

WHITE DWARF



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WHITE DWARF

GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND CITADEL® MINIATURES CATALOGUE

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THE ENTIRE
ULTRAMARINES
CHAPTER!

WARHAMMER
FRENZY

SPYRE HUNTERS

MODELLING
RIVERS

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DAMNED SPECIAL
CHARACTER

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CODE ULTRAM



The 1st Company of a Space Marine Chapter is the elite company of veterans. These experienced warriors have access to the very best of the Chapter's weaponry and equipment and are the first to be supplied with any new or modified wargear. They are also traditionally the only Space Marines to be equipped with the devastating Terminator armour.

These powerful armoured suits are a physical embodiment of the Chapter's fighting spirit and are regarded by the brother-Marines as important artifacts in their own right. When equipped with Terminator armour the Space Marines of the 1st Company are organised into Battle Squads of five men. At full strength the Chapter can field twenty squads!

INDEX MARINES



Each squad is identified by a simple number I, II, III, etc. These are displayed in combination with the Chapter icon on the right shoulder pad of the Space Marine's armour. The left shoulder pad displays the solid stone Terminator badge which is not only a tactical symbol but a revered icon of the Chapter's honour.

The traditional weapons of a Terminator are the storm bolter and powerfist. However, they also have access to a variety of more specialised wargear. This includes the much-feared assault cannon for longer ranged support, and the thunder hammer, storm shield, lightning claws and heavy flamer for brutal, close-quarters fighting.

Free plastic Terminator for every customer!
(while stocks last)

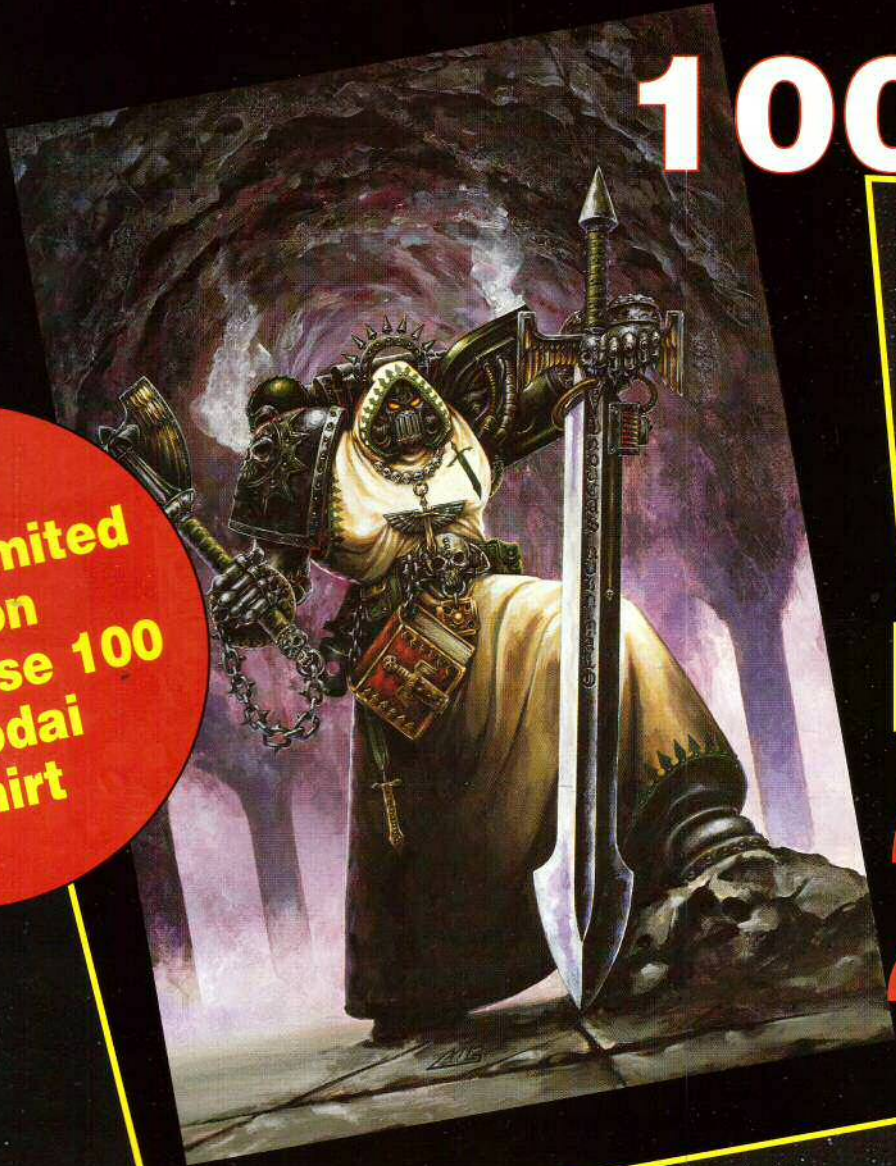
Miniature supplied unpainted.



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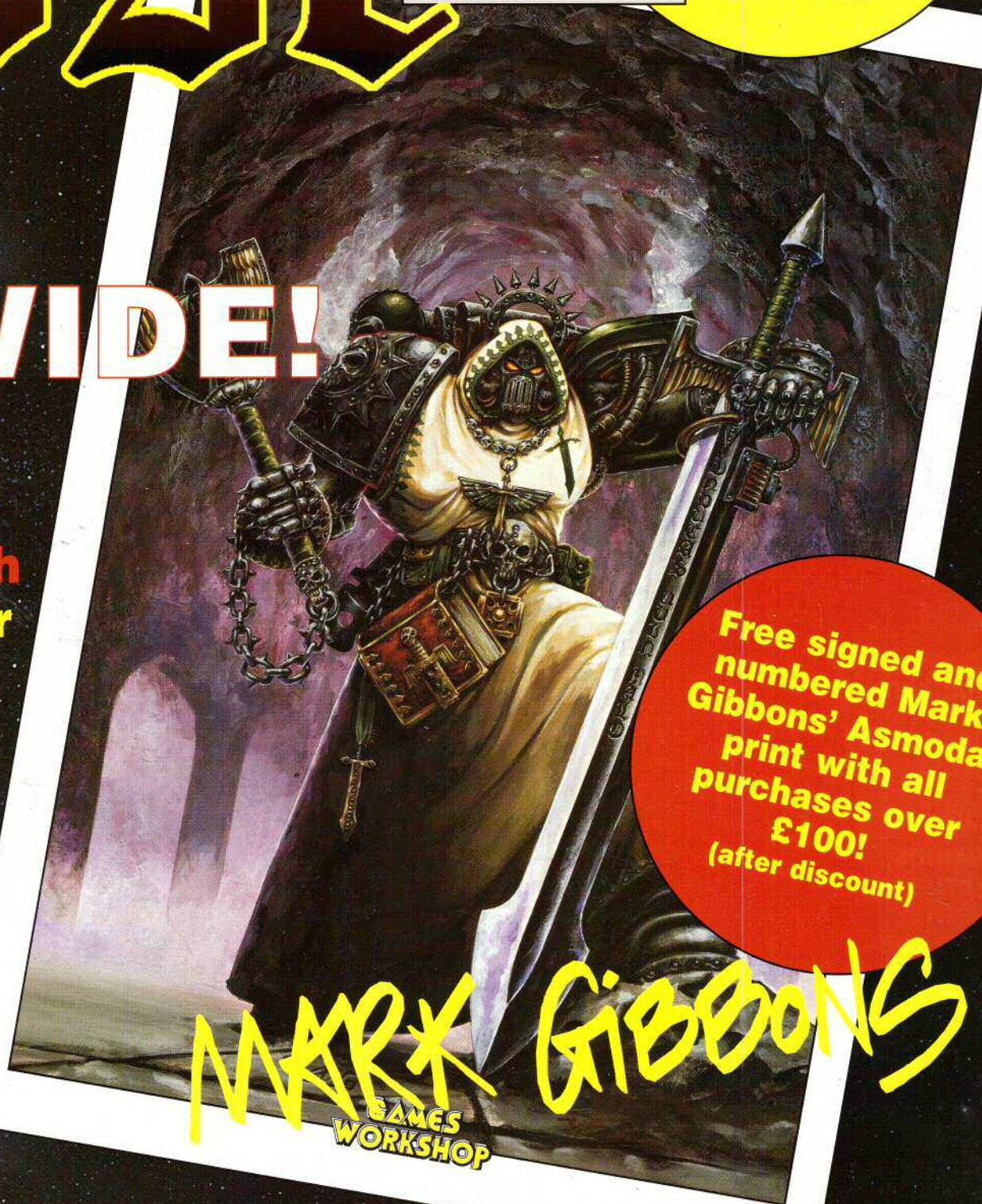


Miniature supplied unpainted.

Limited Edition Legion of the Damned Veteran Sergeant Centurius miniature only available at this event!

WIDE!

100th Anniversary for



Free signed and numbered Mark Gibbons' Asmodai print with all purchases over £100! (after discount)

MARK GIBBONS

GAMES WORKSHOP

WHITE DWARF

Product Code: 0911
Ref. No: 009114
ISSN: 0265-8712

We've all gone scenario-crazy again! This issue we've got ideas for new scenarios based on historical battles, fought over imperial firebases, and even when he's supposed to be talking about terrain, Nigel couldn't resist throwing in an idea or three for using the wetter bits of terrain as centrepieces for yet more unusual scenarios.



Jake Thornton,
Editor



Adrian Wood,
Production Editor



Gavin Thorpe



Ian Pickstock

Steve Anastasoff



On top of all that, we're starting another Warhammer campaign at the Studio, more news of which may follow. As usual, there's the problem of knowing quite which army to command. I think I may have a go with the Undead again, after all, I haven't summoned them out of the cupboard for absolutely ages.

Dead (!) easy to paint too.

But seriously folks... scenarios and campaigns are, for me, gaming at its best. There's nothing to beat the feeling of crushing the enemy and knowing that now they have nothing left to stop Von Raminovich's glorious Army of the North. Each victory becomes a vital part of the whole and as the enemy closes in the tension really mounts. Give it a go!

Jake



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Mark Gibbons

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Commander Dante

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Rats! Rats! Everywhere! Our intrepid explorer, Gav Thorpe, gives us a guided tour of the Domain of the Horned Rat, three new **Warhammer Quest** adventures using special Event cards and a great new board section. Also included are ideas for using Skaven in other adventures.

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If you missed seeing the complete **Warhammer 40,000** Ultramarines Chapter at Games Day last year, now's your chance to look it over in all its glory.

88 MIKE'S MASTERCLASS

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One of Mike's most impressive models is "The Rock", a large diorama depicting Commander Azrael of the Dark Angels in the Chapter's fortress monastery. He also looks at more Golden Demon Open Category models.

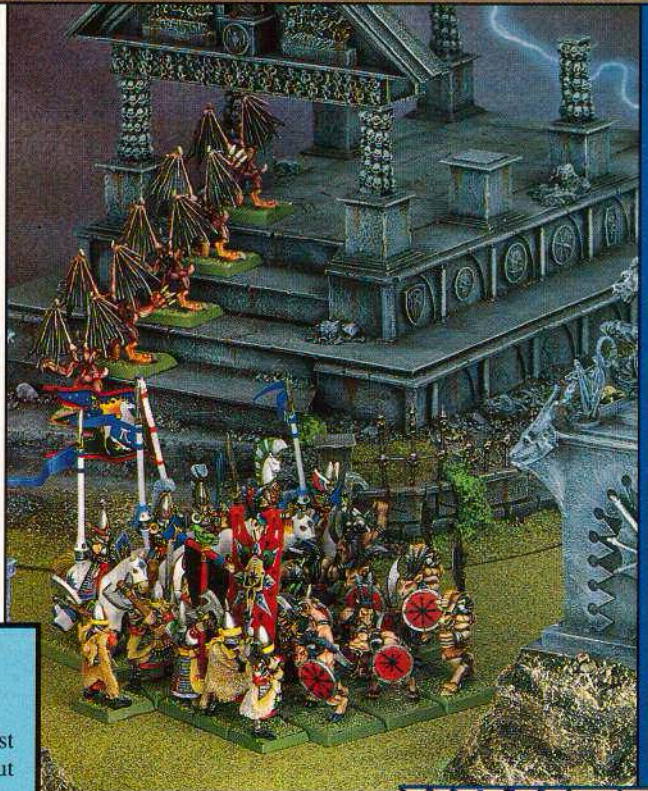
94 DARKNESS UNLEASHED

Steve Anastasoff and Gav Thorpe

The challenge is issued. Is Egrimm Van Horstmann the most powerful wizard in Warhammer or is Teclis the best? Find out in this clash of the titans!



Just a small part of the complete Ultramarines Chapter – page 81



WHITE DWARF

WARHAMMER

THIS MONTH'S RELEASES

- Skaven Warlocks..... £3.00
(One miniature per blister)
- Skaven Assassins..... £4.00
(Two miniature per blisters)



Wood Elf Dryad

**NEXT
ISSUE...**

SKAVEN

Released this month are some brilliant new models for the Warhammer Skaven range. Colin Dixon (who can be seen below) has really excelled himself and I think these are some of his best miniatures yet. I was so impressed by the new Assassins and Warlocks I felt obliged to make something more of them.

However, there are already rules for these types of Skaven in Warhammer so I turned my attention to another of my favourite games – Warhammer Quest. You can read my efforts later in this issue in *Domain of the Horned Rat*. These models proved inspirational for Quirrik and Skreek Deathstrike.

FOLK OF LOREN

As you can see from the next issue preview to the left, work on Warhammer Armies – Wood Elves is entering its final stages and the first Citadel miniatures of a brilliant new army will begin hitting the shelves next month. Although we'll be looking at the Wood Elves in more detail in a couple of later issues, I thought I'd take the opportunity to say what a great army they're turning out to be. The army book has been wonderfully written by Nigel Stillman and the Citadel Miniatures design team is producing some great, characterful models. Keep your eyes peeled for more news!

GAV THORPE

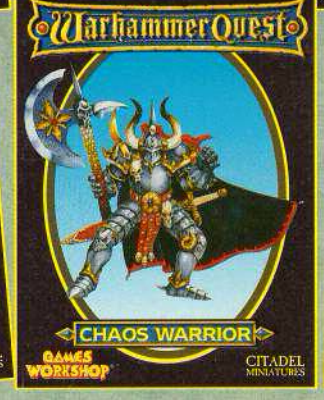
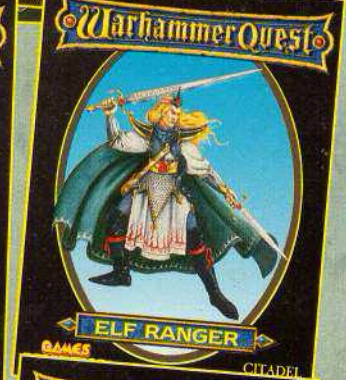
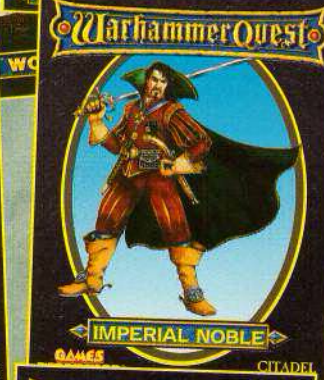
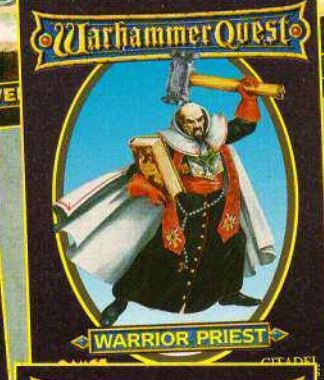
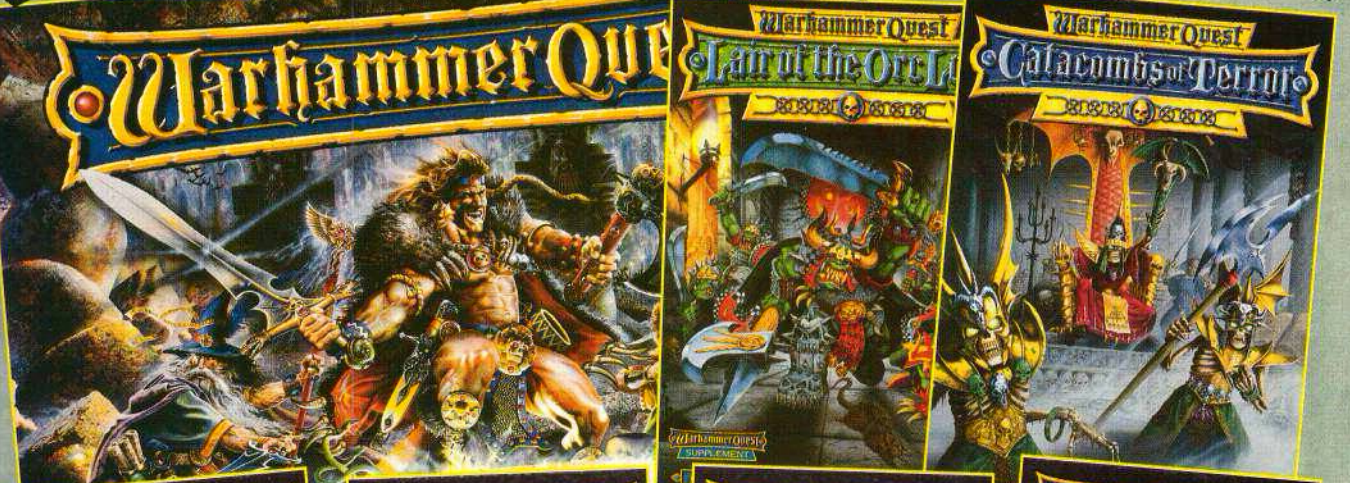
CITADEL MINIATURES

Wow! It seems like everyone wants to work for us! We've had an absolute deluge of applications for the trainee artist and miniature designer positions. If you've already applied then please bear with us and we'll get back to you. If you haven't applied but would like to, please make sure that we receive your application by the 15th March 1996.

Above: Citadel designer Colin Dixon working on his next masterpiece.

Above: Games Workshop artist Des Hanley. Left: Des' Pit Fighter for Outlanders.

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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Commander Dante – Lord of the Blood Angels



Commander Dante is the most experienced and able leader of any Space Marine Chapter. Due to the longevity of the Blood Angels he has ruled the Chapter for over 1,100 years! As a leader he is utterly fearless, and full of drive and initiative. Dante may be escorted by a personal bodyguard of five Veteran Blood Angels equipped with jump packs.



Details of bodyguard markings

Blood Angels Captain Tycho

Each Blood Angels Captain has a unique heraldic device which is reproduced on his left shoulder pad and on his banner. Company badges are worn on the right shoulder pad. The Captains' armours are maintained by the Chapter's Artificers and over the centuries they have become fashioned into glorious relics.



