearance of transfers can be improved by painting over them. This is how I most often use them: as a guide for a painted design. This may involve just adding a little highlighting and shading to give a more realistic look, or sometimes I just use the basic shape. It's really tricky to paint geometric shapes accurately. For example, if the design you are trying to paint involves a circle, it's far easier to apply a transfer for the basic shape and then paint over it. The same applies for painting over designs as for using multiple transfers. The basic transfer needs to be fixed in place before you paint over it, so it's best if you paint over the edge of the carrier film to stop water getting under the design.

Now onto the tricky stuff. As I mentioned earlier the major problem with transfers is getting them to conform to rounded surfaces without creasing. This is difficult, but it's by no means impossible. I find it best to "burnish" them into place while

applying them. I dab away all of the excess moisture and then carefully, but firmly, rub the transfer down with a rolled-up piece of tissue. This requires some practice, the trick is getting the pressure just right so that the carrier film doesn't tear away. As I said before, always rub from the centre of the transfer towards the edges. The other thing I might do in extreme cases, is cut the a V-shape out of the carrier film to get rid of a crease. The design needs to be dry and you should use an extremely new, sharp blade. You then need to re-wet the film and rub it down again. This technique needs even more practice, so don't be too disturbed at your first attempts. Don't be put off though, give transfers a try!



Left: These two photos of Space Marine shoulder pads show the most common faults that can occur when putting transfers onto rounded surfaces.

If the transfer is not applied properly then you'll get creasing and folding. The second fault concerns capturing specks of dirt and dust under the transfer – if your hands or tools are dirty or you are placing a transfer on a miniature that you painted quite a while ago, make sure that you wash your hands and tools and/or dust the model before applying the transfer.



EPIC

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WARHAMMER WIZARDS



By Steve Anastasoff

Wizards are an integral part of the Warhammer game – no self respecting General ever goes to battle without at least one of these powerful figures at his side. Blasting foes with bolts of fire, or confounding them with sorcerous illusions, the wizard fights his own battle, surviving by sheer willpower and wits alone!

Above all else, the Warhammer world is a place of magic. Every army utilises enchantments and sorceries to smite its foes, from the subtle but powerful magic of the High Elves, to the ancient Rune weapons of the Dwarfs. Every character has the potential to wield magic by carrying enchanted items, but the undisputed masters of the magical arts are the wizards.

With the notable exception of the Dwarfs, every army has access to wizards. These characters can be the most powerful figures in your army, but all too often their vast potential goes to waste. The wizard is capable of filling a whole host of roles within your army, and only by properly understanding the different ways in which your wizards can be used can you hope to get the most out of your mages. Hopefully this article will give you some ideas to use in your battles and make your wizard the bane of your foes!

THE BOMBARD

In most armies the task of bombarding the enemy, in order to devastate his battle array before your shock troops attack, falls to the war machines. Artillery cannonades can pound even the toughest knights into oblivion. However, this is also one of

the most straightforward roles that your wizards can fill. Almost all have access to one or more powerful blasting spells, and nothing could be simpler than to sit back and hurl *Fireballs* or *Doombolts* at your foes. However, your wizards have one major advantage over war machines when it comes to this task – they are mobile.

It is all too easy for your opponent to avoid statically placed artillery, utilising forests or buildings to shield units from fire. But against wizards there is no such defence! Mounted on a horse, or even better a flying monster, the wizard is free to move around the battlefield, adopting the best positions from which to cast his devastating spells.

Using wizards in this way is gloriously simple and is well suited to novice players, or players who are not concerned about exploring the depths of subtleties available to their mages. If you have access to Bright magic even a low level wizard can be fairly sure of getting a good blasting spell, but Dark magic and Ice magic are also particularly good. With their broader selection of spells, higher level wizards can adopt almost any magic deck they please, since almost all contain suitable spells.

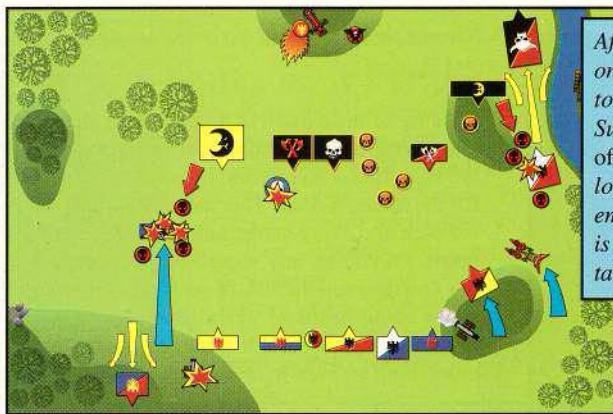


ASSASSINATION

The assassin is a dark and shadowy figure, launching deadly surprise attacks and then vanishing before his foes even know he was there. The most potent of wizards can launch attacks in the same way, concealing themselves behind the cover of their mystical powers in order to raid deep into their opponent's territory. Artillery crew, opposing wizards, or even the enemy General are all excellent targets for an assassination.

There are several essential elements for a successful assassination. Firstly, it's preferable to use a powerful wizard. Since he is going to get thrown into close combat he needs plenty of Attacks and Wounds, and a reasonable Strength and Toughness. It can also be useful to equip your wizard for hand-to-hand combat by giving him a decent magic sword, and some sort of magical protective device (the *Black Amulet* is a personal favourite. I love the look on my opponent's face when I start to rebound wounds onto his favourite character!). Also, since specific types of spells are required, you will need the broader choice available to more powerful mages. This leads to the second requirement – you must have a spell that will allow you to infiltrate into the enemy battle line. Again, most spell decks provide a suitable option, for example the Gold spell *The Crucible*, or the Celestial *Swiftwing*. Hand-to-hand combat spells are also particularly useful – this makes Amethyst one of the best colours of magic for the assassination. *Speed of Lykos* will get you where you need to go, and once you're there spells such as *the Purple Scythe* and *Iyrtu's Embrace* will do the job very nicely.

A good assassination requires very precise timing. During your opponent's magic phase you use your transportation spell to charge your wizard into your intended target. During your turn you dispose of your victim, before transporting your



After casting *Scarlet Scimitar* on himself to improve his hand-to-hand combat ability, the Supreme Patriarch uses *Wings of Fire* to attack the Orc rocklobber and *Doom Diver* emplacement. Enemy artillery is one of the most vulnerable targets for this type of attack.

Having dealt with the Orc artillery, the Supreme Patriarch again uses *Wings of Fire* to transport himself into combat with a unit of Goblins, while the Grand Theonist uses *Dark Steed* to move against the same unit. Their combined strength was enough to rout and destroy the enemy unit!



wizard back out to safety again during your own magic phase. If you time your attack wrong, you could be left with your wizard exposed out in the open during your opponent's turn, giving him a free reign to target your hapless mage with whatever he can bring to bear. A successful assassination can be tricky, but they are often devastating to your opponent, as can be seen from the example above from the *Gauntlet of Fear* battle report from issue 178.

One variation on the assassination is to use a teleporting spell to move another unit or character to attack the enemy. The Grey spell *Bridge of Shadows*, Ice magic's *Bridge of Ice* or the Waaagh! spell *Hand of Gork* are all suitable spells for this. This allows you to keep your wizard safe, but the limited number of suitable spells make it a less common option.



Although there are many powerful wizards in Warhammer, I think my nomination for the most powerful must go to...

TECLIS, HIGH ELF MAGE LORD

When discussion turns to the wizards of the Warhammer world, one name comes up again and again. Teclis, Mage Lord of the High Elves, is without a doubt one of the most potent of all. This is caused mainly by his *War Crown of Saphery*. With his increased magic level he can easily dispel the sorceries and enchantments of almost any other wizard in the game, while his own magics become harder for them to prevent. The *Moon Staff of Lileath* is the second contributing factor to his power, giving him the ability to draw an extra D6 magic cards once per game. Generally these are best taken towards the end of the game, since drawing on this power is a big strain on Teclis' body. I would also tend to call on the power of the staff when the winds of magic were low. This would mean that your opponent would be less likely to have many dispels in his hand, enabling you to use the extra cards to cast spells without hindrance.

Second on my personal list of the most powerful mages in the Warhammer world is...

IKIT CLAW, CHIEF WARLOCK OF CLAN SKRYRE

Because of his extensive research into all things arcane, Ikit Claw has developed a knowledge of spellcasting that is unrivalled amongst other wizards, even amongst the High Elves. As a result, he is free to choose his spells from any spell deck, except for the Waaagh deck. This means that you can customise your spellcasting strategy for each and every battle, tailoring your choice of spell decks to suit your particular needs. Of course, any wizard can achieve the same result using the *Book of Ashur*, but you then run the risk of your precious mage trotting off to the Chaos wastes and never being heard of again! Ikit Claw can also use *Storm-daemon* to cast *Warp Lightning* spells, which you can use to eat up your opponent's dispels before unleashing an even harder punch such as *Crack's Call* or *Conflagration of Doom*.



THE CONFOUNDER

Destroying your foe's troops directly is not the only way to use your magic to win the battle – powerful wizards are easily capable of confounding your opponent's every move and ripping his plan to pieces! Once you've disrupted your enemy's line it becomes an easy target for your heavy shock troops, who charge in breaking and routing all who stand before them.

Light magic and Amber magic are the most suitable spell decks for the confounder. *The Hands of Karkora* and *Tangling Thorn*, among others, will immobilise enemy units allowing you to move your own troops into charge range, or just sit back and blast him with artillery and more spells while he sits helpless.

One other form of confounding is the countering of enemy magic. The most common and obvious form that this takes is the use of *Dispel Magic Scrolls*, but wizards with access to High magic are especially suited to this role. Their ability to trade in power cards at the start of the magic phase means that they can often receive extra dispels

when needed, and when the going really gets too tough they might be lucky enough to fall back on the *Drain Magic* spell.

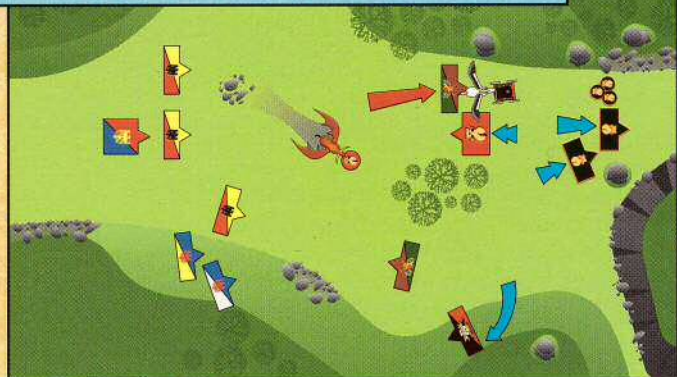
THE DOMINATOR

One of the brashest of all wizards is the dominator. The dominator has no intention of devastating or confounding the foe directly with his arcane arts – rather he turns the enemy against himself, and then just sits back and watches the mayhem he has wrought!

The Grey spell *Traitor of Tarn* is the most common choice for the dominator, although the Skaven spells *Madness* and (to a lesser extent) *Curse of the Horned Rat* are both good for those players who can take them.

The main problem with the dominator is getting the required spells. You must have access to one of the spell decks mentioned above, and even then a high level wizard is usually required to ensure that you get the spell you need. This type of mage tends to be more effective against armies with a low leadership, for example Orcs and Goblins, since *Traitor of Tarn* requires a leadership check to be failed in order to take control of the enemy character. When successful the results can be most spectacular, as is demonstrated in the example below.

In this example from *White Dwarf 186*, Jake's Grey Wizard uses *Traitor of Tarn* to take control of Gavin's Chaos Dwarf Hero and his Great Taurus mount. Having taken control of this mighty character, the Imperial Grey Wizard then uses *Bridge of Shadows* to transport the Hero to attack nothing less than the Chaos Dwarf General, Astragoth himself!



Having disposed of the enemy General, the Great Taurus is then sent behind the Chaos Dwarf lines, where its ability to cause Terror spreads panic amongst the Chaos Dwarfs (and Gavin)!

THE POWER!

by Andy Chambers

Over the years I have found that, lucky days at the table aside, *Dispel Magic*, *Scrolls* and the oh so unreliable winds of magic, usually mean you only get to successfully cast one power 3 spell per game (possibly two if you get *Total Power*). So when the chance comes make sure you pick the right spell (if you have a choice) and make it count!



THE GUARDIAN

Not all wizards are intent on damaging the enemy at all. Many spells are designed for protecting your own troops rather than damaging the enemy's. Jade magic in particular has an abundance of defensive spells.

A guardian is often a good choice for a second wizard in your army. Most defensive spells tend to be lower in power than their offensive counterparts, and so won't eat up too many of the power cards that you need for your primary mage. Additionally, most opponents tend to be less inclined to waste dispels on stopping defensive spells, and so it becomes less important that they are cast by a high level wizard – since they probably aren't going to be dispelled anyway it doesn't matter that they are easier to stop.

CHOOSING YOUR WIZARDS

It is often impossible before the battle starts to plan out exactly what role each wizard will fill, since you can never know exactly what spells they will draw. However, by careful planning, and good knowledge of the spell decks that you are going to use, you can maximise the chances of getting the spells, or combinations of spells, that you require. Above all, it is important to remain flexible. If you don't get the exact spells you want, then adapt – slot the wizard into a different niche, and let your battle plan change in accordance with his new position.



However, even though you can never be one hundred percent certain, you should still have a fairly good idea of who is going to be doing what during the battle. These roles must be chosen to complement the rest of your army. There are four basic ways to do this. Firstly, you can use your mages to cover gaps in your own army – for example a Chaos army with no missile weapons might aim for a wizard with loads of long range blasting spells. Secondly, choose a wizard who will augment your strengths – a Wood Elf army might choose an Amber wizard to immobilise the foe with *Tangling Thorn* to allow its archers to get in more shots. Thirdly, take a wizard who will exploit the weaknesses of your foe, such as slowing down Skaven or using the Grey magic transportation spells to close with missile troops such as High Elves.



KNOW THE LORE! by Ian Pickstock

Veteran game player Jervis Johnson gave me a good tip when joining Games Workshop – “learn yer spells”. Like a master sorcerer preaching to a new apprentice he told me “always keep a copy of *Battle Magic* on your bedside table and learn a few spells each night”.

Not only does this advice allow you to pick your spells quicker, but when your opponent casts a spell you will instantly know what it is and whether it should be dispelled or not. You can coolly dispel the enemy spells while he is still reading the description!

Of course this leads me to my own little variation of the way magic is played in Warhammer. Instead of casting a spell and telling the opponent what it does before he decides to dispel it or not, just read out the name of the spell. Your opponent must now decide what counter-measures he is going to take. Once all the dispels have been resolved and if the spell is still successful resolve it as normal. If your opponent didn't know the spell, they're gonna learn – the hard way!





For raw evil presence and effect on a battle, my final vote has to go to:

NAGASH, SUPREME LORD OF THE UNDEAD

The most powerful of the lords of the Undead, Nagash is an awesome opponent to fight, even without taking into account his abilities as a level 5 magic user!

As a Liche Lord, Nagash can automatically cast the same spell several times in the same turn. With *Vanhel's Danse Macabre*, this can send your whole army surging forward, or you can create massive units from scratch with *Raise the Dead* and similar spells. His *Staff of Power* also allows him to begin the battle with a Magic card stored, so you can begin annihilating the enemy from the very start, even if the winds of magic are low. This also allows him to "stockpile" his power cards, letting him save his strength and unleash all his spells in one apocalyptic magic phase!



Another example could be taking a Grey wizard with *Tarn* to take advantage of an enemy like Gobbos with a low leadership. Finally,

you can choose a wizard who will counter the strengths of your opponent – against an opponent who relies on lots of magic you could choose High magic so as to get the *Drain Magic* spell and plenty of extra dispels.

WHICH SPELLS?

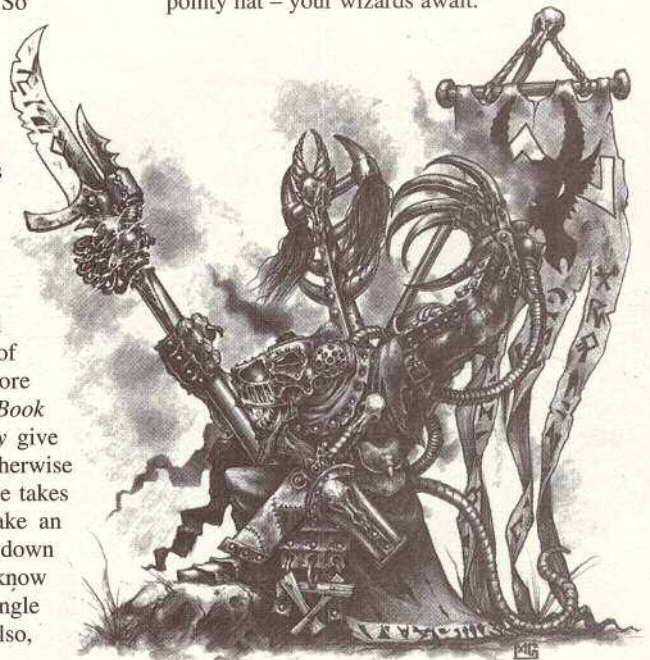
Throughout this article a lot of reference has been made to specific types of spells. In some cases the type of spell may be common in all the spell decks, in others it may be unique. So having taken a liking for a particular magical style what do you do if your wizard can't get hold of the right lore? Well, said wizard heads off to the nearest dungeon, with a few other adventurers, and emerges days later with a long lost mystical magic item.

Mages and Sorcerers across the centuries have felt inclined to store their life's work in books and magical talismans so that future generations of wizards may become even more powerful. Magical items such as the *Book of Ashur*, and the *Crown of Sorcery* give you access to spells that you might otherwise be unable to choose. If none of these takes your fancy then you can always take an allied wizard, but be prepared to face down you opponent's insults, wanting to know why a Dwarf army would have a single High Elf Mage Lord as an ally. Also,

remember that several special characters are able to use spells not standard for their army (such as the Empire's Grand Theogonist, who can take High magic).

Finally, don't try to rely too heavily on your wizards. Although their arcane abilities can sometimes result in the spectacular destruction of the entire enemy army, the winds of magic are fickle, and often you will just never get a chance to cast the spells you want, when you want.

For those of you who can't wait to get to grips with your new found arcane lore, turn to Gav and Jake's *Fortunes of War* article in this issue of White Dwarf. This article includes a special scenario for a battle of duelling wizards, so whip up the winds of magic and grab your pointy hat – your wizards await.



**Beware!
Never rely
totally on the
winds of
magic – when
you need
them most,
the fickle
forces of
magic can let
you down.**

GAMES WORKSHOP

FRONTLINE NEWS

NECROMUNDA™ 'MOST WANTED'

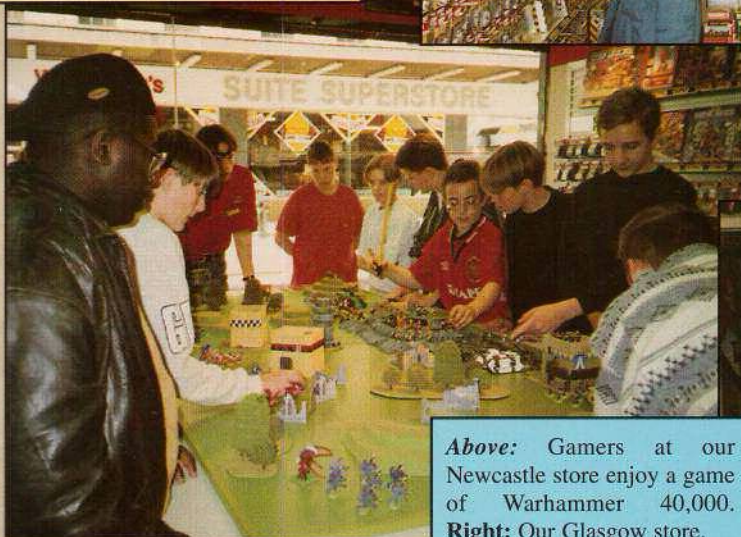


This month we've launched a massive **Necromunda Campaign** to see who's the strongest House in the Necromunda hive. Your gang must fight for its very life! Throughout January and February all the fights your gang gets into will count towards their House rating, and the House with the highest rating will ultimately rule the hive. All our stores will be running a Necromunda day on Sundays (except those that are closed who will run it on Thursdays) so make sure your House crushes your rival gangs or they could move in on your turf instead!

MANCHESTER STORE

Manchester is the jewel in the Games Workshop crown. With 12 gaming tables and 2 painting tables, Manchester is the largest Game Workshop store in the world! This means that there are always games for you to join in and space for you to paint up your latest regiment or squad to add to your army. Friendly staff are also on hand to help you choose your miniatures and teach you the latest games. On top of all that there are full sized Blood Angels Space Marines on display in the store, so if you want to know what a seven foot tall superhuman warrior looks like then why not call in and see for yourself?

Below: An example of one of our exciting stores, Games Workshop Sheffield.



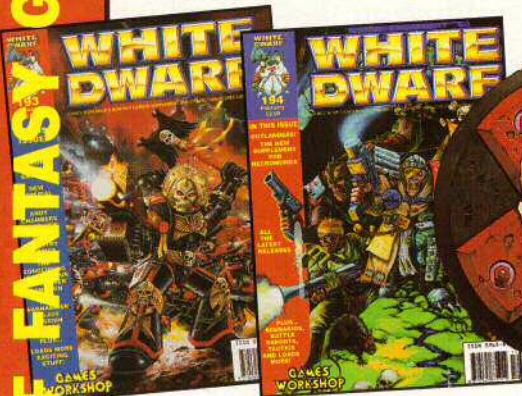
Above: Gamers at our Newcastle store enjoy a game of Warhammer 40,000.
Right: Our Glasgow store.



WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING

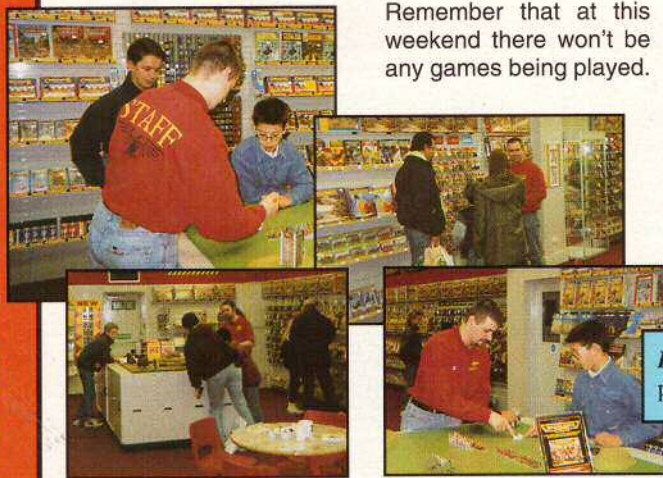
A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING

**INVASION
LEICESTER!**



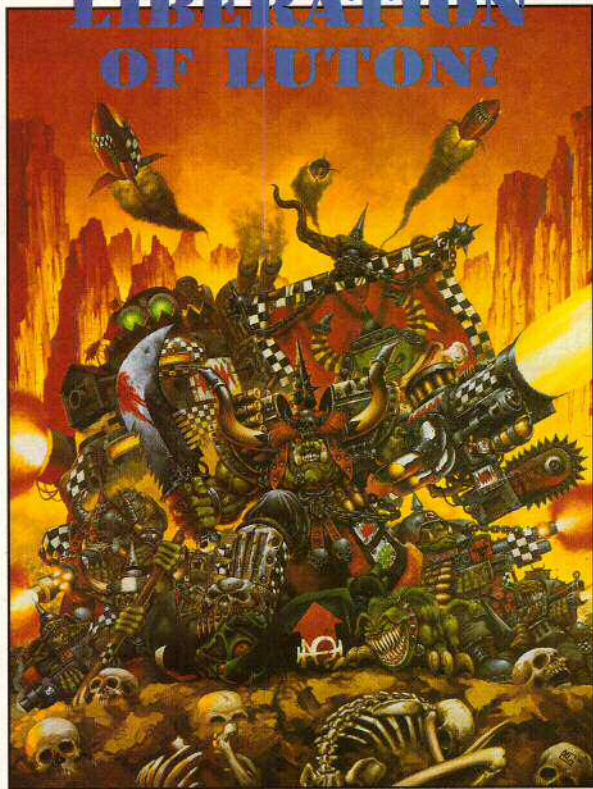
As reported in last month's Frontline News, Leicester will be host to the first big event of 1996. Invasion Leicester is a Grand Re-opening where you will be able to purchase all Games Workshop blister packs, boxed sets and boxed games at a huge 20% discount.

Remember that at this weekend there won't be any games being played.



Left: Games Workshop Leicester prepares for the Invasion!

**LIBERATION
OF LUTON!**



On 3rd and 4th February the doors open on another exciting Games Workshop Grand Re-opening. There will be huge bargains all day at the Luton store in the second of this year's great events.

Look out for more Grand Re-openings this year as well as new stores opening all the time.

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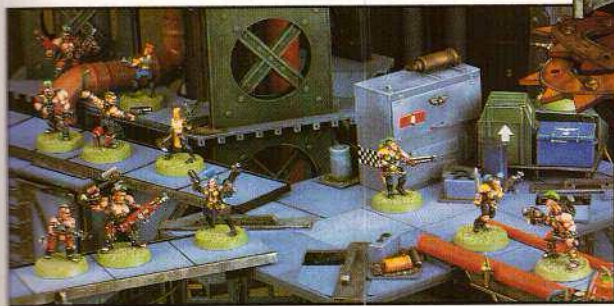
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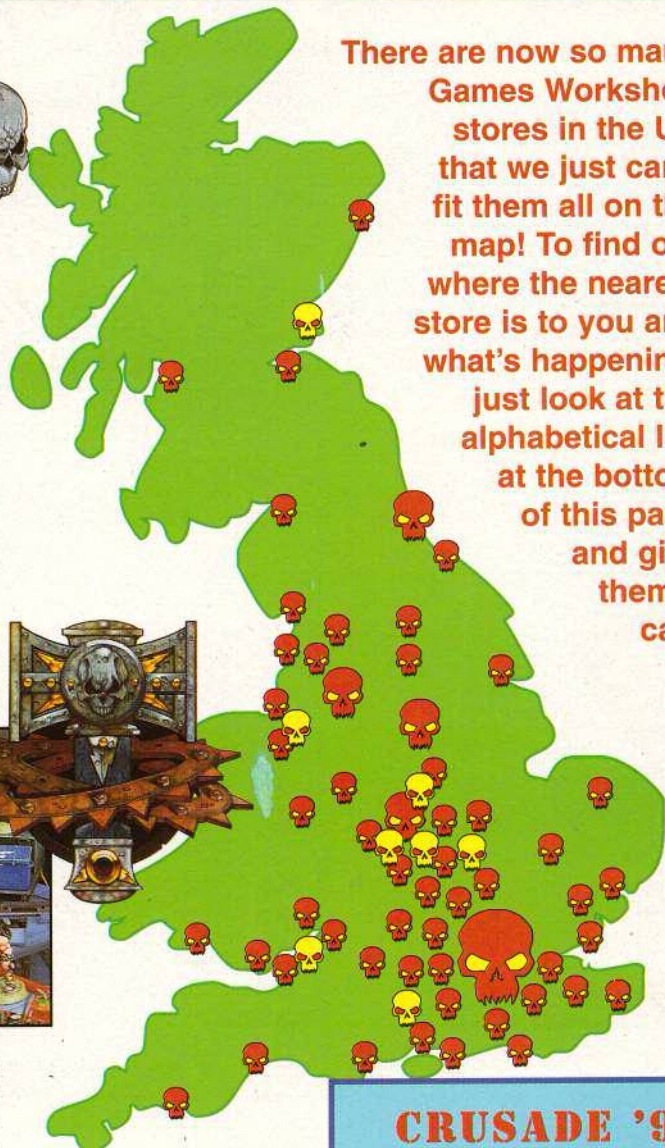
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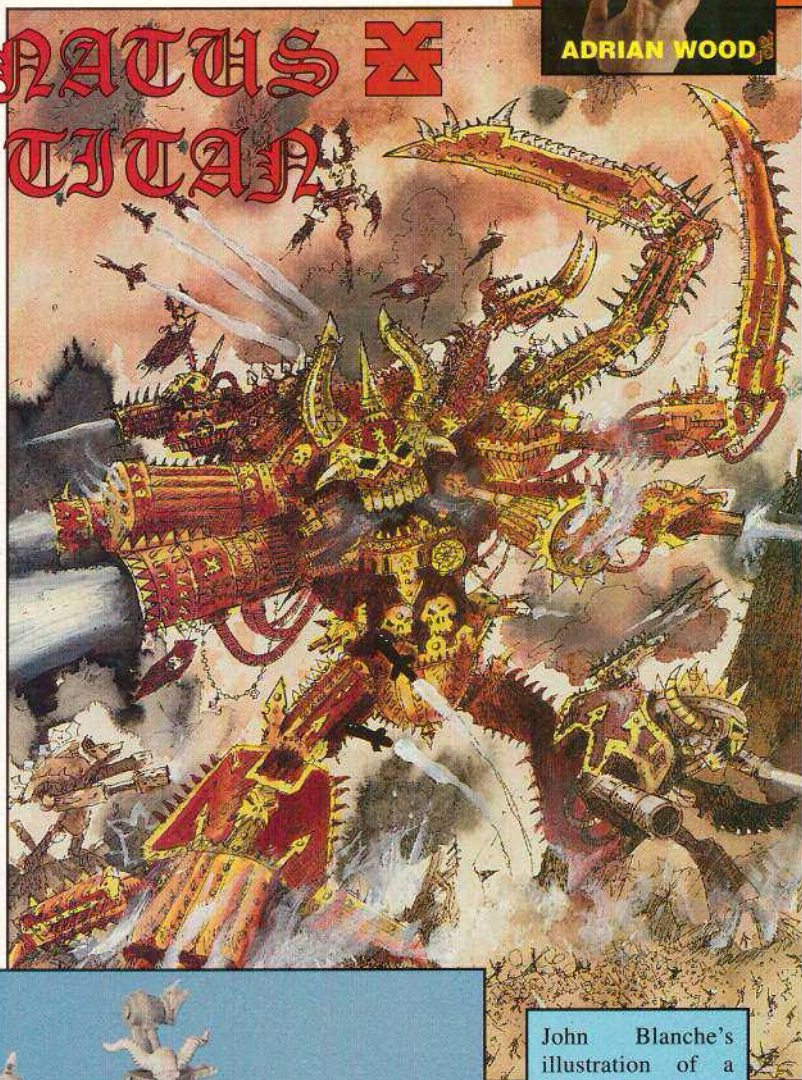
ADRIAN WOOD

✘ ABOMINATUS ✘ CHAOS TITAN

As you may know I am an Epic fanatic and have commanded the armies of the Imperium through countless battles. Recently, however, I have been lured by the call of Khorne the god of bloodshed and war! I like the powerful, warlike look of Khorne's Chaos Space Marines and the strong militaristic code that characterises the Blood God. Over the summer I converted a Reaver Battle Group into Khorne Titans. Everyone in the White Dwarf bunker thought they looked great and I began to think about putting together a complete Chaos army with Titans.

KHORNE TITAN

I wanted something huge and nasty to lead the Reavers instead of a Bloodthirster or a Lord of Battles. I thought about making a Khorne Warlord Titan, but it would be difficult to make a model that would live up to the tremendous power of the Banelord. John Blanche's drawing of a mighty Khorne Titan really inspired me and I realised that the Titan was in fact a Chaos Emperor class Titan.



John Blanche's illustration of a Khorne Titan was a major inspiration.



I had my answer. I would convert an Emperor into *Abominatus*, *Despoiler of Worlds*: a veritable close combat monster that would strike terror into the hearts of all my foes!

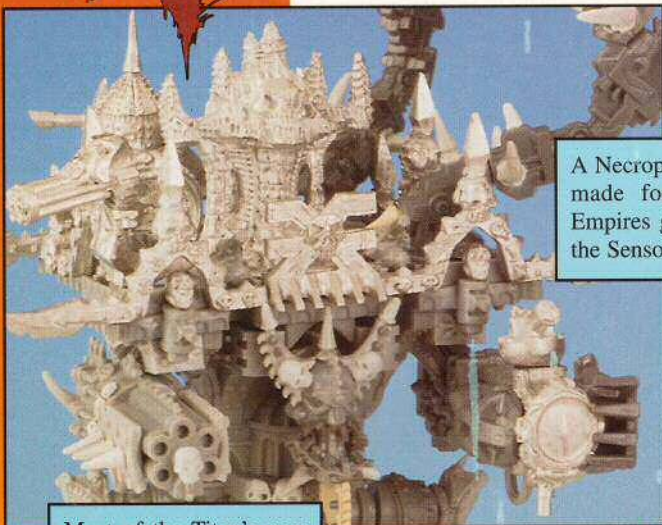
Abominatus was assembled in 11 separate pieces so that each part could be detailed and individually converted.