Legion of the Damned

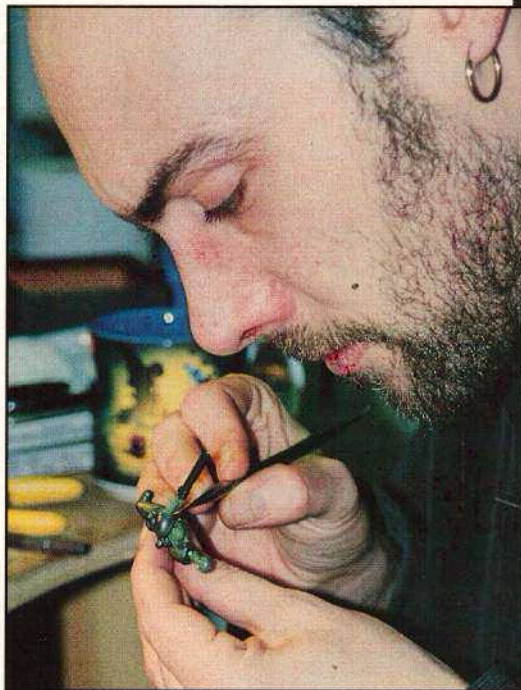
Apocalypse 100

To celebrate the opening of our 100th store, we decided to run loads of special events and offers at all of our stores over the weekend of the 2nd-3rd of March. One thing we particularly wanted was a limited edition model, but the question was what kind of miniature to sculpt?

Well, the first decision was to make it a Space Marine. Everyone likes Space Marines and they are our most popular type of Warhammer 40,000 army. Even if you don't collect Space Marines, or even play Warhammer 40,000, Jes would be bound to turn out a stonking good miniature that you'd just have to have in your collection.

Now other questions posed themselves: what type of Space Marine? Should it be a Captain, or a Techmarine, or a Librarian, or any one of the many other types of Space Marines available? Which Chapter should it come from? We've covered the background and history of four Space Marine Chapters in three Codex books. Each chapter has its own definite imagery. If the Space Marine came from one particular chapter, players with other chapters wouldn't be able to include the model in their armies. So what were we going to do?

Lots of ideas came to mind and some of them may come to light in a later issue of White Dwarf, but the idea that appealed the most was one that Andy



Chambers suggested – A Legion of the Damned veteran sergeant. So, with a clear idea in mind, we all retreated to our respective corners and set to.

The Tech-adept moved purposefully about the chamber, adjusting dials and checking gauges. He hummed quietly to himself as his fingers played across the data-tablet clutched in his arm. Everything seem to be in order, and he couldn't help wondering why he had been summoned at this unearthly hour. As he turned to leave the chamber, the candles within their sconces dimmed and finally flickered out, leaving the room shrouded in darkness. Only the dull glow of the system monitors cast an eerie light into the passage beyond. As soon as he stepped out of the chamber, a huge blast door slid shut behind him. This was immediately followed by a section of wall that descended

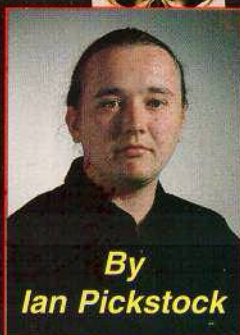
from the ceiling. A sharp hiss filled the passage as the pneumatic locking bolts engaged, leaving nothing to indicate that the chamber had ever existed.

The Tech-adept checked the time: it was only a couple of hours till dawn and if he was lucky he might make it back to his cell for morning prayers. Then, as he hurried back to his cell, he almost walked into a large cloaked figure who had emerged silently from the shadows...



Top: Jes adds eyeballs to the skull, allowing the glowing eyes of the Animus Malorum to be painted-in.

Right: The sculpted skulls and bones on Centurius are far more prominent and easier to paint than the hand-painted ones on normal Legion of the Damned Space Marines.



By
Ian Pickstock



The completed Centurius, painted by Neil Hodgson.



Veteran Sergeant Centurius

with *Animus Malorum* +40 points.



The Legion of the Damned is a mysterious and unexplained occurrence. In times of great adversity the Legion will come to the aid of Space Marines in battle, turning crushing defeat into glorious victory, or even protecting the Imperium from some terrible catastrophe.

Documented appearances of the Legion of the Damned are few and far between. They seem to move throughout the galaxy coming to the aid of hard-pressed Space Marines in what appears to be a completely random manner. However, further study of Imperial records shows a far more startling fact: every single intervention by the Legion of the Damned has been of extreme importance to the safety of the Imperium! Sometimes the value of their aid is immediately obvious, helping Space Marines win a battle against the odds or defeat an evil heretic, or Chaos Lord. In other cases the benefits of their intervention may take centuries before the implications become apparent.

Many Inquisitors have tried to capture or intercept the Legion of the Damned, but all have failed. Some have even been on the same battlefield, but events always conspire to prevent them from even getting close to the Legion, leaving them nothing more than mere witnesses after the event. After the battle, the Legion of the Damned disappear as mysteriously as they appeared, no one has ever found any signs of a space ship or been able to trace any teleportation – they just disappear.

Army List – Characters

Centurius may be included in any Space Marine army in one of two ways. Firstly, if your army includes a Legion of the Damned squad, you may replace its sergeant with Centurius. Alternatively, you may include Centurius with his own Legion of the Damned bodyguard.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Centurius	4	6	6	4	4	1	6	1	9

WEAPONS: Centurius is armed with a bolt-pistol, a chainsword, and frag grenades.

ARMOUR: Centurius wears power armour (3+save).

WARGEAR: As a Veteran Sergeant, Centurius may have one Wargear card. This will always be the *Animus Malorum*.

Centurius may buy additional weapons from the Assault Weapons and Grenades section of the Wargear list.

Special Rules

Leadership: Centurius will always ignore any Leadership tests he is called to make. He cannot therefore be broken and is not affected by the Psychology rules in any way.

Fear: Centurius projects an aura of power and death around him, whilst his armour is decorated with bones, infernos and other symbols of death. Centurius cause *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Space Marine: Centurius is a Space Marine and the usual Rapid Fire rules apply. Centurius is never Shaken as he automatically passes any Leadership test.

Legion of the Damned: Centurius always leads a Legion of the Damned squad, either a normal squad or his bodyguard (see below). Either way, he may not leave the squad and cannot lead any other type of squad. Note that this is an exception to the rule printed in Codex Ultramarines.

Bodyguard: Instead of leading a Legion of the Damned squad, Centurius may fight with his bodyguard. His bodyguard consists of four Legion of the Damned Space Marines, that with himself form a squad of five.



Of all the legends of the Imperium one of the strangest is that of the Legion of the Damned. Most bizarre of all are the many corroborated accounts of these otherworldly warriors, their unexpected appearance upon a desperate battlefield, and their sudden and inexplicable disappearance at the battle's end. The account of Ultramarine Chief Librarian Tigurius is the most recent report of this mystery.

M41.967
Ordo Obsuletus



“On the third night of fighting the Orks took the Great Bastion from us. Despair settled in our hearts, for all hope of rescue was now gone. Of all our company I counted but thirty seven living, and of these but twenty five unhurt. The Orks gathered about us in the darkness. The screeching and cackling of their Gretchin haunted us as they mustered to the attack. An hour before dawn I called the company to prayer and, since our Chaplain was slain, we made our peace with the Emperor in battle fashion.

It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. At first I thought it some connivance of the Orks, but as the host advanced I realised it was of Space Marines, though not of any Chapter under the Emperor's sun. Their armour was coloured black and upon it was drawn chilling images of bones and fire, and on their helms they bore skulls. As they advanced an eerie glow shrouded them and fire seemed to dance about their feet. Like the bones of men in the torment of purgatory they were, so that they looked more like skeletons than living men. Yet not a sound did they make.

For a while I believed this to be some phantasm, a vision of ancient times, for I had heard the Emperor grants such sights to those of his warriors who face death in his name. But it was not so, for soon the ghostly warriors reached the Orks' battleline, and suddenly the air was full of battle-din, and the Orks were wailing and crying in their terror. We that remained watched the dark battle-brothers at their work, and never before or



since have I seen fighting such as I witnessed that dawn. Seizing the moment, I regrouped my company, and led them to war. Yet there was little work left for us, for the Orks lacked stomach for the fight. Soon we secured the Great Bastion once more and without further loss. Of the dark brotherhood there was no sign.”

But the mystery doesn't end there. Almost nothing is known of the Legion's higher organisation. Certainly there has been no sightings of any captains, apothecaries and such, with one exception: a Legionnaire known as Centurius. Although, as with all Legion of the

Damned, his armour displays no rank or insignia save the usual symbols of death, it is believed that Centurius is a veteran sergeant. Centurius is marked out from other Legion of the Damned by the archaic skull that he carries known as the *Animus Malorum* (souls of the damned).

Bodyguard

Bodyguard 196 points

You may only include the Bodyguard if your army includes Centurius. The 196 points includes the cost of Centurius with the *Animus Malorum*.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Legionnaire	4	5	5	4	4	1	5	1	8

- SQUAD.** The bodyguard consists of 4 Legion of the Damned Space Marines with Centurius.
- WEAPONS.** Bolt pistol and frag grenades.
- ARMOUR.** Power Armour (3+ save).
- WARGEAR.** Up to one model in the squad (not Centurius) may be equipped with a weapon from the Special Weapons section of the Wargear list.
Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be given Krak grenades at a cost of 15 points.

The entire squad may be given melta bombs at a cost of 25 points.

The Legion of the Damned may not be equipped with jump packs.

Special Rules

Leadership: The Legion of the Damned will always ignore any Leadership tests they are called to make. The squad cannot therefore be broken and is not affected by the Psychology rules in any way.

Fear: The Legion of the Damned cause *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Space Marines: The Legion of the Damned are Space Marines and the usual Rapid Fire rules apply. The Legion of the Damned are never Shaken as they automatically pass any Leadership test.

Dark Angels Dreadnought

The Dreadnought's operator is not an ordinary Space Marine, but one of the Old Ones: a living embodiment of a Chapter's spirit and heroic history.



MISSILE LAUNCHER



COMPANY BANNER



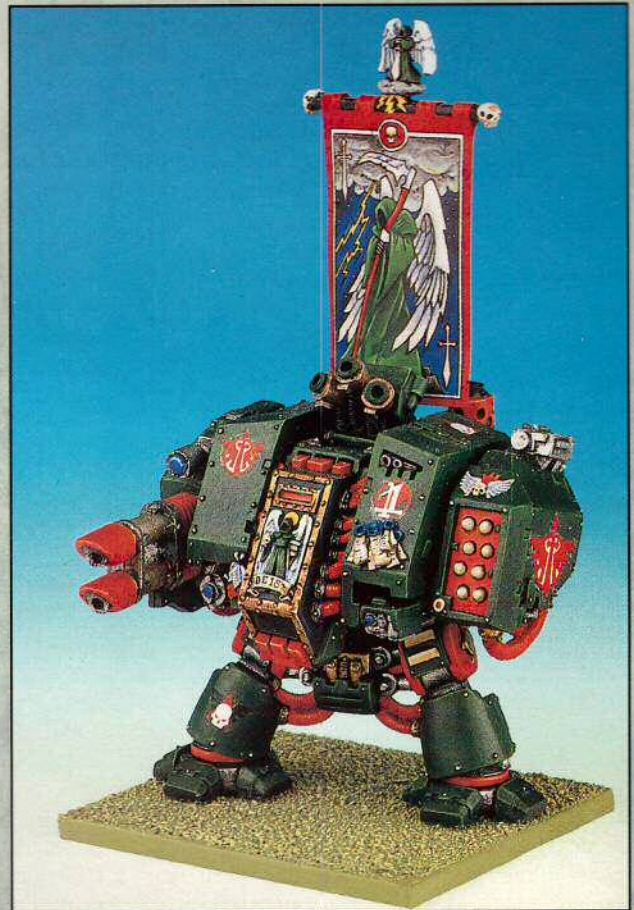
ARMY BADGE



COMPANY BADGE WITH TERMINATOR NUMBER

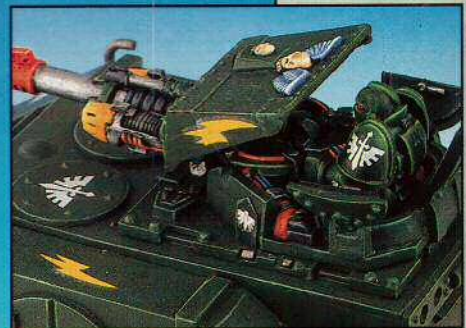


LASCANNON



Dark Angels Razorback

The Razorback provides heavy covering fire for the Space Marines it transports into battle.



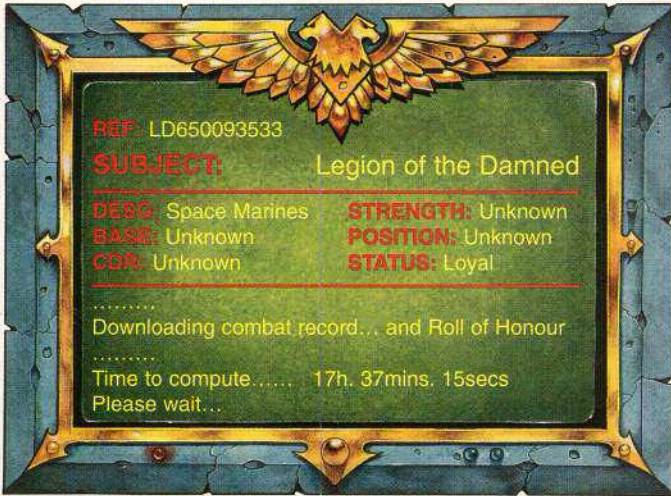
RAZORBACK DESIGNATION



GUNNER'S SHOULDER INSIGNIA



COMPANY BADGE



Animus Malorum

As with everything to do with the Legion of the Damned, the exact origin or nature of the relic skull carried by Centurius is unknown. However, Imperial Scholars state, after having studied corroborated eyewitness accounts and vid-records of battles, that the three metal studs in the upper-cranium of the skull betray its origin. The studs that are commonly used to indicate prolonged service in a chapter almost certainly mark it out as the skull of a Space Marine Captain, maybe even one from the Legion of the Damned. Even with such little knowledge, Imperial forces have little doubt of the skull's power. When Centurius closes with the enemy, foes die a horrifying death, their souls sucked from their body, leaving an emaciated corpse lying dead on the battlefield. A squad of Legion of the Damned led by Centurius appear to have an unearthly resilience to incoming fire, some even rising from grievous lascannon wounds unharmed and ready

to slaughter the enemy with renewed ferocity.

Centurius has been sighted both leading the Legion of the Damned and with his own bodyguard. The Legion are always a force to be feared and are not known for rational thought when facing grievous odds or horrifying forces. By contrast, Centurius and his bodyguard are even more merciless and psychotic, matching any foe that cares to stand against them. Their predilection for assault weapons favours them well, allowing them to close with

the enemy, the power of the *Animus Malorum*, turning them into an unstoppable force!

"Ah my Lord... I did not hear you approach." The Tech-adept looked up into the cowl of the giant figure and saw nothing but blackness. Slowly, as his eyes adjusted to the dark, he perceived two faintly glimmering eyes. The Tech-adept stood transfixed as a voice issued from the depths of the cowl.

"I know. What have you to report?" It was a low, hushed voice, yet it filled the passage with sound and compelled the Tech-adept to obey without question.

The Tech-adept fumbled within his robe and found his data-tablet. His fingers worked over the keyboard, not the confident motion of moments earlier, but jerky stabs at the icons. The Tech-adept was anxious, a man fearful of failing in a task he completed every day.

"Er... everything is in order, no losses or perceptible mutations".

"Good, good" and then silence. To the Tech-adept it felt like an eternity. Thoughts flashed through his mind: was it over, just some routine trial of his loyalty? Was he going to be allowed to return to his cell? Now came the test, the hushed voice filled the passage once again, "and the life-signs?"

"Ah... all stabilised..." the Tech-adept hesitated before continuing "...at nil". There was a perceptible change in the cloaked figure as he drew himself up to his full height. The figure placed an arm on the man's shoulder as he loomed over him and whispered.

Legion of the Damned led by Centurius cut into Ork invaders. Their mission? No one can be sure, but one thing is certain: the Legion are saving the Imperium from a dire peril.

"For the Emperor." It was all over in a moment, the cloaked figure slipping the needle-thin device into the Tech Adept's jugular. The man was dead instantly, and the cloaked figure lowered the limp body gently to the floor.

The cloaked figure stood silently for a moment. From down the passageway he could hear the buzz and whirr of Servitors coming to clear up the body. He allowed himself a moment to reflect. The Tech-adepts always figured it out in the end, much too clever for their own good. And with that the figure disappeared into the darkness.



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.

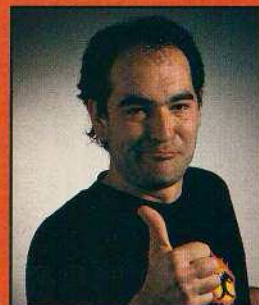
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GOLIATH FIGHTER



THE 1996 GRAND TOURNAMENT



IN THE BEGINNING...

Last year we fulfilled a long-held ambition at Games Workshop when we held the first "official" Warhammer and Warhammer 40,000 tournaments. Although our games are primarily about playing games with friends in an easy-going and light-hearted manner, it can't be denied that the serious confrontations which are part and parcel of tournament play make for extremely exciting games. I was therefore more than happy when Rick Priestley asked me if I'd like to try my hand at setting up our first Warhammer Tournament – although at the time I had no idea of just how much work would be involved getting the project off the ground.

The Warhammer Tournament was held in April 1995, and was a big success with everybody (including the staff) having a great time. So we decided to quickly follow it up with a Warhammer 40,000 Tournament. This proved to be just as much fun to host and (I hope) to take part in as the first

tournament. This has encouraged us to plan an even bigger and better tournament for 1996, which is what this article is all about!

THE GRAND TOURNAMENT

The two tournaments we held in 1995 were each for a single game system; the first for Warhammer, the second for Warhammer 40,000. This was fine as far as it went, but there was no denying that much of the fun of attending the tournaments rested on the fact that it was a brilliant opportunity to meet fellow gamers. Most of my memories of the event are of the conversations and brain-storming sessions we held about the games rather than the actual playing of the games themselves. Nonetheless, we quickly came to the conclusion that the more players we could get together at the same place and time, the better!

We've therefore decided to hold the Warhammer and Warhammer 40,000 Tournaments together, and what's more, we decided to throw in smaller Blood Bowl and Necromunda Tournaments as well! All in all we hope to gather together

Jervis is on the warpath again. He says this year's Tournament is going to be bigger and better than ever before.

So sharpen up your Frostblade, clear and lock your bolt gun and prepare yourself for...

The 1996 Grand Tournament!



Judge Jones inspects a player's army for painting standard and army selection.



Gamers get down the nitty gritty of the third round during the First International Warhammer Tournament.



At last year's Warhammer 40,000 Tournament, Necromunda games were set up, allowing players to get an early taste of the 1995 big release!

several hundred dedicated players, make them play games all weekend, and keep them up late at night talking and playing – our games! Who could possibly ask for more! (OK Jervis, just calm down – Ed).

Ahem... Yes, anyway, as I was saying, the plan is to simultaneously hold the four different tournaments over the weekend of 6-7th July at Leicester University. The

Warhammer and Warhammer 40,000 Tournament will be for 100 players each, and will use the system we developed for the tournaments held last year, slightly modified in the light of experience of the last two tournaments. Basically, this system rates the players on their overall ability as a Warhammer or Warhammer 40,000 player, rather than simply comparing their ability to win games. Thus the winners of the Warhammer and Warhammer 40,000 Tournaments will be the player that scores the most total points in the following five categories: Game Play, Painting, Army Selection, Sportsmanship and Rules and Background Knowledge.

It should be noted that Game Play is the most important category when deciding the overall winner, but nonetheless the ability to field a well-painted and thoughtfully chosen army becomes rather important too, as does being a nice opponent and having a good knowledge of the rules and background of the game you are playing. In addition to the overall winner we will also give out three consolation prizes: one for the player that scored the most points for Games Play, one for the player that scored the most points for Painting, and one the scored the most points for Rules and Background Knowledge.

The Blood Bowl and Necromunda tournaments will be for 32 players each, and will use a more traditional "knock-out" format, with teams or gangs progressing through several rounds to a grand final. We'll also be giving out consolation prizes in different categories, so even if you're knocked out first thing, there'll be something to fight for over the weekend.



Come and hassle the designers with those niggling questions you've been dying to ask.

ENTERING THE TOURNAMENT

The Warhammer Tournament is going to be run over over the weekend of 6-7th July at Leicester University. Its East Midlands location means that nobody will have to travel too far in order to get there. Access from most parts of the country is available by road and rail, and there is an international airport quite close by.

The event will start on Saturday 6th July at 10am, and will finish at about 6pm on Sunday. The ticket price (£45) includes entry into the tournament itself, bed and breakfast accommodation in a University Halls of Residence, and free admission to a host of other events such as seminars, pub quizzes, painting and modelling workshops. Entry is strictly limited to 100 Warhammer players, 100 Warhammer 40,000 players, 32 Blood Bowl players, and 32 Necromunda players. You may only enter one tournament and tickets will be given out on a first-come, first-served basis. So, if you want to take part you'd better get that entry form in fast! You can choose to arrive on Friday evening and/or stay over on Sunday night if you wish, but each extra night's accommodation costs an additional £20. Unfortunately, we cannot offer a discount if you do not wish to stay in the Halls of Residence, as the cost to us is based on taking all of the rooms that are available. Lunch and dinner will be provided at reasonable rates by the University's catering department (yuk! school dinners again).

If you want to take part in the tournament then you must fill in and send off the entry form we've provided, along with payment to cover the cost of the entry fee. You must let us

know your name, age, which of the tournaments you wish to enter, and what type of army/team/gang you will be using. You must also be at least 14 years of age to enter the tournament.

Entry forms should be sent to:

**Games Workshop 1996 Grand Tournament
Games Workshop Mail Order
Chewton Street
Hilltop
Eastwood
Nottingham NG16 3HY**

Alternatively, entries can be placed by Visa, Access, Mastercard or Switch by phoning our Mail Order Hotline on 01773 713213.

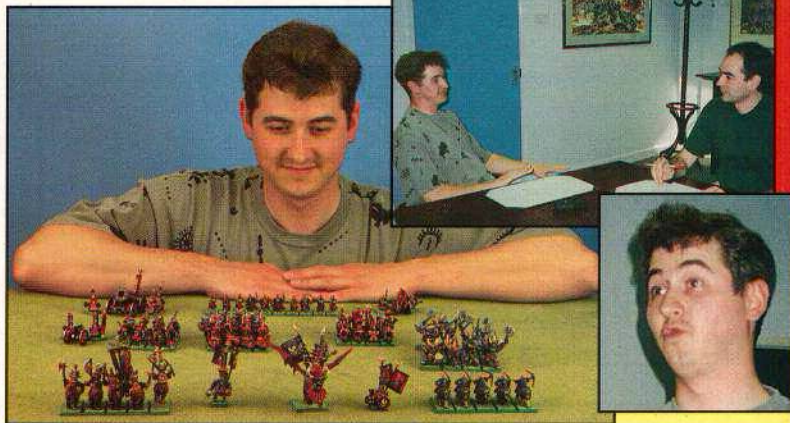
Those fast enough to get one of the places will receive an information pack containing the full tournament rules, a schedule, a detailed map showing how to get to the event, and a name badge that will have to be worn throughout the tournament (so don't lose it!).

We also have a limited number of rooms available for people who want to come along to the tournament but don't want to take part in any tournament games. These rooms are primarily meant for the parents of younger players, so they can accompany their offspring for the weekend and make sure they don't get into any trouble! For details about room-only tickets (or anything else about the tournament) simply phone our Mail Order Hotline on 01773 713213.

OTHER ACTIVITIES

While taking part in the tournament will obviously be the main attraction, we're planning to set up a number of other events that will take place over the weekend. As we will have access to a number of seminar rooms in the University I plan to do a certain amount of arm-twisting and get some of the talented people who work here to put on a seminar or two. There will be a fun team quiz to be held in the bar on Saturday night. The Mail Order department will be at the show to answer any questions about Citadel's extensive catalogue of miniatures, and take any orders.

Probably of more interest, however, is that we are going to make sure that all of the gaming tables will be available for players to use while tournament games are not in progress. Considering that there are going to be literally dozens of die-hard players and their armies at the event we anticipate "ad-hoc" multi-player battles raging well into the small hours of the morning. And for those who prefer to save their game-playing energies for the tournament, there will still be the opportunity to have a drink and a chat with fellow gamers about Games Workshop's games and the hobby in general, or to ask the various members of Studio staff that will be at the event any questions that you may have. All in all, we want to make sure that absolutely everyone has an enjoyable and entertaining weekend, even if they don't do very well in their tournament.



SEE YOU THERE!

Hopefully this article has got across some of the enthusiasm and excitement this project has already generated amongst the staff. However, if for some strange reason the event doesn't appeal to you, why not drop me a line at the Studio to let me know why not - I want each future Grand Tournament to be better than the ones before! And if you do want to take part in this year's Grand Tournament, then what are you waiting for? Fill out the entry form below straightaway and get it in the post **immediately!**

For the winners there's a chance to gain fame (no fortune I'm afraid) and grace the pages of White Dwarf, like Gareth Hamilton, the winner of the Best Painted Army prize at the First International Warhammer Tournament. Gareth's excellent Chaos Dwarf army took part in a photo shoot while Gareth was given a tour and a chance to meet the 'Eavy Metal team, artists, miniature designers and games developers, and see all the latest products before release! What a prize!

1996 GRAND TOURNAMENT ENTRY FORM

NAME: ADDRESS:

COUNTRY: Postcode: Tel:

In which tournament will you be participating?: (Only tick one box)

Warhammer Warhammer 40,000 Blood Bowl Necromunda

Will additional night's accommodation be required? Friday Night Sunday Night

Method of Payment: Cheque Postal Order Access/Mastercard Visa Switch

Card No: Issue No: (Switch only)

Card expiry date: Cardholder Name:

Cardholder Signature:



I declare that all of the information given above is correct and enclose payment of £45 to enter the 1996 Grand Tournament, plus £20 per additional night's accommodation ticked above. I agree to abide by the decisions of the umpires and to conduct myself in a manner that will not bring our hobby into disrepute.

Signed: Date:

*Unfortunately we can't allow players younger than 14 years old to take part in the tournament for insurance reasons.

GAMES WORKSHOP

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OPEN NOW!

OPEN NOW!

NEWPORT

**25 Skinner Street
Newport, Wales**



FROTHING LOONIES!

ED'S NOTE

Jake: Many of you will have read Tuomas Pirinen's *The Bigger They Are...* article in issue 193. Well, we've been scouring the Internet again and Jervis Johnson found this excellent piece on the frenzy rules. If you have ever surfed the Net you'll know that there is an immense amount of material out there, and we hope to feature more Internet articles in future issues. Well, I'll hand you over to Tox...

YEEEAARRGGHH!

The rules for frenzy have undergone many changes since the last edition of Warhammer. As sometimes happens, some misunderstandings have arisen among gamers regarding the exact rules. The psychology summaries on the back of the Warhammer rulebook are not complete in their description (nor were they meant to be), and this can cause confusion during play, when players are inclined to glance at the summary for help instead of looking up the full description of the rules on page 41.

After the Chaos and Dark Elf army books were released, there was much outcry over the issue of frenzied troops. Many players thought them far too powerful. "Why would anyone play any Chaos Power except Khome?" I was asked, "What would you rather have: free Chaos armour, immunity to psychology and 5 free Attacks, or a +1 to your Toughness?" There were calls to increase all points costs for frenzied troops, to restrict or ban them entirely, or else to not bother fielding any non-frenzied melee troops. After listening to the uproar, I noticed a few things:

- 1) Not everyone seemed to have a clear idea about the full rules, having either read only the summary on the back cover, or else confused the rules for frenzy and hatred (admittedly, in a few cases the two are both applicable).
- 2) The local Chaos (and now Dark Elf) players seemed inclined to promote rather, umm, generous interpretations of the rules ("Immune to psychology! Of course they can't break!").
- 3) As in real life, any threat which is new seems very, very scary at first, since your old tactics are unsuited to deal with it. Rules changes and new troop types often cause hysteria when they are

first introduced, but calm consideration will generally produce some ideas which you can incorporate to stay abreast of the changes.

STOPPING THE PSYCHOS

This step-by-step look at frenzy shows how, as dangerous as these troops are, they are far from infallible. First, troops do not begin the battle frenzied. They enter this state at the beginning of their turn when there are enemies within charge reach. At this point, a Leadership check is necessary if the troops wish to restrain themselves.



By Tox

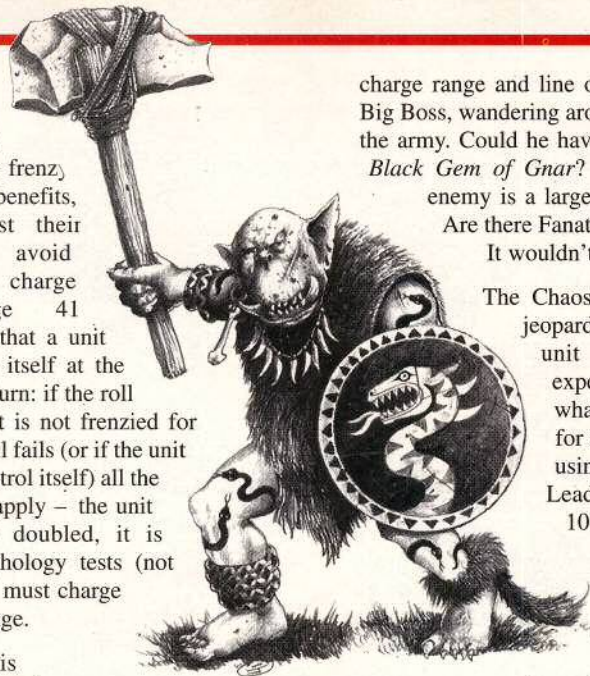
In the world of Warhammer, some of the most dangerous foes are those who have such a bloodlust that they go berserk in battle.

However, there are ways to defeat these deranged adversaries as Tox explains in his dissection of the frenzy rules.

“The local Chaos (and now Dark Elf) players seemed inclined to promote rather, umm, generous interpretations of the rules...”

Some players have the impression that troops may enter frenzy and receive its benefits, but roll against their Leadership to avoid having to charge enemies. Page 41 explicitly states that a unit may try restrain itself at the beginning of its turn: if the roll succeeds the unit is not frenzied for the turn. If the roll fails (or if the unit doesn't try to control itself) all the rules for frenzy apply – the unit has its Attacks doubled, it is immune to psychology tests (not break tests!) and must charge any enemy in range.

Consider this battlefield scenario: a regiment of Chaos Knights, led by the Army Standard Bearer with the *Banner of Rage*, begins its second turn with two enemy units within its



charge range and line of sight. One is a Goblin Big Boss, wandering around in front of the rest of the army. Could he have the *Heart of Woe*? The *Black Gem of Gnar*? Quite likely! The other enemy is a large block of Night Goblins. Are there Fanatics lurking in their ranks? It wouldn't be a surprise!

The Chaos player doesn't want to jeopardise his most expensive unit until he can send expendable troops to find out what he's facing, so he elects for the Chaos Knights to test using the Standard Bearer's Leadership characteristic of 10. If they fail, they become frenzied and must charge one of the two eligible enemies (finding out the hard way what kind of threat they are...).

Most likely the roll will succeed and their leader will keep order in the ranks. However, this means that the unit is not frenzied and will not be eligible to become so until the start of their next turn. The Orc player would do well to drop a couple of Wyverns on them in the meantime!

Once a unit is frenzied, it stays that way until it restrains itself voluntarily as described above, until there are no enemy within charge distance, or until they are broken in hand-to-hand combat. In the third instance, they get their frenzy knocked out of them for the rest of the game.

While on the topic, it has since been clarified in army books and in Questions & Answers articles that frenzy doubles only basic Attacks (those listed on the model's profile), not those granted by Magic Items or additional weapons. A Chaos Lord of Khorne with a *Blade of Leaping Gold*, *Battle Stone of Le Marquis* and *Scorpion Tail* does not get 20 attacks! Rather, he gets 10 (basic profile, doubled for frenzy) plus 3 (*Blade of Leaping Gold*) plus 1 (*Scorpion Tail*), for a total of 14, plus an additional 1 attack during the turn in which he activates the *Battle Stone of Le Marquis*. 10+ attacks is still nothing to sneeze at in the case of the Chaos Lord, but working out the correct number can mean a large statistical difference among those troops who combine frenzy with extra hand weapons (for example Witch Elves and Plague Monks).

With the full details of the frenzy rules in mind, the ways to beat hordes of battle-crazed enemy troops tend to fall into a few broad categories. Here are some general ideas to consider when you plan your next pitched battle against the frothing wackos, along with suggestions for their most appropriate use (a tactic that works well against Witch Elves may be useless against regiments of Chaos-armoured Khornate Knights), as well as some counter-tactics which your opponent may try to use in response.



Savage Orcs are really vicious opponents, but when mounted on War Boars, their Leadership penalty should be fully exploited to your advantage.



BOO!

Since Generals expect their frenzied troops to become immune to psychology as soon as the battle gets underway, they often neglect to provide special protection against Fear, Terror and Panic. Forcing them to take these tests early on may well send them packing before they get worked up into their berserk state.

Best Use: Against Savage Orcs, especially if mounted on those unruly War Boars. A regiment of Savage Orc Boarboyz led by a Shaman Lord plus a Boss is a common and quite effective Orc unit, but its Leadership of 7 means they can be spooked by the sudden appearance of a large monster or the casualties caused by the volleys of a few repeater bolt throwers. If this happens fairly early in the battle or out along one of the flanks, their high movement rate will probably carry them off the table before they can rally. Plague Monks are resistant to this tactic when their Leadership is raised by a leader and extra ranks, so remove either one or the other and your chances improve dramatically.

Counter-tactic: To start with, a frenzied character on a monster mount won't scare so easily. Also, if you keep using this tactic, your opponent will take steps to beef up his frenzy-prone regiments' resistance to psychology by adding the *Crown of Command*, *Sword of Fortitude* or the like.

BLITZ!

Fast shock troops that hit hard can charge into a frenzy-prone enemy and break or eliminate them in a sudden assault. If your target is Chaos

Knights, this tactic will also stop them from using their lances in a deadly charge. Just make sure your attacking troops are hard enough to take the foe down in one round of combat, or they'll pay for it next turn! Big flyers are often a good choice, move fast, hit hard and will cause Terror checks as described above. Incidentally, should you find yourself still locked in combat after the initial round, you mustn't despair yet! Your enemy will not go berserk until the beginning of their next turn, and Arcane Magic states (page 6) that missile casualties of 25%+ will force a Panic check. Either do enough damage with destructive magic to warrant a check or else rely on panic-causing magic like the *Horn of Urgok* to get one more chance at seeing them off (remember that troops which panic while in hand-to-hand combat count as having broken – no more frenzy!).

Best Use: Against Witch Elves, whether a regiment of ordinary rank and file or Hellebron herself. Witch Elves have the damage-dealing qualities of wild tigers, paired with the damage-resisting qualities of delicate china teacups. Hit first and hit hard!

Counter-tactic: The unit may be led by a character who can always strike first, such as a Hero wielding the *Sword of Swift Slaying* or a Champion of Khorne with the *Helm of Many Eyes*. It may even be a Dark Elf Assassin

“10+ attacks is still nothing to sneeze at!”





Remember, a Chaos unit can only take a magic banner for a specific god (in this case Khorne's Banner of Rage) if it is led by a Champion of that deity. This all builds up the points, you know!

popping out to cut down your punch. The *Talisman of Ravensdark* or *Black Gem of Gnar* may well be used against you and your scary flying monster.

QUAGMIRE

If frenzy-prone troops are near difficult terrain, try getting them to charge into it. Use a unit that doesn't suffer terrain penalties to trigger the charge (usually a flyer, although Wood Elves and Dark Elf Scouts do nicely in the right terrain). If they fail a Leadership check the foe will swerve off-course and plough into the "sticky" terrain. If a failed charge move would get them far enough to bog them down in the bad terrain, then just flee from the charge as you'll easily escape. If you need to bring them the full distance, have your decoy troops heroically meet the foe, standing and shooting if possible. Your bait will most likely be crushed in hand-to-hand combat, but now the enemy must either press on through the

bad terrain until it reaches the other side, or else spend a turn manoeuvring back out of the difficult ground, and then yet another turn's movement getting faced around toward their original objective. That's three whole turns wasted for one of your opponent's most fearsome hand-to-hand combat regiments!

Best Use: As with the *BOO!* ploy, this plan requires your opponent to fail a Leadership test (unless you have tempted him so skillfully that he doesn't even realise it's a trap!), so Savage Orcs, leaderless or depleted Plague Monks and smaller Witch Elf units (those less likely to sport a high-Leadership character) are your best targets for this tactic.

Counter-tactic: Watch out for units with good Leadership from Magic Items, characters and so on. Also, flyer-mounted characters are largely invulnerable to this tactic due to their special movement abilities.

GOLDEN OLDIES

By now, most of the Games Workshop world has encountered Tuomas Pirinen's anti-character article (printed in *White Dwarf* 193). In general, huge frenzied characters are much like other huge characters, except even more ferocious in hand-to-hand combat and somewhat easier to catch in a sucker trap. Grab some ideas from the aforementioned work and use as directed. Note also that some of the methods which Tuomas prescribes for dealing with super-nasty characters work well against compact, super-nasty units like Chaos Knights with the *Banner of Rage*. For example, *Fear of Aramar* is perfect, especially if you can cast it while the enemy regiment is engaged in hand-to-hand combat.

ONE EXTRA BONUS TRICK

Everyone who struggles against Chaos has learned to fear frenzied Knights and Warriors of Khorne. Remember that only Champions of Khorne are blessed with frenzy, not rank and file. It is the *Banner of Rage* (50 point Magic Item, Chaos-Khorne only) which grants them this ability. Timely use of the *Ring of Corin* or the High Magic spell *Deadlock* will soothe their savage breasts, preferably right before you charge them with everything you've got!

No shrewd General overlooks the potential danger posed by frenzied enemy troops and characters, but making good use of Frenzy's inherent weaknesses will ensure that Warhammer battles will continue to favour the best-thinking leaders, not the most mindless warriors! Good luck and, as always, enjoy the game!