Having decided that my Khorne Titan wasn't going to be just a display piece, and I'd want to use it as part of my new Chaos army, I considered the Titan in gaming terms. Most importantly, I thought very carefully about the selection of weapons it would carry. The Plasma Annihilator and the Hellstorm Cannon would remain the same, but I decided to alter a lot of the smaller armament on the fighting platform itself.

WEAPONS PLATFORM

I decided not to use the original Sensorium Dome or the Gun Towers from the Imperator. Instead, taking John's drawing as my inspiration I filled one side of the weapons platform with short ranged guns such as the Brass Scorpion's Cannon. The other side I adorned with huge scything arms, ready to flay enemy Titans to shreds. In battle *Abominatus* would advance quickly, softening up the opposition as it approached with its main armament. At close range it would open up with all its short range weapons and then smash the enemy Titans in close combat. After I had decided on a rough weapon fit I scoured all the Citadel Catalogues for parts and sent a huge list to Mail Order.



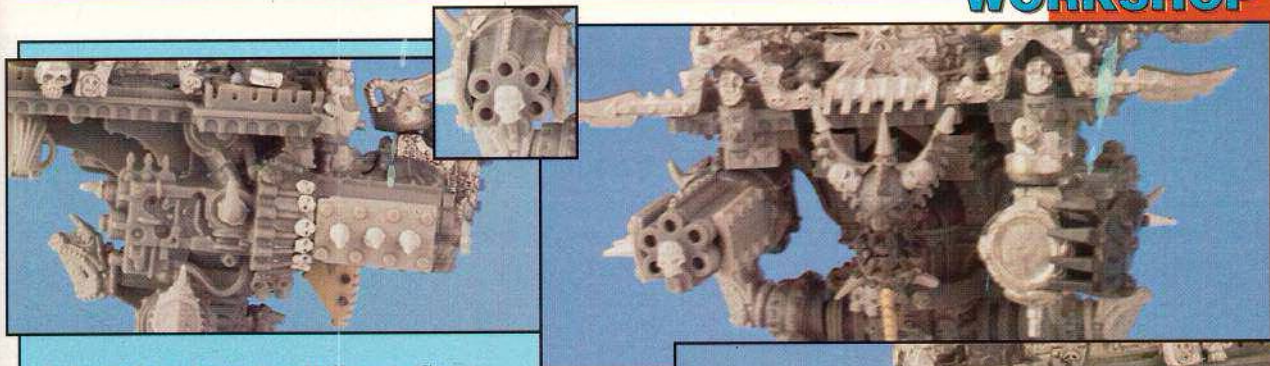
A Necropolis, originally made for the Mighty Empires game, replaced the Sensorium Dome.

Most of the Titan's new armament came from already existing Epic Khorne weapons.

The arches in the Warhammer Undead army's Liche King's Chariot yoke gave me an opportunity to create new secondary weapons, each crowned with a skull. The skull itself is in fact a gear stick from an old Space Marine bike.

I found it quite useful to spend some time playing around with different ways of constructing weapons. The battle claws are a good example of this.





I decided to leave the Hellstorm Cannon relatively untouched, I simply added a large skull and two metal plates from the Ork Battle Wagon together with more skulls, horns and spikes cut from plastic Goff Orks I had spare.

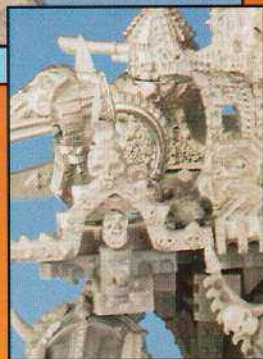
The Plasma Annihilator was more heavily converted, the nozzle being replaced by a Cauldron of Blood crowned by a Titan Carapace Multi-laser. A plastic Titan Power Fist was glued to the side of the Annihilator grasping the gun's nozzle and completing the finished effect.

CONVERTING ABOMINATUS

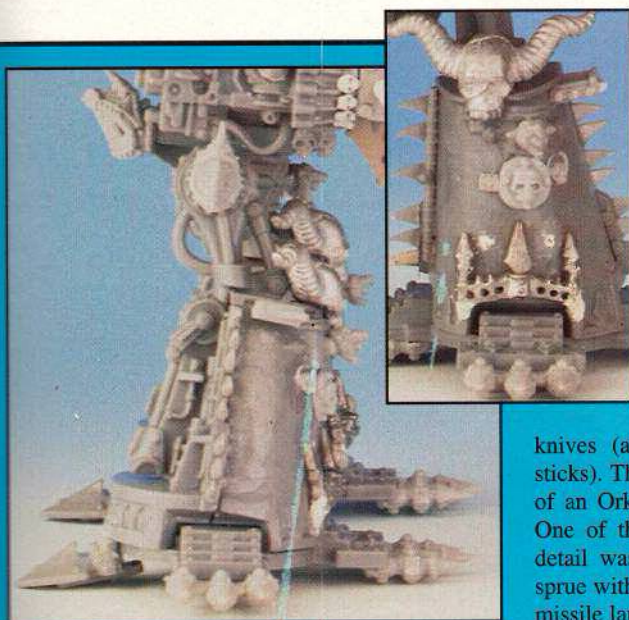
The conversion was made up using a wide range of new plastic and metal parts, as well as the original Imperator model. The various parts came not only from the Epic range but also the Warhammer and Warhammer 40,000 miniature ranges. As long as a part looked interesting it didn't matter what it was originally! I also emptied my bits box in order to scavenge any odd skull or spiky bit to glue onto the Imperator. Khorne icons, Chaos stars, horns, spear-tips and skulls would create an ancient, highly detailed and Gothic look to the model. I could easily imagine the huge number of skulls *Abominatus* has dedicated to Khorne over the millennia...

A good example of using unusual parts came in the form of the rune-encrusted yoke from the Liche King's Chariot. I carved this up to create an ornate battlement for the weapons platform that crowns the monster. The arches create natural weapon ports for the new guns, taken from an Ork Mega Gargant. A Necropolis model replaced the sensorium dome and the main battery whilst new weapons replace the original gun towers.

I found it much easier to convert each individual leg, the body, the weapons, etc separately, breaking up a large model into smaller, more manageable sections. For inspiration I constantly referred back to John Blanche's original drawing as I fitted more stuff in place.



“As long as a part looked interesting it didn't matter what it was originally.”



The legs proved to be the most extensive conversion on the whole model. Some of the original detail, like the windows on the bastions, was filed flat so that new Chaos detail could be added. The guns built onto the leg were also replaced (with the muzzle from a Chaos autocannon) and above it I attached a horned skull from Grom's Chariot.

The daemon head of a Chaos missile launcher was glued to the hip and more detail was added all over. The row of spikes running down the bastions were made by cutting the tips off a couple of dozen Space Marine knives (although you could use cocktail sticks). The spiked toes were originally part of an Ork Battlewagon I had lying about. One of the best sources of interesting detail was the Chaos heavy weapons sprue with the daemonic heads on the both the missile launcher and the autocannon.

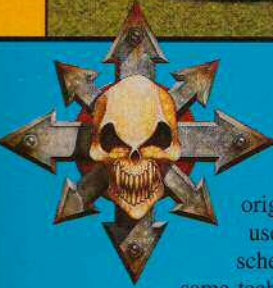


Abominatus, Despoiler of Worlds leads the Chaos horde to victory. This photograph shows my entire Chaos Titan Legion together with a few of the Studio's smaller Chaos miniatures to show just how big the Titans are!

The original part of this army was the Khorne Reaver Battle Group. I experimented with lots of ideas and techniques on the Reavers, some of which I used on *Abominatus*, as well as developing new ones as well. Over Christmas I completed a Khorne Warlord battle group including a slightly modified Banelord! This time I added a load of the myriad Titan weapons you can mail order to glue to the basic model. The plastic Warlord Titan is perfect for modelling and adding metal and plastic parts too. Maybe I'll finish off my Traitor Legion by making some Warhounds next!



PAINING ABOMINATUS, DESPOILER OF WORLDS



The task of painting a Chaos Titan is quite a daunting prospect. When I originally made up my Reaver Battle group I used the traditional Chaos red and gold colour scheme which looked excellent. I applied the same techniques to *Abominatus*, painting base colours on the entire model whilst it was in separate pieces. I then glued and pinned it together and superglued it to a strong card base for extra stability and strength. With the model assembled and painted in flat colours I could see where I needed to apply highlighting and shading.

Abominatus was finished off with a little highlighting and shading with ink washes. I painted the armour in two or three thin coats of Blood Red. Two thin coats of paint is always better than one thick coat as it doesn't obscure any detail. The red was highlighted with Fiery Orange to keep the red looking bright. The gold areas were painted in Burnished Gold, one of my favourite colours, shaded with Flesh Wash and highlighted with Mithril Silver. The skulls were painted in Bleached Bone, shaded once again with Flesh Wash and highlighted with Skull White. Any pipework was picked out in Ultramarine Blue and highlighted. The model was finished off with some transfers.

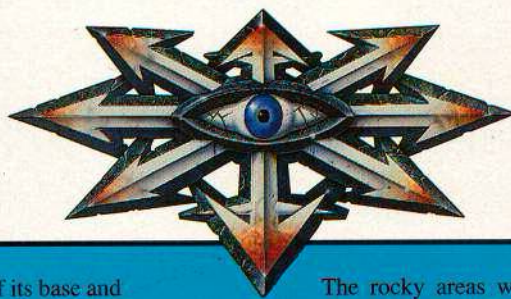


It took quite a while to figure out how I was going to make the gigantic battle claws. I played around with the idea of using a Lictor's arms but they would have looked too biological compared to the mechanical look of the rest of the machine. Eventually, after some experimentation, a couple of old Warlord Titan chain fists, detailed up with more horns, spikes and skulls from my bits box, gave me just the effect I was looking for.

Abominatus' head was based original Titan kit's head and then detailed beyond all recognition! Some unlikely parts were used to add detail. Not only were more skulls and spiky bits added, but a completely new lower jaw was made from a Space Marine shoulder pad with teeth cut from a Titan Chainfist (as you can see, I got through a lot of these). A huge pair of horns were made from two Ork chainswords glued onto the head and more details added from my bits box.

FINISHED AT LAST!

Abominatus, Despoiler of Worlds is now complete and stands ready to take on all comers at the head of my Chaos horde! All told, this modelling project took up about three months of my spare time, but the final product was well worth the effort. Watching this monstrous Titan slowly taking shape, and finally painting the finished conversion was immensely satisfying and is something I want to do more of in the future – creating a unique model for your army is a difficult, but really exciting challenge.



“Some tried and tested techniques had to be abandoned...”

The additional claws on the Titan's legs raised it off its base and looked a little strange. I haven't tried to make a scenic base before but this looked like a perfect opportunity to have a go. I built up the base around the feet with some all-purpose filler, using an old paintbrush to push the filler around. I let the filler dry and began to build up the base again, being careful not to obscure the feet. Eventually the Titan began to look as if it had sunk into the ground under its great weight.

I added tiny pebbles and fine sand to create a rocky effect. Flock is usually used to texture epic troop stand bases, but I think that Titans look better with a sand textured base. Once the whole base was covered in sand I painted the base Goblin Green, drybrushed with Rotting Flesh to create a pleasing grass effect.

The rocky areas were picked out in Chaos Black and repainted in Elf Grey. The rocky effect was finished off by shading with Brown Wash and drybrushing the final highlights with Skull White. The finished result looked as if *Abominatus* had crushed an Imperial building under foot which was quite pleasing, and fits in with the whole character of the model.

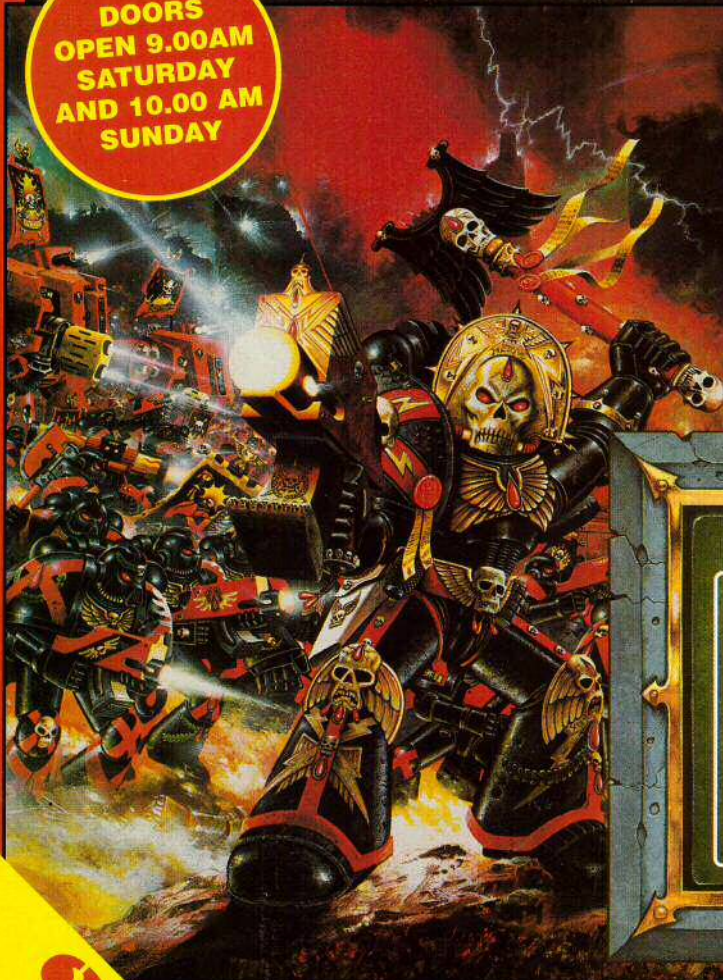
Constructing *Abominatus* over a number of months has certainly stretched my modelling and painting skills to their limits. Some of my old, tried and tested techniques had to be abandoned, whilst I also had to try out techniques that I hadn't used before in order to get the effects I wanted on the final model. What's next?

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Andy and Jervis have been compiling all the previous Questions & Answers articles into "fact sheets" (one for each previous issue). If you would like a copy, please send a stamped, self-addressed envelope to the Roolz Boyz and tell them which ones you need (well, it works for Blue Peter!).

& Questions Answers

Q I have a question about Warhammer Snotling pump wagons. Are they affected by psychology, or are they immune like normal Snotling bases?

A Snotling pump wagons have a crew of a single Snotling stand for the purposes of fighting and taking wounds, but they are not affected by the Mimic rules. This is pretty obviously really, as it would stop the pump wagon moving freely.

The rules state that the pump wagon acts like any other chariot except where noted, which means they cannot march move (their movement is random anyway) they are subject to psychology and must take break tests as normal.

Q If a Night Goblin Shaman is more than 12" away from an Orc or Goblin Mob and gobbles a piece of mushroom does he still have to make a Waaagh! test to control the magic?

A With no units within 12", the dice roll needed to pass a Waaagh! test is 1, so it's impossible to fail. As stated, eating mushrooms does not increase your chances of failing a Waaagh! test (only the consequences if you do!). This means that by eating mushrooms alone (no units within 12"), your Night Goblin Shaman cannot fail his Waaagh! test so there isn't really any point in taking one.

Q Can the Imperial Guard Basilisk and Leman Russ Demolisher tanks turn in place and still fire their respective "big guns"?

A No, in order to fire their "big guns" they must be absolutely stationary.

Q When do you test for destroying fields with the Tyranid *Voltage Field* biomorph?

A The test is only made when the *Voltage Field* makes a saving throw. At that point the crackling field "flares" outwards and you test to see if it overloads every other field within 4" of the Tyranid model with the *Voltage Field* – on a 4 or more the field is destroyed. If the *Voltage Field* makes multiple saves in the same turn make



Snotling pump wagons are deadly if erratic war machines. However, like other chariots they are subject to psychology and can be broken in combat (thank goodness – Ed.).

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:

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multiple tests to see if it burns out nearby fields. If the *Voltage Field* fails a saving throw there is no chance of it destroying fields nearby. Remember that Tyranid fields are not affected by the *Voltage Field*.

Q In Epic, do Eldar Titans get a holo field save against Warp missiles?

A Yes. As Warp missiles don't have an area of effect the holo field saving throw applies just as it would against any other attack. The holo field save is only negated by attacks which affect a template or marker of some kind.

Q If I have no wizards (or other spell casters) in Warhammer, or no psykers in Warhammer 40,000, do I still get dealt Magic or Warp cards?

A Yes you do. Also note that the winds of magic/warp flux dice roll can never be reduced to less than 1D6, even if there are no wizards/psykers left in the game at all.

Q Do magic items that automatically dispel spells affect ones that are cast with the *Total Power* card?

A No, a spell cast with *Total Power* cannot be dispelled on the turn it is cast. However items that effect spells without dispelling them will work. Therefore the *Spellshield* and *Banner of Arcane Warding* (which 'bounce' spells off in a new direction), and the *Armour Of Nagash* (which protects against spell effects), will all work. However, note that, as stated in the Battle Magic rulebook, the *Rebound* magic card does not work against a spell cast with *Total Power*.

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.

In Warhammer 40,000, do Virus weapons and the *Virus Outbreak Strategy* card work against daemons?

No.

What is the correct Leadership for a Harpy? Is it 8 as stated in the Chaos army list, or 6 as stated elsewhere?

6.

The Dwarf Flame Cannon is listed as having a range of both 12" and 24". Which is correct?

12".

In Codex Angels of Death, it states you can equip your entire Death Company with jump packs for 50 points. Is this true if you have fifteen, twenty or even more models in your Death Company?

Yes. In effect you get a "bulk purchase discount" if you equip a large Death Company squad with jump packs (and by the same token you pay a premium price if the squad consists of less than 10 models).

Can a Dark Elf Corsair Champion be given a Sea Dragon Cloak?

The Sea Dragon Cloak was missed off the Equipment List. It should be available (for Corsair Champions only) at a cost of 5 points.

In Necromunda, are models hit by a weapon with an Area of effect still pinned?

Definitely!

Can you use *Rapid Fire* or *Fast Shot* during the Fast Draw in the Necromunda Shoot Out scenario?

Yes.

If a model is carrying a pistol and a basic weapon in a Shoot Out scenario can it use the pistol to gain an Initiative bonus in the Fast Draw?

Yes.



LAI D TO REST...

Q Warhammer 40,000 – Does the *Teleport Jammer* wargear card affect the *Warp Jump* Wargear card and/or the Eldar Warp Spider's warp generator?

A The *Warp Jump* cards says "A Warp Jump is an ancient alien device which allows a single model to *teleport*", so it's effected by the *Teleport Jammer* exactly as stated on the card! Warp Spiders came after Dark Millennium so they are not covered by the *Teleport Jammer* card, but we felt they should be. After a bit of cogitating we came up with the following special rule to cover Warp Spiders within range of a *Teleport Jammer*.

The Warp Spider's jump generator is affected by the *Teleport Jammer*, but only if the Warp Spiders exceed their maximum safe distance for a single jump. When this happens normally they have to roll a D6 to see if they are destroyed in the warp when they jump. If the Warp Spiders are within 36" of the *Teleport Jammer* at any point in their move and they exceed their normal maximum jump distance, they have to roll two D6 instead of one and pick the highest result to see if they are destroyed.



Q Is it possible to get an armour saving throw better than 1+?

A No! This applies in Warhammer, Warhammer 40,000 and Epic! Anything (ie magic items, wargear, steeds, etc) which increases a model's armour save can never increase it to greater than 1+, under any circumstances whatsoever.

Q The Van Saar skills list summary is different to the one in the main section of the book, which is correct?

A The one in the main section of the book is correct (I really, really hate summaries, they always do this!).

Q When a Juve becomes a Ganger do you increase his cost from 25 to 50 in the gang roster, hence increasing the gang rating?

A No, his increased number of experience points does that already (because they count towards the gang rating too).

Q In Necromunda, when a model with the *Inventor* skill invents something do you roll for what it is on the Rare Trade Chart or the normal Trading Post chart?

A The Rare Trade chart, otherwise the *Inventor* could come up with something really dull like a stub gun or a knife...

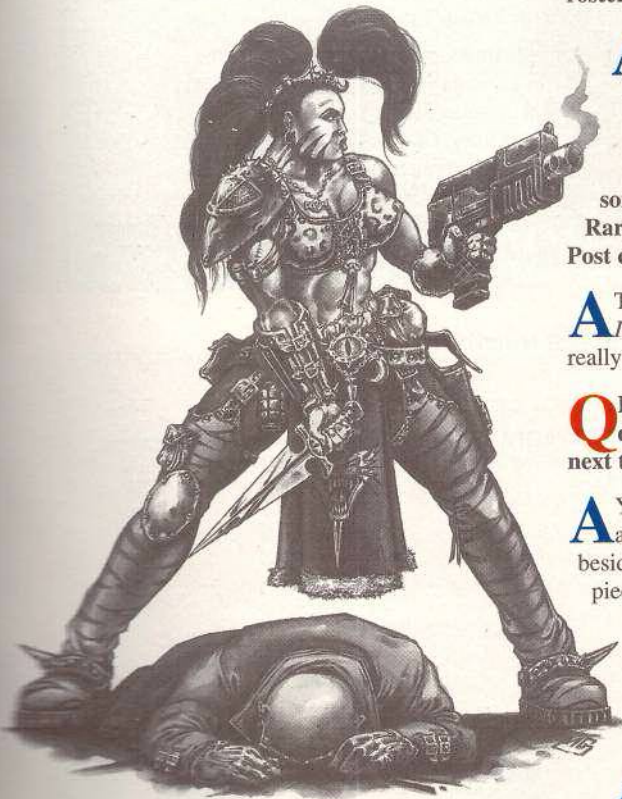
Q If a Necromunda model is hit and goes down does it still count as pinned in its next turn (and hence unable to crawl 2")?

A Yes. If it is hard to remember which models are down *and* pinned, either place a counter beside them as a reminder or make a note on a piece of scrap paper.

Q Does a Necromunda fighter gain any experience for wounding a model who has already been taken down?

A Absolutely not!

If you are unsure how a particular combination of weapons, skills or abilities should be worked out, our general guideline is to take the worst result possible. For example, a magic item that gives bonus attacks is added on after doubling the number of attacks for frenzy. Another example is combining the Necromunda skills Rapid Fire/Fast Shot with the Gunfighter skill—you take the least number of shots.



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- 3 IMPERIAL GUARD GUNNERS

MOVEMENT:

- SLOW SPEED: 5"
- COMBAT SPEED: 10"
- FAST SPEED: 15"
- TYPE: TRACKED

RAM VALUE:

- STRENGTH 7
- D12 DAMAGE
- 4 SAVE

WEAPONS:

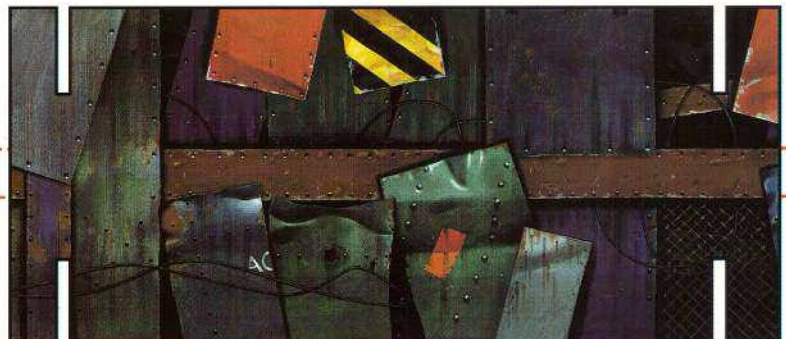
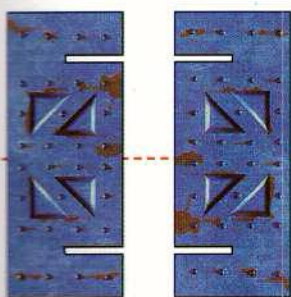
One **Earthshaker** artillery cannon mounted on the Imperial Basilisk with a 45° field of fire to the front. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. The **heavy bolter** and the **Earthshaker artillery cannon** are fitted with **targeters**. The Basilisk may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at a cost of **+5 points**.



WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG			
Earthshaker	0-20	20-150	-	-	8	2D6	-3 3D6+8 See main rules
Heavy Bolter	0-20	20-40	-	-	5	D4	-2 D6+D4+5 Sustained fire 2D
Auto-launcher	6	-	-	-	-	-	As Grenade Type
Frag Grenade	-	-	-	-	3	1	-1 D6+3 2" Blast Marker
Blind Grenade	-	-	-	-	-	-	- 2" Blast Marker

POINTS COST: 175 points



Score along red dotted lines
see the Outlanders article for assembly instructions

MAGIC ITEM 25 POINTS

LIFESTONE OF ASHRAAZ

The Lifestone of Ashraaz is a jet black gem that is worn round the neck of its bearer. When invoked, a beam of light shoots out of the stone and bathes the bearer and his opponent in a pool of yellow light. When the light fades the bearer's wounds have been magically transferred to his enemy.

The Lifestone of Ashraaz allows the bearer to swap his current Wounds characteristic with an enemy character who is in base contact. Note that this may take the character who bears the Lifestone over his starting Wounds score. You may not use the Lifestone against a monster or mount with the character, only another character's Wounds are swapped.

RED GRAIL

100 Points

The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a strange effect on the Blood Angels, enhancing the physical and psychological aspects which are most closely linked to their Primarch.

Any Blood Angels that are within 12" of the Grail add +2 to their Movement characteristic, and have their Strength and Weapon Skill increased by 1 point each.

BLOOD ANGELS APOTHECARY ONLY

CUT THIS SIDE

* Hit the one nearest to the attacker

D6	Location	Front	Armour	Side/Rear
1-2	Track*	16		16
3-5	Hull	18		16
6	Earthshaker	17		17

Track Damage Table

- D6**
- The track is damaged but keeps running. The Basilisk may only move at slow speed for the rest of the game.
 - The track is blown off. The Basilisk moves out of control next turn then comes to a permanent halt.
 - A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

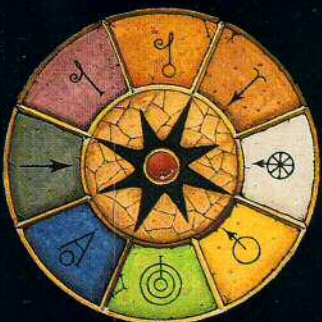
Hull Damage Table

- D6**
- The driver is killed. Unless his position is taken over the Basilisk will move out of control for the rest of the game.
 - A large explosion tears through the crew compartment. Roll a D6 for each model on board the Basilisk. On a roll of 4, 5 or 6 they are hit and killed.
 - The Basilisk's engine explodes, killing all the models on board. The artillery gun is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
 - A spark ignites the Basilisk's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
 - The Basilisk's ammunition explodes. The Basilisk is destroyed, all the models on board are killed and any models within 3" of the centre of the artillery gun suffer D6 Strength 10 hits with a -3 saving throw modifier.

Earthshaker Damage Table

- D6**
- The Earthshaker is damaged and may only be used if you roll a 4 or more on a D6.
 - The Earthshaker is destroyed and may not be used for the rest of the battle.
 - The Earthshaker is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

MAGIC ITEM



MAGIC ITEM

CUT OTHER SIDE



WARGEAR
CARD

MAGIC ITEM

10 POINTS

THE MYSTIC SHIELD OF BRAG

This scroll of parchment contains a powerful anti-magic enchantment that may be used by a wizard to block the spell of an enemy spellcaster.

You may use this dispel to protect any friendly model or unit that has been chosen as a target for an enemy spell. A glowing silver barrier shimmers into existence directly in the path of the spell. The hostile spell bounces off this barrier and has no effect at all.

MAGIC ITEM

50 POINTS

BUFO'S HEX SCROLL

This scroll may be used to cancel out the spell of an enemy wizard and turn him into a toad.

This dispel may be used against any hostile spell directed at the wizard or the unit he is with. The spell is transformed and redirected at the caster, who is turned into a small toad! The enemy wizard may not cast any spell while he is a toad, and has all of his characteristics reduced to 1. Roll a D6 at the start of each subsequent magic phase. On a score of a 4+ the spell dissipates and the wizard returns to his normal form. If the wizard is attacked and killed while he is a toad then he is slain and will not 'come back to life' when the hex wears off.

MAGIC ITEM

25 POINTS

BATTLE STONE OF LE MARQUIS

Michel d'un Doigt was a Bretonnian wizard famous for the nine enchanted gem stones he created. The Battle Stone is a glimmering red ruby that fills its bearer with vigour and energy.

A character who has the Battle Stone may use it at any time to gain +1 Attack in close combat for one turn only. If the character is with a unit then troops in the unit will also gain +1 Attack each that turn. Note that this modifier is applied after all other modifiers have been worked out (e.g. after frenzy!).

MAGIC ITEM

25 POINTS

POWER STONE OF LE MARQUIS

Michel d'un Doigt was a powerful Bretonnian wizard who laboured long and hard to create a series of enchanted gem stones for use by the chivalric knights of that realm.

A character bearing the Power Stone can use it at any time to add +1 to his Strength for one turn only. In addition, any regiment that the character is part of will also gain +1 to their Strength for that turn.

STANDARD OF FORTITUDE

50 Points

This standard celebrates the unstoppable courage and tenacity of the Chapter. It will inspire any Dark Angels nearby to attack the enemy with grim determination, advancing steadily while unleashing a hail of fire at the enemy.

Any Dark Angels within 6" of the standard are allowed to move up to 4" and rapid fire in the same turn.

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD

STANDARD OF RETRIBUTION

25 Points

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires them to carry on fighting under any circumstances, smiting their foes with righteous fury.

Any Dark Angel within 6" of the standard will always inflict at least 1 hit in hand-to-hand combat, even if they lose or draw against an opponent. Note that under these circumstances the opposing model will also score 1 or more hits, which may result in both models being killed!

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD

STANDARD OF DEVASTATION

50 Points

The Standard of Devastation reminds the Dark Angels that they must meet any attack with devastating retaliation.

Any Dark Angel within 6" of the standard is allowed to shoot if they are charged by the enemy, just as if the model had been in overwatch.

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD

MASTER-CRAFTED PLASMA PISTOL

15 Points

A weapon crafted by a master armourer and ornamented by the greatest artists is a worthy weapon for a warrior. Such weapons are treasured possessions for those lucky enough to receive them.

The energy source of a master-crafted Plasma pistol is far superior to that used in a normal Plasma pistol. The weapon does not have to recharge for a turn after it has been fired – it can be fired every turn if desired.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
0-8	8-24	+2	-1	6	1	-1	D6+6	See above

Special: Sustained fire 1 dice. Close combat.



**WARGEAR
CARD**



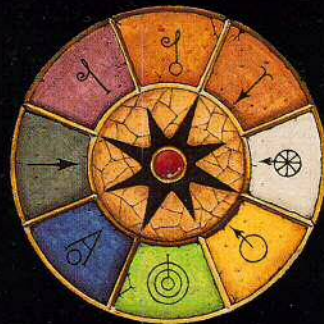
**WARGEAR
CARD**



**WARGEAR
CARD**



**WARGEAR
CARD**



MAGIC ITEM



MAGIC ITEM



MAGIC ITEM



MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

KER-BOOM!

The Basilisk is a mobile artillery platform based on the ubiquitous Chimera chassis, and similar in design to the lighter-armed Griffon. However, instead of a heavy mortar, the Basilisk replaces the Chimera's troop-carrying compartment with a massive Earthshaker artillery gun, a weapon which can destroy almost any target with ease.

The armies of the Imperial Guard have the resources to field a number of heavy artillery pieces, ranging from multiple missile launchers to siege mortars. The simplicity of the Basilisk's design and ammunition means that both gun and shells can be mass produced quickly and easily by the vast factories of the Adeptus Mechanicus. Together, these factors mean that the Basilisk has become the most numerous and well known of the Imperial Guard artillery pieces, and over the millennia Imperial Guard regiments on battlefields across the galaxy have built up whole companies of these war machines.

Although the Basilisk is mostly used to fire from a static position behind the Imperial Guard battle lines, it is fully mobile and can keep pace with the main infantry advance. Mobility is also important to allow the Basilisk to fire and then quickly redeploy to avoid counter barrages.

Over countless battles the Basilisk has also proved its worth at close quarters. The Earthshaker artillery gun is designed to fire shells to high altitudes, destroying enemy units deep inside enemy territory. However, on many occasions Basilisk units have fallen under direct enemy attack themselves. In these dire circumstances Basilisk crews have learnt to defend themselves in a particularly effective way. Lowering the gun's elevation the Earthshaker can be fired over open sights, launching its massive shells directly at the enemy targets, blasting apart enemy fortifications and destroying opposing armoured vehicles.



By
Ian Dickstock



A huge detonation rocked the entire chassis, and gunners Perez and Eliakim clung to the side of the Basilisk as it rocked backwards. Before the artillery piece stopped moving Eliakim opened the breach of the huge cannon and the spent shell casing clattered out onto the floor. In one fluid motion Perez shoved a fresh shell in its place and Eliakim closed the breach. Both men instinctively stood back as the Earthshaker fired again and the entire vehicle rocked back with the force of the recoil.

This time, however, the gun's firing was followed by another explosion and another. Fragments of soil spattered across the Basilisk's deck, bright lances of laser energy flashed over their heads, bolter shells ricocheted off the Earthshaker's armoured shield and both Perez and Eliakim hit the deck. Raising his head slowly, Perez peered over the side of the Basilisk – dozens of Orks were pouring over the nearby hills...

IMPERIAL BASILISK



Basilisk of the Barac II Regiment in typical camouflage colours



ARMY BADGE

Every piece of equipment and, in theory, every trooper's uniform, should display an army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy, and also helps to prevent "friendly fire" accidents.



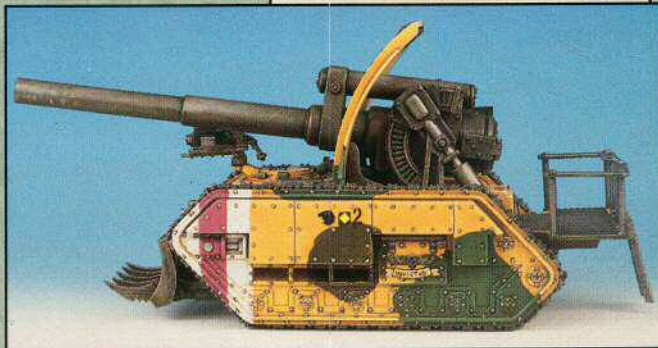
COMPANY MARKINGS AND BATTERY BADGES

An Imperial Guard Artillery Company usually consists of ten vehicles – three batteries of three guns each, plus a single HQ vehicle. In battle, different companies can be distinguished by their company badge or by the broad coloured stripes painted on the sides of each vehicle's hull. The simple geometric design of the company badge is also used to identify individual batteries within the company by varying its colours.

123123

VEHICLE NUMBERS

Imperial Guard artillery batteries typically comprise three vehicles and this number simply identifies which is which.



In the distance, dust plumes could be seen billowing over the horizon. Then, frighteningly close, a crudely built Ork Dreadnought burst from a clump of trees, black oily smoke churning from its exhausts, bolters blazing. Perez cursed.

"Emperor's blood, it's a whole damned Ork invasion! Eliakim, get that gun lowered!"

Eliakim grabbed a nearby hand-crank and began lowering the elevation of the Earthshaker. The veteran gunner was working frantically, but the gun seemed to move painfully slowly. Perez was still on the deck, hammering on the hull of the Basilisk.

"Hezron, you damned lazy Tallarn, wake up! We're under attack!"

A dull thud was heard inside the Basilisk followed by a muffled cry. Perez looked at the oncoming Orks, they were a lot closer now, firing their boltguns wildly and getting ready to throw their stikkbomz. He hammered on the hull again.

"Hezron, you flea-picking son of an Eldar, you're gonna get us all killed".

A hand emerged from the hatch, grabbed a belt of heavy bolter rounds and disappeared back inside the Basilisk.

The Orks began to throw their stikkbomz, but luckily were still

too far away. Perez drew his laspistol and fired, sharp stabs of laser light taking down a couple of the nearest boyz, but he would never stop them all. He was about to hammer on the hull again when he was interrupted by the deafening chatter of the Basilisk's heavy bolter. The swathe of explosive rounds cut down the first line of Orks, several of them fell dropping primed stikkbomz amongst their unfortunate comrades, who ran about in panic before being blown apart.

"About time too" said Perez.

PLATOON ORGANISATION

This Platoon from the Tallarn Desert Raiders regiment is led by a Command Squad and consists of:

Squad One – a Tallarn Desert Raiders squad, with an additional Basilisk unit.

Squad Two – another Tallarn Desert Raiders squad, with an additional squad of Ogryn.

ARMY LIST - BATTLE LINE

BASILISK 175 points

The Imperial Guard army may include Basilisks. For details of how these fit into the structural organisation of the Imperial Guard see the diagram below. You may include individual Basilisks in your army as additional units, in the same way as Leman Russ tanks.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

DATAFAX The Basilisk datafax contains all the data you need to know to use this vehicle, including options and additional costs.

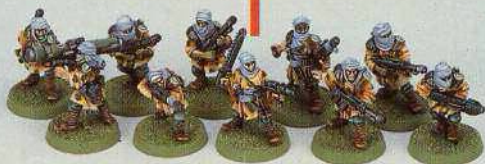
TALLARN DESERT RAIDERS RED PLATOON



Basilisk additional unit



Ogryn additional unit



Squad One



Squad Two



Command Squad



MORDIAN IRON GUARD



Sergeant with laspistol



Flamer



Melta-gun



Mordian Iron Guard with lasguns



Mortar weapons team



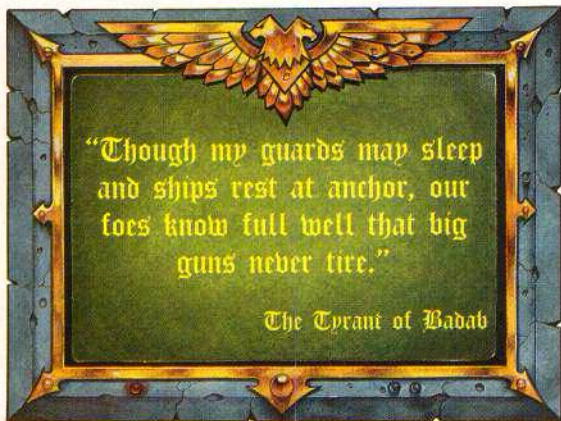
Heavy bolter weapons team



Mordian Iron Guard fight off a Tyranid assault

EARTHSHAKER ARTILLERY GUN

Support Weapon



The Earthshaker artillery gun is the huge long range cannon mounted on the Basilisk. The Earthshaker's primary role is to sit behind the battle front and use its massive range to lob shells at the enemy positions. However, the Earthshaker can also be used as an assault gun. With the barrel levelled for direct fire, the Earthshaker can blast holes in enemy fortifications or be used as a close defence for the Basilisk itself, blowing to smithereens any opposing squads or vehicles that have broken through the Imperial Guard lines.

As games of Warhammer 40,000 usually concern special operations and small scale skirmishes, it is more than likely that you will be using the Basilisk as an assault gun.

The Earthshaker is a huge artillery gun and may not be fired on the move. The Basilisk must remain absolutely stationary in the turn you wish to fire it.

However, the Earthshaker is able to fire two shells in rapid succession. When firing the Earthshaker, simply nominate a single target within the Earthshaker's 45° fire arc as normal. Then make a separate to hit roll for each of the two shells. This represents the fact that although you may be firing two shells, they are fired so quickly that they are likely to land very close to each other, if not on the same target. If either of the shells misses then it will scatter from the target point as normal. Work out damage for each shell separately. If you roll a hit with both shells, the targets under the 2" blast marker will be hit by both shells, so roll to damage twice.

ARMoured TARGETS

The Earthshaker artillery cannon fires shells of such awesome proportions that a target hit by one can literally be shaken apart. The huge Earthshaker shells smash against the target not only causing considerable damage from the shell's high explosives, but also sending shock waves through the target. Even if the target isn't penetrated

by the shell, great shards of the target's inner armour are torn away, rivets and loose equipment are sent ricocheting through the target's interior at the speed of a bullet, killing crewmen and destroying delicate machinery and vital controls. This is represented by the following rules.

If a target that uses a datafax is hit by the Earthshaker artillery cannon then roll for location and armour penetration as normal. If the location is penetrated then roll a D6 on the damage table. If the location isn't penetrated by the shell then such is the force of the blow that the shot may still cause damage: roll a D3 on the damage table instead. This means you will always roll at least a D3 on a location's damage table just by hitting it with an Earthshaker shell!

Although well armoured and very difficult to penetrate, bunkers are particularly vulnerable to a sustained barrage by an Earthshaker cannon. The bunker's static position and the Earthshaker's capability to fire twice and cause damage even if the shells fails to penetrate makes the Earthshaker a potent weapon indeed.

The Earthshaker cannon is a support weapon and may only be mounted on a vehicle.

Eliakim called from the other side of the Basilisk, the barrel was dead level, he signalled that the Earthshaker was ready to fire. Perez made a few fine adjustments, and the Ork Dreadnought came into his sights. Eliakim opened the breach of the massive gun and he and Perez broke into their normal routine. The first shell knocked the Dreadnought sprawling, one of its arms all but torn from its mounting. The second shot blew the offending war machine to pieces, showering nearby Orks with burning wreckage. Perez and Eliakim glanced up to see that Hezron had kept the Orks at bay with the heavy bolter and the survivors, their nerve broken, were rapidly heading back the way they came. The radio crackled into life.

"Red two, red two this is HQ, why have you stopped firing? Red two, red two, please report over..."

Perez grabbed the handset.

"HQ, this is red two, an Ork force broke through the battle line but we've beaten them off, over."

"Good work red two, continue with previous objective. Suppression barrages – coordinates alpha-niner-four, bravo-five-seven, over."

"Message received, over and out." Perez replaced the handset.

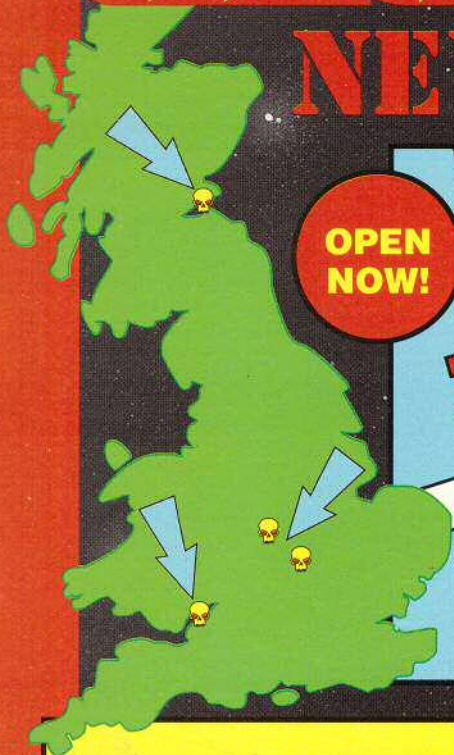
Eliakim had cranked the Earthshaker back to its previous position. The vehicle rocked back again as another shell screamed into the air, flying towards a distant battlefield.

"Hey Perez" called Eliakim "what're we shootin' at anyway?"

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-150	–	–	8	2D6	-3	3D6+8	2" Blast Marker, see rules

GAMES WORKSHOP

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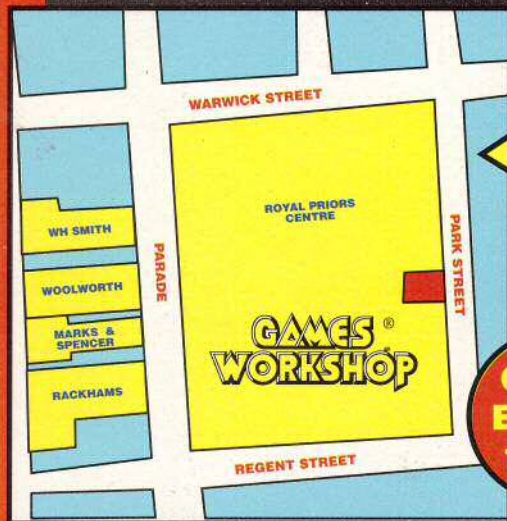
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FORTUNES OF WAR

STRANGE BATTLES

NOT every battle in the Warhammer World takes place between evenly matched armies fighting over an open battlefield. In fact, battles are rarely fought on such comfortable and even terms! The histories of the Warhammer races are overflowing with desperate defences, last-minute rescues, heroic rearguards, assaults against impossible odds and brave cavalry charges in the face of an unyielding foe. All of these battles can be played as a Warhammer game, and are known as scenarios.

Those of you who followed the recent *Raid!* campaign will already be aware of scenarios (as will all you old-timers who have been playing Warhammer for countless years). For the uninitiated, a scenario is a special type of battle where the battlefield, forces, victory conditions or deployment of the two armies are altered to some degree. The *Doomlord of Middenheim* battle from Warhammer Armies – Undead is probably one of

the best examples that many of you will have seen, and perhaps even played. A scenario can even cater for more than two armies. If you have three or four enemies who all want to take you on at the same time, a quick and simple scenario will allow you all to fight each other!

Over the next few pages we'll take a look at some of the different ways of creating scenarios. These range from simply changing the battlefield's terrain or limiting the troops you can select your army from, to special objectives that the Generals must fight for. We've also included some ready-to-play scenarios that we created and played to amuse ourselves during our precious hours of leisure (which have been few and far between since White Dwarf got fatter!).

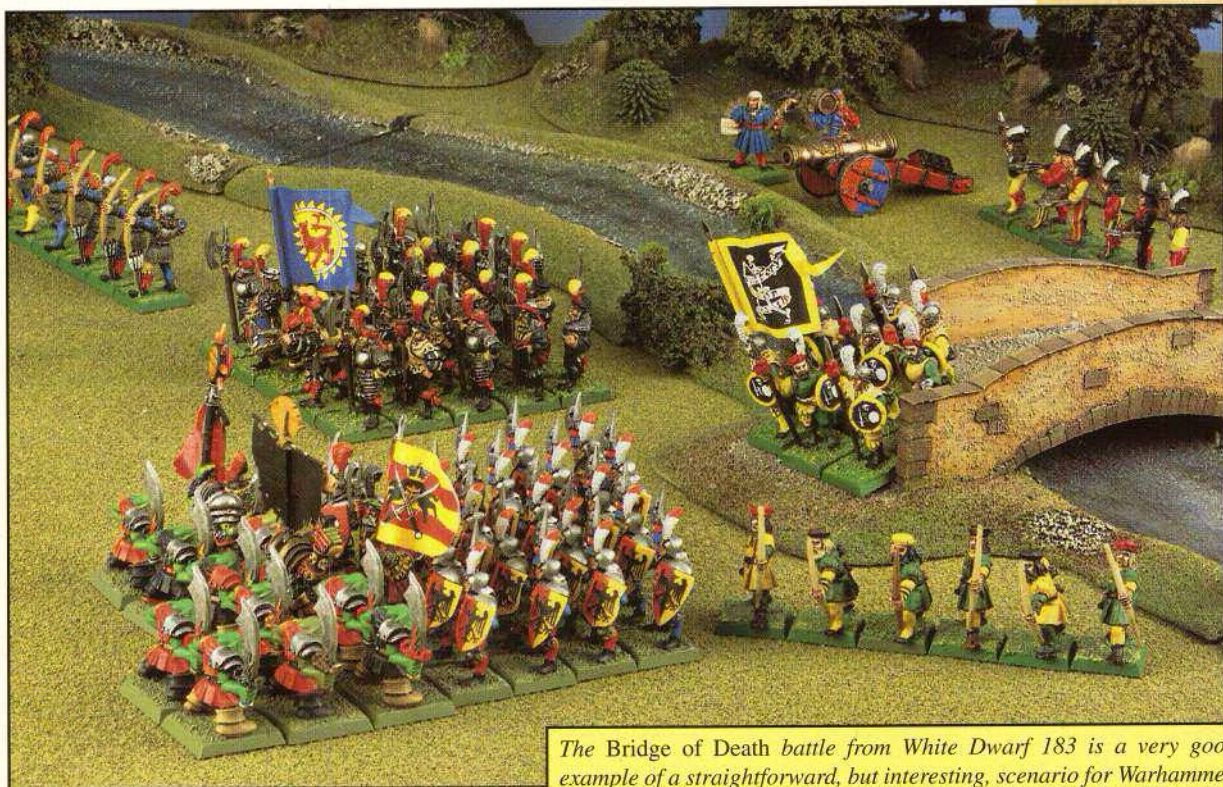
GOOD TRAINING

SCENARIOS are not just for the experienced gamer, as some people think. A scenario which just uses infantry or cavalry, or has a high

By **Jake Thornton**



and **Gavin Thorpe**



The Bridge of Death battle from White Dwarf 183 is a very good example of a straightforward, but interesting, scenario for Warhammer.

Scenarios are a great way of collecting a new army. By playing small scenarios you can collect a few troops at a time and learn how to use them in battle before you get any more. That way you learn what types of regiments suit your tactics and can collect the best army possible.

proportion of monsters or war machines, allows a novice player to learn the plans and tactics used with that particular part of their army without the complexities of a full-blown battle.

For example, after learning how to use his infantry in one battle, a neophyte Warhammer General could then fight a scenario with lots of war machines to see how they work. In your third battle, you could combine these two elements together to see how they can be used to support each other. In this way, you can quickly grasp the basic strategies involved in fielding each of the separate parts of your army. When it comes to combining them in a large battle you have a much better idea of what each of the different elements of your army can and cannot do (and so have a much better chance of winning!).

ARMY CHOICE

ONE of the easiest ways to create a scenario is to change the forces at each player's disposal. The way that the Warhammer army lists are organised means this can be really simple. For a start, you could restrict the number of characters, war machines, monsters, cavalry, or any other aspect of the army. Alternatively, you might only allow a certain type of troop to be fielded. All four of the scenarios included in this article place restrictions on the troops available to choose your army from.

By limiting the numbers of war machines, characters or monsters, the importance of your rank and file regiments is increased considerably. No longer can you rely on your Chaos Lord to win every combat for your Beastmen, and your lack of heroes on flying monsters means that you'll have to think of a new way to combat the enemy artillery. This creates lots of new tactical problems to think about, and produces much more challenging (and we think, better) games.



UNEVEN ODDS

SOME armies are in their element with a particular battle. Dwarfs, for instance, are renowned for their stubborn defence and can fight a defensive battle against anybody. You can play on these characteristic battleplans by giving one side what it wants, while the other army has a numerically superior force. To follow the example with the Dwarfs, the Dwarf player may have only half the points to spend, but to balance this out the scenario dictates that the Dwarf army is holding a mountain pass. There should be lots of rocky outcrops, some walls and perhaps even a tower for the Dwarfs to hide behind and defend.

At the other end of the spectrum is choosing a battle which will be very hard for one side to achieve, but will give them loads of victory points if they do. To continue with the Dwarfs, this could be something like getting regiments into your opponent's deployment zone – an objective which would make most Dwarf Kings recoil in horror! However, the rewards for success should be suitably tantalising, such as earning the victory point value of each unit that achieves this unlikely mission. Therefore, the more valuable troops you commit to the attack, the greater the victory! The *Death in Drakenmoor* battle report (White Dwarf 186) which concluded our narrative campaign was based on just such an awkward challenge. The Chaos Dwarfs had to retreat from the table with their ill-gotten loot through a very narrow gap – a rather difficult prospect as Gavin found out to his cost...

FIELDS OF BATTLE

AS mentioned above, the layout of your terrain can vary a game of Warhammer considerably, even without changing the victory points or army selection. Imagine a heavily wooded tabletop, the domain of the





Kislev Horse Archers and Goblin Wolf Riders clash in a fast and furious skirmish on the barren northern plains.

Wood Elves. An invading force of Orcs is ravaging the lands, but is much larger than the small force of defenders the Wood Elves can muster. However, the Wood Elves' ability to move through the trees without hindrance makes up for the fact that they are heavily outnumbered and they decide to meet the Orcs anyway. If fought well, either side stands a fair chance of winning.

A river across the battlefield provides a focal point for an assault, especially if there is only one bridge. The smaller the battle, the more the General's attention is focused on this particular problem. If you then limit the forces at the General's command it becomes especially important to use the right tactics. The *Bridge of Death* in *White Dwarf* 183 is an

DEATH ON THE PLAINS

BACKGROUND

The windswept plains of Kislev are home to many nomadic horse tribes. These feral warriors must protect their herds and families from many dangers, most often Goblin Wolf Riders from the World's Edge Mountains. This scenario represents one of the confrontations between these fast, lightly armoured forces, and produces a very fluid battle, which relies heavily on your manoeuvring (that first charge is a killer!).

FORCES

We played this battle using all the Kislevite Horse Archers and Goblin Wolf Riders we could scavenge (which amounted to twenty four Kislevites and thirty six Gobbos!). The Horse Archers were led by Elector Count von Raukov, while the Wolf Riders had a Goblin Big Boss (who acted as General) and a couple of Bosses. To stir things up a bit, the Goblins also had a Doom Diver, while the Kislevites had managed to lay their hands on a mortar. In the games we played neither of these war machines had any great effect, but there was always that worrying possibility...

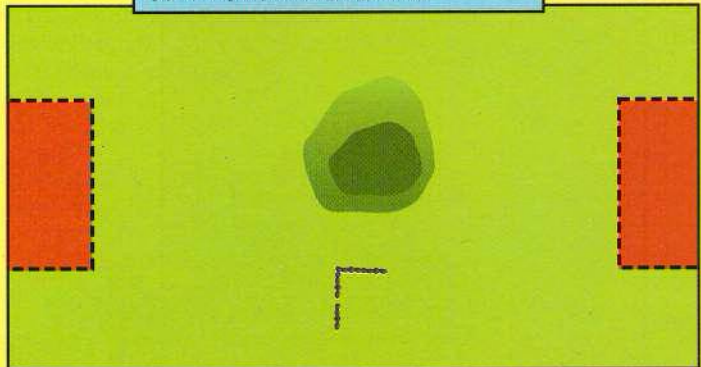
SPECIAL RULES

This battle is fought *down* the length of the table rather than across, and each army sets up in a normal deployment zone (no further than 12" from the table edge, no closer than 12" to the neutral edges). Victory is straightforward: if one player wipes out or breaks the enemy army they have won the battle.

ALTERNATIVES

You could use any light cavalry in this battle, such as Dark Elf Dark Riders or High Elf Reaver Knights. You could also try leaving out the war machines, or allowing another character in each army. Dwarfs haven't any cavalry at all, but could try an interesting alternative using Gyrocopters instead.

The battlefield for this scenario should be very open with little to hide behind or get in the way of your rapidly moving regiments.



THE MAGIC DUEL

BACKGROUND

Every seven years, the Imperial Colleges of Magic must decide who will be their Supreme Patriarch. This is not performed by secret ballot, or a show of hands – the candidates must fight each other in a magical duel to the death! As you might imagine, only the most powerful of wizards dare this challenge, and the period running up to the contest is rife with politicking as each potential Patriarch gathers his supporters around him. In the actual duel, these lesser wizards stand very little chance of actually winning, but by fighting as an ally they stand to gain the patronage and immense benefits of supporting a Supreme Patriarch. However, this isn't without its risks as many of them will not survive to claim their reward!

FORCES

The battle is fought between eight wizards, one from each of the different colleges of magic. We used wizards on horses, but you could equally well use foot models. Share the wizards out as evenly as possible between the players and randomly determine who will get each college (colour). Each side has a Wizard Lord, but if you have less than eight people playing (as will probably be the case) the extra wizards on each side are lower levels. With just two players as we had, Gav and I both had a Wizard, Wizard Champion, Master Wizard and a Wizard Lord. There are no Magic Items allowed at all (including *Dispel Magic Scrolls!*).

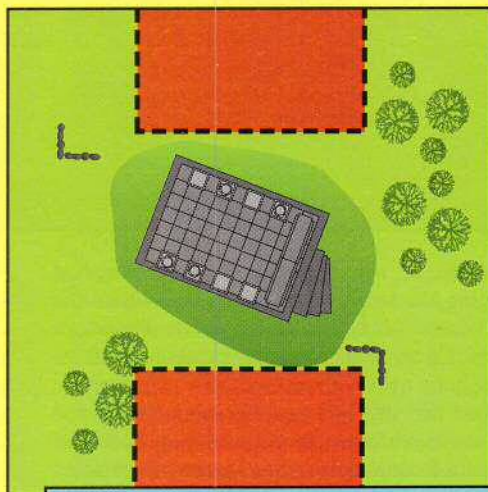
We decided that of the two Wizard Lords who would be in our battle, one would be the "defending" Supreme Patriarch: Thyrus Gormann, a bright Wizard Lord. We dined to see who got him and Gavin won, giving him a bit of an advantage even though he wasn't allowed his normal Magic Items. We then took one card from each of the other college decks and dealt them to the other wizards in descending order of level. By pure fluke, Jake ended up with his favourite Grey Wizard Lord (much to Gavin's annoyance) and it was this character who eventually won.

SPECIAL RULES

There is no turn limit, the battle is to the death. For the winds of magic, roll a number of dice equal to half the number of wizards remaining (rounding halves down). Remember that fleeing wizards can't cast spells and are not counted. For example, when seven wizards are left fighting, you roll 3D6. We played on a 4'x4' table with normal deployment zones.

ALTERNATIVES

This is great for multi-player battles. Each player can have a single Wizard Lord (especially if there are eight players) or you can have a Wizard Lord and a Master Wizard, or any combination you like. You could also try this scenario with loads of Orc or Goblin Shamen fighting for supremacy in a tribe, or with different Chaos Mages to see who's god was supreme.



In the magic Duel it's important to be able to hide from each other so that the game has more to it than simply who fails their dispels! Many of the most potent offensive spells hit the first target in their path and if you're hiding behind someone else then you're fairly safe. There are also no regiments to worry about, so put loads of terrain on the battlefield.

example of this type of scenario. It pitted two small forces against each other, each with orders to control the bridge at the end of the game. There were limits placed on the amount of magic, monsters, characters and specialist troops, since each force represented either an advance guard or a hastily assembled defence. Altogether, this made for a challenging little battle which was far more



demanding than many of the 3000 point games we've fought.

TOO MANY COOKS...

THE best scenarios are probably those that involve more than one player on each side. Those of you who have read or heard of the *Gathering of Might* (White Dwarf 181) will know that having more than one player commanding an army can lead to all sorts of confusion as the plan is misinterpreted, forgotten, or simply thrown aside by your allies! You can fight a normal battle with more than one army, or you can add special rules so that one player can lead a force of reinforcements to the rescue, or even take the part of a totally independent third side.

Perhaps one of your friends has an Undead or Chaos army while you and

"It's the ideal way to get that new army into action as soon as possible, and it's loads of fun!"

your other opponent have other races. How would you fancy battling for the contents of an ancient tomb only to find out it is protected by a horde of Skeletons or Zombies? What if it was the lair of some monstrous beast who attacked anybody who encroached upon its territory? This also brings up the possibility of collecting a small regiment of, say, Skeletons to fight in a particular scenario. With only a single regiment of a particular race, you can only normally fight as an ally, but in a special scenario you can field small contingents of a race as tomb guardians, bodyguards for a merchant's caravan or anything else you can think up. It's the ideal way to get that new army into action as soon as possible, and it's loads of fun!

IT'S NOT FAIR!

THERE'S no reason why every game you play, every scenario you think up, has to be perfectly balanced so that either side has an equal chance of winning. In fact, to triumph *against* the odds is a most rewarding experience. Perhaps your scenario is similar to the *Return to Orcs' Drift* scenario, where one side is not expected to survive, but instead you can just compare how long you managed to survive (and how many foes you killed!) with your friends!

An unbalanced scenario remains a constant challenge which can be fought again and again. Maybe you'll win once, but can you do it next

time? Of course, nobody wants to play a battle where there's absolutely no chance of winning whatsoever, so you'll have to be careful to make sure that, through a combination of skill and good luck, the one-sided battle can be swung round and won by the underdog.

GRABBIT!

ONE of the most common scenarios is the "treasure hunt". This is particularly suited to small forces and can be played by someone who is just starting a new army. Both sides battle it out for possession of a particular magic item which is hidden in a tomb or cairn placed in the centre of the battlefield. For those of you who have been gaming for a few years, you may remember the battle report in *White Dwarf 153, Battle for Grindal's Tomb*, in which two armies fought for possession of a powerful rune hammer. A twist was added by a having a neutral force of Skeletons protecting the tomb!

An extremely interesting possibility is to make the magic item necessary to complete some other action, such as a sword which is the only way to free a bound Greater Daemon (or banish one...), or a magical crown which is the only way a character can cross a bridge. This means the battle will be fought in two stages – getting the item and completing the "mission". This raises all sorts of interesting tactical problems, about how to divide

One of the best things about fighting smaller battles is that they don't take very long. When you've fought the battle once, swap sides and have another go – see who's really the best General!

RETURN TO ORCS' DRIFT

BACKGROUND

When the Orcs of the World's Edge Mountains mass for an invasion, it's the Dwarfs who usually bear the brunt of the attack. This scenario represents a vastly outnumbered Dwarf force holding off a horde of Orcs for as long as possible, while the civilised world is warned of the impending danger. If the Orcs manage to overrun the post it may be too late!

FORCES

The Dwarf player fields as many Thunderers as he can muster (split as he wishes), but no other regiments of any type or war machines (or monsters). The army is led by a single Lord with up to one Rune item, and up to two units may include Champions. The Orc player should pick a force worth three or four times as much, but no Monsters (including Giants), no characters above Big Boss level (so no General), no Shamans, no war machines and no cavalry.

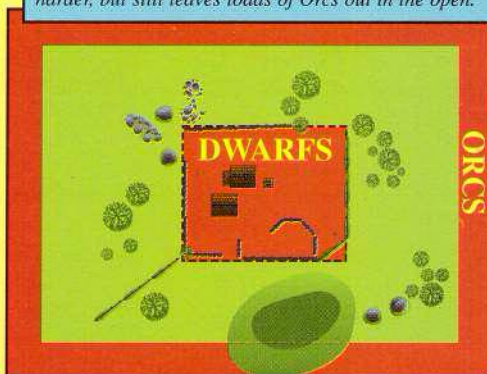
SPECIAL RULES

The Dwarf player sets up first. The Orc player sets up second, no closer than 24" to a Dwarf unit. The Orcs go first and the game goes on until the Dwarfs succumb to the inevitable. Once all the Dwarfs are dead, count up the victory point totals to see who has won. Of course, should the Dwarfs be fortunate enough to beat off the Orcs and still be standing, then a momentous victory has been won – write in and tell us about it!

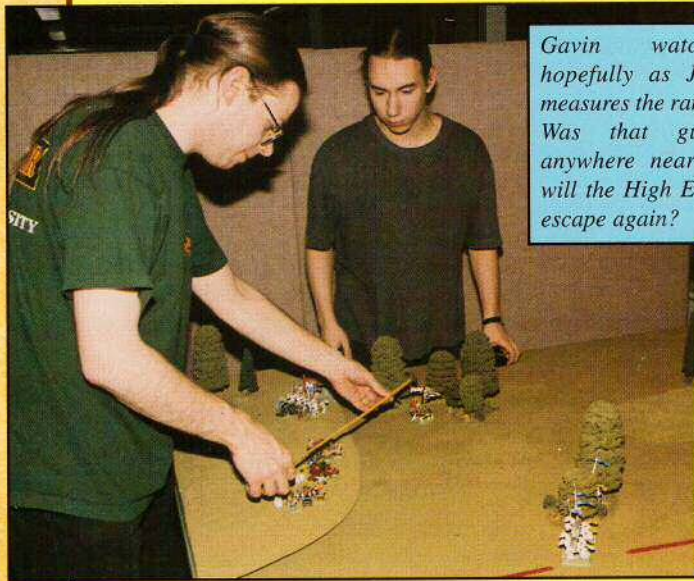
ALTERNATIVES

Instead of Dwarf Thunderers, why not try fielding Imperial Hand Gunners or Chaos Dwarf Blunderbusses. Rather than using Orcs and Goblins as the teeming horde, use Skaven instead. However, the Skaven are not allowed Jezzails or Warfire Thrower teams, since these are War Machines. They may not field characters above Hero level. Note also that Skaven are even more tricky to stave off as they are faster than Orcs...