GAMES WORKSHOP

FRONTLINE NEWS

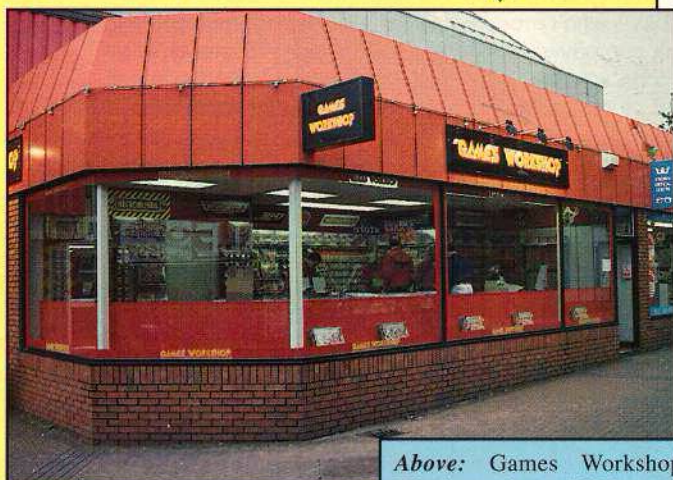
Apocalypse 100

To celebrate our 100th store opening, all Games Workshop's worldwide will open on Saturday 2nd and Sunday 3rd March and will offer a massive 25% discount to all our customers. Plus we have arranged several extra special offers for this weekend only.

If you spend over £100 in one go, then you'll receive a limited edition print which will be sent direct to you after the event.

We also have a special miniature that will only be available on the day. Sergeant Centurius has been modelled by Jes Goodwin and there is a full article about him in this issue.

Completing our limited edition items for Apocalypse 100 are special T-shirts. These are in short supply, but every shop will have a stock so make sure you get yours.



Above: Games Workshop Warrington is our 100th store!

As some of our stores are in shopping centres, please phone your local store for the latest details of this great event.

WARRINGTON BREAKS THE TON!

Throughout our Games Workshop stores around the world speculation was rife as to which was going to be the 100th store and where it would be located. Would it be in Australia, Spain, France, Germany or America?

No! Our Warrington store has claimed its place in history as the store that brought Games Workshop to a century.



Left: At Apocalypse 100 every customer receives a FREE plastic Terminator, but remember, stocks are limited!

Right: Games Workshop Warrington.





MOST WANTED!

In January we launched a massive **Necromunda Campaign** in order to see which of the Houses in the Necromunda hive was the strongest. The response has been enormous! All our stores have been running a Necromunda day on Sundays (except those that are closed who've been battling it out on Thursdays) and the competition has been really fierce! It's not over by a long way yet, but we decided to ring 'round a few of our stores to find out just what has happened so far...



ABERDEEN

After a strong start from House Escher at the beginning of the campaign, their place was quickly usurped by the Van Saar and the Orlocks. Both of these Houses are still battling it out as we go to press, with Van Saar just in the lead.

HULL

At Hull a lot of gang leaders have been fighting it out at home, increasing their gang ratings immensely before bringing them into the store on Sunday. Consequently all these mega gangs have been wiping the floor with each other! Cawdor are leading by a mile at the moment, one gang alone has a 6000 gang rating! Orlocks are fighting for second place with the Van Saar.

NOTTINGHAM

Van Saar were the top dogs at first at Nottingham before the Delaques leapt from the shadows! However, the sneaky Delaques have been outwitted by the Orlocks who now occupy the very top position!

GAMES[®] WORKSHOP UK STORES

ABERDEEN: Unit 1, 30/40 Kirkgate.
Tel: 01224 621261
ALTRINCHAM: 19 Grafton Street.
Tel: 01619 299896
BASINGSTOKE: 3 Potters Walk, Wote St.
Tel: 01256 466050
BATH: 30 Upper Borough Walls. Tel: 01225 314414.
BECKENHAM: 292-294 High Street.
Tel: 0181 658 8102
BELFAST: 20A Castle Court. Tel: 01232 233684
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Tel: 0121 236 7880
BLACKPOOL: 8 Birley St. Tel: 01253 752056
BOLTON: Unit 25, First Floor Gallery,
Shippages Centre. Tel: 01204 362131
BOURNEMOUTH: 24 Post Office Rd.
Tel: 01202 319292
BRADFORD: 5 Broadway. Tel: 01274 739353
BRIGHTON: 7 Nile Pavilions, Nile St.
Tel: 01273 203333

BRISTOL: 13 Broad Weir. Tel: 0117 9251533
BROMLEY: 8 Bromley Mall. Tel: 0181 466 0678
CAMBRIDGE: 4 Quayside, (Off Bridge St).
Tel: 01223 313350
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Tel: 01227 452 880
CARDIFF: 29-30 High Street. Tel: 01222 644917
CARLISLE: 2 Earls Lane, Lowther St.
Tel: 01228 598216
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CHELTHENHAM: 16 Pitville St. Tel: 01242 228419
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CRAWLEY: 11 Broadway. Tel: 01293 552072
CROYDON: Unit 35, Drummond Centre,
Keeley Road. Tel: 0181 680 4600
DERBY: 42 Sadler Gate. Tel: 01332 371657
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Tel: 01384 481818
EALING: 52D St Saviours Mall,
Ealing Broadway Centre. Tel: 0181 8400171
EDINBURGH: 136 High St. Tel: 0131 220 6540
EXETER: 37 Princess Hay. Tel: 01392 490305

GLASGOW: 66 Queen Street. Tel: 0141 226 3762
GLOUCESTER: 35 Clarence Street. Tel: 01452 505033
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HAMMERSMITH: 1 Dallington Road. Tel: 0181 741 3445
HARROGATE: 29 Beulah Street.
Tel: 01423 564310
HARROW: 296 Station Road. Tel: 0181 861 2350
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The Octagon Centre. Tel: 01494 531494
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Centre, 1st floor, 116-128 Oxford Street. Tel: 0171 436
0839
LUTON: 12 Park Street. Tel: 01582 417474
MAIDENHEAD: 2 Blandy House, 3/5 King St.
Tel: 01628 21854
MAIDSTONE: Unit 6, 1-9 Pudding Lane.
Tel: 01622 677435

OXFORD ST

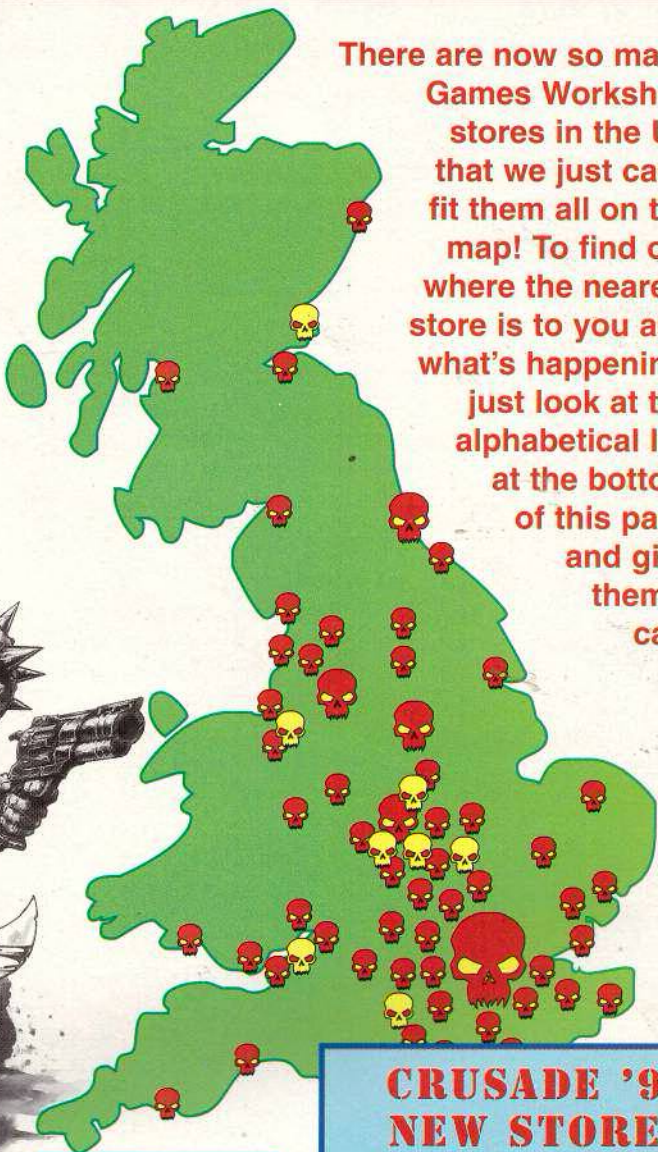
At our London Plaza store on Oxford street, the staff have gone crazy about the campaign! With the Eschers rated at 9000 the girls are clearly the tops, with Orlocks once again maintaining second place closely followed by Van Saar.

YORK

Orlocks led the way from the start at York, but the Van Saar have made a huge effort and are now clutching at their heels.

GOLIATHS

While the Orlocks are consistently at the top of the ratings, at the other end of the scale the musclebound Goliaths have unfortunately been bottom of the pile! Only when huge numbers of Goliath gangs bring their guns to bear have they been able to rule the roost anywhere. The honour of the Goliath House must be upheld, so calling all you Goliaths out there: get out and carve some turf for yourselves!



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

All shops marked in **BLUE** are not open on Sundays.

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SOLIHULL

690 Warwick Road, Solihull
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WALSALL

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WARRINGTON

Unit 20, Time Square, Warrington
01925 651 984

WINCHESTER

6 St Georges Street, Winchester

MANCHESTER: 69/70 Marsden Court, Amdale Centre. Tel: 0161 834 6871

MEADOWHALL CENTRE SHEFFIELD: 91B, High St, Upper Mall. Tel: 0114 2569836

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

MIDDLESBROUGH: 39 Dundas St. Tel: 01642 254091

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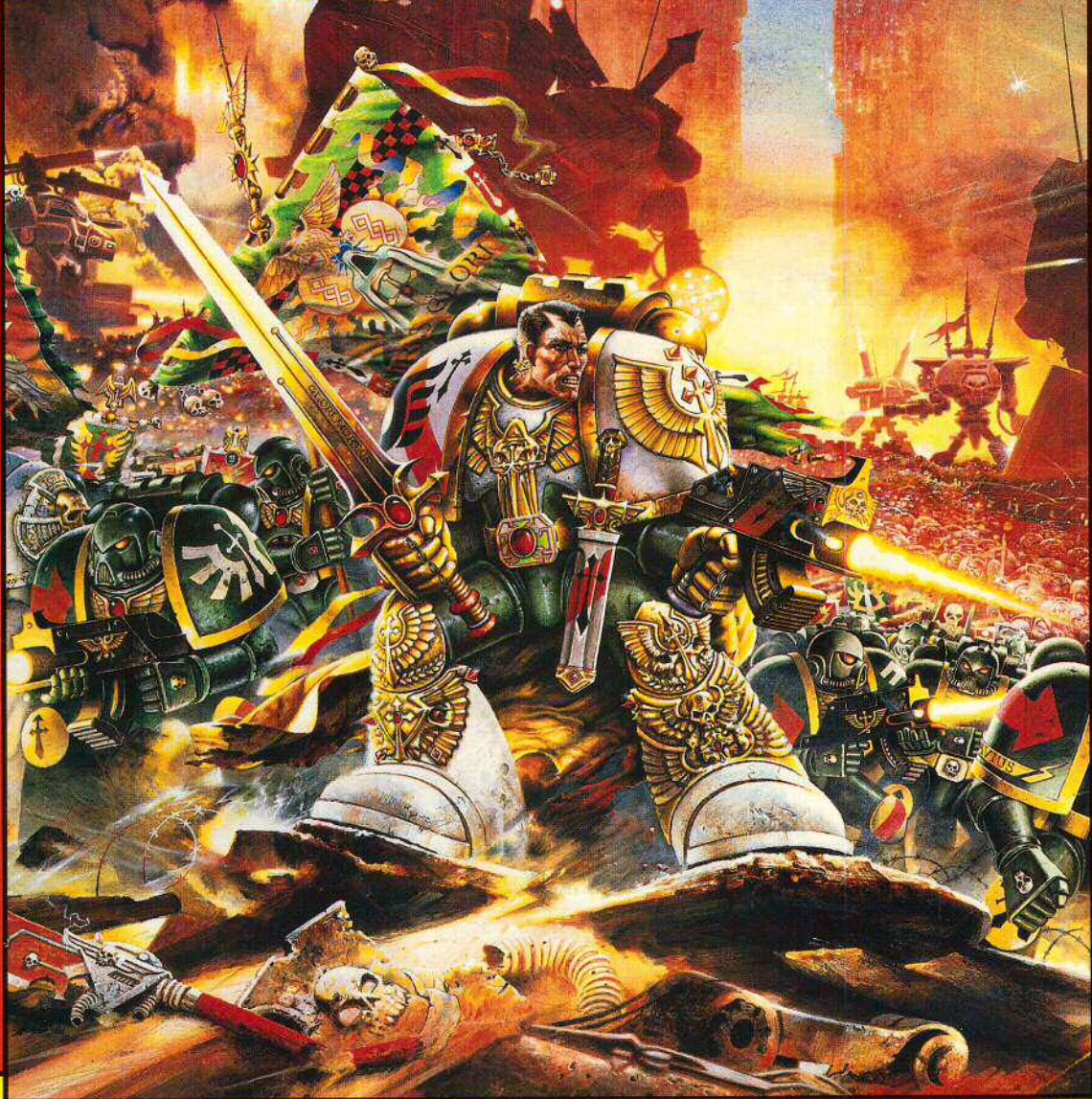
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SPYRE HUNTERS

BY ANDY CHAMBERS

Even in the living nightmare of the Underhive the Spyres are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyres are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources – they have only the equipment they bring with them and their own native wits to help them survive. Of course a Spyre's hunting rig is no ordinary set of armour. Spyres use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted off world, a wondrous device of half-forgotten technologies worth its own weight in credits.

The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyre evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyre team can only cross back above the wall when it has achieved its stated objective, which might be to slay a given number of Underhive warriors, survive in the wastes for a certain period of time, or some similar vow. Their fighting suits record all that occurs in the depths and verify their kills so no duplicity is possible. The Spyres must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda.

SPYRES

Spyres are quite unlike any other Outlaws in the Underhive. They are a solitary, highly motivated group, self-sustaining and self-sufficient, viewing the local inhabitants only as potential prey. Amongst the ruins of the Underhive they only set up camp for a short time. The team will frequently move their base in order to maintain their anonymity and avoid the unwelcome attentions of the local gangs. Spyres gain

synthesised sustenance from protein packs wired into their suits. Due to this advanced technology they never suffer the effects of starvation and only ever decamp to hunt down their hapless prey.

The power boosts for Spyre suits begin to kick in once the hunter starts making kills, making them more accurate and deadly in combat. They work by increasing the energy feed into weapon systems making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection, and so on. Power boosts, like skills and characteristic increases, can only be earned with Experience points.

Gang fighters captured by Spyres are liable to be turned into interesting suit ornaments as the Spyres have no interest in ransoms or exchanges. However, the Spyres just love using captured prey as bait to get more. Spyres captured by gangers can expect only a quick and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyre who is captured will be killed and stripped for bounty. Spyre weapons and equipment cannot



OUTLANDERS

Of all the horrors that plague the Underhive the most feared are the Spyrers. These are the sons and daughters of the Noble Houses of Necromunda, sent below the Wall as a part of their coming of age rite. Armed with exotic weaponry and driven by the need to prove themselves in battle, Spyrers often slaughter whole gangs to fulfil their strange vows.

The Spyrers are not the only children of the Spire to wreak terror amongst the hivers: "Mad" Donna was born D'onne Ulanti, daughter to the patriarch of the Noble House Ulanti. Driven insane by the cruel torments of her father she fled the Spire in a bloody escape and just kept going down through the hive until she hit bottom. Underhive dwellers tell many stories of her violent exploits, always dwelling at great length on what a sadistic maniac she is. Beware, these stories are not exaggerated!



Mad Donna Ulanti



Yeld Spyrer



Orrus Spyrer



Orrus Spyrer



Malcadon Spyrer



Jakara Spyrer



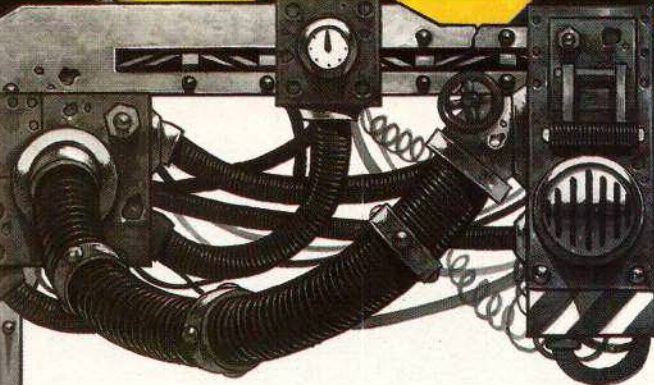
Malcadon Spyrer



Jakara Spyrer



Yeld Spyrer



be used by non-Spyrers and though no Guilder would pay, or indeed offer a bounty on Spyrers, the sophisticated devices that are stripped from their bodies are worth a small fortune at the outlaw trading posts.

When their vow has been completed, the Spyrers then return to the Spyre in order to begin new lives of power and position in the Noble Houses. Some warriors become addicted to the excitement of life in the Underhive. The constant blood-letting and combat can draw a Spyrer out of retirement and a veteran hunter can return as part of a new team of aspiring warriors in order to aid them in their quest for battle honours. Indeed a veteran hunter can return many times in order to exercise his skills and bathe in the glory of the hunt amongst the tunnels of the Underhive.

JAKARA

The weapons of the Jakara are the monomolecular sword and the mirror shield. The Jakara is the lightest of all the Spyrer hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara's buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

MALCADON

Cunning and subtle in their hunting, Malcadon trap their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of pipes and struts which form the dark canopy of the Underhive.

INTERVIEW WITH THE SPYRER

We went and talked to Richard Potter about how to best use a Spyrer gang and he said...



THE SPYRER TEAM

"Spyrer teams are very different from other types of gang. Firstly you are going to have a lot fewer models – you'll probably end up with five gang members at most. My suggestion is to have one of each type and then take a duplicate. In my case I chose a second Malcadon, but it's really up to you. Each of the four Spyre Hunters has their own advantages and disadvantages and your choice will depend on how you prefer to play.

The Orrus is the powerhouse of the team and a must for any Spyrer gang. In close combat an Orrus can use his huge power fists to pulverise opponents and at long range his bolt launchers provide supporting fire.

I see the Yeld as the sniper of the gang, with his laser gauntlets having the longest range of all the Spyrer weapons. He also has chameleonic wings which enable him to hide even in the open. The Yeld has a potentially huge movement allowance, because he can fly, so that he often works best sneaking round the opponent's flank.

The Jakara is very fast moving and extremely deadly at close quarters. She doesn't really have any ranged weapons, but if she successfully makes her saving throw against an energy based weapon such as a lasgun or plasma gun, the mirror shield may fire back immediately using the

energy fired at it. An opponent is quite likely to end up worse off in a firefight against a Jakara.