To give the Orcs a chance to sneak up, place some terrain so that it covers one or two approaches to the settlement. This makes it more fun to play as the Dwarfs have to think a bit harder, but still leaves loads of Orcs out in the open.



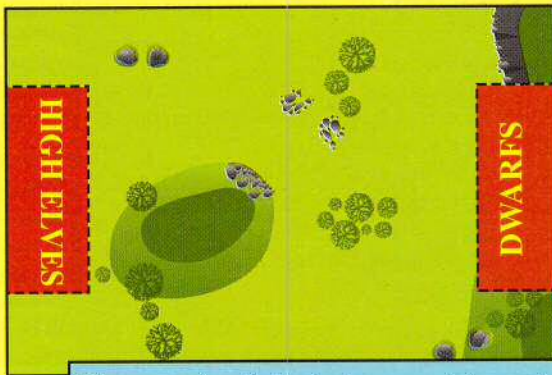
GUNS OF KARAK HIRN



Gavin watches hopefully as Jake measures the range. Was that guess anywhere near or will the High Elves escape again?

BACKGROUND

During the bitter conflict between the Elves and Dwarfs, known later as the War of the Beard by the High Elves, these two races fought each other in hundreds of battles. The two races are directly opposed in their fighting styles – the Dwarfs mostly remain stationary and rely on their big guns, while the High Elves draw heavily on their amazingly fast cavalry and excellent archery. These two tactics were put to the ultimate test when a force of High Elf cavalry attacked the pass leading to the hold of Karak Hirn, charging directly at a battery of Dwarf cannons!



The set up for this battle is a cross between the open fields of Death on the Plains and the cluttered approach of Return to Orcs' Drift. The High Elf cavalry need space to advance, but some cover to hide from the rain of shot.

FORCES

Our High Elf army consisted of five Reaver Knights, five Dragon Princes and two units of five Silver Helms each (one led by a Hero). The Dwarfs had two cannons, a flame cannon and two organ guns! They had no characters or Runes.

SPECIAL RULES

The battlefield is 6'x4', and is fought lengthways. Both armies deploy as normal. The attacking High Elves must destroy all the Dwarf war machine crews to win. If they are beaten off, the Dwarfs win. There is no turn limit.

ALTERNATIVES

The defenders could equally well be Empire troops with their mortars, hellblaster volley guns and great cannons. We wouldn't recommend Chaos Dwarfs though, as their Earthshaker is far too effective at stopping the attacking High Elves in their tracks!

After fighting this twice (we swapped sides) we came to the conclusion that the Dwarfs had, er, no chance. This is one of those scenarios where you are comparing how many of the enemy you can take with you rather than how soon you can stop them. First, Gavin tried attacking sneakily, taking his time to set up his assault. Jake reckoned that this was a bit timid and when he led the High Elves went for a simple, all-out charge. Both tactics worked fine, although the riskier frontal assault took far fewer casualties (6 rather than 16). If you want the Dwarfs to have a chance of actually winning the game then try giving them a single small regiment of Crossbows or Thunderers. This might just be enough to slow down the attackers. Alternatively, you could allow the Dwarfs a rune or two to put on their war machines.

It's fine to use different sized, uneven forces in scenarios like this. It's not a competition, it's just a bit of fun!

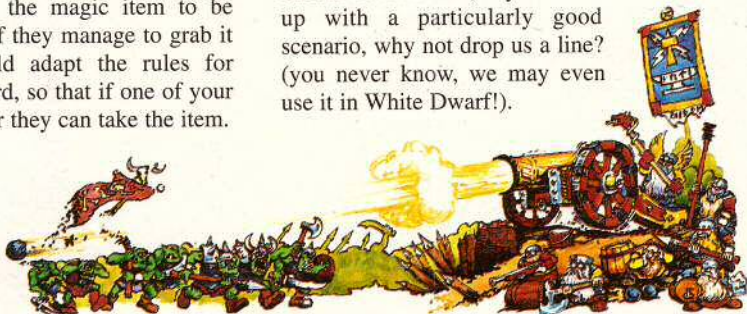
your forces, how much attention you devote to each particular task, and so on.

Oh, something else too – you will need to come up with some way for the magic item to be captured off the enemy if they manage to grab it first. Perhaps you could adapt the rules for capturing a battle standard, so that if one of your characters kills the bearer they can take the item.

TRY IT!

If you feel inspired by all this, why not have a go? You could start with the scenarios

we've included here to give you a few ideas, but the sky's the limit. Apart from your imagination, the only limitation is the golden rule that games should be fun! And, if you come up with a particularly good scenario, why not drop us a line? (you never know, we may even use it in White Dwarf!).



Warhammer Quest



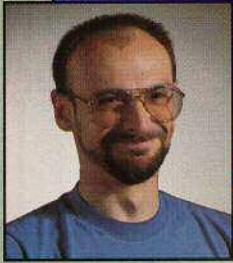
In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce 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. Citadel Miniatures are not recommended for children under 14 years of age.

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Presents: Rick Priestley's – **BASE**



Miniatures from my own collection and those of:

**Dave Andrews
Mark Bedford
Colin Dixon
Paul Muller
Michael Perry
Richard Potter**

How you base your armies is a matter of personal preference, and to a degree the style you adopt will be determined by the time available to complete the job. On these pages are gathered together a few samples from our own collections, along with notes on achieving the various effects.

The base of your models can be made more interesting by adding a small scenic item to break up the surface. For example, a helmet, a broken spear or a discarded track.

Right: The ivy on this base was part of a set of etched brass leaves and

small plants normally used for model railways.

Left: The barbed wire on this Cadian's base was cut from a bit of aluminium mesh – available from most hardware stores.



Flock is dyed or coloured sawdust and "flocking" the base is the easiest and quickest way of achieving a textured finish. The technique is simple enough. Start off by painting the base the colour of your choice. When the paint is dry, apply PVA glue to the top of the base and sprinkle on the flock. The flock should cover over any small gaps around the base's slot, but if not you can always glue a bit more flock on when the first coat is dry. The downside to this method is that flock tends to fade and fall off after a while. Flock can be lightly drybrushed with a highlight, which helps to matt down the slightly glossy finish as well as adding a little depth to the overall effect.

This Howling Banshee squad demonstrates how effective this quick and easy method can be.



This Silver Helm Knight, from my own miniature collection, has been textured with sand as we normally do, and then small clumps of rocks have been added. Any small pieces of stone from the garden will do (or you could use cat litter). The clumps of rough grass are made from coarse string fibres glued into place with PVA. An interesting effect has been created by flattening down some of the grass before painting. This tough, bristly fibre actually comes from a door mat!

If you're wondering about the mount, well it's a pre-production moulding of a new plastic Elven steed and no you can't have any (not even if you try to bribe me with beer).

The Delaquer ganger in the margin is based in a style you've seen a million times before! It's the standard base finish we use for the models on all the miniatures boxes, 'Eavy Metal pages and for our Studio armies. The texture is sand fixed to the base with PVA glue, painted Goblin Green then highlighted with yellow. Why Goblin Green? Because we find it's

ideal for photographs and printing. The four colour process used to print White Dwarf can make the colours vary quite considerably, but with gobbo green you can't go far wrong!



INSTINCTS

Of course, if your models are going to spend their time in the depths of a Warhammer Quest dungeon or clambering around the Necromundan Underhive, then you can tailor the base finish to fit. Some examples of this are shown below.



The bases on these House Escher miniatures have been given a Necromunda feel with a simple variation on the standard 'Eavy Metal base. Sand was glued to the base, painted grey instead of Goblin Green, then highlighted with Skull White. The bases have been made more interesting with the addition of small scenic items that include Leman Russ track links and broken and twisted bits of wire.



These Warhammer Quest models really look the part with sculpted flagstones on their bases. These were made by applying a thin layer of modelling putty over the base and cutting out the detail with a knife.



The bases on these House Escher miniatures have



When you are painting an entire army it always looks best if you stick to a consistent style of base for your miniatures. This is another way of tying your whole army together with one common theme. This is especially important with Warhammer regiments where the models are going to be ranked up to form a large block of miniatures.

These Imperial Guard miniatures have been finished with a coarser grade of material. This could be model railway ballast, cat litter or fine gravel from the garden. The base was given a coat of Bestial Brown, highlighted with Vomit Brown. They were then finished off with small clumps of electro-static grass.

The great thing about these bases is the way the model sinks into the grass, giving them extra weight.



Electro-static grass is another possible finish. It's used just like flock but gives a more realistic finish, although it looks best when applied to only a part of the base rather than the whole surface. It can also be lightly drybrushed just like flock.

These are just a few of the techniques you could use to add that personal touch to your miniatures. Why not give them a try, you never know what you might come up with!

The base of this Goblin Clubber has been finished by applying a thick coat of modelling putty. The texture was achieved by making lots of knife strokes into the putty. Rocks can be added by rolling a little putty into a ball and squashing it into place.



WARHAMMER

40,000

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

Minatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



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

SCUMSUCKIN' MUTIES

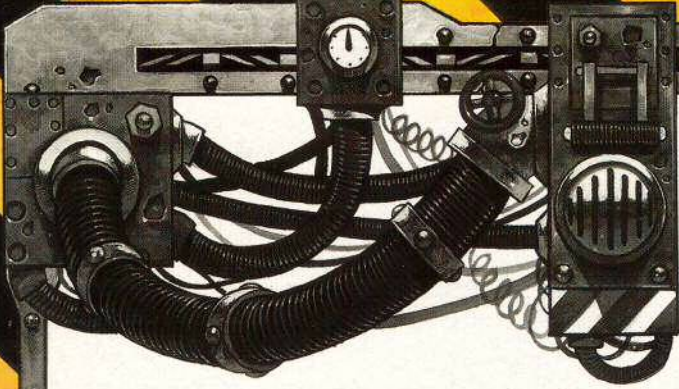
BY "PAPA" STEVE ANASTASOFF



Hey, kid! What d'ya think yer doin'? Get over here into cover before ya get yerself killed! You're new in this part of town, ain't ya? I can tell. You don't have enough scars to have lived here long. And you don't look scared 'nough neither. There's no one lives around here that don't

look scared. And I'll show ya why. See that dark shadow that just drifted past where you were standing? That's a Spyrer. If ya hadn't come when I told ya, you'd be nothin' but a skinned carcass by now. In fact yer lucky ya ran into me 'fore any of the other scumsuckin' muties that live out here amongst the Badzones. Outlanders is what we call 'em. Many of 'em ain't as friendly as me. Tell ya what, why don't I show ya round for a while? Only fifty creds, and a bargain at that... Wait, don't walk off! Seein' as yer new to these parts, I'll do ya a special deal, once in a lifetime opportunity an' all that. Papa Steve's guided tour for only twenty creds. That's me, by the way, Papa Steve. Sound like a good deal? Right, let's get goin' then. Just remember, keep ya weapon drawn and ya head down at all times, there may well be trouble 'fore the day's over. Papa Steve'll see ya thru'. Ya thought up top was rough? Juve, ya ain't seen nothin' yet...





Outlanders is a boxed supplement for the game of Necromunda. It allows you to take your gangs beyond the fringes of Hive City and into the worst depths of the Underhive. You can become the chief of a band of Renegade Ratskins, or perhaps seek to righteously smite your foes as the leader of a Redemptionist Crusade. Or maybe you could even... No, I'll not spoil the tour for you, let's just let Papa Steve show you the sights...

BEYOND THE LAW

Here we are... First stop, the Outlaw tradin' post. A few unlucky souls are born in this hellhole, but most of the people ya see have fled or been driven down from Hive City. Some of 'em is real nasty pieces of work, but most are just unlucky folk who got on the wrong side of the Guilders and ended up with a price on their heads. Ain't nothin like the tradin' post yer used to. Take this stuff for example, we call it 'Slaughter. No way ya find this in the uphive markets. Easy now, don't go sniffin' it too close, 'less ya want end up a droolin' jerky-limbed lune. Problem with this place though, is that folks ain't as polite as in the settlements - ya gotta

watch yer back if you don't want to be robbed or cheated. Come on, we'd better get movin'...

Any gang leader can become an Outlaw. No self respecting gang goes for long without breaking some of the local laws of Necromunda, but this is just considered a part of life in the Hive. Problems start when you get caught. Rules cover becoming an Outlaw, special Outlaw scenarios, and rules for surviving as an Outlaw in the Badzones. Outlaws lose many of the luxuries of regular gangs, and whereas before they may have fought for power or glory, now they must fight simply to survive. Territory is lost except for a single location, making income very difficult to come by, and Gangs that fail to earn enough cash to buy



WEAPON CONVERSIONS

This month sees the release of Necromunda weapons packs. Each of these contains separate sprues of basic weapons, pistols and close combat weapons. Using these it is possible to arm your gang with an almost infinite variety of different weapon combinations.

Below and to the right are some examples of what you can achieve. No longer do you have to take the same weapons all the time - now the choice really is yours!



Left: Mark Jones converted the two juves and the ganger to the left by adding on weapons from the new metal Necromunda weapons sprues. The Escher and Orlock juve have been given extra pistols (with the Escher getting a big knife as well) while the ganger is equipped with an additional shotgun. These sorts of changes are simple to do and help give a unique and highly individual character to your gang as it grows.

Left and Right: These plastic miniatures were converted by White Dwarf's own Adrian Wood. He has used the plastic Space Marine close combat weapons to turn his models into close quarters experts.

essential supplies will soon find their gangers rapidly weakening from starvation. Outlaws are banned from the regular trading post, and must instead roll on the Outlaw Trading Post table, which includes many illicit substances not readily available uphive, as well as new events, such as rumours and tip-offs. Additional rules cover all this, as well as many other new weapons and other items of equipment.

~~THE GOOD~~ THE BAD AND THE UGLY

As a group the Outlaws ain't too bad. Sure, they're a lyin', cheatin' bunch of cutthroats, crooks and crims, but at least you know where you stand with 'em. Not like some of the other scumsuckers that live 'round these parts. Like those guys over there... Yeah, the ones in the red robes and pointy hats that everyone's tryin' to avoid. They're the Redemptionists. Problem is, they're ain't nothin' left down here worth redeemin'. Doesn't stop 'em tryin' though, oh no. Then there's the Scavvies. And ya thought the Outlaws smelled bad? The Scavvies are folks who've just lived here too long – got all diseased and mutied and started eatin' each other and stuff. Then there's Ratskins – not the peacable types like you see uphive – get on their turf and the 'skins down here mean business. But worst of all is the Spyrers – like what you almost bumped into earlier. The Spyrers are kids from the Noble Houses – get all dressed up in their fancy gear and come down here to play. They'll rip your head off like you were just a toy.

Outlanders also deals with leading gangs of Scavvies, Spyrers, Redemptionists and Ratskins instead of the standard gangs from the Necromunda Sourcebook. Each of these groups of



Below and Right: As gang members acquire skills, you may want to change their armament, such as Adrian's Gunfighter shown with two bolt pistols, or Gav's Gunfighter with an added metal autopistol.

Mark's Orlock heavy (below) was simply given a heavy plasma gun taken from a Van Saar heavy.



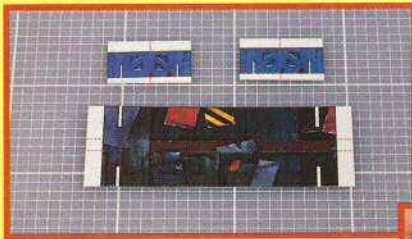
Right: Gav Thorpe really liked this Scum fighter model, but wanted his hired gun to have two bolt pistols. It only took a few minutes to cut off the original plasma pistol and glue on a new bolt pistol in its place. Mark's Goliath was done just as easily, with a Space Marine bolt gun being glued in place of the original weapon, and a plastic power sword from the Space Marine assault weapons sprue being attached to the other hand.



Above: Or you can go completely over the top, like Chris Colston's one-in-a-million melta-gun shown above! This leader model is a simple conversion based on a Catachan Jungle Fighter weapons team Leader.

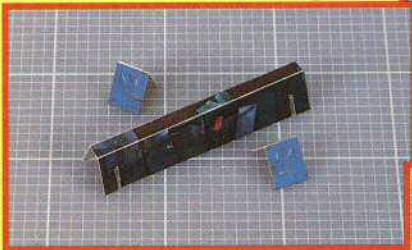
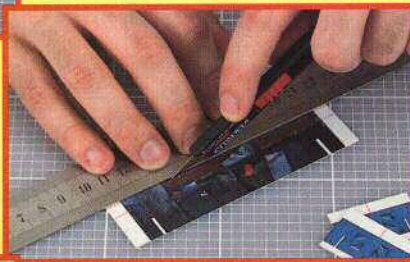
ASSEMBLING YOUR BARRICADE

This month's card section includes a barricade for you to use in your Necromunda games. To assemble your new piece of terrain, follow these simple steps.



1 Roughly cut out the barricade and barricade stands from the card sheet. Be careful to leave the dotted line so you'll know where to score the card later.

2 Using a metal ruler, and a pair of scissors or softly applied modelling knife, score along the dotted lines so that you can fold the components (make sure you don't cut all the way through!)



3 Carefully cut around the front of each piece and fold them along the lines you scored earlier.

4 Plug the barricade into the stands, with a little PVA glue to make it more solid, and there you have it!



fires a harpoon capable of shooting right through one target to hit another.

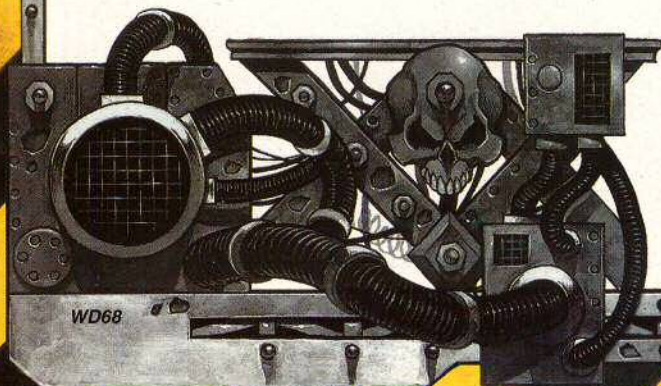
Although one of the more powerful and influential movements in the hive, the Redemption for the most part confines itself to preaching on street corners and rousing the masses. However, from time to time a Redemptionist Crusade will be organised, armed, and sent out to purge the streets of sinners and heretics. As a Redemptor Priest you are the leader of just such a crusade, on a mission to cleanse the Underhive through fire and blood! As well as the Novices and Brothers who make up the Brethren of the crusade, you may also add the fanatically loyal Deacons, whose devotion is rewarded with the best equipment and weaponry. Or the crazed Zealots, close combat fighters whose weapon of choice is the Eviscerator, a massive double handed chainsaw.

The Ratskins are for the most part a peaceful people. However, even a Ratskin

Outlanders has its own special rules for creating a gang, its development in campaigns, as well as their own unique weapons and equipment.

Scavvies are the devolved dregs of humanity. Mutation is rife amongst Scavvy gangs, and to reflect this you may choose to add mutants to your gang when it is started, giving them claws, tentacles, or even wings or extra heads. Sometimes a particular mutant strain manages to establish itself forming a new subspecies, such as the Scalies. These are a huge breed of semi-reptilian mutants, who fill the role that heavies take in normal gangs. They arm themselves with crude but massive weapons, such as the scatter cannon, an oversized blunderbuss loaded with whatever shrapnel can be found amongst the rubbish of the Badlands, or the spear gun which

can only be pushed so far before snapping. Those whose family have been murdered by hivers, or who have been driven out from their settlements by intruders seeking to exploit their property will sometimes turn their backs on the traditional ways forming themselves into bands of renegades to hunt down and kill the hivers who wronged them. As a Ratskin Chief you can form up your band of renegades from these Ratskins and the youthful Braves who



HOUSE VAN SAAR

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than anyone else's but they far outclass rival houses with their manufacturing processes. For this reason they sell their weapons at a premium, making Van Saar the most wealthy house in Hive City. The Van Saar are a serious and humourless people, well equipped with their tight-fitting body suits for survival in the most treacherous regions of the Hive.



Van Saar Ganger with lasgun and autopistol



Van Saar Heavy with heavy plasma gun



Van Saar Juve with stub gun and club



Van Saar Juve with autopistol



Van Saar Ganger with boltgun



Van Saar Leader with melta-gun and chainsword



HOUSE ESCHER



The exotic and flamboyant costumes of House Escher gangs are matched by their agile and ferocious style of fighting. Using their speed and dexterity to quickly close with the enemy, the gangers of House Escher love nothing better than to confront their enemies face-to-face and triumph over them in bloody close combat!



Escher Heavy with heavy plasma gun



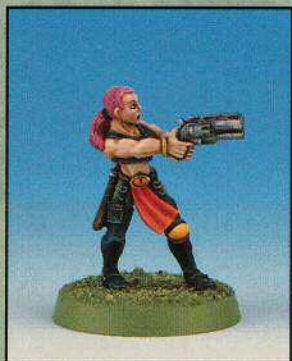
Escher Ganger with autopistol and chainsword



Escher Ganger with two swords



Escher Leader with power sword and autopistol



Escher Juve with stub gun



Escher Ganger with lasgun



Escher Ganger with autogun



Escher Ganger with shotgun and autopistol



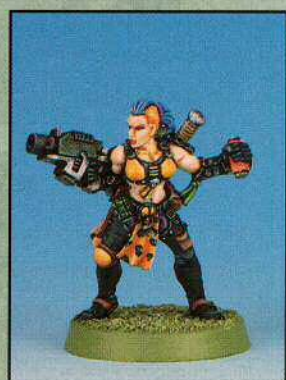
Escher Ganger with plasma pistol and club



Escher Ganger with laspistol and flail



Escher Juve with autopistol and cludgeon



Escher Ganger with bolt pistol and grenade

quickly rally to join a successful Chief. If you're lucky you might also have a Ratskin Shaman, a mysterious spiritual guide who draws psychic strength from the ancient Archeotech sites that can be found in the shadowy depths of the Hive.

The Spyre Hunters are the most fearsome individuals in the Hive. They are the children of the Noble Houses that rule over the Hive, who are sent down to the Underhive as part of their coming of age rite. They fight using ritualised combinations of high tech weapons and equipment in their quest to prove themselves worthy of taking their place amongst the ruling families. There are four modes of combat that are adopted by the Spyrers. The Jakara are the lightest of the Spyrers, valuing speed and agility over strength. The Yeld are winged stalkers who swoop down upon their prey. The cunning Malcadon are able to climb and leap amongst the pipes and struts of the underhive like giant insects, and the Orrus are massive hulks able to crush and batter their prey into a bloody pulp.

A FISTFUL OF CREDITS

People down here'll do anything for money ya know. Oh, ya wouldn't happen to have that thirty creds now would you? I only said twenty did I? Well, I guess twenty'll do just fine then. Like I was sayin', some folks'll do anythin' for money, if you're willin' to pay. Like the Pit Slaves. Most Pit Slaves end up running with the gangs for a fistful of creds. Or the Wyrds. Never trust a Wyrd, that's what I say. They got strange powers, the Wyrds – some of 'em can even read ya mind. But just like everyone else, they'll do anything ya want, if the price is right.

Outlanders introduces two new types of Hired Guns – Pit Slaves and Wyrds. The first are Guilder slaves who, through accident or design, have managed to escape and flee their former masters. Each one is mechanically modified for a given task by his owner, with limbs often being removed and replaced by rock drills, buzz saws, or some other piece of industrial equipment. Of course, these devices also make very handy weapons, and so these escaped slaves are always in high demand by gang leaders with a few creds to spare.

Wyrds are mutant hivers who have developed psychic powers. For each one these powers develop in different ways. Some become attuned to specific beasts and animals that inhabit the hive, others develop uncanny pyrotechnic or telekinetic skills, while some gain the ability to read and control other people's minds. Obviously, with such powers a Wyrd always makes a handy addition to any gang. Of course, wherever you have people messing with the warp you are going to draw the attentions of entities best left undisturbed, and Wyrds are no exception. With every use of their powers they risk being dragged into the warp, or even being completely taken over and possessed by a Daemon!

FOR A FEW CREDITS MORE...

Course, there's some scumsuckers cost more than others. There's a few down here who've managed to carve themselves something of a reputation, and they're the ones who're gonna cost you some serious creds to hire, if they'll hire themselves out to ya at all. Like "Mad" Donna, the psycho-bitch. Just



don't let her hear you callin' her that. Ya know, one time some guy said she was pretty, so she scratched her own eye out so that no one could call her that again. Like I said, psycho! Or there's Karloth Valois, the Zombie Master. Now some people are bad, but Karloth is just plain evil. Believe me, you don't want Karloth to even look at you.

In addition to the new Hired Guns, Outlanders also allows you to employ the services of special characters. These are some of the most powerful individuals in the Underhive, but it takes a lot of creds (or a very worthy cause) to convince them to join your gang for a fight or two. Each character has certain allegiances, reflecting their own personalities and inclinations, governing exactly who they will fight for and against, as well as special abilities that make them very nasty opponents.

THE SLIME IS ALWAYS GREENER...

Watch where ya treadin' there, you never can tell when the floor's just gonna give way beneath ya, droppin' ya down into the Sump. One wrong step and you can find yourself gunked, sludged, and covered in slime. And that's just if you're lucky.

Rules for Treacherous Conditions reflect the hazards and dangers of the Underhive environment. Bubbling slime, toxic fog, and acid rain (that's pure acid!) are just some of the many conditions that Underhivers must cope with. Treacherous Conditions are determined randomly by a roll on the Treacherous Conditions table at the start of each fight,

As the Goliath and Delaque outlaws battle for survival, Papa Steve (back in his Bounty Hunter days) preaches to an Orlock juve about the wisdom of buying a bigger gun.



although players who can't stomach the thought of their gangs ending up face down in an *Old Gunk Tank* can mutually agree to fight in a non-hazardous section of the hive, and choose not to make the roll.

THE STRONG ARM OF THE LAW

'Course where you got outlaws and all them other no gooders ya bound to attract the 'ention of the law eventually. That's the Arbitrator, or the "I'll-be-a-traitor" as he's more often called. We had Arbitrator Thorpe tryin' to storm this place not long ago, but it's a tough lot live down here, and they sent him packin' something proper. It's only a matter of time, though, 'til he comes back again.

The final section of the Outlander rules covers the running of Arbitrator campaigns. The Arbitrator is one of the players from your gaming group who agrees to take on the added responsibilities of organising special Arbitrator scenarios, and generally ensuring that the campaign runs smoothly. A whole range of new possibilities is opened up with the addition of the Arbitrator scenarios, allowing your gangs to fight against exotic aliens such as Genestealers, or Eldar Scouts, or the foul Hive Vermin that are native to the Underhive, such as Ripper Jacks or Milliasaurs. A full Underhive Bestiary provides the rules and characteristics of all these and many other of the unusual, dangerous and down right odd denizens of the Underhive. The Arbitrator is also responsible for generating

random campaign events, and keeping the players informed of what's happening (Gav's article on producing a Necromunda Chronicle in last issue is just the ticket for this).

In addition to the rulebook, the Outlanders boxed set also contains two new card buildings with twelve more plastic bulkheads, a card walkway, four trap markers and five barricades for use in the Arbitrator scenarios, four Tox Bomb counters, and two Watchman badges! You'll probably also have noticed by now that we've put another barricade for you to add into your games in this month's card section, with assembly instructions earlier in the article.

Leavin' so soon? But ya only just arrived. You come back and visit now, ya hear. You come back down to the Badzones. They'll be waitin' for ya. The Outlanders'll be waitin'...



WARHAMMER

40,000

CODEX

Angels of Death



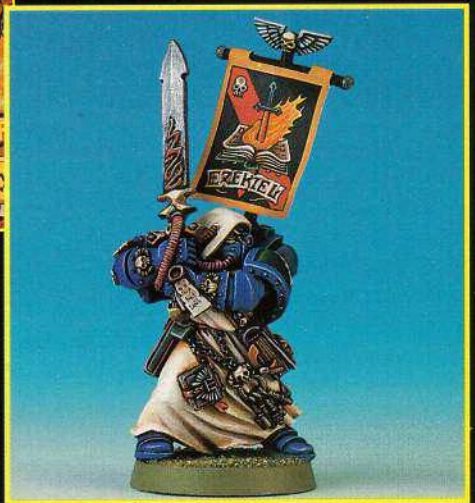
WARHAMMER
40,000
SUPPLEMENT

Blood Angels and Dark Angels Space Marine Chapters Codex

Special troops include the Deathwing and Ravenwing of the Dark Angels, and the Death Company of the Blood Angels. A selection of special characters includes Dark Angels' Commander Azrael, and the Blood Angels' Chief Librarian Mephiston – known as the Lord of Death!

The Dark Angels and the Blood Angels Space Marine Chapters are both dedicated guardians of the Imperium and loyal servants of the Emperor. To mankind they are awe-inspiring figures that bring hope and salvation, to their enemies they are creatures of fear and dread. Yet each of these famous Chapters harbours a sinister, millennia-old secret that sets them apart from the rest of their brother Space Marines and may yet bring them both eternal damnation!

This Codex contains two army lists, which allow you to assemble either a Dark Angels Army or Blood Angels army. Special rules are included for the troops and weapons used by each Chapter.



CODEX ANGELS OF DEATH IS NOT A COMPLETE GAME.
YOU NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.



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GAMES
WORKSHOP

EGRIMM VAN HORSTMANN

DARK SORCERER OF CHAOS





LORD OF CHAOS

Egrimm van Horstmann,
Dark Sorcerer of Chaos 356 points
 +625 points Chaos Dragon
 +10 points Chaos Armour
 +45 points Chaos Rune Blade
 +35 points Skull of Katam
 +50 points Chaos Familiar

Your Chaos army may include Egrimm as a character. You may include him as the army's General if you wish.

When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light, he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt and swore allegiance to the Emperor, none guessed that his loyalty had already been given to another and far more sinister master.

As an Apprentice Chanter of the ritual-bound Order of Light Wizards he served under Master Chanter Alric the Saviour of Apesto, who taught him many of the Order's ancient secrets. But all the time he served the Order of Light, Horstmann prayed to the Gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night pored over ancient manuscripts devoted to the lore of the Chaos Gods. Daemons of Tzeentch whispered to him in his sleeping mind, and Egrimm's powers waxed strong.

For three years the Grand Magister worked his evil in the darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults, one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theogonist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the infamous of all Chaos Dragons ascended into the sky and departed into the Chaos Wastes.

Weapons/Armour: Egrimm van Horstmann wears *Chaos Armour* (4+ save) and carries a *Chaos Rune Blade*.

Rides: Egrimm van Horstmann rides on the back of Baudros, mighty twin-headed Dragon of Chaos. See the Chaos Bestiary in Warhammer armies – Chaos for details of the Chaos Dragon and its special breath attacks.

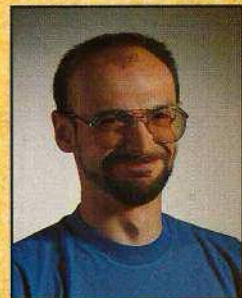
Magic Items: Egrimm van Horstmann is a Sorcerer Lord of Tzeentch and carries four magic items: *Chaos Armour*, *Chaos Rune Blade*, *Chaos Familiar* and the *Skull of Katam*.

Magic: Horstmann is a Sorcerer Lord and has four spells which may be drawn from the Tzeentch and/or Dark Magic decks.

SPECIAL RULES

As a Sorcerer of Tzeentch, Egrimm van Horstmann has his master's usual Mark of the Gods and can dispel any spell cast against him on the D6 roll of a 4+ (see the Chaos Bestiary in Warhammer Armies – Chaos).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Egrimm	4	6	6	5	5	4	9	4	10
Baudros	6	6	0	7	7	7	6	8	8



By Rick Priestley

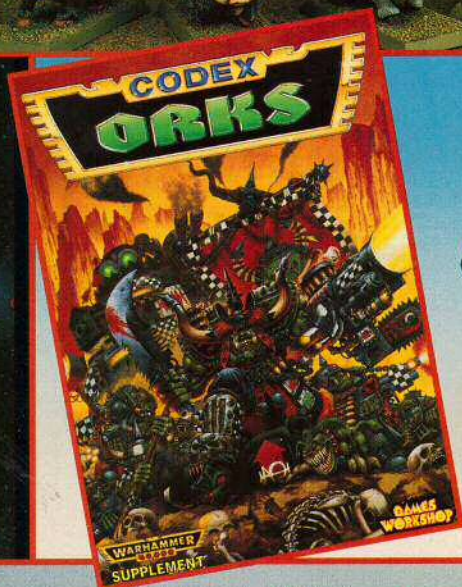
Egrimm van Horstmann, Dark Sorcerer of Chaos, has the highest points value of any Special Character in Warhammer...