Perhaps the most versatile of the Spyrers is the Malcadon. He has a high movement rate and can use his web shooter to climb without the aid of ladders. The Malcadon's web shooters may not be very long ranged but they can be very deadly nevertheless. Don't be deceived by the Malcadon. At first they don't appear as deadly as the others, but when they start to gain advances they are transformed into lethal opponents. A Malcadon is a good long term investment, that's why I have two!

Richard's two Malcadons: "the most versatile of the Spyrers"



YELD

The most bizarre of the Spyre hunters is the Yeld, a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

ORRUS

The Orrus embodies the most brutal aspects of the Spyre hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and blunt, claw-fingered hands, and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured, but a force field protects the Spyrer from enemy fire as he lumbers forward.



GET OUT THERE AND FIGHT!

When starting out with a Spyrer team it's probably best to take on a gang with a higher rating, if they'll fight you that is. One thing I've encountered is peoples' great fear of fighting a Spyrer gang! This way your gang should gain skills a lot faster, from their underdog bonus. When choosing a scenario (assuming you can choose) it's often best to go for an *Ambush*. *Ambush* is ideal for Spyrer teams as you should be able to quickly whittle down the opposition and force a Bottle roll. My own tactic is to set up my team behind cover just in case I don't get the first turn. It's always a good idea to keep the Yeld on a high vantage point and don't set up too far away – remember the short range of your team's weapons compared to other gangs.

When playing a *Gang Fight* you'll be at a serious disadvantage. Any decent opponent will realise it's very easy to sit back on overwatch and wait for you to come to him, and just shoot you up as you advance. The only way round this is to try and sneak the Yeld round a flank, and ensure the rest of the gang makes best use of available cover as it advances.

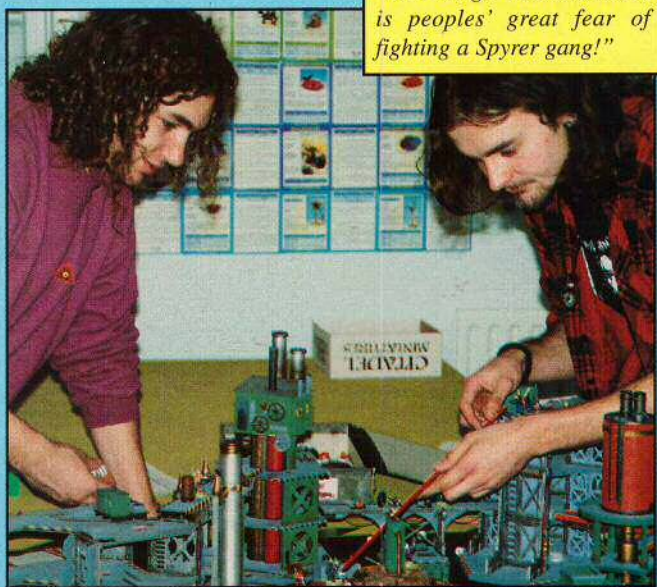
SKILLS

There are several advances that are really useful but the main one to try and get is *Leadership*. Because the gang doesn't have a leader it means that without this bonus all your Bottle rolls will fail on a roll of eight and it usually only takes two casualties to force a test. With the right

combination of skills and advances you'll soon have a handful of elite killers. For instance, one of my Malcadons has *Sprint* skill and two movement advances and now has a 24" charge range! Coupled with a Weapon Skill of 6, my Malcadon is a real mincing machine.

Finally, don't be disheartened if a gang member dies. If this happens when the gang is still quite inexperienced it might be best to start over again as losing a member will severely weaken the gang. If the gang is more experienced it will matter less as the rest of the gang should be tough enough on their own."

"One thing I've encountered is peoples' great fear of fighting a Spyrer gang!"

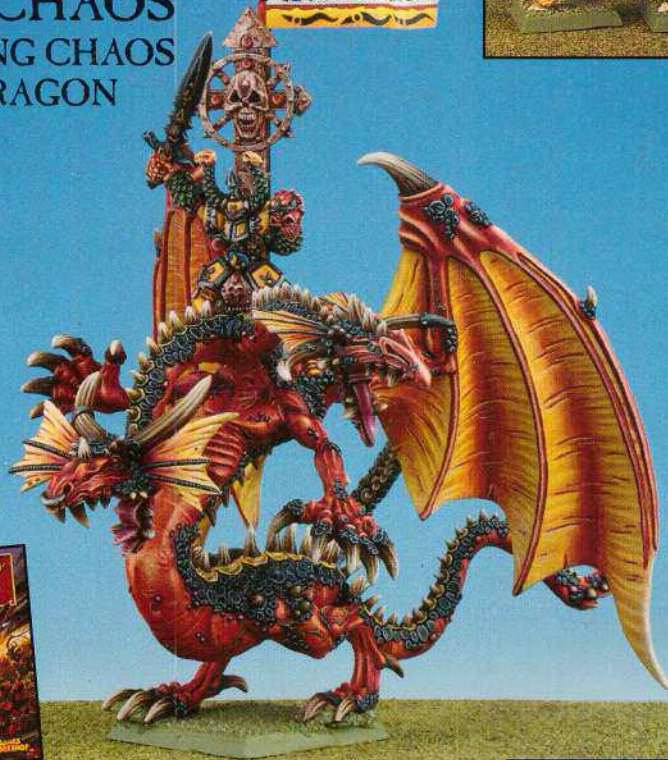




WARHAMMER



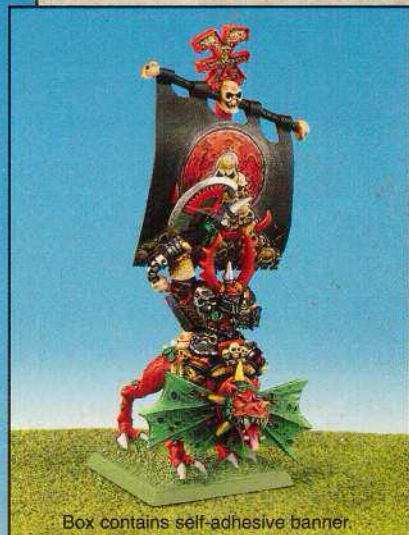
EGRIMM VAN HORSTMANN
DARK SORCERER
OF CHAOS
RIDING CHAOS
DRAGON



Box contains self-adhesive banner.



CHAOS BEASTMEN



Box contains self-adhesive banner.

ARBAAL THE UNDEFEATED



CHAOS WARRIORS



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CHAOS KNIGHTS

From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark gods lead their warriors against the realms of men, mighty Sorcerers weave terrifying spells of destruction and horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the dread Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things!

All models supplied unpainted. Both Egrimm Van Horstmann and Arbaal the Undefeated are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. WARNING! Except for the Chaos Warriors and Beastmen, these products contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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Model designed by Aly and Trish Morrison.

Model designed by Aly and Trish Morrison.

Models designed by Michael Perry.

Ancient Writings



By Jake Thornton

IN THE BEGINNING...

Over the last few issues we've been including quite a few unusual scenarios. Last month, Gavin and I explained some simple tricks to liven up your Warhammer battles. After we'd written that, we started to think about other ways in which we could invent new scenarios to fight. The debate raged for several days with everyone in the White Dwarf bunker joining in with ideas. In the end though we decided that the easiest and probably the best way of writing new scenarios was simply stealing them from somewhere else!

There are dozens of great plots, stories and characters lying around just waiting to be looted, not to mention thousands of years of real history (most of which is crammed full of battles and wars). All you need to do is alter things sufficiently to disguise their origin. In fact, you don't even really need to do that!

LOOT FICTION

Books and films are a good place to begin your hunt for inspiration and there are some brilliant battles to re-fight. Unfortunately, after a while you'll find that the plots begin to repeat themselves. This is because nearly every story is already borrowed from an earlier book, film or whatever. And, after a while, you'll probably come to the same conclusion we did: truth is stranger than fiction, so copy history.

PLUNDER HISTORY

Because nobody has to think of the plot of real battles (they just happen) they are full of the most bizarre events and twists. It is this that makes them such a good source for interesting tabletop battles. After all, what you're after is an unusual scenario that will tax your skills of generalship to their utmost and make for a really exciting game. Real history is full of things that you would never have thought of because they're so weird, and the sort of unfortunate coincidences that dog real commanders would be considered downright unfair if you put them in a normal game!

When we're writing the backgrounds for our games, we often look at historical campaigns for inspiration. I'm sure that some of you will be able to work out what, for example, the battle for Armageddon was based on (no prizes). Rather than going through a list of what we've already pilfered for the backgrounds, the best way of explaining how to go about this, er, "borrowing", is to take a new example. Everyone's heard of Custer's Last Stand (the Battle of Little Big Horn) where General George Custer was killed, surrounded by a swirling mass of whooping Indians (you've seen the movie). I've summarised the main events below, and asked Ian Steve and Gav to take these historical events (well, my version of them), and each write some scenarios based on them. Enjoy!

WHAT REALLY HAPPENED...

As the US "went west" to add ever more lands to its domains, it forced back the many tribes of indigenous peoples we know as Indians. With the US army to back up this expansion, the Indians were beaten time after time.

The series of battles which led up to Custer's Last Stand began with the US government trying to buy the Black Hills from the Sioux. They didn't want to sell their ancestral lands, but the government decided that this wasn't good enough. They'd have to sell them whether they wanted to or not...

OPENING SHOTS

The first battle was an attempt by the US army to kill Crazy Horse, the Sioux leader. Having worked out the location of his camp, they sent a column of troops to raze it to the ground. Unfortunately, it was the wrong camp. When the army arrived, the Sioux warriors held them off long enough to evacuate their families across a river, then just left them to it. The army burned the camp and then trudged back through the deep snow.

THE LONG ROAD BACK

Finally united by the army's attack on the camp, the various Indian tribes joined together to attack the column as it tried to

return to its base. The fact that they won this battle against a famous US commander encouraged them to carry on the fight.

FRONTAL ASSAULT

Crazy Horse's army grew larger by the day and formed a huge camp which Custer set out to destroy. Custer's plan was to send half his force to make a frontal assault on the camp, whilst he took the other half around behind the Indians to catch them as they ran. Custer was sure they would flee from his men, but had reckoned without his enemy's new resolve. The frontal assault quickly ground to a halt and was thrown back. The Indians would not be fleeing towards Custer in panicked disorder...

BATTLE AT THE FORD

While the frontal assault was failing to get anywhere, Custer's half of the army was having troubles of its own. Four Sioux braves held up the entire column as it tried to cross a river. By the time Custer finally got across, the easily defensible high ground had been occupied by Crazy Horse.

CUSTER'S LAST STAND

Custer and his men ended up being cut off from the rest of their army, outnumbered and surrounded by an enemy that had little left to lose. They were doomed.

CUSTARIUS' LAST STAND

PLUNDER

There are couple of things to bear in mind when planning to raid and pillage history for scenario and campaign ideas. Firstly, your historical example will have an outcome. Someone will have lost and someone will have won. This may have been through a combination of bad tactics, bad planning or just plain bad luck, but this is where the historical version can create a trap for our intrepid archive robber. You will want to come up with an exciting battle, or group of battles, that all your mates can play and have fun with and also have an equal chance of winning.

It's no use faithfully re-enacting the exact set of circumstances that led to one side's defeat as whoever takes this role will inevitably lose! At some point during the historical battle, a decision will have been made, or a battle fought, the outcome of which will have seriously altered the course of the war. You must allow the players the flexibility to make their own decisions and not force them to make the same mistake as their predecessor. In essence, you need to set up your campaign so that history can be changed, so to speak.

The thing that interested me about Custer's Last Stand was what would happen if after the attack on the village, Reynolds managed to smash his way back to Custer's camp? This would allow Reynolds to lead the assault on Crazy Horse's camp, instead of Reno (who failed to get anywhere). Who knows? Maybe if the assault had gone through then Americans may have had General Custer for President!

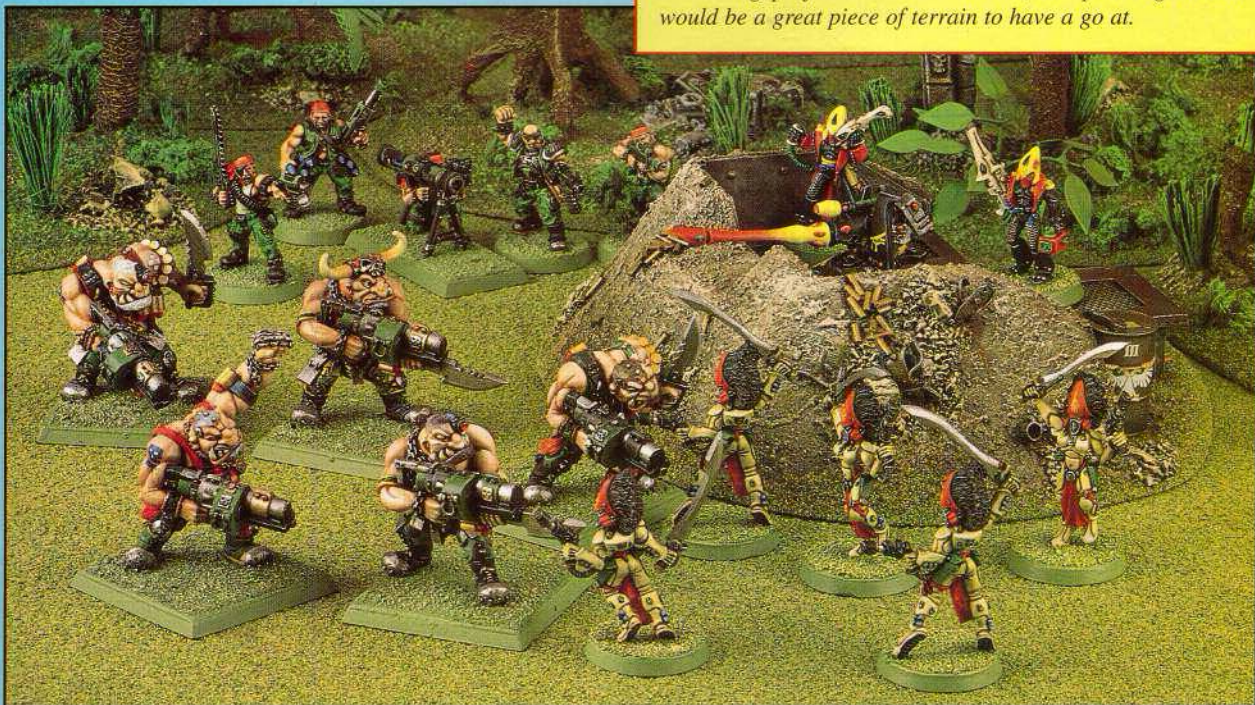
The setting I have chosen is on the edge of Imperial space, a frontier system governed by Lord Custarius (who else?).

Initially, only the Governor of a single planet, Custarius had carved out a small empire of his own, colonising nearby planets and moons in the name of the Imperium. He had managed to increase his mainly agricultural contribution to the Imperium with mineral mines, arms manufactories, numerous space docks, and finally raising his own Imperial Guard regiments. Only one thorn lay in Custarius's side: the neighbouring systems were infested with Eldar Pirates.

PIRATES!

Despite allowing him to charge merchants exorbitant taxes for protection by his formidable fleets, the pirates still stood in his way. They claimed rights over the planets and moons that they occupied, attacking anyone who entered their space. The sooner he was rid of them the better. Many Governors would be happy with this, maybe even coming to some agreement with the Pirates, but not Custarius. All he could see was something standing in his path. Beyond the Eldar pirates lay hundreds of unconquered worlds, all waiting to be brought into the Imperial fold. Beyond the Eldar Pirates lay greatness, fame and above all the position as one of the High Lords of Terra. The campaign begins as Custarius sees an opportunity to rid himself of the Pirates once and for all...

Jake: Once I'd got Ian, Steve and Gav working on these scenarios, all I heard was a constant stream of moans, groans and complaints that three pages wasn't enough space. To be fair, it isn't much room and, as you can see, there's a lot more that you could do with them. Not only are there more battles to be fought, but also several interesting modelling and converting projects. In Ian's version, the power generator would be a great piece of terrain to have a go at.



THE STORY SO FAR...

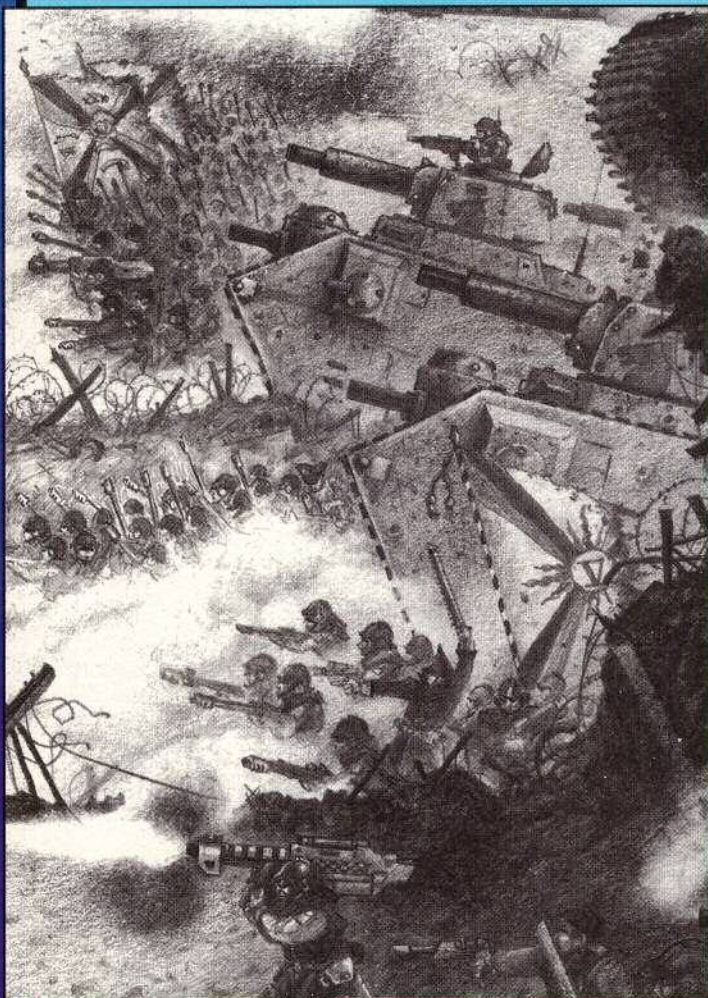
It seemed such a simple solution to all his problems. A rogue bounty hunter had claimed to have actually spoken and had business with the leader of the Eldar Pirates – Zacyr Seroh. The given location was just a short warp-jump away, in the very next system. Custarius mobilised a contingent of his Imperial Guard troops under the command of Colonel Romulus with the orders to bring back the head of Zacyr.

The attack went ahead according to plan, the pirates had all either been killed or fled the moon, but of the Pirate's leader there was no sign. He began to suspect treachery and ordered his Imperial Guard back to base.

In the meantime, having heard of the outrage committed against their kin, the Alaitoc craftworld emerged from the webway, travelling halfway across the galaxy faster than any warp-drive could possibly achieve. They moved to cut off Colonel Romulus' retreating Imperial Guard and retake the pirate moon. The race was on.