And he's worth every single one!

WARHAMMER

40,000

SPACE ORK BOXED SETS



The Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. The Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! Even so, were the Orks ever to unite under one leader, it's unlikely that anyone could survive against them for very long!

WARNING! The Ork Boarboyz, Ork Dreadnought and Ork Stormboyz contain lead which may be harmful if chewed or swallowed. These Citadel Miniatures are not recommended for children under 14 years of age.

These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Ork Dreadnought is a Citadel Miniatures Expert kit which requires a degree of modelling skill to assemble. We do not recommend this kit for young or inexperienced modellers. All miniatures are supplied unpainted.

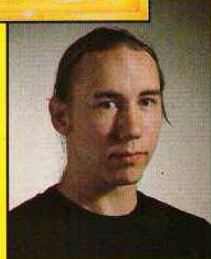
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GAMES WORKSHOP

TYRANID ASSAULT!

By Gavin Thorpe



EPIC HIVE WAR

At the start of this year, the latest supplement for Titan Legions and Space Marine was unleashed. Epic Hive War details the history and rules of the myriad creatures that make up the Tyranid Hive fleet. From Termagants to Hive Tyrants, Genestealers to Dominatrix, the Tyranid army contains a massive variety of troops. To effectively use them requires a sound plan, flawless execution and tactical co-ordination (good luck is a bonus). If you get these elements to all click into place your opponent is going to have an almost impossible task trying to stop you.

TOTAL ANNIHILATION

The Tyranids have a very simple goal in life – destroy and assimilate every single organism in the universe! For this reason their style of warfare is unique, normal tactics are just not part of their way of life. If it moves kill it (if it doesn't, kill it anyway)! In the Epic game system this is represented by the special way Tyranids accumulate victory points.

All armies in Epic gain victory points for destroying enemy troops, but apart from the Tyranids, they can also earn victory points by seizing important battlefield positions called Objectives. Tyranids have no use for a tactically advantageous site, such as a hill or building, so they are not awarded victory points for Objectives.

WIPE OUT

On the other hand, they gain double the normal number of victory points if they can wipe out the enemy to the last man. This all leads to a single-minded plan which you must devise – how to kill as many of the enemy as possible in the shortest time! Devising this plan is one of the most important stages of a battle. It's no good if your troops perform excellently when your army is doing the wrong things.

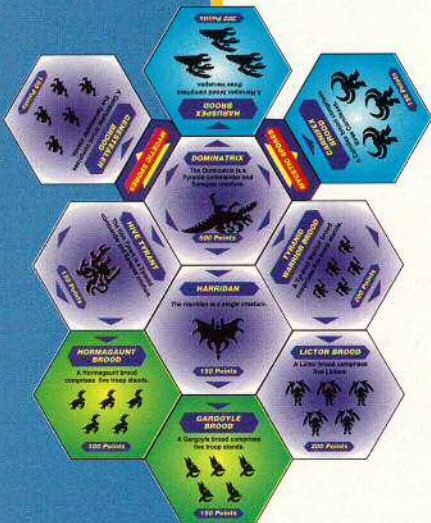
THE SWARM

Coming up with a plan for your army can be fairly simple. There are three basic choices: attack, defend or a mixture of the two. However, with Tyranids your only real option is to attack, and attack en masse! This isn't to say you can't keep some artillery pieces at the back taking pot shots at enemy support vehicles and Titans. How many of your broods are sent out on the attack, and how many can you keep at the back? There is also something else to consider when you are choosing your army – the structure of the swarms themselves. At the simplest level you must decide how many Dominatrix you want in your army. As a general guideline I'd recommend you take as many as you can. Not only does this provide you with a greater deal of flexibility (their influence only extends for a certain range) it also increases the survivability of your broods. This is because a Tyranid brood must be able to trace a direct line through unbroken broods to the Dominatrix. If the chain is severed at any point the brood will revert to its instinctive behaviour. With more Dominatrix in your army you can reduce the number of links between a brood and its commanding Dominatrix.



In this article, Gav explains the easiest way to rampage across the galaxy with your Epic Tyranids.





These two swarm structures are from the Abomination battle report (White Dwarf 184). Each Tyranid brood is very closely linked to its Dominatrix to maximise the control of the Hive Mind.

For example, the broods I used in the *Abomination* battle are shown above. I had decided to field one 'support' swarm and one 'assault' swarm, roughly dividing my army in two between attacking forces and those that would stay towards my side of the battlefield. With the

exceptions of the Hormagaunts, Gargoyles and one Exocrine brood, everything in the army was directly adjacent to a Dominatrix. This meant that if one unit was broken I would only lose that unit, the other broods would still have a solid link to their Dominatrix and be in contact with the Hive Mind.

INSTINCTIVE BEHAVIOUR

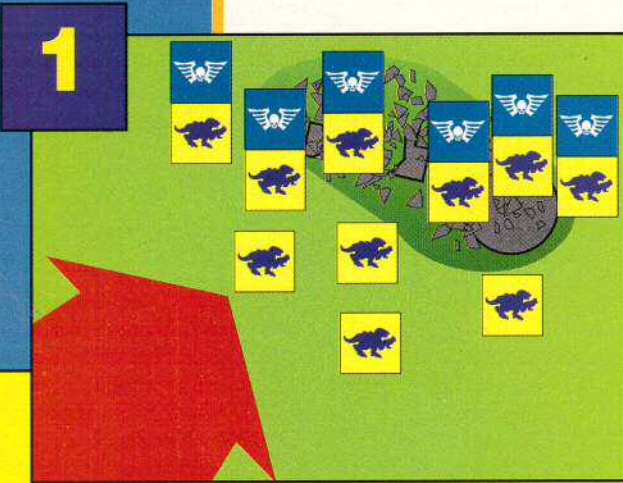
Another aspect of Tyranid warfare is the influence of *instinctive* behaviour. Many creatures revert to their natural reactions when not directly impelled by the Hive Mind to a specific task. Usually this is quite appropriate, such as Exocrines firing at the nearest target, but sometimes it can be a real thorn in your side. It is important that you use the few Order counters you have as wisely as possible. Try to assign a priority to the tasks at hand and work down them. For example, if you have a brood of Hormagaunts who just *have* to be given charge orders to deny the enemy an Objective, they should be pretty high on your list.

On the other hand, Carnifexes dropped down in Mycetic Spores which are *Rampaging* through the enemy should be left to their own devices. – after all, they're doing what they do best! A cunning opponent will place expendable troops near to your Exocrines and Dactylis broods, forcing them to fire at them when they *Nest*. In this situation you may want to override their instincts. Another example is troops drawing away your *Rampaging* Carnifexes and Malefactors, by being closer than a more valuable target. Use another brood from your army to destroy or engage these decoy units, which will leave the big beasts free to attack the really important targets.

Instincts also have a surprising benefit, and it concerns creatures which *Hunt*, more specifically Termagants. A hunting creature will move into close combat with the enemy, or shoot if it is out of movement range. With a brood of Termagants, this means the troops closest to the enemy can kill them in close combat (hopefully) while your troops out of combat can fire at any survivors. See the diagrams to the left.

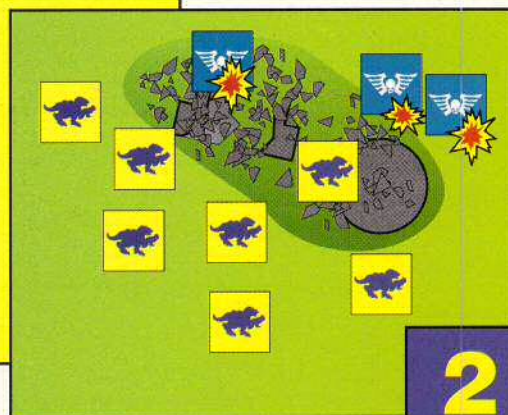
LIGHTNING ASSAULT

To achieve victory you must kill or scare away as many foes as you can. However, you must also make sure you don't lose! This may sound a bit obvious but let me explain. Just because



HUNT THEM DOWN!

1. The Termagants are left to Hunt and duly move towards the Imperial Guard Tactical stands.
2. In the ensuing close combat, three of the Imperial stands manage to overpower the Termagants they faced, but the members of the brood who didn't fight can now fire at the enemy with their Fleshborers!



2

Right: Gargoyles and Harridans make highly effective strike forces, able to launch lightning-fast attacks on concentrations of enemy troops (even right at the back of the enemy lines!).

you don't get victory points for Objectives, it doesn't stop your opponent doing so. In my first few battles with the Tyranids I gave away lots of victory points by not denying Objectives to the enemy. As with any other army, the best way to stop this happening is to snatch the Objectives straight away and then cling onto them until you've won.

As some of your most devastating troops are close combat specialists (Harruspex, Carnifexes and Genestealers

mainly) it is important to get them mincing up the enemy as soon as is inhumanly possible. Every turn your shock troops spend out of close combat is a turn wasted! Whatever you do, make sure that these creatures are moving as fast as they can in the straightest possible line towards the enemy.

With this said, try to take advantage of whatever cover you can. When you occupy a wood or building with your infantry there's no point standing on the edges, it doesn't matter that you can't see anybody – the important point is that the enemy can't draw a line of sight to you! Move from cover to cover in hops until you get within charge range, then go for it!

REACHING THE TARGET

When launching your assault it is absolutely vital that you cover the ground as quickly as possible. If you get distracted by a decoy unit set up on your flanks (or your *Rampaging* creatures are forced to charge them) you are only giving your opponent more time. I've found that one of the quickest ways to get your Genestealers and Hormagaunts ripping up the enemy is to use two or three broods of Malefactors. Malefactors are much tougher than your infantry and have the *Rampage* instinct. This means that even if you can't give the brood orders they'll still head towards the enemy. Malefactors also have potent close range bio-weapons, allowing them to support your attack once they have dropped off your close combat units.

FLYING BEASTS

If you want to get somewhere really quick, go by air! The Tyranid air force consists of two types of



creature, Gargoyles and Harridans. On their own these beasts are very useful, but they really come into their own when used together to form a rapid attack force. Harridans have the very useful benefit of being able to make a move after both armies have deployed. You can use this in two ways. The first way is to change your own set up, by redirecting your Harridan and Gargoyles to an area of the battlefield where you might be overcome. This ability to bolster the weakest parts of your army makes the Tyranids very hard for your opponent to defeat with an unorthodox deployment.

The second tactic is using this additional speed to get onto the enemy's side of the battlefield. This is most often used to capture Objectives before the enemy can get anywhere near them, forcing him to fight hard right from the outset. Although a brood of Gargoyles doesn't seem to be a really tough defence force, it can buy you the time needed to move more troops into position.

The Harridan can also protect the Objective by either weakening enemy units before they reach the Gargoyles, or by making an attack run on the rear of the opposing army, causing your opponent to divert his firepower away from the brood.

A Harridan's three wounds make it hard to kill unless your enemy is devoting a lot of his attention

Tyranid assaults are characterised by the waves of creatures that pour across the battlefield. With each successive attack the waves of beasts weaken the enemy until they cannot resist the final, terrible onslaught.

Inquisitor Carrax, A Treatise on the Kraken.





The wide array of Tyranid creatures gives them a great amount of flexibility. When each one uses its strengths to support the rest of the swarm, they are almost unstoppable.

towards it. One word of warning, the anti-aircraft weapons introduced in Titan Legions are very effective and, in particular, Ork Doomdiver Magna-Cannons are lethal to Harridans. This is because Magna-cannons kill a flyer on a successful hit regardless of save, wounds or any other factors. Watch out for those kunnin' Ork Warlords with a whole battery of these strange machines.

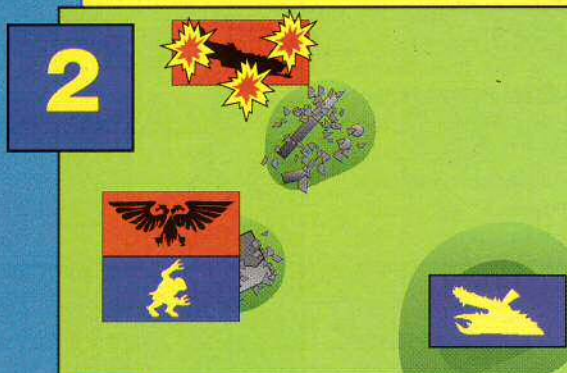
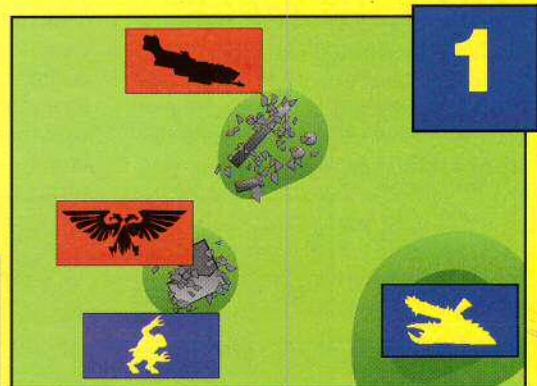
MYCETIC SPORES

Even with Harridans, Gargoyles and Malefactors, by far the quickest way to get your troops into the thick of the fighting is with Mycetic Spores. Even if you fill them with cheap Termagants, the look on your opponent's face as a wave of airborne troops come plunging down is worth the points! In fact, cheap troops coming down in Mycetic

COVERING FIRE

While your horde is advancing it is important to ensure their safe progress with effective fire support. This basically means that you have to decide what are the biggest threats to your broods and eliminate them. A popular tactic you will be up against is the use of troops on advance orders to cover those in front in case they are killed in close combat. This works in the same way as the *Hunt* tactic described earlier, but it requires two units rather than one unit covering itself. To overcome this use your Exocrines, Dactylis and other support creatures to attack the covering troops in the first fire phase. The diagrams below show how this works in practice. Remember, troops on first fire orders can hold their shooting until the advance fire segment, so watch out for enemy support units who you think will try to use this ploy.

1. The Genestealers charge into a unit of Space Marines, and are almost certain of wiping them out. However, the Marauder fighter-bomber detachment behind the Space Marines is on advance orders and will be able to shoot the unengaged Genestealers later in the turn.



2. To counter this the Tyranid player uses his support creatures to destroy the Marauders before the combat begins. When the Genestealers annihilate their opponents there's no chance of instant retaliation.

BIO-TITANS

Tyranid bio-Titans are awesome. These building-sized creatures can be armed with a variety of deadly weaponry, and can be used to fulfil a number of roles. A Hierophant or Hierodule armed with a razor claw can cause serious problems to enemy Titans, and its ability to launch frag spines comes in handy for destroying enemy infantry who get too close. Bio-cannon are also specialised Titan-killing weapons, and when you can use Hive Mind cards to turn one hit into D6 hits, or allow the bio-Titan to move and fire like a command unit, they can be totally lethal. Cluster spines combined with a pyro-acid spray turns your bio-Titan into a creature designed for fire sweeps, weeding out massed infantry formations that are taking refuge in cover. Bio-Titan tactics are covered in more detail by my *Irresistible Onslaught* article in White Dwarf 190



Spores can be a real distraction for your opponent. When he wastes his battery of Hydras or Thunderfires blasting away, your Harridans filled with Gargoyles swoop down the battlefield completely unmolested.

Mycetic Spore wave attacks can be deadly. By sending in a mass of cheap troops at the start of the battle, you can start taking out the enemy artillery and other weapons which pose a threat to your Mycetic Spores. On subsequent turns you can send in the heavy brigade to finish off the survivors, or even land in another part of the battlefield. If the first wave of dropping creatures is a decoy you can usually force your opponent to redirect his troops away from the real target, leaving it wide open for later waves of attackers. It is this unpredictability which you must use at every stage of the battle. Always try to keep the contents of your army secret, leaving your opponent wondering if there is a second wave of Carnifexes on the way. It is the same with other transport vehicles. You can use two Harridans, for example, but only one has Gargoyles inside. Your opponent has a fifty-fifty chance of wasting his fire in shooting down the wrong one.

Furthermore, the Hive Tyrant and Dominatrix have a number of their own special abilities which further enhances their chances of surviving a determined assassination attempt.

PROTECTING YOUR COMMANDERS

Both Dominatrix and Hive Tyrants are command units, and so can only be targeted if they are the closest target of that size class. With other command units, such as Ork Nobz, a screen of troops presents no problems because the commanders are infantry. However, Dominatrix and Hive Tyrants are massive beasts and count as super heavy, meaning a super heavy vehicle must be closer to the firer than they are. Looking through the Tyranid data sheet you will see two suitable candidates for bodyguards – Carnifexes and Trygons (Harridans are far too mobile to be wasted on flying around in one place). If you can position some of these creatures in front of your commander your opponent will be forced to fire at them. Not only this, these bodyguards are pretty tough themselves, and will absorb lots of damage before they finally stay down.



SYNAPSE CREATURES

The Tyranid army revolves around its Dominatrix and Hive Tyrants. Without these massive creatures it fails to function at all. Admittedly, your troops will keep on fighting, but with no Hive Mind cards you can say goodbye to your plan, you'll just be there to roll the dice! For this reason your Dominatrix, and to a certain extent Hive Tyrants, should be well protected from the vengeful attentions of the enemy.

This can cause problems however, because Hive Tyrants and Dominatrix are awesome fighting machines in their own right, and no sane person would want them skulking around, hiding at the back! This dichotomy can be resolved easily. Hive Tyrants and Dominatrix are very capable of looking after themselves in most situations. Their multiple wounds and ability to regenerate damage means that however much they are shot up, there's always a chance, however slim, that they'll stand up again and keep on going!



Tyranid swarms rely on their Dominatrix and Hive Tyrants to function. As well as being potent psykers and fighters themselves, these creatures are able to coordinate the attacks of the Tyranid broods.

HIVE MIND CARDS

Another aspect of Tyranid armies to mention are the Hive Mind cards. The "Orders" cards were covered at the start of this article, so I'll just give you some pointers about a few of the most useful cards.

Psychic Barrage can be useful for eliminating the last few models of a company which are skulking around in a building or other cover. Alternatively, a lucky *Psychic Barrage* directed at the enemy artillery can disrupt his long range firepower. One lost vehicle from a detachment that fires barrages dramatically reduces their chances of inflicting a serious hit.

Bio-Assassins are best used against Imperial Guard commanders or Inquisitors. The loss of a commander will cripple an Imperial Guard company, leaving it open to attack from your Genestealers, Termagants and Hormagaunts. An Inquisitor effectively cancels out the terror tactics described elsewhere, because he allows all troops within range to pass morale checks automatically. Removal of such an obstacle is paramount if you think your terrorising Hive Tyrants and Carnifexes are going to get a chance to charge in.

Overdrive allows a brood or creature to move at triple speed when it charges, instead of double. Imagine your opponent's complete horror when your Hierophant bio-Titan, armed with ripper tentacles and razor claw, charges 75cm across the battlefield towards his biggest Titan! Alternatively, this card

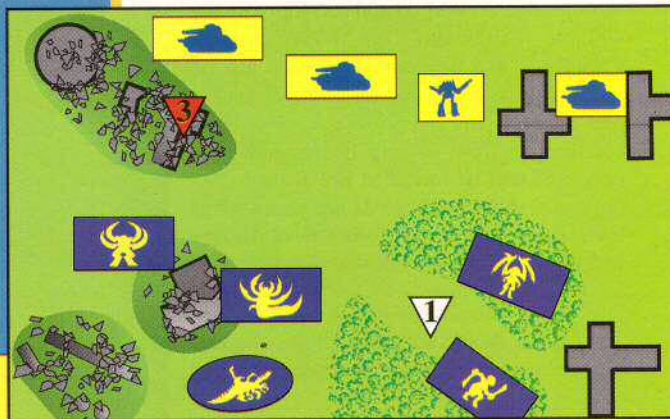


enables Genestealers or Carnifexes to roar across and contest (violently contest...) an Objective.

Overrun Assault is an excellent card for Carnifexes storming a well-protected position. This is because the models being charged cannot first fire at their attackers (they can only *snap fire* if they have the ability).

The best use of the Hive Mind cards is putting together various combinations. With just the last two cards mentioned above, played on the same brood, you could have Carnifexes charging at triple their normal movement rate, tearing through defenders who can't fire at them!

Infantry trying to charge them in close combat will either be mown down by a hail of spore cyst fire or end up failing their morale check and falling back. A timely use of the *Warp Field*



SUPER HEAVY BODYGUARDS

You can use Hive Tyrants, Carnifexes and Trygons as bodyguards for your Dominatrix. By being closer to the enemy, they force your opponent to fire at them (because the Dominatrix is a command unit) Not only that, these creatures are incredibly destructive by themselves, and can often destroy any threat to your commander.

In this example, a brood of Carnifexes and a Hive Tyrant are moving ahead of the Dominatrix to clear out the Space Marine Devastators on the hill. While the Tyranids advance, the Space Marines will have to fire at the Carnifexes, and then the Hive Tyrant!

psychic ability has saved my Dominatrix on many occasions, so don't feel you have to use *Energy Pulse* every turn because it's so destructive. Your *Energy Pulses* will be no use whatsoever once the Dominatrix is on the floor after being split in half by a Plasma Annihilator!

One of the biggest threats to a Dominatrix (or other creature with multiple wounds) are Eldar Titans. Phantom and Warlock Titans can both carry Pulsars, a rapid-firing laser weapon which can strip off several wounds with a single shot. Revenant Scout class Titans also carry pulse lasers, a smaller version of the previously mentioned weapon. Combined with the almost total freedom of movement a Revenant has, the twin pulse lasers can be a sure way of killing a Dominatrix or bio-Titan. This is probably a good place to mention a slight error in the Dominatrix profile. In the text for the Dominatrix it states the Tyranid queen has a saving throw of 1 or more. This is correct. The profile which states a 2+ saving throw should be amended to read 1+. This is still modified by shots from the side and rear though, which is why Revenants are such a pain!

Hive Tyrants move as infantry models, meaning they can hide in woods and buildings if the going gets really tough. They are also psychic, and *The Horror* power can send nearby foes running for cover. The greatest threat to a Hive Tyrant is to be overwhelmed in close combat by a horde of troops, whose secondary attacker bonus gets so

incredibly huge you end up having to regenerate ten or more wounds! This is partly offset by the morale effects of fighting a Hive Tyrant (pass a morale test or go on fall back orders) but will be really rammed home with the use of *The Horror*. Hopefully there will be too few troops left to pose a risk, and any left in combat may well be at -2 to their CAF because of their fall back orders. Which leads us to...

EXTERMINATION

Depending on the size of your battle, it is possible to win simply by breaking enemy units. As your battles get larger (4,000 points or more) it becomes essential that you not only break enemy formations, but wipe them out totally. This will earn you double the normal number of victory points and will clock up your total at an amazing rate.

Prime targets for this type of behaviour are Titans and other single models which represent a large number of victory points in one place. The best possible example of this is an Emperor Emperor class Titan. Normally this massive war machine is worth 23 VPs (not an inconsiderable amount), but to Tyranids this monolithic engine of destruction is worth a battle-winning 46 victory points!

Where you'll find problems is the ominous task of trying to destroy a whole company of troops. Ork Clans and Imperial Guard regiments contain an enormous number of troops, and killing each one off is out of the question, unless you want to sacrifice your attacks on the rest of the army. The answer to this dilemma is morale checks. Troops with massive companies generally have a low

The Tyranids are most horrifying for their thoroughness. They do not defeat you – they devour you and strip you of everything. Even your soul is just fodder to these beasts...

Inquisitor Carrax, A Treatise on the Kraken.



morale factor (4+ for Orks and Imperial Guard, for example). To exploit this problem you have bio-Titans Carnifexes, Dominatrix and Hive Tyrants which all cause morale checks for their close combat opponents.

This will force many of the enemy onto fall back orders, and if the unit is already broken they will have to take *another* morale check for being in close combat whilst broken. If they fail this second morale check the entire detachment is wiped out! Add to this *The Horror* psychic power of your Hive Tyrants and you can destroy great swathes of the enemy in one fell swoop!

So what are you waiting for? You've got a galaxy to devour!

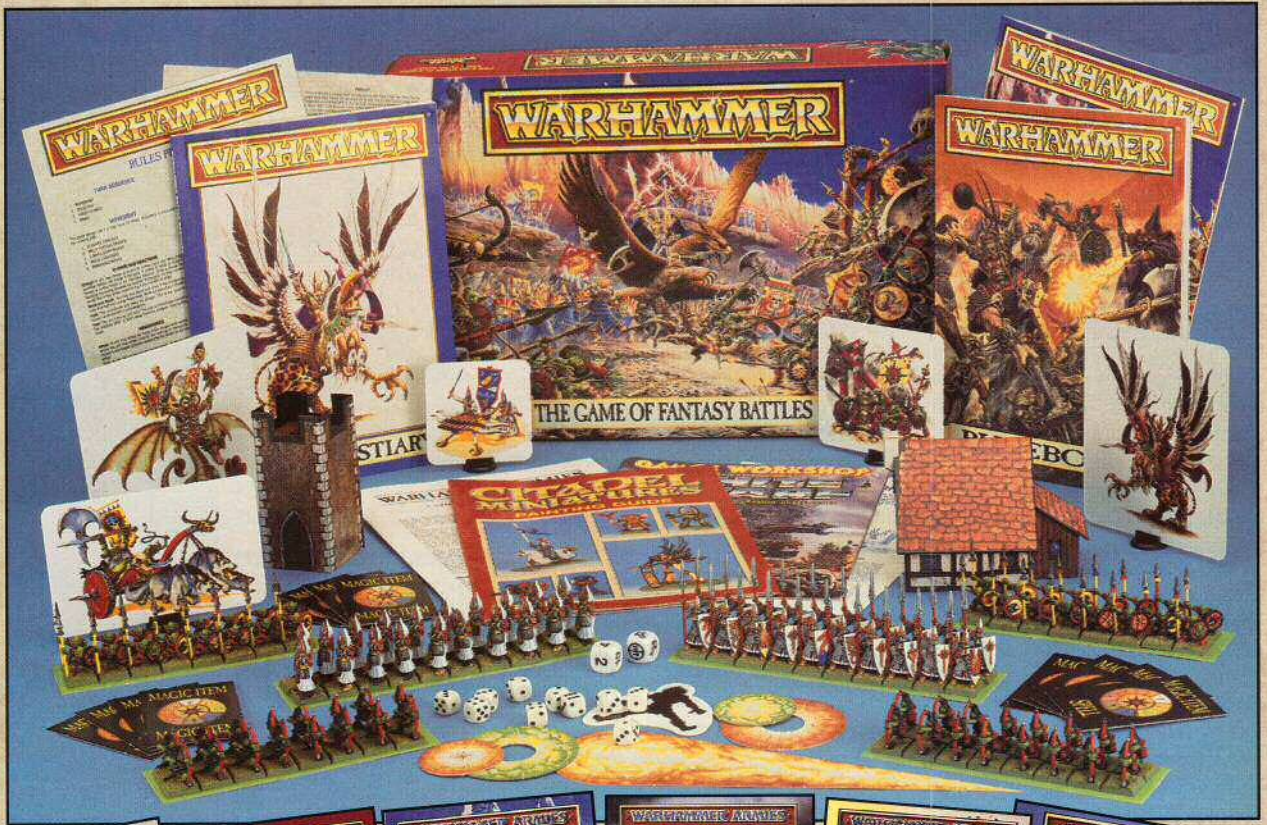
A Dominatrix and Hive Tyrants use terror tactics to destroy a massive Ork Horde through fear alone.



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GAMES®
WORKSHOP

MODELLING WORKSHOP

CAN'T SEE THE WOOD FOR THE TREES?

Last month, I showed you the different ways that you can make a games table and some hills to go on it. After hills, the next most common pieces of terrain are trees and woods. In game terms, trees block or slow movement and provide cover for your army. Also, trees are a common feature in nature. You won't find hedges and rivers everywhere, but you can bet they'll be a tree or two around (unless you're in the depths of a city, but that's another article...).

Woods can be tricky to model for a number of reasons depending on how realistic you want them to look. One of the main dilemmas is how "playable" you want your woods. This basically means do you want to be able to put your models in the trees, and how much room are you going to make for them? The Studio woods sections that you see in White Dwarf look really nice, have undergrowth and ancient ruins on the bases and all that sort of thing. But when it comes to putting a Warhammer regiment inside them it's a bit of a nightmare! Warhammer 40,000 and Epic terrain isn't so bad, because the models don't have to rank up neatly.

However, if you don't leave room for models, nobody is going to be able to hide inside the woods so they'll just be getting in the way. The more space you leave between each tree, and the simpler the bases they're set on, the easier it is to move models through your woods.

Lastly, I've found that it's better to make several small clumps of trees rather than one huge forest. This gives you much more flexibility

when laying out your battlefield – if you want a large swathe of trees you can combine sections together, but you can't make a single, large tract of woods smaller!

BUY 'EM

By far the most straightforward way to start a wood is to buy manufactured ones. They come in a variety of shapes and sizes, from tall alpine firs to young oaks. Cut out a fairly oval shape out of polystyrene or card and push your trees into this base. You can then paint or flock the base as you wish. If you have card or thin ceiling tiles at hand, glue several together using copydex, so that the base is thick enough to hold your trees upright. You can put as much or as little detail onto your base as you wish. You may want to bevel the edge slightly, add little sprigs of undergrowth, or simply paint the base the same colour as your tabletop (see later), it's up to you.



By Owen Branham

Woods form an important and impressive part of a battlefield, and in this article Owen shows us the variety of techniques you can use to make your own version of Sherwood Forest!

EASY TREES

If you don't want the trees from the shop this type of tree is simple and quick to make, but is extremely effective, especially when used en masse. They take very little time to put together, and in the past I've covered whole tabletops with them (just what the Wood Elves want...). To make your trees you'll need:

Dowelling or twigs,
some sponge packing foam
(go on, tear up that old teddy bear!),
a can of green paint,
modeller's flock,
card or polystyrene for the base,
modelling knife,
some PVA glue,
and a pair of scissors.

The first task at hand is fixing your trunk (a length of dowelling about 4" long or a short, thick twig) to the base. Next, use the scissors to cut up your foam into "blobs" (trying to use a knife on the stuff is really difficult!). Depending on what shape of tree you want, this can be conical, round or whatever (see the panel to the left). Glue your blob (or blobs) of foam to your trunk, so that you have your basic tree shape. I find it's best to make several of these in one go, so that by the time the first is dry you've cut out ten or twelve. Use PVA glue to assemble them and make sure that it's totally dry before going on to the next step.

Open your can of paint and make sure it's well mixed. Get your flock ready in a box (I find an old ice cream or large margarine tub is useful, because

EASY TREE

These are the three main stages to making an easy tree. First, glue some foam to a twig or some dowelling. Second, dip the foam into some paint and then roll it in some flock. Finally, paint the trunk and base.

1



2



3



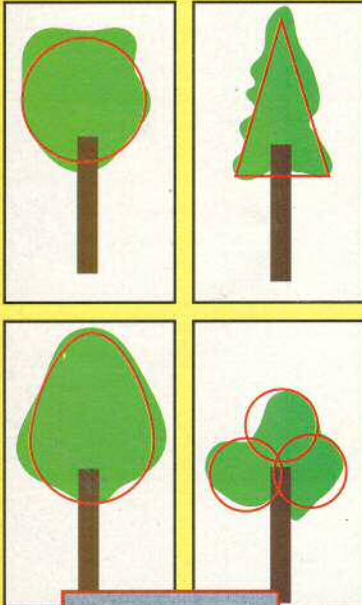
For this example I've gone for a fairly simple egg-shaped tree.

the lid seals and prevents spills during storage). Now, dip the foam treetop into the paint, making sure it's all covered, then quickly dip the tree into the flock, so that it's covered all over. Now leave your tree to dry (which can take a fairly long time). When that's done, you can paint the base and the trunk and you're finished.

If you feel a bit fussy, you can use some all-purpose filler to evenly "blend" the trunk into the base, and can roughly sculpt in some roots if you want. Although I've said use green paint, there actually isn't any reason why you couldn't experiment with different coloured paint and flock, especially if you're creating Warhammer 40,000 terrain. Remember, even "normal" trees go red and yellow in the autumn, so who knows what they do on a Deathworld!