THE GAUNTLET

This battle represents one of many as Colonel Romulus' Imperial Guard fight to get back to their drop ships. I have given a few rough outlines below, but the rest you'll have to sort out yourselves!



This battle should be between forces of equal size, roughly around 1500 to 2000 points. The game is played up and down the length of a 6' long table, with the Imperial Guard troops deploying on one of the short ends of the table. The Eldar come onto the table from both of the long sides of the table. If you like, you can come up with some interesting deployment rules to represent the fact that the Eldar are deploying rapidly, straight from their Wraithships. Maybe the Eldar forces don't all arrive at once and are deployed throughout the first few turns of the game.

The Imperial Guard player must get as much of his forces across the table as possible to his waiting drop ship. Naturally, the Eldar player must try to stop them. I would use a simple victory point system with the Imperial Guard player getting 1 victory point for each squad, vehicle and character that manages to get across the table. The Eldar player gets 1 victory point for each squad, vehicle or character that is destroyed or cannot leave the table.

Unable to follow the Imperial Guard back to Custarius' homeworld, the Eldar had gathered on a nearby pirate planet to divine what their next move should be. Custarius decided to strike now, despite his scouts warning him that he was heavily out-gunned and would probably be walking into a trap. But the Eldar had a weakness: their lack of numbers. If he could thoroughly defeat them he was sure they would back down – the Alaitoc craftworld was not about to let itself be crippled over a few pirates. Custarius split his force into two sections.

One would land on the planet and hit the Eldar head on and hard, forcing them to withdraw. The other half of his force would attempt to encircle the Eldar base and wait to catch them retreating.

THE ASSAULT

The *Assault* battle only takes place if the Imperial Guard player won *The Gauntlet* and Colonel Romulus survived. Otherwise, Remus leads the *Assault* and, having heard how deadly and vicious the Eldar can be, decides the job can be done by bombarding the position from orbit. This is a big mistake and his ships are quickly beaten off – count this as an automatic loss.

The *Assault* is fought as a normal game of Warhammer 40,000, with the Imperial Guard having the *Engage and Destroy* mission and the Eldar having the *Guerrilla War* mission. Work out victory points using the updated tables in *Dark Millennium*.

DELAYING ACTION

Whilst the *Assault* was being prepared, Custarius led his half of the force around the other side of the planet. Using the planet's only moon to shield his fleet from the Eldar scanners, he rounded the moon and prepare to land his ground forces. But the Eldar were waiting for him. They had deployed a force on the moon facing the planet and used a variety of sophisticated weaponry from tractor beams to distortion cannon to destroy his drop-ships. He needed to act quickly as the Eldar barrage was shooting his forces to pieces. He sent a crack team of Imperial Guard down to the surface of the moon to silence the Eldar guns.

For this battle I would fight a small game with 400-500 points of fairly basic troops on each side: just Guardians and veteran Imperial Guard squads. Give Imperial Guard squad Sergeants and characters melta-bombs so they can blow up the power generator.

Keep the table no bigger than 4'x4' with a small complex of buildings and bunkers in the middle. Nominate one building, placed fairly centrally, to be the power generator.

At the start of the game, all the Eldar will be patrolling within the complex. I have come up with some rules for their movement while on patrol, but you could easily invent your own, or use the rules from the *Rescue* scenario in *Necromunda*. The Imperial Guard should all be deployed around the perimeter of the complex and out of sight of the Eldar. The Imperial Guard get the first turn.

At the start of each Eldar turn roll a D6 for each Eldar squad. On a roll of 1 or 2 the enemy player may move them, on a roll of 3, 4, 5 or 6 the Eldar player may move them. The models may only make a normal move and may not run. If at any point in their movement an Eldar model has a clear line of sight to any Imperial Guard model (hidden models count if the Eldar can see it clearly), then the squad becomes active. Active squads move and shoot normally and do not need to roll at the beginning of their turn. Treat the power generator as a battle bunker

The Imperial Guard player has four turns to blow up the power generator and if the power generator is still intact at the end of turn 4 then the Eldar player wins. However, you must continue playing the game until either the power generator is destroyed or the the Imperial Guard player has no forces left on the table.

Keep a track of how many turns the game lasts. The Imperial Guard player loses 50 points of troops from the next game for each complete game turn that the battle lasts. If they fail to destroy the generator, that is, if all the Imperial Guard troops are wiped out, then they lose 500 points in the next game.

CUSTARIUS' LAST STAND or THE ROAD TO TERRA

By now you will have played two or three games, the outcome of which will in some way affect this final battle. If the Imperial Guard player has won the *Assault* and didn't spend too long blowing up the power generator, then things will be going more or less to plan. However, if you lost the *Assault*, or spent too long (or even failed) to destroy the power generator, then the Eldar will have given Custarius the slip and he will have to confront them on unfavourable ground.

The Imperial Guard player may choose 2000 Imperial Guard troops. Don't forget to reduce this according to the number of turns that it took to complete the *Delaying Action*. The army will be lead by Lord Custarius who counts as an Imperial Guard Colonel.

If the Imperial Guard player won *The Assault* then you may choose an additional 1000 points of troops. This second group should be chosen as a completely separate army and is led by Colonel Romulus.



The Eldar player may choose 2000 points of troops from the Eldar Codex.

A commando raid by Custarius' Imperial Guard attempts to demolish the Eldar power generators.

This is a big battle, so I would recommend playing it on the biggest table you can get your hands on or, failing that, play on the floor. The player that won the *Delaying Action* may set up the table. As this battle takes place in a wilderness area, keep the use of bunkers and man-made installations to a minimum.

Custarius's forces are deployed in the centre of the table. If you have any reinforcements (Colonel Romulus' bunch), then they are deployed first on any one table edge no more than 12" onto the table and no closer than 12" to either corner.

After all the Imperial Guard have been placed the Eldar forces may be deployed. The Eldar may be placed anywhere on the table, but no closer than 18" to any Imperial Guard troops.

This is the final battle, it's all or nothing time, so fight it out until one side has no troops left on the table!

Jake: Ian really caught the flavour of the campaign with the last, apocalyptic battle capturing the "last stand" idea exactly.

I think the fact that Ian has managed to translate the idea so well, shows that a little effort is always worthwhile. Do you think that anyone who hadn't read this article would work out where the battle had come from? I doubt it. They'd just think that you were really clever (and ask you to do the next one too).



WARHAMMER

SCHUSTER'S LAST STAND

By Steve Anastasoff

Throughout the many histories that have been written of the Empire, there are great tales told of valiant victories, of heroes standing against impossible odds – tales of great leaders such as Sigmar and Magnus the Pious. However, if you delve deep enough, amongst the dustiest corners of the most run-down libraries in Altdorf, you might just find a story that many would rather be forgotten, for defeat does not rest well in the hearts of those brought up in the Reik. The story concerns a man by the name of General Schuster and a Forest Goblin called Crazy Spider...

Reports had been reaching Altdorf of a force of Goblins and Orcs, led by Crazy Spider, who'd been raiding the small mining settlements on the outermost borders of the Empire. General Schuster was the commander of one of the forces sent to deal with this growing threat. These three scenarios tell the tale, and allow you to recreate (and possibly reshape) the events that unfolded when he got there.

THE STORY SO FAR

Prospectors from the outlying provinces of the Empire had been getting braver (or greedier) in their search for precious minerals and metals. They had begun to delve deeper and deeper into lands that would once have been considered too dangerous, due to their high Orc and Goblin population. This was annoying the greenskins no end, who resolved to rid themselves of this human threat. Two Forest Goblins in particular were at the forefront of

this movement – the Warlord Crazy Spider and the Shaman Squatting Troll.

When Crazy Spider was young, he had seen a vision after eating a particularly large, colourful (and tasty) spider. He had seen himself as a great warrior, riding across battlefields on the back of a Giant Spider,

dodging the bolts and arrows of all his foes. He immediately changed his name (which was previously Skummy) and set out to prove himself in combat. He rapidly became one of the few Forest Goblins to ever earn the title of Warlord, gaining the respect of Orcs and Goblins alike.

Although Squatting Troll was not a great warrior, he was a great leader and a powerful Shaman. It was on his shoulders that the responsibility fell when the Forest Goblins needed guidance.

Between them, Crazy Spider and Squatting Troll had managed to band together all the local tribes of both Savage Orcs and Forest Goblins, forcing them to put aside their own petty animosity for long enough to drive out the Empire prospectors.

An initial force of Empire troops had been dispatched to guard the prospectors, but this force had been ambushed and routed easily by the Savage Orc and Forest Goblin coalition. It was as a result of this that a larger army, under the command of General Schuster, had been sent





The Forest Goblins Crazy Spider and Squatting Troll.

Goblin camp from which they were launching their attacks, and destroy it totally.

Schuster was an arrogant man, with absolute confidence in his own abilities as a commander. He felt sure that his troops would have no problem at all in dealing with a renegade Forest Goblin and a few mobs of Boyz. This overconfidence would prove to be his downfall.

He was quickly able to locate the Orc and Goblin camp, and prepared to attack. His one concern was that on seeing his troops approaching, the Orcs and Goblins would turn and flee, leaving Schuster with no opportunity to give them a good sound thrashing. He decided, therefore, that he would split his army into two divisions. The first division would attack the camp directly. Meanwhile, he would personally lead the second division round behind the camp in order to cut off the Orcs and Goblins as they fled. But things did not quite work out like this. The first division, on seeing the size of the Orc and Goblin horde, hesitated in carrying out their attack. Squatting Troll, who had had a vision of this battle in which he saw the Empire forces being annihilated, called out to counter attack, quickly driving off Schuster's first division.

Meanwhile, Schuster, who was leading the second division around the back, had been held up at a river crossing by a group of four unusually bright River Trolls. By the time he had fought his way across and round to the back of the camp the first division had already been routed, and the Orcs and Goblins had moved into position to attack Schuster and his force.

Seeing the predicament that he had put himself in, Schuster immediately headed for a nearby hill on which he hoped to be able to form a strong defensive position. Unfortunately for him, Crazy Spider, who was at that moment returning from a raid, appeared over the ridge of the hill. This left Schuster stranded, deep inside Orc and Goblin territory, surrounded on all sides by greenskins. Popular legend (especially the Goblins') claim that of the force that accompanied Schuster, only a single horse survived the ensuing slaughter!

to locate the Orc and

use more or less according to what figures you and your opponent have. You should try to avoid using big monsters or lots of wizards as these can unbalance the games. Remember as well, that due to limited space I have only been able to give some general guidelines, so a lot of the specific details are left for you and your opponent to work out.

THE EMPIRE ARMY

The Empire army should be split into two divisions of approximately equal size. The first division will be attacking the Orc and Goblins' camp and should contain any war machines that you have in your force. The second division will be led by Schuster himself. Since Schuster was a cavalry General, he should be mounted on a warhorse, but apart from this restriction you may take whatever equipment and magic items you like.

If possible, you should not take any Halflings, Dwarfs, Ogres or Kislevites. Schuster was notoriously prejudiced, and would not tolerate such "foreigners" in his army.

Schuster is determined to get the job done and get back to Altdorf as quickly as possible. Every seven years, the colleges of magic in Altdorf hold a magical duel to decide the new Supreme Patriarch of the Colleges, and Schuster is determined that he should return in time for the festivities and celebrations that accompany this event. In order to speed his progress, he has force-marched his troops for three days prior to the upcoming battles. Light cavalry, such as Outriders or Pistoliers, should be unaffected, but any other troops, and in particular any war machines, should have a random chance of having fallen by the wayside during the march, perhaps one in six for infantry and heavy cavalry, and a

Jake: As you might have guessed, Steve knows rather more about the real history of this campaign than is entirely good for him. In reality, Squatting Troll was the famous Sitting Bull and the vision that Crazy Spider had is the one which convinced Crazy Horse that he couldn't be shot. As I said, Steve knows too much...

three in six chance for war machines. These units can be either left out altogether, or just delayed.

THE ORC AND GOBLIN ARMY

Jake: I haven't fought these scenarios yet, but Steve keeps telling me he thinks he can beat me. Mind you, he wrote them, so it's only fair that I get to choose which side I take (and it won't be the one which gets massacred!)

Two down and one to go. I wonder what Gav's been up to...

In order to keep with the character of the original battles, the Orc and Goblin player should have as much of his force as is possible made up from Forest Goblins and Savage Orcs. You must, of course, also take

Crazy Spider as your Warlord and Squatting Troll as a Shaman. Both are Forest Goblins, and Crazy Spider should (obviously) be mounted on a Giant Spider.

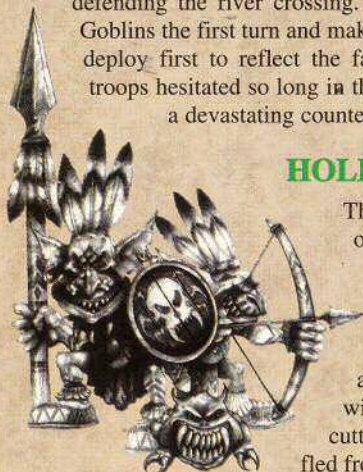
Crazy Spider was legendary for his uncanny ability to avoid enemy missile fire. To reflect this, any shots fired at him or the unit he is with will only hit on a roll of 6.

In addition to your main army you should take a small unit to defend the river crossing. This should ideally be four River Trolls, but could equally well be four Forest Goblin Big Bosses, or four of anything else that takes your fancy.

ASSAULT ON THE GOBLIN CAMP

The initial battle takes place as the first of Schuster's two divisions closes in on the Orc and Goblin camp. Schuster had vastly under-estimated the size and strength of the Orc and Goblin horde, and this division was not at all prepared for the conflict that was about to occur.

Lay out terrain as you would normally, making sure that you have two or three buildings to act as the Orc and Goblin camp (Ian's huts from issue 192 are ideal for this!). The Empire player may only use his first division (the one without Schuster), while the Orcs and Goblins may have their entire army except for Crazy Spider himself (and any unit he is with) who has not yet returned from his hunting, and the four figures that will be defending the river crossing. Give the Orcs and Goblins the first turn and make the Empire player deploy first to reflect the fact that the Empire troops hesitated so long in their attack, allowing a devastating counter attack.



HOLD THE FORD

The second division of the Empire army, led by Schuster himself, moved round behind the Orc and Goblin camp with the intention of cutting them off as they fled from the initial attack.

To get behind the camp required Schuster to lead his troops over a ford guarded by four River Trolls. The terrain for this battle should include a river cutting all the way across the centre of the battlefield, with a single ford in the middle. The Empire player should take his second division (the one led by Schuster himself) for this battle, with the Orc and Goblin player taking the four figures set aside for defending the river crossing. The battle ends once all the river guards are dead, or the Empire troops have crossed the river and got well clear of the (presumably dead) guards.

SCHUSTER'S LAST STAND

This is the final battle, where Schuster was surrounded and slain by Crazy Spider, Squatting Troll and the rest of the Orc and Goblin horde. The side having the upper hand going into this battle will depend on who was more successful in the first two battles. If Schuster managed a quick crossing of the river and his other division held up the Orcs and Goblins for a long time, then he will be in a good position and will be prepared for the Orcs and Goblins when they attack. However, if he took too long in crossing the river and the attack on the camp was beaten off quickly, then he will be badly positioned and will have given the Orcs and Goblins more time to outmanoeuvre him and prepare ambushes.

When you come to set up terrain, there are a few features that you must include. Firstly, Schuster proceeded down along the river, so the river should still be in this battle, along the entire length of one of the sides of the table, but it should have no crossing points. Any units forced to flee towards the river will drown unless they can rally before they reach it. Secondly, you should place a large hill with good lines of sight across the entire battlefield somewhere towards the centre of the table. This hill should be in as good a position as is possible, possibly even impassable on one or two sides to make it a good solid defensive position.

Both sides may use any troops that survived from the first two battles. This means that Schuster probably will not have any of his first division available, and Crazy Spider will probably not have his River Trolls. Other situations are also possible, including one side not having any troops left at all! In the unlikely event of this situation arising, the side with no troops may choose any one regiment from their (now deceased) army, and use that. Perhaps it is one of the regiments that got left behind on Schuster's forced march, or possibly a unit of Forest Goblins returning from a hunt – it is up to you. If one side has only this one regiment left, then the other side automatically gains the upper hand, which is hardly surprising in the circumstances.

Whoever has the upper hand should be given the best deployment areas, the opportunity to set up second, the first turn, and any other advantages you think appropriate based on the first two battles.

This is a fight to the death, with no quarter given and no prisoners taken. Whoever wipes out the opposition first is the winner!

By Gavin Thorpe

THE ATTACK ON VIRLATH

The peaceable Eldar world of Virlath was totally disrupted when the ships of Ork Warlord Gorg Kusta crashed through the skies to herald a devastating invasion. Renowned as "a finka", Kusta set about destroying the local Eldar with two separate attacks. To suss out his foes, he first sent one of his War Bosses (Kruk) to attack the town known as Syriathis. When Kruk returned with his report (after looting as much gear as possible) Kusta would launch his main attack on the Eldar capital, Arion.

Unfortunately, the Eldar managed to evacuate Syriathis under fire, and their leader, Madequos sent a telepathic plea for help. Using a nearby Webway portal, the Eldar forces were bolstered with more specialised war machines and Madequos set about ousting the Orks from his planet. Kruk's army was the first to fall, constantly ambushed by fast and deadly Eldar hit and run attacks carried out by Vyper squadrons and Revenant scout Titans. After Kruk had been crushed, Kusta launched his horde at Arion, splitting his force to encircle the supposedly beleaguered Eldar. Madequos stopped the two armies from uniting and his Eldar host was able to defeat each element in turn. Kusta's Mega-Gargant was destroyed by Madequos himself, and the invasion was quickly stopped. With these three scenarios, you can recreate the battle for Virlath, and perhaps the outcome will be different this time...

SCENARIO 1 - SYRIATHIS FORCES

Eldar: The Eldar player has 3000 points to spend on his army. The Eldar player cannot field any kind of Titan or Aspect Warrior and may only take three support cards for every company card, rather than five. This limits the amount of specialist equipment in relation to basic troops.

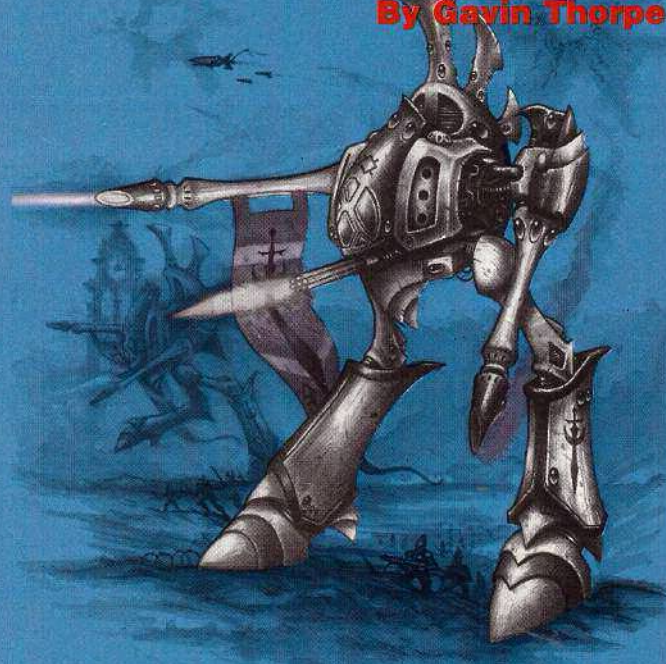
Orks: The Ork player may spend 4000 points on his army and is free to choose his army with no special restrictions except that the Orks must include a Warboss to represent Kruk.

DEPLOYMENT

The battlefield should be set up to represent the outskirts of Syriathis. The town is surrounded by woody hills as shown on the deployment map to the right. As you can see on the map, the two armies start at right angles to each other, with the Eldar deploying along the short edge of the table. The Eldar must get off the far edge in order to be safe.

SPECIAL RULES

The world spirit: Syriathis is infused with wraithbone and courses with the energy of the Virlath world spirit. For this reason, any Warlock in the Eldar force may double the range of their psychic powers. This also includes their special ability to give orders and control Wraithguard. Ork Weirdboyz find it



difficult to accumulate waaagh energy in the vicinity of the world spirit and only gain half the number of waaagh points they normally would (rounding up).

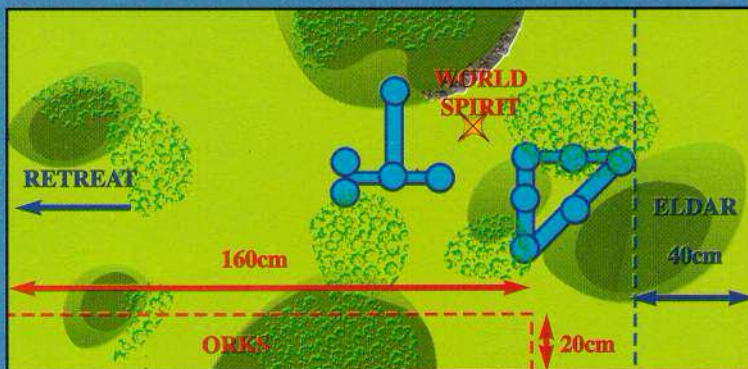
Shuttling: The Eldar are trying to move a large number of the populace out of the town and must maximise the use of their transport vehicles. For this reason, the normal transport coherency rules do not apply and transport vehicles may leave their troops to pick up other infantry stands elsewhere on the battlefield. This will enable the Eldar player to shuttle his troops to safety by making ferry runs back and forth across the table. Note that transport vehicles that leave the table may *not* return, as described in the victory conditions section below.

VICTORY CONDITIONS

Eldar: The Eldar gain victory points for destroying and breaking the enemy as

Jake: As befits the larger scale of the Epic game, Gavin's battles are a bit grander in scope, but still retain the essentials of their historical precedent.

This first scenario is another one played down the length of the table, an unusual but highly entertaining and challenging alternative set up. Being the fastest army about, the Eldar will have least trouble with the large distances they need to travel and, with the scenario special rules, should be able to evacuate quite a lot of their troops before the Orks catch them.





Jake: Unlike Ian or Steve, Gav has dispensed with most of the background ("useless waffle", he mutters at me from his corner) so that he has enough space to describe all the exciting special set ups and rules which make these battles more unusual. More of a "mechanics" sort of approach. Well, everybody's got their own particular style.

On another note, I really like Warboss Gorg Kusta and I think that we'll see more of him in the future (if he survives, that is).

As with any other series of battles, it's a good idea to name your characters. This makes them much more real and gives them their own history. As they get more battle-hardened and they fight the same opponents again and again, they develop grudges and hatreds for particular enemy characters. You know the sort of thing: your Space Marines always beat your mate's Eldar, and your Captain and his Farseer have fought on several occasions, but never managed to kill each other. Even without any special rules you can see how this might start to suggest new scenarios, or at least give rise to informal "challenges" in the middle of a battle. "OK Eldrad, it's you and me, let's sort this out once and for all..."

normal. In addition, they gain the victory point value of any unbroken Eldar that leave the table by the "retreat" edge marked on the map. All surviving models from a detachment or company must be retreated off the table to gain these victory points and troops cannot return once they have retreated.

Orks: The Orks gain victory points for destroying and breaking the enemy as normal. In addition, they gain 1 victory point for every building they destroy and a bonus five victory points if Kruk ends the game within 15cm of the building marked "world spirit". This is a main node of the wraithbone circuit and if Kruk can capture it, his Weirdboyz may be able to find a way of tapping into its power.

There are no Objective markers and the game ends when there are no unbroken Eldar models left on the table. Total up the victory points to see who wins.

CAMPAIGN

If the Eldar win, the world spirit will still be functioning properly. This will enable them to get reinforcements much quicker. If the Eldar won this battle,

they have an extra 1000 points to spend in the next battle, *Hit and Run*.

If the Orks win, the Eldar will be seriously crippled by the damage to the world spirit. In future battles, the Eldar must subtract -1 from all of their initiative rolls, and their Warlocks can only use their special orders ability on a single unit each turn, rather than all units within range.

In the unlikely event of a draw, neither side has any bonuses granted to them or penalties imposed on their future battle.

SCENARIO 2 – HIT AND RUN FORCES

Eldar: The Eldar player has 3500 points to spend on his army. His army has to be extremely mobile to carry out the hit and run style tactics that were employed. The Eldar player can only choose Wind Rider, Falcon and Guardian (not Defender) Hosts as his company cards. He may choose whichever support cards he wishes, but may not include any infantry without sufficient transport vehicles to carry them (either as part of the same formation or as a separate support card). Remember, if the Eldar won the last battle they have 4500 points to spend instead.

Orks: The Ork player may spend 4000 points on his army and is free to choose his army with no special restrictions except that the Orks must include a Warboss to represent Kruk, if he survived the first battle.

DEPLOYMENT

The map shows the rough layout of the battlefield, with plenty of cover for the Eldar skimmers to make pop-up attacks from. As you can see, the Eldar can attack from both sides, catching Kruk in the crossfire of two forces. There's no escape for Kruk's horde and they must destroy the Eldar to get through.

SPECIAL RULES

Surprise attack: Due to the speed of their attack, the Eldar automatically win the initiative on the first turn.

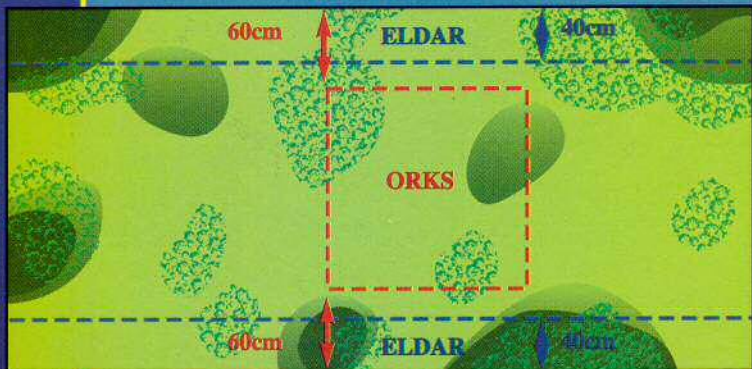
Demoralised: The Orks have been constantly harassed since their storming of Syriathis. Kruk has done little to ease their worries and lift morale, and many of the Orks under his command want no more to do with the Eldar. This final attack may prove too much for some of the army. To represent this, any Ork detachment which rolls a 1 for a morale check has lost its nerve and disbands immediately – as if it was already on fall back orders and failed a subsequent morale test.

VICTORY CONDITIONS

Eldar: The Eldar gain victory points for destroying and breaking the enemy as normal.

Orks: The Orks gain victory points for destroying and breaking the enemy as normal.

There are no Objective markers and the game ends when one side reaches 25 or more victory



points. The side with the most victory points at this stage is the winner (even if both are over 25 victory points).

CAMPAIGN

If the Eldar win, then Kusta's main attack on Arion will be severely weakened by the loss of Kruk's army. His major thrust towards the Eldar settlements will also be delayed as he futilely awaits the arrival of his troops, giving the Eldar even more time to prepare. For this reason, the Orks in *Kusta's Last Stand* will be 1000 points less, and the Eldar army may deploy after the Orks have been set up.

If the Orks win, Kusta will have a greater force at his disposal and can press his attack as quickly as possible. For this reason, the Orks will deploy second in *Kusta's Last Stand* and automatically win the initiative on the first turn of the game.

SCENARIO 3 – KUSTA'S LAST STAND

FORCES

Eldar: The Eldar are represented by a single force of 6000 points. It may be chosen with no special limitations and in addition has Madequos in his special Revenant scout Titan. This costs no extra points and does not count as an army card. Such is Madequos' skill with his Titan, that he is treated as a command unit – he may move on charge orders and always fires in the first fire segment of the combat phase. With the jump jets of his scout Titan, this makes Madequos a deadly and evasive opponent indeed! Madequos cannot be broken and is worth five victory points if his Titan is destroyed.

Orks: The Ork army totals 8000 points and is split equally into two 4000 point forces – the attacking force and Kusta's outflanking force. If the Eldar won *Hit and Run* the troop deduction is taken from the attacking force. Both armies may be chosen as normal, except that Kusta's force must be led by Kusta in his Mega-Gargant. To represent Kusta's inspiring presence, his Mega-Gargant automatically starts the game with twelve power fields, and he gets the full complement of three Shouting counters with no need to roll. If Kusta (the Kaptin) is killed, the Eldar player gains an additional five victory points.



DEPLOYMENT

Set up the terrain as shown on the map. The side that lost *Hit and Run* must deploy first. The Eldar may deploy in the area shown. The attacking Ork army must be deployed on the short edge indicated, while Kusta's force must move on from the indicated table edge in the first turn.

Place two objective markers on the hill indicated, these are worth five victory points each as normal.

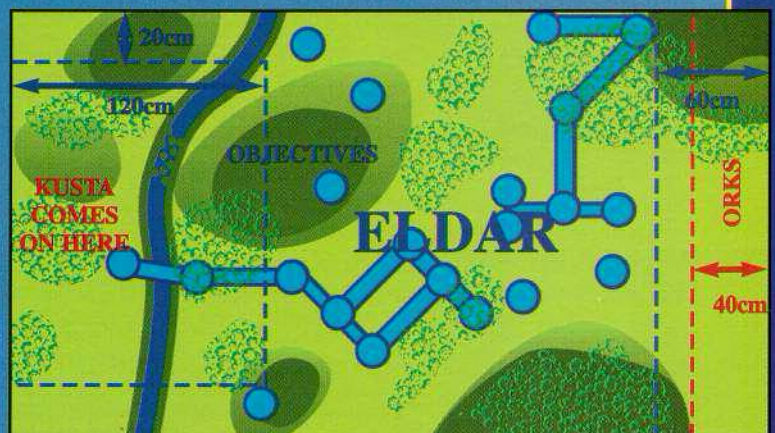
VICTORY CONDITIONS

This is a battle to the death! The game lasts until one side has no unbroken troops left on the table, up to a maximum of six turns, at which point calculate victory points for broken and destroyed troops as normal, and see if anybody has possession of the large hill.

Jake: Well, that's all the dead Generals we have space for this issue. I hope you like the idea of lifting scenarios from history and that Ian, Steve and Gavin's examples have inspired you to have a go yourselves.

As well as Warhammer, Warhammer 40,000, and Epic, you could have a go at converting historical battles for Necromunda – I'm sure that you could work out a set of fights for the dreaded gang leader Custer to lose!

Or what about Blood Bowl? No, that's probably going a bit far. On the other hand...



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GAMES
WORKSHOP

We've received a number of questions about Codex Angels of Death, so we asked Jervis to clarify a few points about the rules and backgrounds of the Dark Angels and Blood Angels Space Marine Chapters...



& Questions Answers

Q Why is the Dark Angels Ravenwing Land Speeder so expensive? It has cheaper weapons than the standard Land Speeder: an assault cannon (45 points) and a heavy bolter (15 points), whereas the Codex Land Speeder has a multi-melta (65 points) and a heavy flamer (25 points) – the Codex Land Speeder has 30 points more weapons. It should cost 115 points + the extra cost for being a Ravenwing vehicle (in the case of Attack Bikes that's 10 points) = 125 points. Now it costs 195 points, which is 70 points too much – WHY?

A The reason the Ravenwing Land Speeder costs 195 points is because that's what it's worth! This kind of thing is exactly why the weapon conversion rules are optional. They are simply a quick fix that allows players the chance to convert vehicles quickly and easily. However, if you want to get the true cost for a vehicle, you have to playtest and change the points value to reflect the actual performance of the vehicle in the game. This is common sense really, it stands to reason that some weapons are going to be more

effective when used on one type of vehicle than another, in exactly the same way that a lascannon will be more effective in the hands of a Space Marine than an Imperial Guardsman. The complex variables involved in this equation mean that any points values we get from our spreadsheets and points value lists are always taken as a starting point, to be modified up or down in the light of playtesting and experience.

Q Isn't the model listed as being Asmodai on page 41 in the 'Eavy Metal section of the Codex really Saphphon? Saphphon is described as having a power sword, which this model clearly has, while Asmodai carries the *Blades of Reason* instead. Also, can't the robes shown on the model only be worn by Grand Masters of the Dark Angels such as Saphphon?

A The model shown in the Codex is Asmodai. Jes decided to give him a power sword because the model looked better with it, and I said it was OK as the upgrade was allowed by the rules. The reason you can't see the *Blades of Reason* is that they are 'actually quite small (I

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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LAI D TO REST...

Q On page 75 of the Warhammer 40,000 Rulebook it states that you can accelerate or decelerate by one speed band per turn after the start of the battle, but the example given seems to suggest that you cannot change speed in the first turn of the game. Can you accelerate/decelerate in the first turn of the game?

A Yes, you can accelerate or decelerate normally in the first turn. The example isn't perhaps the best in the world, and assumes that you don't want to accelerate on the first turn. Oh well...

Q&A

If you've missed any of the Q&As and would like a copy, Andy and Jervis have compiled them into fact sheets which are available FREE if you send the Roolz Boyz a stamped, self-addressed envelope and tell them which issues you need.



Imagine them to be rather like a complex Swiss army penknife!) and are hidden under Asmodai's robes. He's not holding them as they are generally only used when Asmodai interrogates one of The Fallen. I've included a card for them because they were mentioned in the colour text about Asmodai, and because they add depth and interest to the character. As to Asmodai's robes, these are worn by *most* of the senior officers and Chaplains in the Dark Angels Chapter, not just Grand Masters.

By the way, please note that there is an error in the Asmodai Wargear section, where it mentions Saphron. This is a mistake (it should read Asmodai), damn that cut and paste function!

Q What are the feathers and strange icons on the Deathwing Terminator models?

A The appearance of the Deathwing (ie their white armour, icons and feathers) is in honour of a group of

Deathwing Terminators that single-handedly saved their homeworld from the terrors of a Genestealer invasion.

At that time, the Dark Angels were recruiting from a planet where the population shared many of the traits of the Native American Indians of our own planet. However, this was not the Dark Angels' original homeworld, and neither is it the one that they recruit from at the present time (the fact that the Dark Angels live in The Rock, a vast spaceship constantly travelling the galaxy, means that they recruit from many different worlds).

Q Why does Dante have a strategy rating of only 5? After all, he is meant to be over 1100 years old, and he did take supreme command during the Armageddon Campaign. Is this a mistake?

A No it's not a mistake, Dante really does have a strategy rating of "only" 5. This is because although Dante is a forceful and dynamic leader,

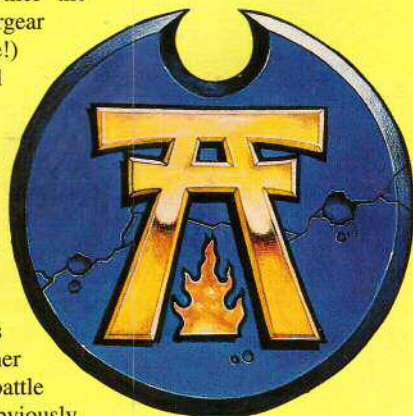


Q There are two Wargear cards for the *Hood of Gnyrrl*, one in the Space Wolves book and one in Dark Millennium. Can my opponent take both? The description of makes it sound like there should be only one.

A This is a good question, which also applies to a number of other items of wargear. It has come about because Dark Millennium was published after some of the Codexes. We took the opportunity to produce some nice thick card versions of the paper Wargear cards included in the already published books, but this has led to duplicates of some cards which really should be unique. As well as this, with the card section in White Dwarf, we've included more card duplicates of Wargear cards from the Codexes. This is great because it means that you don't have to chop up your Codex, but it can potentially create some confusion.

So, in order to make everything as clear as possible, and with the very gratefully received assistance of the Warhammer 40,000 Internet mailing list (thanks guys!), we've put together the following list. It shows every Wargear card we've ever published (we hope!) including those from the Citadel Journal

(which are denoted with *italics*). We've stated in the list if the cards are Uncommon, Rare or Unique. There can never be more than one of each Unique item in an army, and Rare items are limited to the number of cards we've published (and you can't buy extra sets to increase the number available!). We recommend that any number of Uncommon items may be used, even if there aren't enough cards for them, as Uncommon items represent things that should only be available to characters, but not in limited quantities. We also recommend that Unique items should only normally be used by the special characters listed as having them in an army list, and that they may only be taken by other characters in your army if your opponent agrees that this is OK before the battle starts. After all, Jain Zar doesn't lend the *Silent Death* to just anybody! Obviously, the normal limitations printed on the Wargear cards (eg *Eldar only*) still apply.



he lacks the deep strategic insight of commanders such as Marneus Calgar of the Ultramarines, or Azrael of the Dark Angels. This being said, Dante is an awesome leader, and the fact that he has been around for so long means that he is held in great respect and awe by his fellow commanders. This is why he was chosen as supreme commander at Armageddon, and is generally deferred to in similar circumstances. However, Dante is wise enough to know when to delegate jobs to others, and also when to listen to the advice of his colleagues. Thus, for example, if Dante and Azrael were taking part in a joint operation, although Azrael would defer to Dante as supreme commander, Dante would certainly allow Azrael to plan the operation and would listen carefully to any advice he might have.



Just like everybody else, Space Marine commanders have their own strengths and weaknesses. For example, Marneus Calgar is a great tactician, while Commander Dante is a more inspirational leader.