TREE SHAPES

Trees come in all shapes and sizes, from a basic sphere to cones, egg-shapes or combinations of these.



THE STILLMANIC METHOD

By Nigel Stillman

One man and his tree

I have been spending a lot of time gradually making a collection of scenery. I soon discovered that I had

a great need of trees. A lot of trees. I needed trees to add to bigger features such as crags, trees to add to hedges, clumps of trees to make forests and plenty of individual trees to put here and there on the battlefield.

I used a few ready made model trees which I bought, but I soon found that I need even more trees. Model trees are very good, and technically well made, but they tend to be made to

a standard shape: either conifers of the spruce variety (Christmas trees) or deciduous trees which look like various sizes of chestnut tree. Real woods and countryside includes lots of different sizes, shapes and species of tree and I wanted to create the same effect in my model landscapes. I also wanted to make coniferous trees which were not fir trees, such as yews and scots pines. So I started making trees myself, experimenting with different methods.

Tree Trunks

The starting point for making a tree is to find something that will make a suitable tree trunk. I have discovered two methods for making tree trunks which work well enough for me. The first, and easiest, is just to pick up twigs which look suitably gnarled enough to resemble miniature tree trunks. Often bits of root are exactly right and are also tougher and less brittle than ordinary twigs. The big problem with twigs



WIRE TREES

These types of trees require a lot more time, but are relatively straightforward to churn out once you've got a grip on the basic method. Though you won't be able to set up a mass production line like you can with easy trees, you can still make a fair few in a day. Here are the ingredients and tools you'll need:

- Wire, no more than 1mm thick,
- paint,
- modeller's flock,
- card or polystyrene for the base,
- all-purpose filler,
- lichen (a variety of colours from hobby shops),
- a pair of pliers (or strong, thin fingers!),
- PVA glue,
- modelling knife,
- superglue.

First of all, decided roughly how tall you want your trees to be. Now take four lengths of wire about four times the height of the tree you are going to make. Now gather the wire into a bunch and fold it in half, giving you eight strands. You then twist the strands around each other (this is where the pliers are handy), but only until you're halfway up (working upwards from the folded over end). Don't worry if they aren't particularly even, since this will give you different length branches and will actually make the tree look better. You can then add leaves to the branches, in a number of different ways such as using bits of foam stuck along the branches or large leaf shapes cut from paper.

Another alternative is to twist the middle half of the trunk, so that you're left with the branches at the top and some roots at the bottom. The roots can be splayed out to glue to a base, making your tree very secure.

TROPICAL TREES

To make a tropical tree similar to a palm tree, take several lengths of wire about 6 inches long and

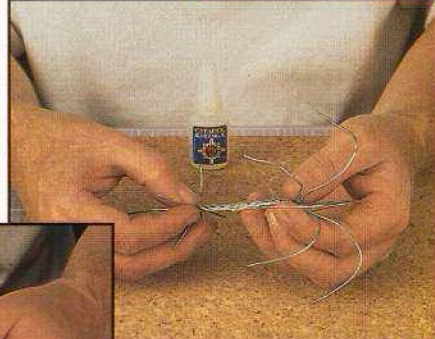
is that they snap, so short, knobbly ones are best. Twigs will need little or no painting, perhaps just a quick drybrushing to bring out the texture.

The other method is to use wire. This has to be copper or steel wire of the sort bought on a roll in hardware stores, so that you can bend and twist it into shape. Cut short lengths and twist them together to make a thick trunk. Splay out short lengths at one end to be the roots and longer ends at the other to be branches. Some of the wires for branches can be twisted together to make thick boughs. Arrange the branches into a realistic tree shape. The wire can be left as it is and painted to make a crude tree (which won't be noticed if surrounded by others) or covered in some sort of texture or tape. Masking tape or bandage dipped in glue or plaster will do well, or you can use plaster,

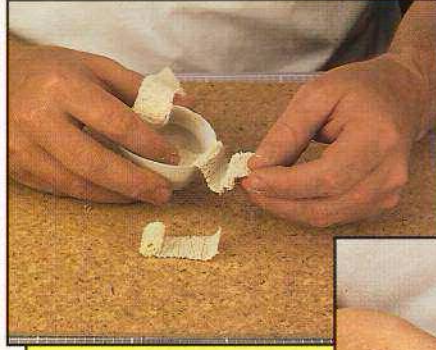
twist them together. Leave about 1 inch of wire untwisted at one end to become the roots and about 2 inches untwisted at the other end to become the ribs of the broad leaves.

Spread out the "root" wires so that the tree can be stood upright resting on the outspread wires. Glue the root wires and stick the tree onto a small round base of stiff card. When the tree is securely stuck on its base, spread out the "branch" wires and bend them so that the leaves will appear to curve over in a realistic manner.

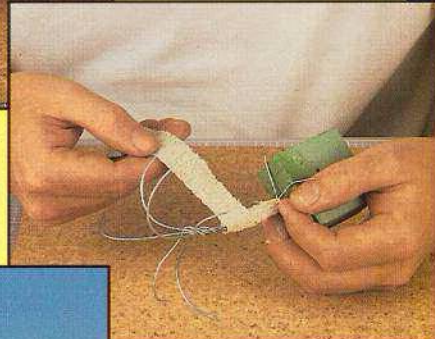
Now cut out as many narrow ovals of paper about 2 inches long as there are branch wires. These will be the leaves. You can cut slits into the edges of these for extra effect, or just leave them plain. Stick one leaf onto each wire so that the wire runs along the middle of the leaf like a central rib. The paper leaf will follow the curve of the wire and can be bent so that it droops realistically as if it was a big, heavy leaf.



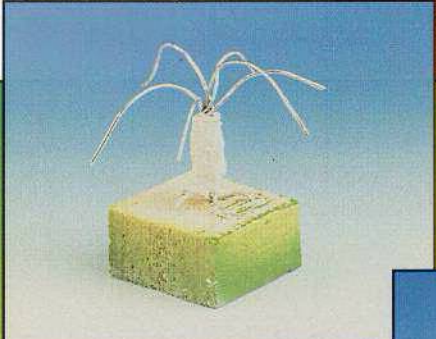
Above: Twist the wire to make trunk, branches and some roots.



Above: Dip strips of bandage in watered down PVA, runny plaster or all-purpose filler.



Above: Before it dries, wrap this soggy bandage around the trunk. This will give you a rough texture to represent the bark.



Above and right: After leaving your tree to dry, you can then use the roots to mount it on a base,

For this sort of palm-type tree, use paper to make the large leaves, fixing them along the length of the wire branches.



TREE BASES

Not only do you have to consider your actual trees, you will have to decide how detailed you want the tree's base to be. This could be as simple as a piece of card painted the right colour, or as involved as a whole scene of vegetation, fungi and small creatures rustling around! Of course, if you are going to spend a lot of time on your trees you might as well put some effort into the base as well, even if this only involves flocking a piece of polystyrene or hardboard.

Additional detail can be added by making smaller bushes (using the same technique you used on the trees), sticking down lichen as undergrowth (you can buy this from most model stores) and adding pieces of debris like a half-buried skull, a section of fence or the like. As I said at the start, the more detail you add to your tree sections, the more they become an ornament and less of a playing piece. If you want your table to look totally realistic then it's worth the additional effort as there's nothing that stands out more than a piece of terrain made quickly when it's surrounded by scenery that you've laboured over for hours. Just remember to leave somewhere for the models to stand!

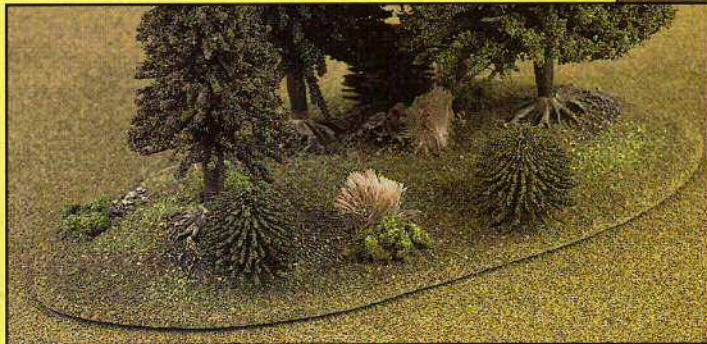
Here are some different examples of woods pieces:



Above: This wood leaves plenty of open space for models, and also room for additional features such as the rocks.



Above: The simplest type of cardboard base, which you can paint to match the colour of your tabletop.



Above: By adding small bushes, vines and other details you can turn your woods into the dark, noisome place you might imagine it to be...



Above: You can go completely overboard and add lots of additional detail to your bases, like ancient ruins, discarded equipment and so on. The only problem with this is where do you fit your models?

milliput or plastic wood filler applied with a spatula as I do. When this is dry it can be quickly painted and drybrushed to give a very gnarled effect. At this point you could even try to indicate the species of the tree such as painting a slender trunk to look like a silver birch with black and white blotches, or painting yews and redwoods with reddish-brown bark and ash trees with greyish brown bark.

With a wire trunk, you can take the opportunity to make really interesting tree shapes, such as trees bending over because of years of gale force winds! Each model tree can be given a unique character which, when combined with other trees, makes the whole terrain piece look more haphazard and less artificial – natural.





Using the principles discussed in this article you can make all manner of plants, just by varying the sizes and shapes you use. In this shot you can see different grasses (made from broom bristles), shrubs and bushes. The roots of these trees lift the trunk off the ground, as if the earth had been washed from under them as you sometimes find in swampy mangroves of the rainforests. If you want very realistic woods, do some research by looking at books, gardening magazines and wildlife programmes. You'll be amazed at how many extraordinary plants there are, so there's no limit to what you can do!

When the leaves are secure, it's time to texture the trunk. You could just paint the tree at this stage giving it a twisted affect to its trunk, or you can wind wire, tape, string or cloth bandages soaked in plaster around the trunk to create a rough texture. You can apply modelling clay to the root wires on the base and shape it into realistic gnarled roots, or just cover them up to look like firm ground around the trunk. At the top of the trunk it's a good idea to use flock to tidy up where the leaves emerge.

The tree is now ready to paint. Finish off the base by painting it green (and perhaps adding flock). The trunk can be painted and drybrushed in either brown or green. The leaves will look good if

painted a deep lush green and drybrushed with a lighter and more vivid shade. For added effect you might even like to make variegated patterns with different shades of green (or you could be even more extravagant and add tiger stripes, blotches or other exotic patterning).

Several trees of different heights stuck onto a single base, perhaps with grass and boulders added, will make a good jungle terrain piece.

The Base

It is a good idea to stick the trunk onto a firm base before dealing with the foliage. This means that you can stand it up while it dries and while you work on it. I stick the wire trunk onto a base before I texture the bark. I just use an irregular disc shape cut out of card for the base. It just needs to be large enough so that the tree does not fall over all the time. I texture the base with the same stuff I put on the trunk and add flock and also stones to help weigh the tree down. This means I can often place my trees on gentle slopes, and I don't keep knocking them over when fighting my battles around them.

Foliage (or leaves if you like...)

The most difficult bit of the tree is to find a way of giving volume and shape to the foliage. I wanted to make trees which spread out with broad canopies of leaves like massive old oaks. To get this effect I use sponges, loofas, moss or

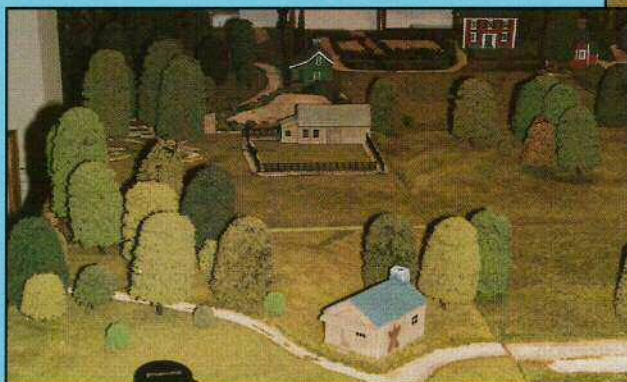
green scouring pads. These things can all be found in hardware stores and domestic supply shops (apart from moss which you can find anywhere).

The sponge, loofa or scourer has to be chopped up into chunks. These benefit from being clipped into rounded shapes. If the chunks are quite big you can push them onto the wire or twig branches and fix them with glue. If you make lots of very small chunks, or want to use the offcuts from the big chunks, mix these up with PVA wood glue and apply them to the branches. This takes a bit of skill because the sloppy mess will try to slip off and it dries into a hard mass. You can do exactly the same with certain kinds of moss: smother the branches with PVA and squeeze the moss onto it firmly. At this stage the tree must be left to dry so that everything will be firm for the final stages.

If you have used moss, or green scouring pads, you will not need to paint the foliage at all, or perhaps no more than a bit

MODULAR TERRAIN

Here is some more of Aly Morrison and Dave Andrews' modular terrain. Each section has been cunningly dotted with holes lined with tubing, so you can plug in as many or as few trees as you want (right). This allows you a great deal of variety from game to game, enabling you to create a sweeping forest for one particular battle, then have sparse copses of trees dotted all over the place in another.



Left: In a recent game, we were fighting in the depths of a forest, which was quick and simple to put together with this type of terrain. Another advantage is the lack of individual bases for each tree, allowing you to place woods near to buildings, roads and other terrain without interference.

Still can't see the wood for the trees? I hope this foray into scenic flora has given you some ideas, all you need now is to start getting messy and get some practice. Don't stop sending in your letters, and I'll see you all next month!



Just by scaling down your materials and models, you can make realistic Epic terrain which looks really good. It's actually easier to do than the bigger models because you just *can't* add all the detail. To save yourself work, your Epic trees can double as clumps of low bushes and plants in your other games.



of drybrushing with a lighter green. Otherwise, paint the foliage a base colour of black or dark green. This will make the canopy look deep and dark. When this is dry, you can drybrush with lighter shades of green, or even yellow or autumn browns to give the tree its final unique character. When you have lots of trees with various shades of green, they always look amazingly like a real wood when arranged together. This is a great opportunity to experiment with as many shades of green or other woodland colours as you feel like. Do not just use the same shade of green for all the trees!

Leaf Texture

Before painting the base colour, I sometimes add some sort of texture to resemble leaves. There are several things you can use such as cork granules (from model shops), flock or sawdust. The way to apply this is to paint PVA over the canopy and dip it into a saucer full of the sawdust or flock

and then leave it to dry. You may need to do this twice to get good coverage. There is always some that falls off, but a good thick coat of base colour tends to fix it, or paint over it with diluted PVA or spray varnish.

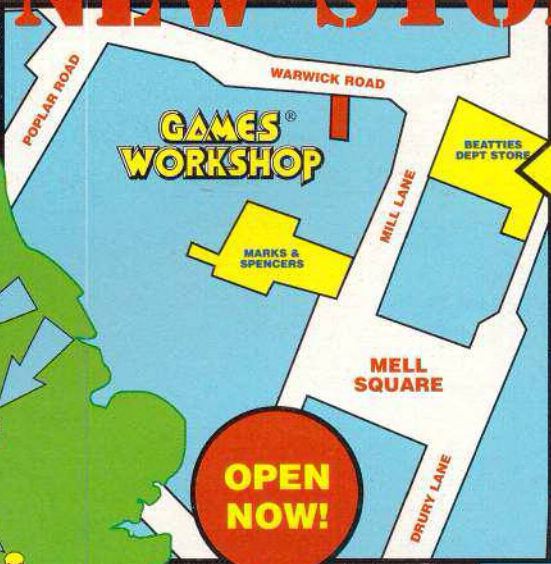
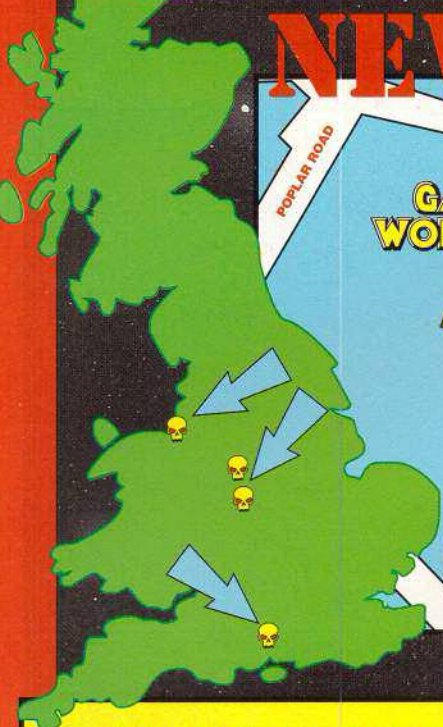
Whether or not you texture the tree in this way, you can add a further layer of green flock on top by the same method. Sometimes I just keep going, adding flock and dry-brushing until the tree looks right, or I get fed up and start another one. Sometimes I leave a tree after the first few stages because "It will do". Either way, I have just created a different type of tree. When they are all mixed together in a wood, the effect of a lot of them together does the trick and looks like a real wood. Nor do I leave it at that. Months, maybe years later, I might look over my trees and tidy them up from time to time, changing the odd one to a silver birch, grafting two together into a big oak, chopping one up into shrubs or giving tatty ones new leaves. It's like gardening!

GAMES WORKSHOP

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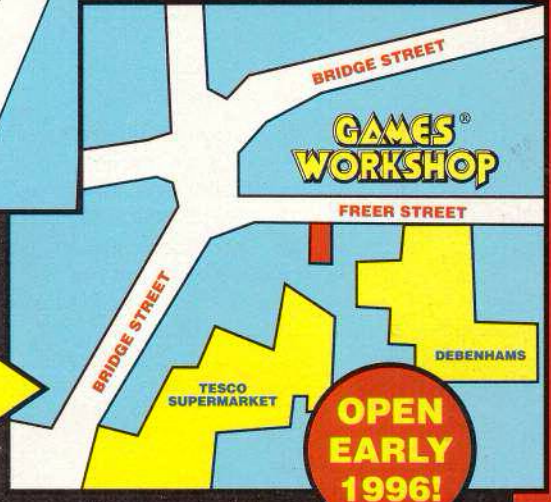
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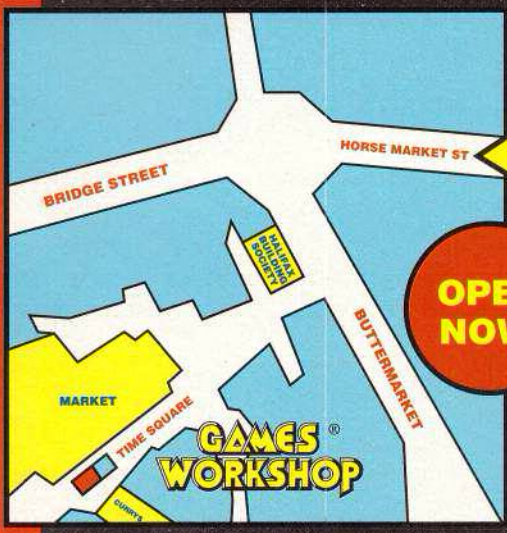
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R

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By
**Steve Anastasoff
and
Gavin Thorpe**

**This month's
battle report
chronicles a
clash between
the grim Space
Marines of the
Dark Angels
Chapter and a
frothing horde
of Orks.**

ANGELS OF DEATH

Gav: Over the last few issues we've been fighting some very different types of games, like the ones featured in the *Warhammer Raid!* campaign and the *Epic Breakthrough* battle report. Each of these presented new scenarios or other alternative ways of fighting your battles and was an interesting variation to test your generalship.

With the recent release of *Codex Angels of Death*, we thought we'd go back to basics and fight a more normal battle. This would allow us to test the mettle of the Dark Angels against their old enemies, the Orks, without having to remember special scenario rules or victory conditions.

We fought the battle on one of our 8' x 4' tables (which Owen showed you how to build last



Carefully ducking underneath the caption, Gav checks his line of sight for a devastating salvo of fire!

month!) and took notes and snapshots during play. As you can see in the photo above the table is rather messy, so after the battle we recreated the most exciting parts of the battle and took the finished photos you see on the following pages.

In the dim light of the auditorium, the cloaked figures of the Grand Masters could be seen only occasionally. The air was filled with swirling dust, drifting through the pools of light cast by the few ancient lamps which hung from the lofty ceiling. Azrael stepped up to the lectern, his huge frame silhouetted against an ornate window depicting the triumphs of Lion 'El Johnson. Outside, through other equally ornate windows, the nearby star grew ever closer as The Rock's huge engines forced the monolithic edifice through the ether of space. The deep red star bathed the monastery in a ruddy glow that created more shadows than light.

Azrael activated the holo-vid behind him and a diagram of the star system appeared, slowly revolving around its Red Dwarf star. The Supreme Grand Master's deep voice echoed across the vast chamber, as he turned his piercing gaze on the assembled Dark Angels.

"This is Arad, recently re-discovered. We are here for three reasons. Firstly, it is dominated by foul Ork warlords, keeping the human population bound in slavery, building their crude weapons. We have been commanded by the Emperor to free these people and return them to his light. Secondly, the Adeptus Mechanicus believes that Arad may be home to a partially functioning STC database, the discovery of which will bring great benefits to humanity. Our mission is to assure ourselves of its existence and protect it while the Adeptus Mechanicus despatch an armed research team to discover what can be salvaged."

Azrael paused and studied the assembled Inner Circle. He stabbed at another rune on the lectern and the holo-vid

changed to a diagram of a ruined Imperial settlement. A flashing red rune indicated a spot roughly in the centre of a ruined outpost. Green arrows surrounded the area, showing the presence of the Ork encampments and a nearby cluster of crude buildings of Ork design. Azrael walked around the wire-frame representation, appearing to study the layout of their objective. He stooped down to stare into the depths of the holo-vid, seeing in his mind's eye the curves of the earth, the shape of the ruins as they were on the planet's surface. The Supreme Grand Master came out of his reverie and returned to stand behind the lectern. His voice grew graver and a shadow seemed to pass across his face.

"Lastly, and most importantly, I strongly believe that a certain outpost on the planet was once occupied by some of the Fallen. We must secure the ruins of the outpost and scour it for all the data we can. As you well know, any scrap of evidence that the Fallen existed here for a time will strengthen our Crusade. Arad will be purged of the Orkish scum – they will fall beneath our sacred blades and we will discover the truth of this outpost's history. The Ravenwing will be dispatched as soon as we enter orbit, and a full drop will commence once they locate a secure landing point. Assemble your companies, we go to war!"

The Grand Masters bowed their heads in acquiescence and filed out, chanting the Catechism of Vigilance as they prepared to face their enemies. Only Grand Master Saphphon remained, held in place by a look from his commander.

"Prepare your Interrogator-Chaplains Saphphon, if all goes well, we may be one step closer to redemption..."





Although I'd fought with Orks a couple of times before, I'm not the most experienced greenskin commander. So, being surrounded here by some of the most experienced generals in the country, I decided to seek out some sagely advice.

My first stop was that renowned Ork Warboss, Adrian Wood. "Just shoot anything that's not green..." Hmm. While this may well be a sensible plan for the majority of skirmishes, I felt that somehow this wasn't exactly the advice I was looking for, especially as I would be fighting the

Dark Angels, the greenest of all Space Marines. My next stop was famed tank commander Ian Pickstock. "Well, how many Leman Russ have you got?" After I explained that Orks were not inclined to using squadrons of armoured vehicles, Ian snorted in disgust and stomped off to admire the new Imperial Guard Basilisk.

Next on my list was Gavin Thorpe. It sounded like "You're all going to die, greenskin scum!" but it was difficult to make out his exact words through his fits of evil laughter. Perhaps, in hindsight, it was not a good idea asking my opponent for advice. Last of all was the master strategist himself, the wily Jake Thornton. "Just hit 'em hard and hit 'em fast." Well, it had something of a ring to it. Yes, hit 'em hard and hit 'em fast, that would become my battlefield motto. I would choose my army in two highly specialised sections: a hitting 'em hard part, and a hitting 'em fast part. These could then work together on the battlefield, complementing each other whatever combination of missions Gavin and I drew.



"Well, how many Leman Russ have you got?"

HIT 'EM HARD

Steve: The Hitting 'em Hard part of my army was to sit at the back of the table and pound the Dark Angels with long range firepower. I started off by taking an artillery battery with a Pulsa Rokkit, Smasha Gun, Splatta Kannon and Traktor Cannon. Ork artillery is notoriously unreliable, but by taking lots of it, I hoped to put the odds in my favour – at least one of my artillery pieces should work well and do some serious damage. My next choice was a mob of Deathskulls, equipped with kustom Kombi-weapons. Again, while these may individually be highly unreliable, having five of them in the mob would mean that

at least one or two should work well each turn.

The third element in this section would be a Mekaniak called Spikee armed with a Shokk Attack Gun. This is potentially one of the most devastating weapons in the Ork arsenal, especially against Terminators and Dreadnoughts, both of which Gav was likely to field. Next, I added a Dreadnought with a lascannon, so that I would have at least one weapon that I could rely on not to misfire! The final elements in the Hitting 'em Hard section were a Weirdboy Warphead, and a unit of Gretchin to shield everyone else from the Dark Angels' return fire.

HIT 'EM FAST

I had already used up a good deal of my points, without even a Warboss, so I decided to make this section of the army slightly smaller than the other. First choice here was an Evil Sunz mob mounted on Warbikes. Not only are their twin autocannons extremely effective, but the 'Eavy metal team has been painting up a whole unit of them, and they looked so good that I couldn't resist. I then added a mob of Snakebite Boyz mounted on boars to complete the Hitting 'em Fast part of the army.

I still hadn't taken a Warboss, so that definitely had to be my next choice. I kitted him out with a *Kustom Shoota* and a power fist, and I called him Noshrok – a good, solid name for an Ork. I also needed a Runtherd and Painboy in order to take all the goodies I had already chosen. Finally I decided on a Bad Moons Nobz mob wearing Ork mega-armour to act as a personal bodyguard for my Warboss.

DA KUNNIN' PLAN

I drew the *Engage and Destroy* mission, while Gav got *Take and Hold*. The extra victory points that I would gain simply from destroying Gav's troops (which I'd do anyway) would mean that he would almost certainly have to complete his mission in order to win. Even if I ended up taking heavy casualties myself, I would need to keep Gav away from his objective. So, with everything now ready it was time to come up with a Kunnin' Plan and deploy Da Boyz ready for battle.

The large Ork building in the centre of the table offered excellent lines of sight across the battlefield (and especially over Gav's objective) so this would become the focus for my deployment. The Deathskulls and Zagwort the Warphead were positioned on its higher rooftops, ready to rain fire on any troops that reached the objective, while the Gretchin were placed below them as a screen. They would also be able to run out and surround Gav's objective, preventing the Dark Angels from capturing it. The Dreadnought was then positioned to the left of the building, with the artillery to the right. Hopefully anything approaching the objective would be caught in a crossfire between these two.

On my far left, I placed the Evil Sunz and Snakebites, ready to zoom out behind the cover of the ruins and attack the Space Marines in the flank. Finally, the Nobz mob were deployed forward on the right flank using my *Forced March* Strategy card, with Skabskrag the Painboy and Noshrok close behind. These would move in on Gav's objective, and sit on it. Hopefully, their mega-armour would be sufficiently resilient to keep them alive until the end of the battle, when the objective would be mine! Spikee and Grotshot the Runtherd were *Delayed* by one of Gav's Strategy cards, and so the Shokk Attack Gun would be unable to deploy until my first turn.




WAAAGH! NOSHROK (1500 points)


WARBOSS

 'Eavy armour, power fist and *Kustom Shoota*.


WEIRDBOY WARPHEAD

 Accompanied by four Minderz armed with bolt pistols and flak armour.


MEKANIAK

 Flak armour and carrying a *Shokk Attack Gun*.


RUNTHERD

 Bolt pistol and flak armour.


PAINBOY

 Bolt pistol, flak armour *Cyborg Body* and *Doc's Tools*.


BAD MOON NOBZ

 Three Nobz in Ork Mega-armour with power fists, bolters and frag and krak stikkbombz.

DEATHSKULL LOOTAS

 Five Boyz with *kustom kombi-weapons*.


GRETCHIN MOB


 Eighteen Gretchin with autoguns or autopistols and knives.


DREADNOUGHT


 Lascannon, heavy bolter and two power claws.

DA BIG GUNZ


 Pulsa Rokkit

 Smasha Gun


 Splatta Kannon


 Traktor Kannon.

EVIL SUNZ MOB


 Five Evil Sunz Boyz riding Warbikes.

SNAKEBITE MOB

 Five Snakebite Boyz mounted on boars with axes or chainswords and bolt pistols

 The mob is led by a Nob mounted on a Cyboar and carrying a chainsword, bolt pistol and frag stikkbombz.

SNOTLINGS

 Six Snotling bases to accompany the Mekaniak with the *Shokk Attack Gun*.





"I'm gonna win this time.

Honest..."

SMALL BUT PERFECTLY FORMED

Gav: I know we always say this, but when Jake asked who wanted to command the Dark Angels in a battle report, I really did jump at the chance! I really like the new Dark Angels army, mainly because of their shadowy background, but also because they look so cool. Their dark green armour and their long flowing cloaks makes them look, well, really hard! At first I was going to play against Adrian with his trusty Orks, but Jake, kind soul that he is, thought he would let Steve have another chance of glory (or shame...).

1500 points doesn't buy you a whole lot of Space Marines, and you can spend hours agonising over what to take, shifting a few points here to get that Dreadnought, a few points there to get a heavy weapon for your tactical squad. In the end, you just have to take what you really want, and then form a plan around that...

So I took what I wanted, well as much as I could (no Ezekiel!). Of course, I had to take Azrael, Supreme Grand Master of the Dark Angels, Keeper of the Keys. He's just so hard! His *Lion Helm* throws a force field around the bearer,

giving troops within 3" an unmodified 4+ save. I would need a psyker, and once Ezekiel had been ruled out, took the next best thing, an Epistolary with a few appropriate bits of wargear. I knew a Dreadnought or some sort of vehicle would be included in my army, so I needed a Techmarine. I managed to keep him down to fifty points – he wouldn't be worth any victory points if killed (I know it's sneaky, but I need all the advantages I can get).



I thought a Tactical squad would be flexible enough to deal with any tricky ploys the Orks tried. It had been a real toss up next, between an Assault, Devastator or Deathwing squad. In the end, I came up with a plan – if I took Brother Bethor, bearer of the Sacred Standard, with the *Standard of Fortitude*, I could keep him near my Terminators. This would mean they could still make a normal move and rapid fire with their storm bolters! A hail of death indeed (and probably a hail of jams, but that's life).

This left me with a woeful lack of heavy weapons (a single lascannon for the Tactical squad and the short ranged heavy flamer carried by the Deathwing Terminators). If Steve was to take a Dreadnought I'd be in a bit of a pickle – unless I took my own Dreadnought! Yes, a missile launcher unleashing salvos of frag rounds should see to the inevitable Gretchin screen, while twin linked lascannon would deal with anything big and scary enough to worry my Deathwing Terminators. With a few pieces of wargear for the characters, this used up the 1500 points in short order. Oh well, at least it wouldn't take me long to get the army out of the cabinet!


We set up the table and drew missions. Steve's was straightforward enough, *Engage and Destroy*. Mine, though, was a little more tricky. I had been assigned *Take and Hold* and would have to capture the objective marked on the map. Well, I had the ideal troops for the job – the famous and rightly feared Deathwing. My Deathwing Terminators would be supported by Brother Bethor, my Epistolary (Brother Zamiel) and Azrael with his *Lion Helm* (My Deathwing Terminators would be almost invincible!). Brother Zamiel had picked up the Librarian psychic power *Strength of Mind*, which would protect him and anybody within 6" from the inevitable Weirdboy psychic attacks they would face. With this attack force assembled, it would






DARK ANGELS (1500 points)


COMMANDER AZRAEL

-  Power armour, bolt pistol, *The Lion Helm*, *Sword of Secrets* and *Combi-weapon*.


EPISTOLARY

-  Power armour, bolt pistol, *Psychic Hood* and *Force Sword*.


BROTHER BETHOR

-  Power armour, bolt pistol and *Standard of Fortitude*.


TECHMARINE

-  Power armour, bolt pistol, power axe and *Servo Arm*.


TACTICAL SQUAD APOLLYON

-  5 Space Marines with power armour and bolters. Veteran Sergeant carries a power sword, one trooper armed with a plasma gun.


TACTICAL SQUAD BELIAL

-  5 Space Marines with power armour, bolters and one trooper armed with a Lascannon.

DEATHWING SQUAD

-  5 Space Marines wearing Terminator armour, armed with storm bolters and one heavy flamer.

DREADNOUGHT

-  Twin-linked lascannon, missile launcher and auto-launchers with blind grenades.



TAKE AND HOLD OBJECTIVE





be up to my Tactical squad and Dreadnought to ensure they reach the objective unmolested.

Steve played his *Forced March* Strategy card on his Nobz in mega-armour, allowing them to deploy further onto the battlefield. Unsurprisingly, they set up quite close to my objective. I then played *Delayed* on the Ork Mekboy with his Shokk Attack Gun. That ingenious invention would make a mockery of the Deathwing's Terminator armour and the plasteel-plated sides of the Dreadnought. One good hit could destroy either of these targets with ease – a terrifying prospect. Fortunately, the Mekboy cannot move and fire with this weapon. This means that by forcing him to move on from the table edge in his first turn (with *Delayed*), I would stop him firing for a turn and would be sure of getting at least one chance to eliminate him first.

Orks are allowed to double their strategy rating to determine who gets the first turn (taking it up to 6, the same as Azrael's). This meant that I had to trust to the luck of the dice. Although I would actually prefer to go second (in *Take and Hold*, having the final turn gives you a last gasp to complete your mission) I would have to deploy in as much cover as possible. For the Deathwing, this meant putting as many ruins as possible between the squad and the Ork artillery on Steve's right flank. My characters used the Terminators as a shield, while the Tactical squads deployed in whatever hard cover was available. With the Shokk Attack Gun out of the way for the moment, there really wasn't anything that could seriously threaten my Dreadnought, so I set up the towering war machine where it could target the Warbikes should I get the first turn.

The jet black Land Speeders roared over the jungle, swooping low to use the trees as cover and quickly overtaking the rest of the bike-mounted Ravenwing. High above, a distant shadow hung in front of Arad's yellow moon, a single large blot caused by the Dark Angels' orbiting fortress monastery. As the sound of the Land Speeders faded away, Space Marine squads began to report in over the comm-net, but the whine of more approaching engines soon drowned this out again. Then, with a boom, a Thunderhawk Gunship soared overhead, carrying Azrael and his attack force towards the distant outpost...

Noshrok stood atop the watchtower of his stronghold watching the distant approach of the Thunderhawk, while below him the Cybork body of Skabskrag occasionally let off a hiss of steam through a valve, or cracked as his engines cooled down.

"Dey's inna bit of an 'urry ain't dey! Mus' be sum loot dat we missed. Gavver Da Boyz togevver an' I'll warm up me shoota. An get Gizzit to round up as many of 'is ladz as 'e can. We'ze gonna give dem new giiz a taste of bolta and boot levver, ain't dat right?"

The Warboss leant over and glowered down at the Painboy.

"Er... course we are boss, ya nevver lose. 'Cept wen Skagga cheated ya at cards, an' you lost ya buggy in a race wiv Gorbladda, an' dere woz dat time wen Gazzra took ya 'air

Squig an' den beat yooze up wen yooze tried to gerrit back. But apart from dose times, an' sum uvvers, yooze never lose!"

"Dis is mutiny!" Fumed Noshrok, "I'll 'ave ya skinned."

"Nah, dis ain't mutiny boss. Wen I sneaks up on ya an' shootz ya in da 'ed, dat's mutiny, innit?"

"Oh. Good... Well, now dat's sorted. Get ya bolta, I'm gonna talk ta da ladz."

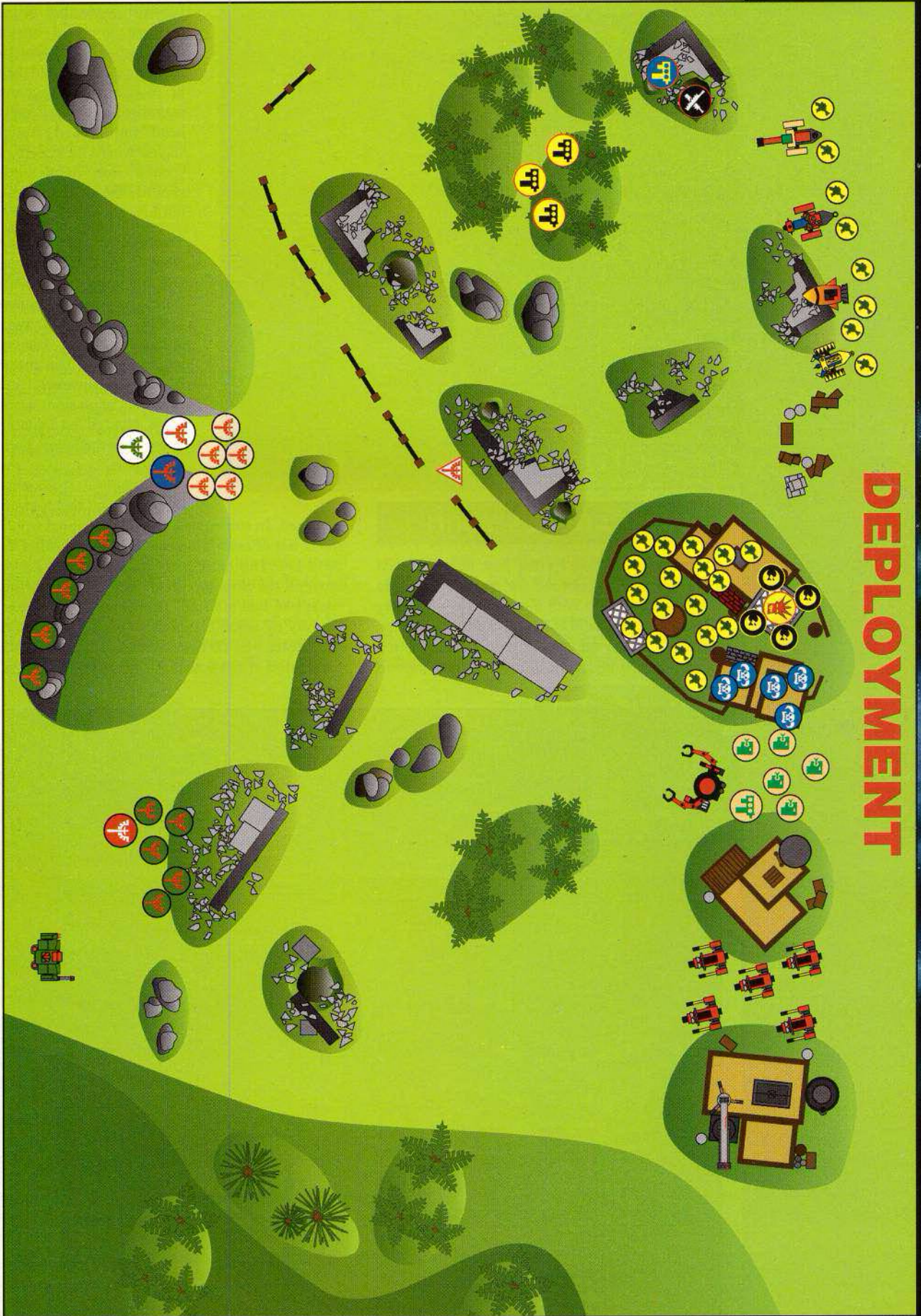
As Noshrok clambered down from his watchtower, Skabskrag dived into his serjery. He started frantically searching through his chest of odds and ends, throwing things onto the floor in his hurry. Then he found what he wanted. Taking a cautious look around to make sure nobody was watching, he opened the Imperial manual he'd found. With his tongue poking out, and following the words with a grubby finger, he began to read what was on the same page as the picture he'd recognised. The human language was silly, but he'd learnt it off a slave when he had found the ancient tome. Occasionally he had to read a word out loud, just to be sure.

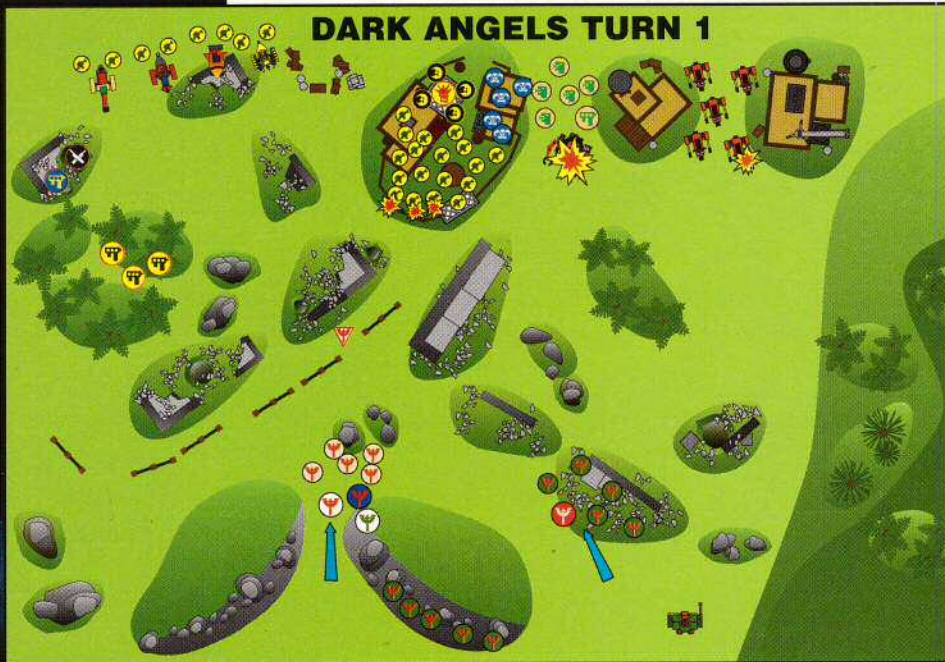
"Funda Ork... Zoggin 'eck... Space Marines... Space Marines? Black bikes... Ravenwing... Er... Dark Angels..."

He flicked a few pages back.

"Deffwing... Err... ZOGGIN ECK! Boss! Boss!"

DEPLOYMENT





DARK ANGELS TURN 1

Gav: I won the roll for the first turn (a mixed blessing) and it was time for the Deathwing to start their advance. With massive servos whining in their hulking Tactical Dreadnought armour, the Deathwing moved forwards in front of my characters. To my right, Squad Apollyon moved

forward into the ruins, preparing to rapid fire at the Boarboyz or Warbikes in my next turn should they be foolish to confront my magnificent Dark Angels head on! Squad Belial stayed where they were, a second line of defence should the Orks break through Squad Apollyon.

The first shots of the battle were fired by the Dreadnought, Brother Asteroth. The ancient Space Marine's twin lascannon blazed, lancing into the body of the closest Warbike. However, the expected explosion never came, I had rolled a double 3 on the damage chart, indicating that the autocannons were destroyed and the controls

damaged. In subsequent turns the Warbike would move out of control unless Steve could roll a 4+ on a D6. This would undoubtedly cause havoc amongst the closely-packed bikes, so perhaps this wasn't so bad after all. Brother Asteroth vented his fury by unleashing a salvo of frag missiles at the cluster of Ork war machines, hoping to kill their riders if not actually damage the Warbikes.

As the Ork Nobz sneak through the woods, the Deathwing Terminators close in on their objective, ready to crush any resistance.



Two explosions erupted amongst the Evil Sunz, but the only thing damaged was the ground – the Warbikes and riders all came through unscathed!

The Deathwing, under the influence of the *Standard of Fortitude*, unleashed a hail of fire from their storm bolters, cutting down three Gretchin skulking about in the large Ork building. It may not seem like much, but with Gretchin, the sooner you start killing them, the better. If you leave it too late, you'll find yourself swamped by a mass of green devils! Azrael also loosed off two shots from the bolter of his *Combi-weapon* but the Deathwing had killed all of the Gretchin in range!

My final act of the shooting phase was targetting the fearsome Ork Dreadnought with Squad Belial's lascannon. The devastating beam of power lanced directly into its hull, causing the metal beast to explode into a shower of white-hot metal shards. It had been destroyed without firing a shot, something to be very grateful for!



Nothing happened in the psychic phase, as both Steve and myself were dealt insufficient force cards to use the psychic powers that were in range. Instead, Brother Zamiel stored a card in his *Force Sword* and the turn ended. Things had started well, but I was worried about that Pulsa Rokkit. It didn't take a crystal ball to work out what it was going to be aimed at...

ORK TURN 1

Steve: Apart from the loss of my Dreadnought, I hadn't suffered too badly from the Dark Angels' opening fire, and I was feeling optimistic. The first thing to do in my turn was to see if my damaged Warbike stayed in control, but there was no problem as I passed the test easily. With my own Dreadnought gone, I had nothing left that could really hope to damage the Dark Angels' Dreadnought except for the Shokk Attack Gun. This, of course, had been *Delayed* by Gav's strategy card at the start of the battle, and so turned up now. I decided to bring it on directly opposite the Dreadnought in order to try and destroy this threat. Charging the Warbikes up the left flank, in the face of the Dreadnought's heavy fire, seemed suicidal, so I pulled the Evil Sunz back





around the Ork buildings to cover the area that my Dreadnought had been watching over before it had been reduced to a heap of smoking wreckage. Since I had accelerated them to combat speed, they had to perform numerous skid turns to get where I wanted them to go. Though they made these all safely only one would be able to fire his weapons this turn, since the others were much too concerned with not crashing into each other!

The Snakebites carried on with their original plan, moving as quickly as they could into the cover of the nearby jungle. On the opposite flank, Skabskrag, Noshrok and the Nobz ran through the jungle on this side of the table towards the objective that the Deathwing Terminators were clearly also heading for. I opened fire first with the artillery battery. The Traktor Kannon and Smasha Gun were both unable to draw lines of sight on any targets, so the Splatta Kannon fired my opening shot. After bouncing round maniacally, and giving Gav a few good scares as the shell flew past perilously close to his troops, it finally fell to the ground doing no damage at all. The Pulsa Rokkit, however, would have more success. Loading it up with just the right amount of fuel, I managed to land it right in the middle of his Terminators and characters. This would mean that in Gav's next turn they would be flattened and unable to move, holding them back from their objective and subjecting them to another round of fire from my other heavy weapons.

Unfortunately, none of my other shots had any effect at all. The Deathskulls were obviously still busy tinkering with their kustom kombi-weapons, as none that hit were able to take down their targets, and the Gretchins' autogun fire just bounced harmlessly off the Deathwing's mighty Terminator armour. Finally, the one Evil Sunz biker who was still able to fire was obviously still a bit unsteady as he also missed.

With no hand-to-hand combat on the table, we moved straight onto the psychic phase. Once again, Zagwort had insufficient power to use any of his powers that were in range, and he could only sit and watch helplessly as the Dark Angel's Librarian brought up *Strength of Mind* to defend the Deathwing from psychic attack.

TURN 1 VICTORY POINTS	
DARK ANGELS:	2
ORKS:	0

DARK ANGELS TURN 2

Gav: The Pulsa Rokkit sent out its field, knocking the entirety of the Deathwing and all my characters to the ground and leaving them unable to move or fight! Still, I had expected this, and at least Steve hadn't rolled a double (which would have meant the pulsa field continued for another

The damaged Warbikes collide with each other, causing mayhem and confusion at the back of the Ork army!



turn!). Squad Apollyon went onto overwatch, waiting for the Snakebites to emerge from behind the woods, while Brother Asteroth moved slightly so that he could target the Deathskull Lootas and the newly arrived Shokk Attack Gun team.

Once again the Dreadnought fired a salvo of frag missiles (three this time) which arced across the battlefield to erupt in a ripple of explosions around the Mekboy and his thrice-cursed Shokk Attack Gun. Three Snotling bases were wounded (they have three wounds each!) and the Runtherd was torn to pieces by the fragmentation warheads. The Mekboy, however, remained unscathed and continued busying himself with the preparations for firing! The beams of the twin-linked lascannon then plucked a Deathskull from his hiding place in the Ork stronghold. As a final measure, the auto-launchers atop Brother Asteroth's hull spewed a volley of blind grenades, shielding him from the Shokk Attack Gun. If the enemy can't see you, they can't shoot you!

The lascannon of Squad Belial picked out the speeding form of a Warbike, once again destroying its autocannons and damaging the controls. I just wish one of the machines would blow up and have done with it! The psychic phase was quiet: Steve failed to nullify Brother Zamiel's *Strength of Mind* and that was it. The Shokk Attack Gun was beginning to give me worries, and I think I should have redeployed Brother Asteroth while I could. Still, the Deathwing were back on their feet and would continue to bear down on their objective with ruthless tenacity.

ORK TURN 2

Steve: With so much of his army levelled by the Pulsa Rokkit last turn, Gav had been unable to inflict any serious damage on me, and so I was still feeling pretty good about my situation. Before my movement, we rolled for the blind grenades fired from the Dreadnought's auto-launchers, which shrank and wandered slightly, but not enough to give me a line of sight to the wretched machine. Next, I had to roll for my two damaged Warbikes, both of which went out of control! With all my bikes so bunched up around the back of the buildings, this was potentially a total disaster for the Evil Sunz. As the first bike careered out of control it smashed into they one in front, but both managed to emerge unscathed. Unfortunately, the second bike was not so lucky. It smashed into the same bike that had been hit in the first collision, instantly killing the driver and



sending his bike out of control! This collided again with the other bike from the first collision. The remaining two bikes accelerated to fast speed (to get out of the way), speeding along the side of the fences so that they could bring their autocannons to bear on the Deathwing. The Boarboyz then stormed out of their cover towards the tactical squad in the ruins ready to charge next turn, but were greeted by a hail of overwatch fire which cut down one of them. On the right flank the Nobz, with Noshrok and Skabskrag, continued their steady approach towards Gav's objective. Lastly the Shokk Attack Gun went onto overwatch, in the hope that the blind grenades would clear next turn before the Dreadnought would have time to move away.

Since the Pulsa Rokkit had already been launched, the Splatta Kannon was the only piece of artillery that could fire. Unfortunately, its shell embedded straight into the ground without bouncing at all. The Warbikes and Deathskulls then opened fire into the Terminators, but although they scored numerous hits and wounds, the only casualty was one of the Deathskulls whose weapon blew up in his hands! I was beginning to get the feeling that nothing was going to damage the Deathwing. Finally, the Boarboyz opened fire on the tactical squad with their bolt pistols, but failed to hit. Again, with no hand-to-hand combat to resolve, we went straight into the psychic phase. Yet again, the Warphead had insufficient force, and the Dark Angels' Librarian hurled a deadly *Lightning*





towering Dreadnought anyway! Steve sent two of the wounded Snotling bases through the perils of the warp, only for him to roll a Misfire on the Artillery dice! I fervently prayed to the Emperor for Steve to roll the DESTROYED result on the Misfire chart, but it was not to be. The Snotlings being fired were lost but there was no permanent damage. Oh well, things can't go your way all the time, and I certainly was having my share of luck (for once)!

Brother Isaiah, the Techmarine accompanying Squad Apollyon, loosed off two long range shots from his bolt pistol,

Arc at the Boarboyz. This looked like serious trouble as all Gav needed to do was not roll any ones and he could wipe out the entire unit! Mind you, once you've said "anything but a one" it's impossible to roll anything but, and Gav only managed to kill two before the lightning stopped!

Despite this lucky escape, my earlier optimism was slowly starting to wane – my losses were building up, the Deathwing Terminators were looking more invulnerable the ever, and I had yet to kill even a single Space Marine!

TURN 2 VICTORY POINTS

DARK ANGELS: 2
ORKS: 0

DARK ANGELS TURN 3

Gav: With the blind screen beginning to disperse, I moved my Dreadnought into more substantial cover, bringing the ruins occupied by Squad Apollyon between the Shokk Attack Gun and Brother Asteroth. The Deathwing Terminators continued their relentless march into the teeth of the Ork guns. However, I kept the ruins between them and the Ork artillery, and only a lucky bounce from the Splatta cannon would give me any trouble from that direction. One of the squad turned towards the approaching mega-armoured Nobz, his storm bolter at the ready.

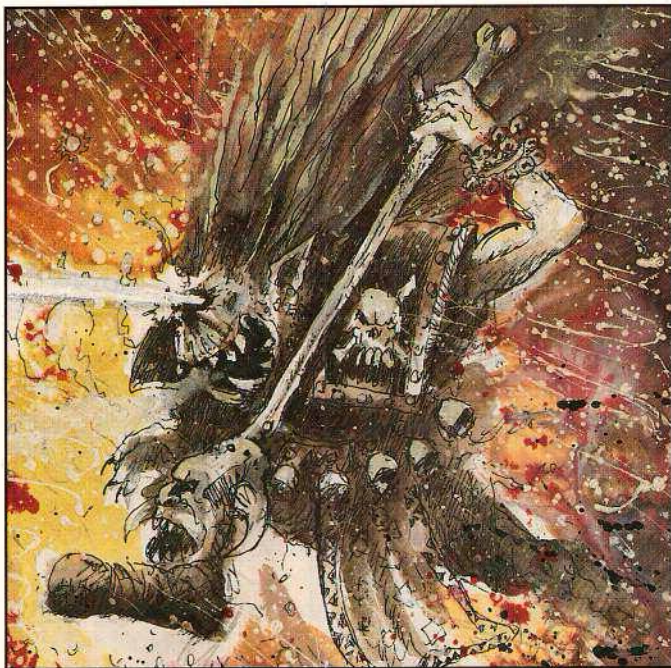
When it became apparent that Brother Asteroth wasn't going to be too foolhardy, the overwatching Mekboy fired his Shokk Attack Gun at Squad Apollyon instead. If Steve had a lucky scatter, the warp tunnel might just clip the

striking one of the Warbikes screaming towards the Deathwing. However, both shots hit the armoured body of the Warbike (rather than the rider) and had no chance of penetrating. The rest of Squad Apollyon used their rapid fire ability to fire a torrent of shells at the Boarboyz who were foolishly standing in the open. Three shots hit home and wounded, but only a single boar-riding Snakebite fell from his mount.

Brother Asteroth could just make out one of the Weirdboy's Minderz skulking in the tower across the ruins, and loosed off a single frag missile. It wasn't worth risking a salvo (and therefore a jam) because there was no other targets I could see that were close enough to hit. The missile streaked across the battlefield and hit home, engulfing the entire group in the explosion! However, only the original Minder fell – the Weirdboy and other Minderz' Toughness proving too much this time. Next, the twin lascannons swivelled around to bring the closest Warbike into the firing line. As expected, the shot struck home and the thin armour was no match for the raw power of a lascannon. I rolled for the two damage results and an interesting situation arose. One of the results indicated that the Warbike would flip into the air before being destroyed, while the other roll said it would move out of control next turn after which its fuel tanks would explode.

The proximity of the Deathwing and other Evil Sun Ork meant that it was important which of these results applied. Heeding more to dramatic flair than anything else, we decided that the Warbike would flip over now and explode next turn. My luck stayed with me as the machine was blown into the air, coming down atop the other Warbike, crushing the driver! My Dreadnought was proving to be as awesome as I'd wished and Steve had feared.

"...the Deathwing Terminators were looking more invulnerable the ever, and I had yet to kill even a single Space Marine!"



double the Supreme Grand Master's Movement, Attacks and Initiative and allow him to fire twice in the shooting phase. My plan was for him to charge into the Nobz and cut them to little pieces with the *Sword of Secrets*, his potent power weapon.

It was not to be though, as Steve triumphantly cast down the *Daemonic Attack* card and the power was stopped in its tracks. Worse was to come, as I rolled a one for Brother Zamiel's test, and my Epistolary was dragged into the warp, a curse on his lips! Now I had almost no protection against the Ork Weirdboy's powers...

"...my Epistolary was dragged into the warp, a curse on his lips!"

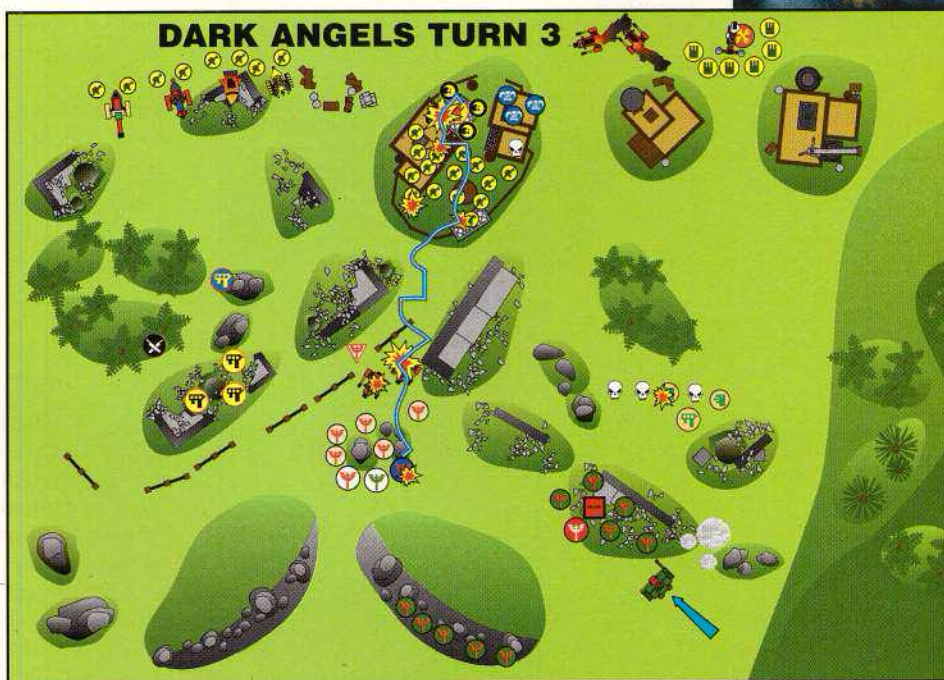
ORK TURN 3

The Deathwing once again opened up with their storm bolters, dividing their fire between the approaching Gretchin and Nobz in mega-armour. The Nobz were unharmed, but two Gretchin fell to the rapid fire of the rest of the squad (a fairly miserable display). Azrael once again tried to rapid fire his bolter at the Deathskull Lootas (as a character he could choose to ignore the Gretchin who were closer). However, he proved to be out of range and the shots were wasted. As a final disgrace, the lascannon-armed Space Marine in Squad Belial hit one of the Boarboyz but failed to wound the marauding Snakebite!

The psychic phase was more eventful this turn, though I'd rather it hadn't been... Things started well, with Brother Zamiel getting *Ultimate Force* and using it to cast *Lightning Arc* again. The forks of psychic lightning jumped to one of the Gretchin, frying it instantly. Another diminutive greenskin fell to the power before the electricity leapt to engulf the Weirdboy himself. Unfortunately, the Weirdboy's Toughness of 5 proved too high and the supposedly earth-shattering power left him totally unharmed!

Worse was to come. After Steve had passed his turn, Zamiel drew the energy from his *Force Sword* and started to cast *Quickening* on Azrael. This would

Steve: Despite killing the Dark Angels' Librarian in the previous turn, things were still not looking too good for me. I only had two Boarboyz left, and my remaining Warbikes were badly damaged and scattered all over the place. The rest of my army had proved singularly incompetent when it came to shooting the enemy. Things were made worse when both of the Evil Sunz were unable to keep control of their bikes. One careered off the table, while the other crashed into the side of a building, damaging it even further! The bike whose rider had been killed the previous turn also ran out of control, narrowly missing one of the Terminators before crashing into the rock behind the Deathwing!



ORK TURN 3



The final bike exploded, but no one was in range of the flying debris. Following this debacle, the Boarboyz charged the Space Marines in the ruins, ignoring the booby traps surrounding them.



Although one trap was set off, both the Boarboy and the Space Marine caught in the blast survived. The Gretchin now began moving out towards the objective, as Noshrok, Skabskrag and the Nobz closed in on it. I would need every chance I could get to push one of my figures close than any of Gav's by the end of the game. Finally, the Shokk Attack Gun went onto overwatch again, still hoping that the blind grenades would clear enough to allow him to get a shot at Gav's Dreadnought.

Once again the resilience of the Terminators brought me only dismay in the shooting phase. The Splatta Kannon finally managed to hit something – one of the Deathwing – but it failed to wound! The Nobz were now close enough to hurl their krak grenades, but not only did they fail to penetrate the Terminator armour, but one went off in the Nobz hand! Fortunately his mega-armour was sufficient to protect him.

Noshrok was now close enough to shoot his *Kustom Shoota*, but missed. Finally, the Deathskulls opened fire, but all three kustom kombi-weapons, which roll randomly to determine their strength each turn, came up as strength two, the lowest possible! Understandably, none of them managed to cause any damage at all.

The Snakebite Nob hit his Cyboar Chemical Injection while charging, and so he gained an extra D4 attacks. Rolling a 4 he ended up with seven attacks! Even so, although he won the combat easily, none of his hits managed to penetrate the Sergeant's power armour. The other Boarboy was killed in his combat. This was not how things were supposed to be going!

Finally came the psychic phase. I knew that I had to keep the Dark Angels away from the objective, and so I immediately chose to throw a *Death Wave* towards it. It would keep travelling forwards each turn, most probably striking the objective at the end of Gav's next turn. This would mean any Space Marines that he moved too close would be struck by the *Death Wave* as it rolled past. Gav would have a tough choice to make. Would he hold back from the objective and

TURN 3 VICTORY POINTS

DARK ANGELS: 5

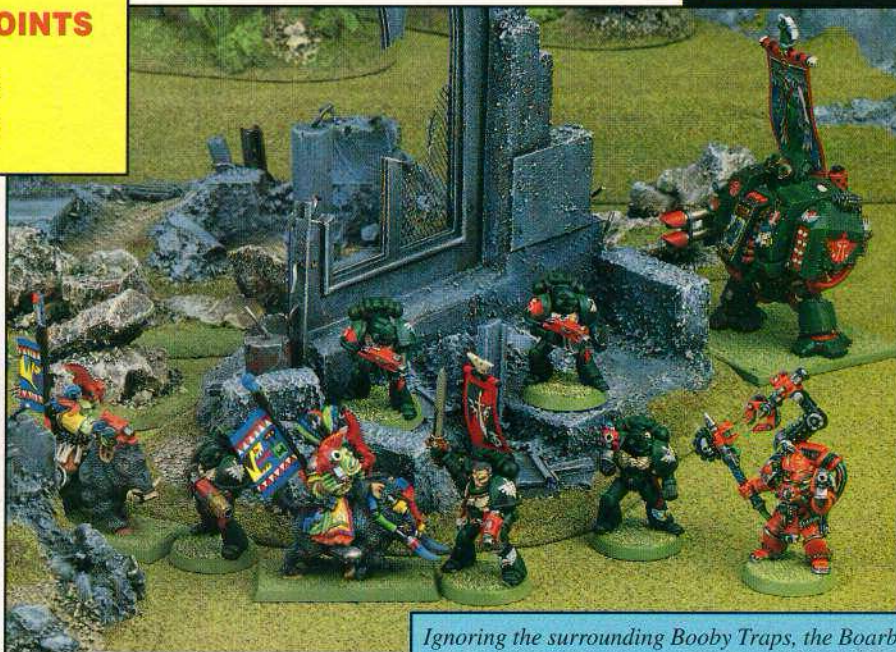
ORKS: 3

hope my Gretchin and Nobz couldn't get closer, or move right in and risk having his Terminators and Characters wiped out by the *Death Wave*?

DARK ANGELS TURN 4

Gav: It's make or break time! I had an awful decision to make: I had to work out which was the best way to secure the objective. One method would be simply to run the entire Deathwing squad so that there was nothing but Terminator armour filling the area. However, this would stop them firing and would place them right in the path of the Ork *Death Wave*, a prospect I didn't particularly relish (if the Ork player can equal or beat an affected model's Toughness with a D6 roll, it is killed, regardless of wounds, armour or anything – ouch!). Alternatively, I could move toward the objectively normally (this would bring me close enough to capture it) and use the *Standard of Fortitude* to blaze away at the Gretchin and Nobz. In the end I decided the second option was my best chance, and it didn't put anybody at greater risk than they were already in.

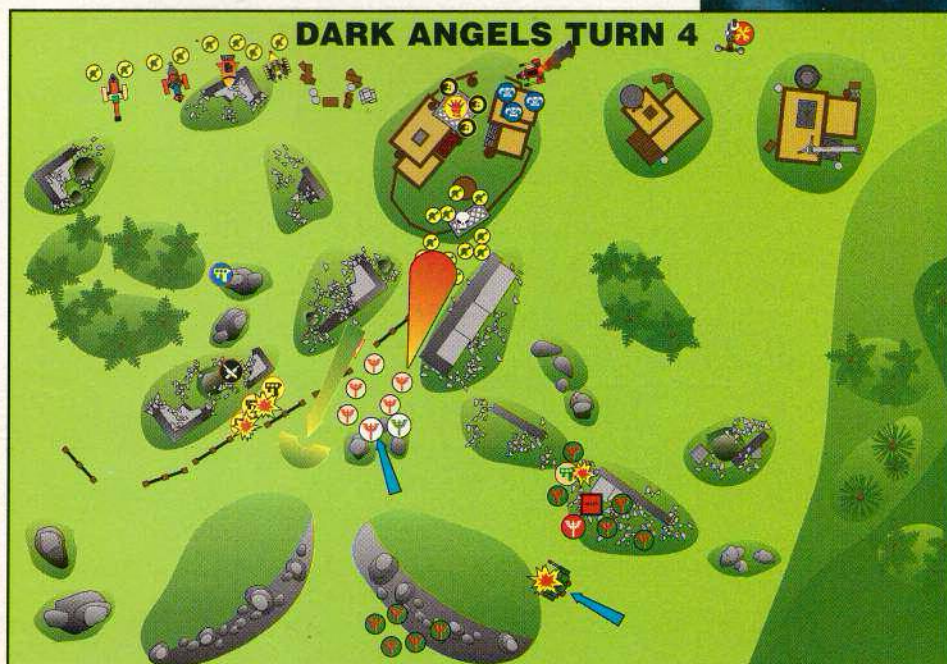
Then I realised I had made a fatal error! I had known last turn that my Dreadnought would be best used moving across to fire upon the Nobz, but this now meant that I would have to move in front of the overwatching Shokk Attack Gun. I should have remembered that auto-launchers carry two salvos of grenades, and last turn I could have fired another blind screen to move behind. As it was, I had forgotten, and thinking that I was out of ammo I took the plunge and moved Brother Asteroth across without any cover. With a deep thrumming noise, the Mekboy fired the Shokk Attack Gun, sending all four remaining Snotling bases through the warp tunnel. It was bang on target, and the massive armoured machine shuddered and then ground to an ominous halt. Brother Asteroth was dead!

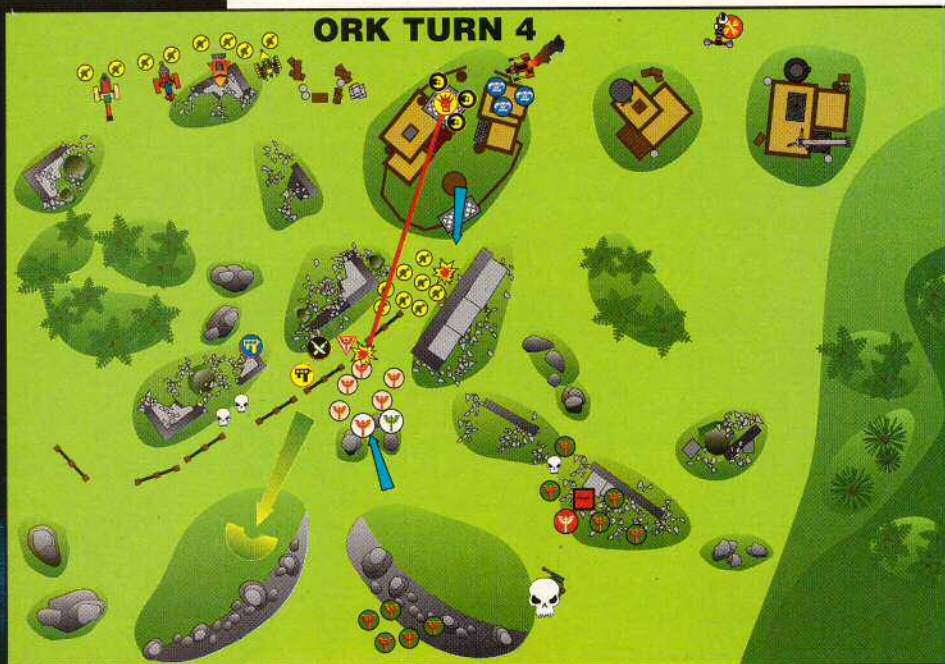


Ignoring the surrounding Booby Traps, the Boarboyz charge into the Dark Angels of Squad Apollyon.

PREVENTION IS BETTER THAN CURE

Steve: In the Orks' third turn, my Weirdboy sent a *Death Wave* hurtling towards Gav's objective. Because *Death Wave* moves a random distance, I wanted to be sure that it would reach the objective, so I cast the power a turn before Gavin got there. This meant Gav had one extra psychic phase to nullify it, but without his Librarian I didn't think his chances were too good. In my experience I've found it is always better to anticipate what your enemy will do and try to prevent him from following his plan rather than mopping things up afterwards. Don't be afraid to go onto overwatch, or hide troops, and so on. Any trick you can pull that makes your opponent think twice about a certain course of action will swing things in your favour.





Deathwing. The last Nob also moved up. Hopefully he could take out the closest Terminator with a Krak grenade.

Noshrok, the last Nob, and the three remaining Deathskulls all opened fire on the Terminators, desperate to cut down at least the one closest to his objective. I jumped with joy as I hit, and then wounded, and then got through the armour once, and then again! But then Gav pointed out that since the Terminators were within 3" of the *Lion Helm* they got an additional save! And both passed! I only had my Splatta Kannon left to fire now. It was risky, with so many of

my own troops so close to the target, but I reckoned that it was worth it. Unfortunately the shot did nothing, crashing into the ground after a single bounce. My only chance now was that the Warphead could blast that Terminator in the psychic phase.

Kop Dis would be invaluable now, just so long as Gav couldn't nullify it. I threw my cards down to bring the power into play, waiting to see if Gav could reply... and he couldn't! He failed his *Lion Helm* save and the Terminator was hurled back into another of the squad, and though neither of them were killed, it clearly gave me the objective, and the game!

The firing started with the Gretchin being engulfed with heavy flamer fire from the Deathwing. Two of them succumbed immediately, while another was set alight and was bound to die next turn. The Nobz proved more resilient, saved time after time by either their mega-armour or the medi squigs inside the suits. Storm bolter fire pattered off them like rain, however Azrael's plasma gun proved to be more effective, tearing apart one of the Ork Nobz with a crackling bolt of energy. The lascannon of Squad Belial roasted another, but the remaining Ork passed his break test. Even another fusillade of bolt pistol fire from Brother Bethor and Squad Belial had no effect! And I thought the Deathwing were supposed to be hard!

In the hand-to-hand combat phase, the veteran sergeant leading Squad Apollyon managed to get the better of the Snakebite Nob he was fighting, but even his mighty power sword failed to wound. However, the Space Marine who had followed up last turn drew his bolt pistol and promptly shot th Ork through the back of his head!

The *Death Wave* moved inexorably over my objective, without no harm done, while the Weirdboy attempted *Kop Dis* on the lead Terminator (which would fling him backward) However, I was lucky enough to nullify it.

ORK TURN 4

Steve: Well, the moment of judgement was upon us. I would have to make sure that Gav didn't hold the objective by the end of this turn or all would have been for nothing. To start with, the burning Gretchin was consumed by the flames. His comrades then charged forward, as did Skabskrag. Even so, it would be a close call as to whether or not they were closer than the

FINAL VICTORY POINTS

DARK ANGELS: 6
ORKS: 7

"and though neither of them were killed, it clearly gave me the objective, and the game!"

WAAAGH!



Steve: It's always scary fighting with an Ork army, because even if you win you invariably suffer horrendous casualties. This game was no exception. My forces had taken a serious mauling from the

Dark Angels, and I had only managed to kill two of his models in return! Even so I still managed to scrape a win. This came about for several reasons. Firstly, the two things I did kill (the Dreadnought

and the Librarian) were very costly, and so worth lots of victory points (especially with *Engage and Destroy* as my mission). This is one of the big problems with using a Space Marine army – everything is so expensive in points that it only takes a few things to be killed to give away a lot of victory points. Secondly, I managed to stop Gav from completing his mission. The importance of missions can never be overstated in games of Warhammer 40,000 – it is rare (at least in the games that I've played) to lose a game to someone who fails to complete their mission. Regardless of troop losses, getting those bonus victory points must be your primary goal!

Thirdly, as always there was a degree of luck. If Gav had managed to finish off that last Warbike, kill the last of the Nobz, or shoot down one more Deathskull he could have won. A variety of factors just happened to combine to give me the victory. But more importantly, we both agreed that it was a really good game. The Orks' weaponry is always entertaining, so even when it goes wrong and you get completely trounced you still have lots of fun. And when you can have all this fun and *win* as well... well it's more than a young Bad Moon like me can take.

THE UNFORGIVEN

Gav: I return to The Rock in disgrace, another black mark against the Dark Angels' name. Well a grey mark, since I think I did almost everything possible to achieve my mission. My one major

mistake led to the loss of the Dreadnought and my ultimate defeat – the second auto launchers salvo would've given Brother Asteroth freedom to move across without any risk at all. I always forget something!

The Librarian's death had serious consequences, mainly the lack of nullifies (with his *Psychic Hood*) and the loss of *Quickening* which would have been very useful against the Painboy and Nobz. The unwillingness of the last Warbike (worth 2 victory points) to die also niggles me, since it was in no position to do any harm whatsoever, but was, technically, not disabled since it could still move. What else? Oh, nobody failed a break test so my *Craven Cowardice* card was useless. If only the Deathskulls had mourned their losses more, or the Gretchin suffered enough losses to lose their nerve, I would have drawn or even won. Curses, life can be so unfair sometimes! Still, best not to get obsessive (everybody tells me to stop moaning and get on with it!). So let's look on the bright side...

The Dark Angels performed brilliantly, surviving all sorts of enemy fire. Laurels go to Squad Apollyon for not only forcing the Warbikes to confront the Terminators, but also for wiping out the Boarboyz, even in close combat! I knew Space Marines were hard, but that was something special. The Deathwing fulfilled their role with customary resilience, weathering everything that Steve threw at them without suffering a scratch. They really are as tough as their enemies fear!



**"Oh dear!
another battle
report lost!"**

The Deathwing fight their way towards their objective through a hail of Ork fire, only to be confronted by the Painboy and mega-armoured Nobz.



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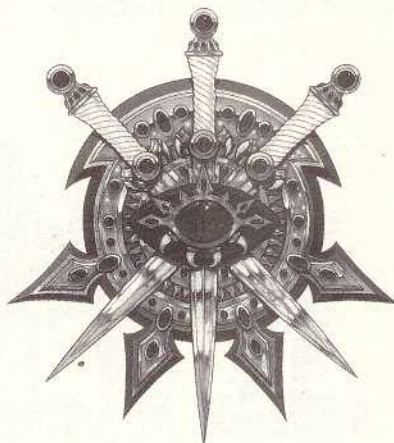
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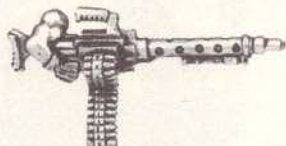
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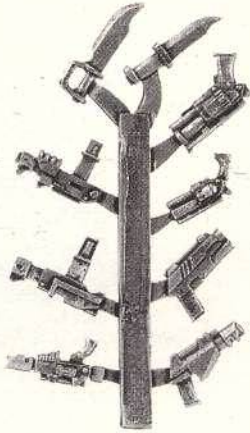


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PISTOL WEAPON SPRUE



CLOSE COMBAT AND PISTOL SPRUE
72948/1

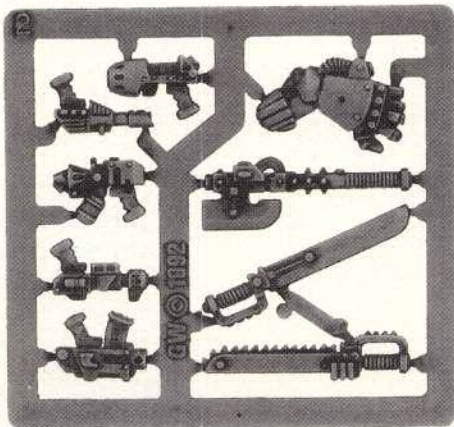


BASIC WEAPON SPRUE

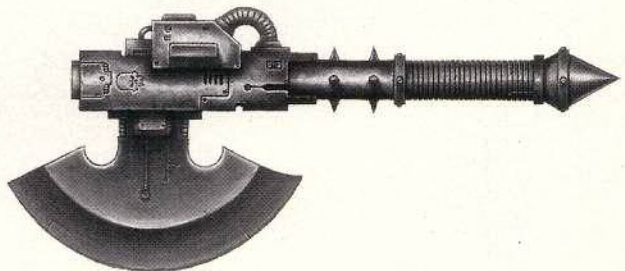


BASIC WEAPON SPRUE
72948/2

SPACE MARINE CLOSE COMBAT WEAPON SPRUE



PLASTIC CLOSE COMBAT SPRUE
103437



THE NECROMUNDA WEAPONS BLISTER PACK CONTAINS:
1 x PISTOL WEAPON SPRUE
1 x BASIC WEAPON SPRUE
1 x SPACE MARINE CLOSE COMBAT WEAPON SPRUE



CITADEL
MINIATURES



CITADEL
MINIATURES

NECROMUNDA™

HOUSE VAN SAAR LEADER



VAN SAAR LEADER WITH
PLASMA PISTOL AND CHAINSWORD
0051/10

HOUSE VAN SAAR JUVES



VAN SAAR JUVE
WITH LASPSITOL
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 LASPISTOL
0051/3



VAN SAAR
WITH AUTOGUN
0051/4

HOUSE VAN SAAR HEAVIES



VAN SAAR HEAVY
STUBBER BODY
0051/7



VAN SAAR HEAVY
STUBBER PACK
0051/9



VAN SAAR HEAVY STUBBER
0051/8



A COMPLETED VAN SAAR HEAVY
WITH HEAVY STUBBER

A COMPLETE VAN SAAR HEAVY WITH
HEAVY STUBBER CONSISTS OF:
1 x VAN SAAR HEAVY STUBBER BODY
1 x VAN SAAR HEAVY STUBBER
1 x VAN SAAR HEAVY STUBBER PACK



VAN SAAR HEAVY
PLASMA GUN BODY
72925/13



VAN SAAR HEAVY
PLASMA GUN BACK PACK
72925/15



VAN SAAR HEAVY PLASMA GUN
72925/14



A COMPLETED VAN SAAR HEAVY
WITH HEAVY PLASMA GUN

A COMPLETE VAN SAAR HEAVY WITH
HEAVY PLASMA GUN CONSISTS OF:
1 x VAN SAAR HEAVY PLASMA GUN BODY
1 x VAN SAAR HEAVY PLASMA GUN
1 x VAN SAAR HEAVY PLASMA GUN PACK



Designed by Gary Morley

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NECROMUNDA™

HOUSE VAN SAAR LEADER



VAN SAAR LEADER WITH
MELTA-GUN AND CHAINWORD
72927/23

HOUSE VAN SAAR JUVES



VAN SAAR JUVE
WITH AUTOPISTOL
72924/11

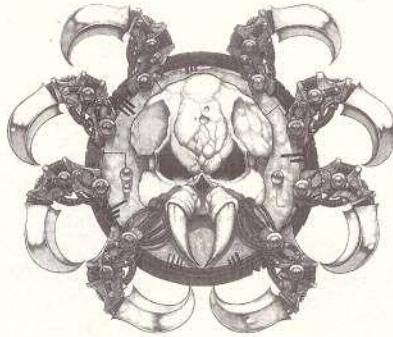


VAN SAAR JUVE
WITH STUB GUN AND CLUB
72924/12

HOUSE VAN SAAR GANGERS



VAN SAAR
WITH LASGUN AND AUTOPISTOL
72926/19



VAN SAAR
WITH BOLTGUN
72926/20

Designed by Gary Morley



CHAOS

EGRIMM VAN HORSTMANN,
DARK SORCERER OF CHAOS
ON BAUDROS, CHAOS DRAGON



EGRIMM BODY
0531/14



EGRIMM LEGS
0531/15



EGRIMM LANCE
0531/16



CHAOS DRAGON
HEAD 1
0531/5



CHAOS DRAGON
HORNS
0531/7



CHAOS DRAGON
HEAD 2
0531/6



CHAOS DRAGON
NECK 2
0531/3

CHAOS DRAGON
NECK 1
0531/4



CHAOS DRAGON
RIGHT ARM
0531/10



CHAOS DRAGON
LEFT ARM
0531/13

CHAOS DRAGON
CHEST
0531/11

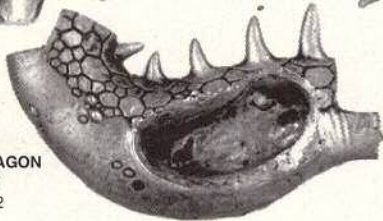


CHAOS DRAGON
RIGHT LEG
0531/8

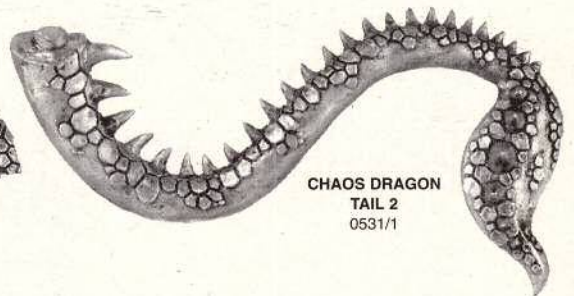


CHAOS DRAGON
LEFT LEG
0531/9

CHAOS DRAGON
BELLY
0531/12



CHAOS DRAGON
TAIL 1
0531/2



CHAOS DRAGON
TAIL 2
0531/1

Chaos Dragon designed by Trish Morrison, Egrimmm designed by Aly Morrison

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CHAOS

EGRIMM VAN HORSTMANN, DARK SORCERER OF CHAOS ON BAUDROS, CHAOS DRAGON

A COMPLETED EGRIMM VAN HORSTMANN,
DARK SORCERER OF CHAOS
ON BAUDROS, CHAOS DRAGON

CONSISTS OF:

- 1 x EGRIMM BODY
- 1 x EGRIMM LEGS
- 1 x EGRIMM LANCE
- 1 x CHAOS DRAGON HEAD 1
- 1 x CHAOS DRAGON HEAD 2
- 1 x CHAOS DRAGON HORNS
- 1 x CHAOS DRAGON NECK 1
- 1 x CHAOS DRAGON NECK 2
- 1 x CHAOS DRAGON CHEST
- 1 x CHAOS DRAGON BELLY
- 1 x CHAOS DRAGON RIGHT ARM
- 1 x CHAOS DRAGON LEFT ARM
- 1 x CHAOS DRAGON RIGHT LEG
- 1 x CHAOS DRAGON LEFT LEG
- 1 x CHAOS DRAGON TAIL 1
- 1 x CHAOS DRAGON TAIL 2
- 1 x PLASTIC DRAGON WING 1
- 1 x PLASTIC DRAGON WING 2
- 1 x COLOUR ADHESIVE BANNER SHEET



Chaos Dragon designed by Trish Morrison, Egrimm designed by Aly Morrison

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SPACE MARINES

APOTHECARY CORBULO SANGUINARY PRIEST

THE COMPLETE
APOTHECARY CORBULO
CONSISTS OF:
1x APOTHECARY CORBULO
1x PLASTIC BACKPACK SPRUE



APOTHECARY CORBULO
70094/1

NOTE: THE BANNER
POLE SHOULD BE
REMOVED FROM THE
PLASTIC BACKPACK
FOR THIS PARTICULAR
MINIATURE



MEPHISTON LORD OF DEATH

THE COMPLETE
MEPHISTON LORD OF DEATH
CONSISTS OF:
1x CHIEF LIBRARIAN MEPHISTON
1x FORCE SWORD
1x PLASTIC BACKPACK SPRUE



MEPHISTON LORD OF DEATH
70095/1



FORCE SWORD
70095/2

NOTE: THE BANNER
POLE SHOULD BE
REMOVED FROM THE
PLASTIC BACKPACK
FOR THIS PARTICULAR
MINIATURE.



THE COMPLETE MEPHISTON LORD OF DEATH

Designed by Jes Goodwin



SPACE MARINES®

BROTHER BETHOR BEARER OF THE SACRED STANDARD



BROTHER BETHOR
70093/1



DARK ANGELS STANDARD TOP
70093/2

NOTE: THE BANNER
POLE SHOULD BE
REMOVED FROM THE
PLASTIC BACKPACK
FOR THIS PARTICULAR
MINIATURE.



THE COMPLETE BROTHER BETHOR
BEARER OF THE SACRED STANDARD

SPACE MARINE SERGEANTS



BLOOD ANGELS
SERGEANT 1
0422/1



SPACE MARINE
SERGEANT 1
0819/3



DARK ANGELS
SERGEANT 1
0421/1



BLOOD ANGELS
SERGEANT 2
0808/1



SPACE MARINE
SERGEANT 2
0813/1

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE SERGEANTS

Designed by Jes Goodwin

SPACE MARINES

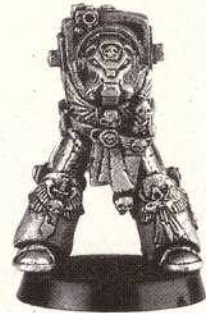
DEATHWING TERMINATORS



DEATHWING
TERMINATOR 1
0809/1



DEATHWING
TERMINATOR 2
0809/2



DEATHWING
SERGEANT
0809/7

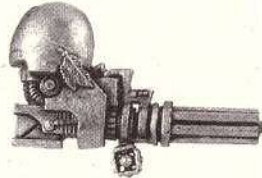
RIGHT HAND WEAPONS



DEATHWING
HEAVY FLAMER
0809/4



DEATHWING
STORM BOLTER
0809/3



DEATHWING
ASSAULT CANNON
70060/11



DEATHWING
SHIELD
0809/9

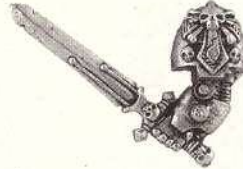
LEFT HAND WEAPONS



DEATHWING
CHAINFIST
0809/6



DEATHWING
POWER GLOVE
0809/5



DEATHWING
POWER SWORD
0809/8



DEATHWING
BACK BANNER
0809/10



A COMPLETE DEATHWING TERMINATOR CONSISTS OF:

- 1 X DEATHWING BODY
- 1 X DEATHWING LEFT ARM
- 1 X DEATHWING RIGHT ARM

THE DEATHWING TERMINATOR SERGEANT
IS ALSO SUPPLIED WITH

- 1 X DEATHWING BACK BANNER
- 1 X DEATHWING SHIELD



EXAMPLES OF COMPLETED DEATHWING TERMINATORS

Designed by Jes Goodwin

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ORKS™

ORK MEGA-ARMOUR



MEGA-ARMOUR BODY 1
70814/3



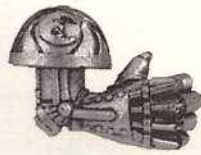
MEGA-ARMOUR BODY 2
70814/2



BACKPACK AND
BANNER POLE
70814/1



POWER CLAW
70814/4



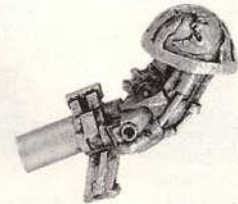
POWER FIST
70814/7



BOLT GUN 1
70814/6



PLASMA GUN
70814/8



BOLT GUN 2
70814/5



A COMPLETE ORK IN
MEGA-ARMOUR CONSISTS OF:
1 x MEGA-ARMOUR BODY
1 x RIGHT ARM
1 x LEFT ARM
1 x BACKPACK AND BANNER POLE



EXAMPLES OF COMPLETED ORKS IN MEGA-ARMOUR

Designed by Alan Perry

IMPERIAL GUARD

MORDIAN IRON GUARD



IRON GUARD
SERGEANT 1
0445/6



IRON GUARD
WITH LASGUN 1
0445/3



IRON GUARD
WITH LASGUN 2
0445/1



IRON GUARD
WITH LASGUN 3
0445/4



IRON GUARD
WITH LASGUN 4
0445/2



IRON GUARD
WITH FLAMER
72227/19



IRON GUARD
WITH GRENADE LAUNCHER
0445/5



IRON GUARD
WITH MELTA-GUN
72227/18

IRON GUARD LIEUTENANT



IRON GUARD LIEUTENANT
72208/1

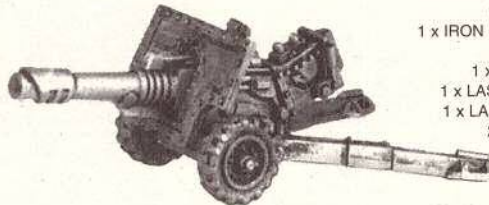
MORDIAN IRON GUARD LASCANNON



IRON GUARD
LASCANNON LOADER
0445/8

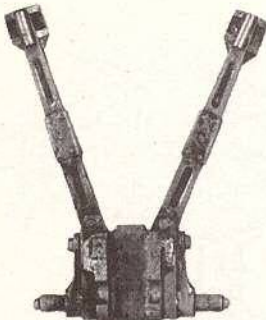


IRON GUARD
LASCANNON OPERATOR
0445/7



COMPLETED LASCANNON

- A COMPLETED
MORDIAN IRON GUARD
LASCANNON CONSISTS OF:
- 1 x IRON GUARD LASCANNON OPERATOR
 - 1 x IRON GUARD LASCANNON LOADER
 - 1 x LASCANNON
 - 1 x LASCANNON SHIELD
 - 1 x LASCANNON STAND
 - 2 x WHEELS



LASCANNON STAND
0445/11



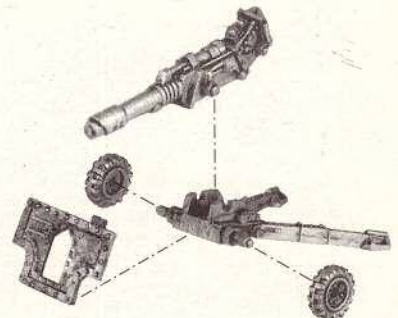
LASCANNON
0445/9



LASCANNON SHIELD
0445/10



WHEEL
0443/13



Designed by Michael Perry, Lascannon designed by Norman Swales

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IMPERIAL GUARD

MORDIAN IRON GUARD MORTAR

A COMPLETED
MORDIAN IRON GUARD MORTAR

CONSISTS OF:

1 x MORTAR BARREL

1 x MORTAR STAND

1 x IRON GUARD MORTAR OPERATOR

1 x IRON GUARD MORTAR LOADER



AN ASSEMBLED MORDIAN
IRON GUARD MORTAR



IRON GUARD
MORTAR LOADER
72228/24



IRON GUARD MORTAR
OPERATOR
72228/23



MORTAR STAND
0444/10



MORTAR BARREL
0444/9

MORDIAN IRON GUARD HEAVY BOLTER



IRON GUARD
GUNNER BODY
72228/20



IRON GUARD
HEAVY BOLTER LOADER
72228/21



A COMPLETED MORDIAN IRON GUARD HEAVY BOLTER

A COMPLETED
MORDIAN IRON GUARD
HEAVY BOLTER

CONSISTS OF:

1 x IRON GUARD

GUNNER BODY

1 x IRON GUARD HEAVY BOLTER

GUNNER LEGS

1 x IRON GUARD HEAVY BOLTER

LOADER

1 x HEAVY BOLTER

1 x SHIELD

1 x TRAIL

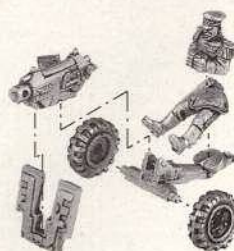
2 x WHEELS



SHIELD
0443/10



TRAIL
0443/11



HEAVY BOLTER
0443/12



IRON GUARD
GUNNER LEGS
72228/21



WHEEL
0443/13



Designed by Michael Perry, heavy weapons designed by Norman Swales

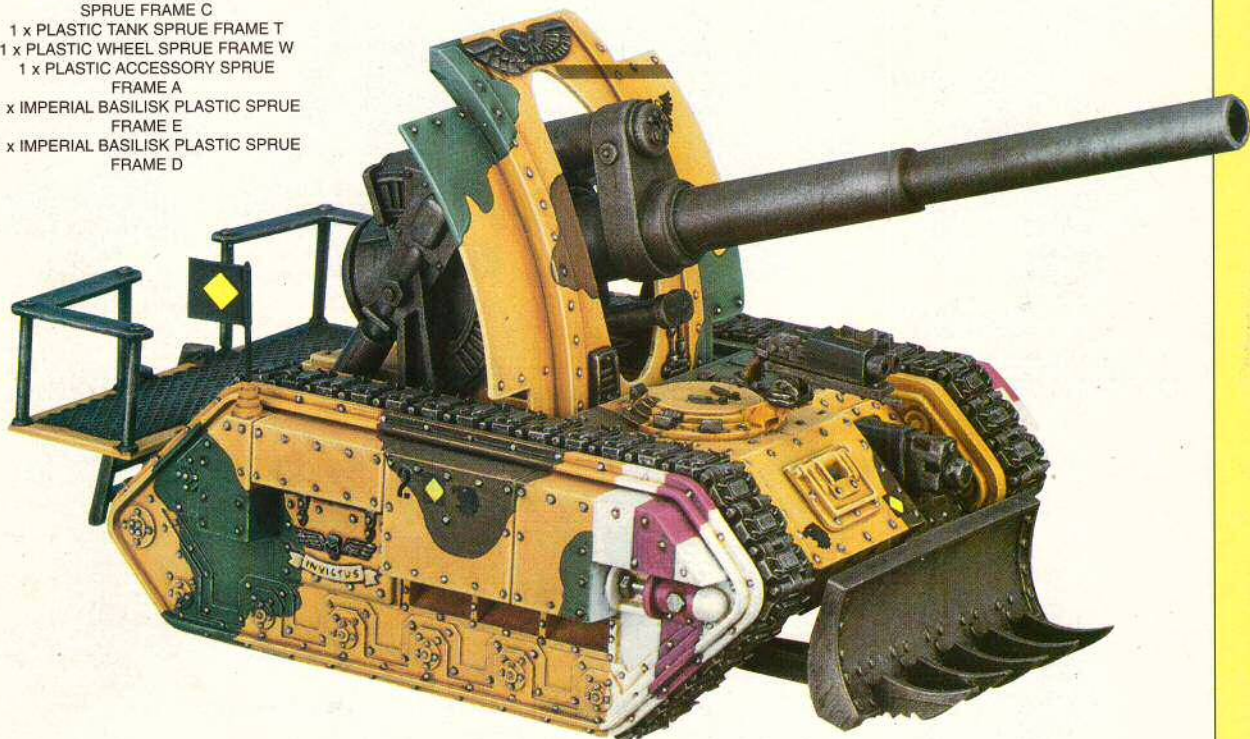
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IMPERIAL GUARD

IMPERIAL BASILISK

A COMPLETED IMPERIAL BASILISK
CONSISTS OF:

- 1 x IMPERIAL CHIMERA BODY PLASTIC
SPRUE FRAME B
- 1 x IMPERIAL CHIMERA BODY PLASTIC
SPRUE FRAME C
- 1 x PLASTIC TANK SPRUE FRAME T
- 1 x PLASTIC WHEEL SPRUE FRAME W
- 1 x PLASTIC ACCESSORY SPRUE
FRAME A
- 1 x IMPERIAL BASILISK PLASTIC SPRUE
FRAME E
- 1 x IMPERIAL BASILISK PLASTIC SPRUE
FRAME D



THE COMPLETED IMPERIAL BASILISK PAINTED BY THE 'EAVY METAL TEAM



NECROMUNDA

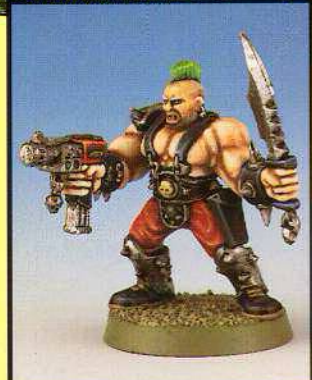


Miniatures supplied unpainted.
 Contents and components may vary from those illustrated.
 Plastic moulding may vary due to the complexity and detail of the mould.

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 each other 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.

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GOLIATH FIGHTER



An embattled Dwarf host stands resolutely against the advancing tide of Undead.



The Eldar counter-attack, breaking through a screen of smaller Tyranids to fight their way to the Hive Tyrant!



Orlocks form a defensive circle, but it's too late...