ANY ARMY

Aegis Suit	Rare
Ammo Feed	Uncommon
Armour Piercing Ammo	Uncommon
Auxiliary Grenade Launcher	Uncommon
Bionic Arm	Uncommon
Bionic Eye	Uncommon
Bionic Leg	Uncommon
Cameleoline	Uncommon
Combat Drugs	Rare
Digital Lasers	Rare
Force Axe	Rare
Force Rod	Rare
Force Sword	Rare
Frenzon	Uncommon
Immune	Uncommon
Jump Pack	Uncommon
Master-Crafted Bolt Pistol	Rare
Master-Crafted Plasma Pistol	Rare
Medi-Pack	Uncommon
Psychic Hood	Rare
Scanner	Uncommon
Seeking Ammo	Uncommon
Targeter	Uncommon
Teleport Jammer	Rare
Warp Jump	Rare

GRENADES

Haywire	Uncommon
Rad	Rare
Stasis	Rare
Virus	Rare
Vortex	Rare

FIELDS

Conversion	Rare
Displacer	Rare
Power	Rare
Refractor	Uncommon

IMPERIAL ARMIES ONLY

Auto Launchers	Uncommon
Axe Morkai	Unique
Bale Eye	Unique
Banner of MacCragge	Unique
Blades of Reason	Rare
Book of Salvation	Unique
C'Tan Phase Sword	Rare
Claw of the Desert Tigers	Unique
Combi-Weapon	Uncommon
Crushing Arm of Kamir	Unique

Death Mask of Sanguinius	Unique
Eversor Combat Drugs	Rare
Executor Pistol	Rare
Exitus Ammunition	Rare
Exitus Weapons	Rare
Eye of the Falcon	Unique
Graviton Gun	Rare
Gauntlets of Ultramar	Unique
Helm of Durfast	Unique
Hood of Gnyrll	Unique
Hood of Hellfire	Unique
Hrulf's Hood of Darkness	Unique
Inferno Pistol	Unique
Lion Helm	Unique
Longfang	Unique
Nemesis Force Weapon	Rare
Neural Shredder	Rare
Neuro-Gauntlet	Rare
Nightwing the Psyber Raven	Unique
Pelt of Wulfen	Unique
Photon Beam Searchlight	Uncommon
Plasma Blaster	Rare
Polymorphine	Rare
Poison Blades	Rare
Red Grail	Unique
Rod of Tigurius	Unique
Rune Staff Stormcaller	Unique
Sentinel Array	Rare
Servo Arm	Uncommon
Shroud of Sanguinius	Unique
Spy Mask	Rare
Standard of Fortitude	Unique
Standard of Retribution	Unique
Standard of Devastation	Unique
Stealth Suit	Rare
Storm Shield	Rare
Sword of Secrets	Unique
Targarl's Plasma Blade	Unique
Wolf Helm of Russ	Unique
Wulfen Stone	Unique

ELDAR ARMIES ONLY

Blade of Destruction	Unique
Bright Lance	Uncommon
Eldar Seer Runes	Uncommon
Eldar Spirit Stone	Uncommon
Executioner	Rare
Fire Axe	Unique
Firepike	Uncommon
Lasblaster	Uncommon
Mask of Jain Zar	Unique

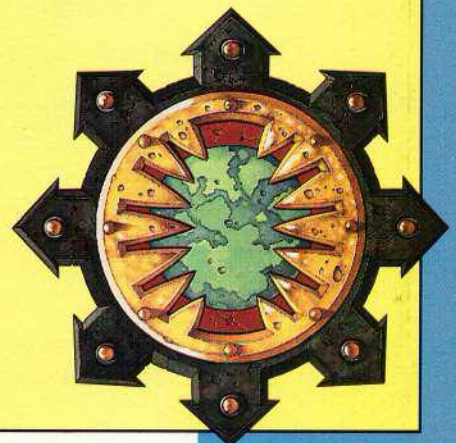
Maugatar	Unique
Moon Sabre	Unique
Scorpion's Bite	Unique
Silent Death	Unique
Singing Spear	Rare
Staff of Ultramar	Unique
Sword of Asur	Unique
Web of Skulls	Uncommon
Witch Blade	Rare

ORK ARMIES ONLY

Buzzer Squig Stikkbombz	Rare
Cybork Body	Rare
Doc's Tools	Uncommon
Force Field Projector	Rare
Chazghkull's Adamantium Skull	Unique
Gyro Stabilised Monowheel	Rare
Kustom Blasta	Uncommon
Kustom Shoota	Uncommon
Mekboy's Tools	Uncommon
Rocket Activator	Unique
Runtherd's Grabba-Stick	Rare
Sniffer Squig	Rare
Spike Arm	Rare
Squig Attack Arm	Rare
Steel Skull	Uncommon
Telescopic Legs	Rare
Vaxxine Squig	Rare
Weirdboy Staff	Uncommon

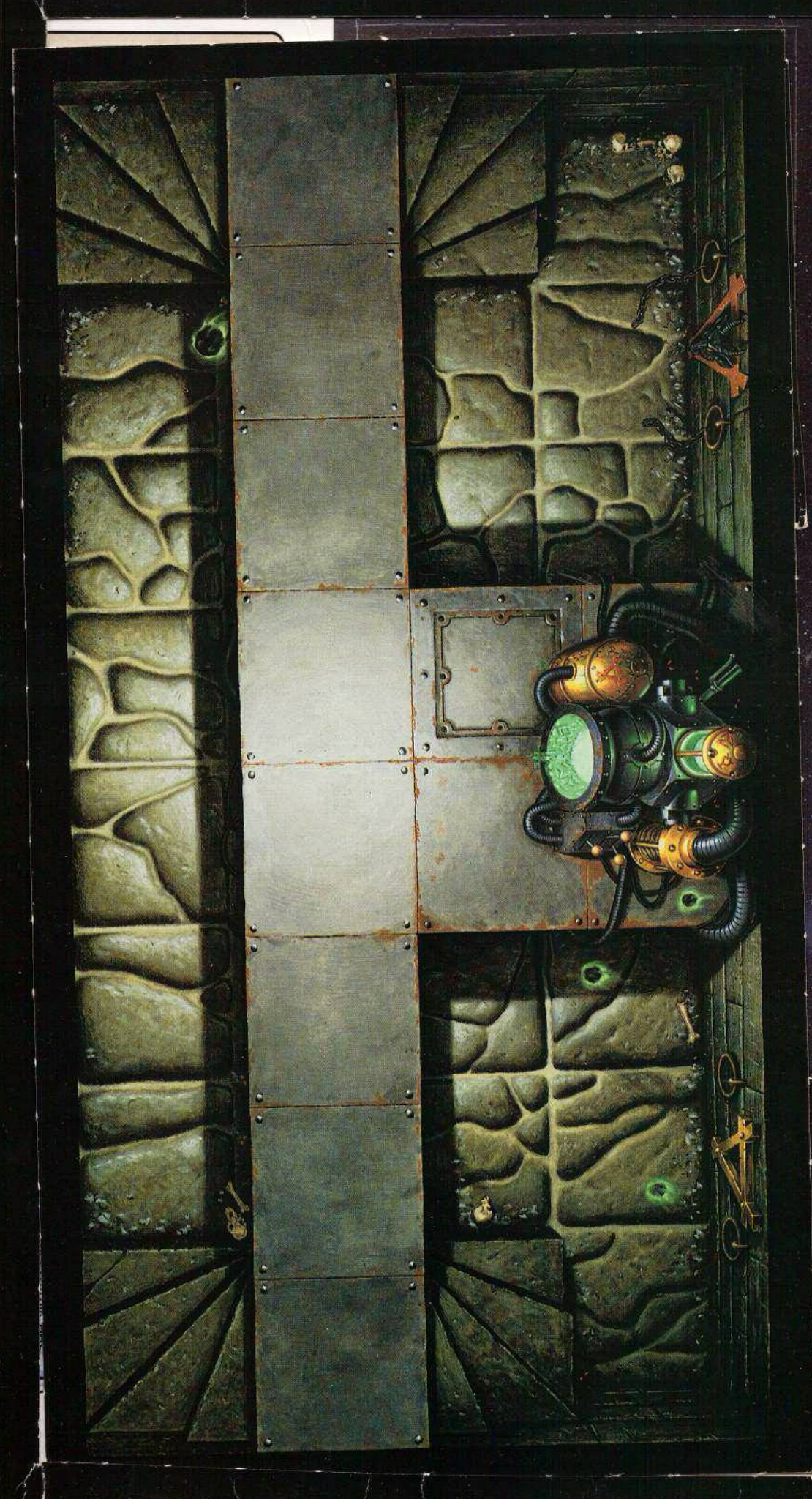
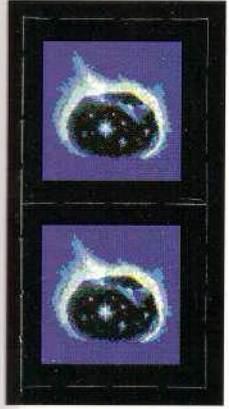
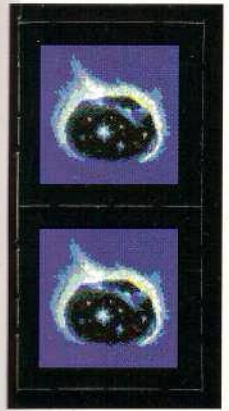
CHAOS ARMIES ONLY

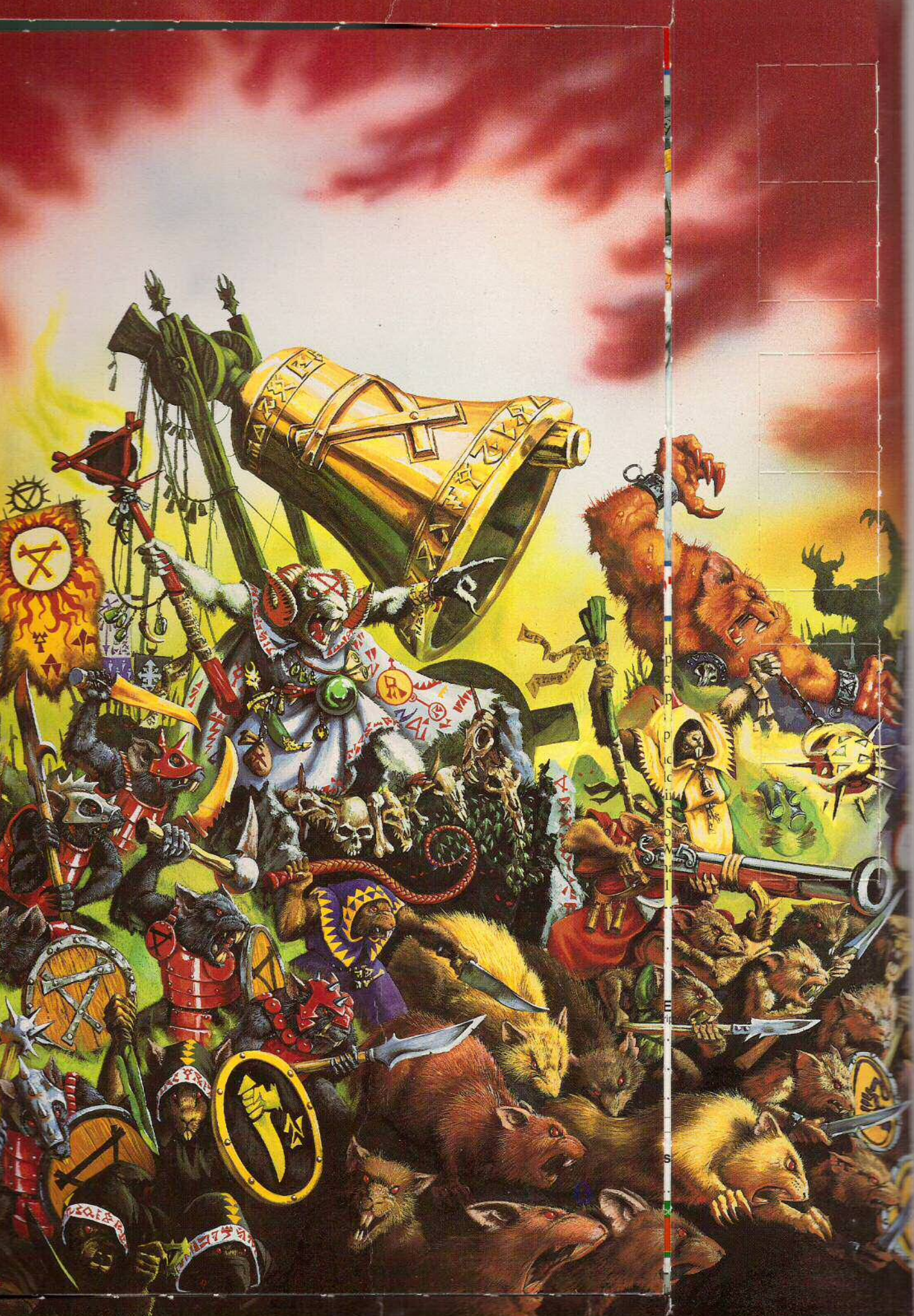
Daemon Weapon	Rare
Throne of Nurgle	Unique



YOUR NEW CARDS

The rules for your new Warhammer Quest board section, Event cards and warpstone counters can be found in this issue's *Domain of the Horned Rat* article. Your wargear cards are for the new Space Marine and Imperial Guard characters who can be found in this issue and their relevant Codex books. Happy Gaming!





CLAW OF THE DESERT TIGERS 16 Points

This is an ordinary power sword, yet it has been encrusted with the emblems of the desert N'go craftsmen. Its appearance has raised it to legendary status, so that in Al'rahem's hands it is regarded with awe by his friends, and with fear by his foes. To represent this, the Claw of the Desert Tigers causes the wielder to be feared by his enemies. The rules for fear apply as described in the Psychology section of the Warhammer 40,000 rulebook.

AL'RAHEM ONLY

THE INFERNO PISTOL 10 Points

The Inferno Pistol is a beautifully crafted weapon that dates back to the Dark Age of technology. It uses similar principles to those used for the melta-gun to literally melt its target.

This weapon takes a few seconds to recharge after each shot, and this means that if it is used in hand-to-hand combat then only the very first hit inflicted in each round of combat can be with the pistol. Any further hits will be inflicted by Dante's power axe.

BLOOD ANGELS COMMANDER DANTE ONLY

0-6	-	-	+1	8	D3	-4	D6+D3+8Close combat
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SHORT LONG SHORT LONG STR. DAM. MOD. PENE. SPECIAL

DEATH MASK OF SANGUINIUS 15 Points

Dante's armour incorporates an incredibly lifelike golden mask that is said to have been modelled upon the features of Sanguinius. In battle it almost appears to come to life, and a halo of golden energy plays about the wearer's head, striking terror into the hearts of his enemies.

The wearer of the Death Mask of Sanguinius causes Terror as described in the Psychology section of the Warhammer 40,000 Rulebook

BLOOD ANGELS COMMANDER ONLY

THE ANIMUS MALORUM 35 Points

The Animus Malorum is an ancient relic taking the form a skull whose eyes blaze with light when its power is unleashed. During the psychic phase the power of the Animus Malorum may be targeted at a single living enemy model within 12". You may use between 1 and 3 Force cards to power the skull. Roll a D6 for every Force card used, if the result is more than the target's Ld value then its soul is sucked from its body – the model is dead regardless of Wounds or armour. If the target is killed then you may resurrect a dead Legion of the Damned model, placed within normal unit coherency. This may not be used to increase the unit beyond its original size. The power of the skull may be Nullified like a psychic power, requiring a 4+ to successfully Nullify it.

CENTURIUS ONLY

M RAT GOLEM M

Wounds: 2
Move: 2
Special
Weapon Skill: 2
Strength: 6
Toughness: 6
Attacks: 6
Special

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Rat Golem	4	4	4	5	5	6	6	6	6	6

Special Rules
See White Dwarf 195 for the Rat Golem's special rules.

450 Value

M QUIRRIK - SKAVEN WARLOCK ENGINEER M

Wounds: 10
Move: 5
Weapon Skill: 3
Strength: 3
Toughness: 4
Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Quirrik	2	3	4	4	4	4	5	5	5	6

Special Rules
Minions: Quirrik is always accompanied by some of his followers, see White Dwarf 195 for details.
Magic: Quirrik can cast one spell at the start of each Monsters' phase. See White Dwarf 195.

400 Value

M SKREEK DEATHSTRIKE SKAVEN ASSASSIN M

Wounds: 6
Move: 5
Weapon Skill: 5
Strength: 4
Toughness: 4
Attacks: 1(+1)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Skreek	2	2	3	3	4	4	4	4	4	4

Special Rules
Ambush: Skreek attacks as soon as he is placed.
Throwing Stars: Skreek carries throwing stars (Str 4).
Weeping blades: Skreek has two swords giving him an extra attack. In addition, see White Dwarf 195.

400 Value

QUIRRIK'S LABORATORY

The stench of burning warpstone fills the air, and the ominous hum of powerful machinery makes the floor shake. In the darkness you spy the bulky form of the warpfire generator!

See White Dwarf 195 for details.



OBJECTIVE ROOM



**WARGEAR
CARD**



**WARGEAR
CARD**



**WARGEAR
CARD**



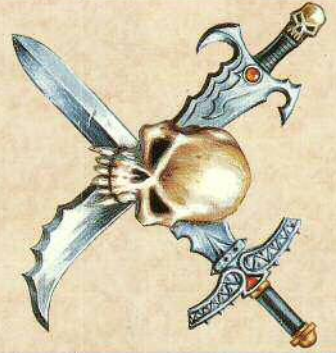
**WARGEAR
CARD**

EVENT



EVENT

EVENT



EVENT

EVENT



EVENT

DUNGEON



DUNGEON



SKAVEN WARLOCKS



CLAN ESHIN ASSASSINS

The black-clad Assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth as murderous fighters adept in the use of poisons, garrotes, throwing stars and all manner of exotic weapons. In battle they often hide in Skaven units, ready to leap out and ambush their unwary foes.



Clan Eshin Assassins sneak up on an Empire regiment as the Skaven army attacks.

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

DOMAIN OF THE HORNNED RAT

By Gavin Thorpe and friends

Even in the heart of the Empire, no one is safe. Below the bright cities of humanity lurks a darkness which constantly strives to overthrow all civilisation. The labyrinthine Under-Empire of the Skaven stretches out from Skavenblight like a canker, endeavouring to create the Domain of the Horned Rat...

SKAVEN IN MIDDENHEIM

Middenheim, City of the White Wolf, is one of the Empire's principle cities and gateway to the north. It is the capital of the cult of Ulric and plays a major role in the affairs of the Empire. However, even this bastion of humanity isn't safe from the delving Under-Empire of the Skaven. Set atop a mighty pinnacle of rock, Middenheim sits upon a network of ancient tunnels, dug from the bare rock by human, Dwarf and Skaven hands. Nobody truly knows what lurks beneath the city – its history records accounts of Chaos cults, Necromantic cabals and previous Skaven incursions. Of these, it is the threat of the Skaven that is ever-present, sustained as it is by the might of the Council of Thirteen. Numerous times in the past have the Skaven erupted from their tunnels only to be beaten back by the city's defenders.

From Clanrats to Plague Monks, Skaven are diverse and deadly opponents to populate your dungeons with.

Recently, a new overlord of the Middenheim lair

has been appointed by the Council of Thirteen. Quirrik, young, ambitious Warlock of Clan Skryre, whose groundbreaking experiments with warpstone have earned him much prestige in the last two years. Now he has been commanded to develop his technology and create an arsenal of weapons which to destroy the city.

There are many ways a band of brave Warriors may encounter the Skaven, above and below ground. The Skaven frequently send parties of Gutter Runners to seek news from the surface and they do not always pass undetected. In addition, many of the city buildings have basements and sub-basements which connect to the tunnels beneath Middenheim, and therefore to the Under-Empire. A chance discovery can lead to all kinds of adventures and dangers, and the exploits of successful adventurers are likely to reach Quirrik's inquisitive ears. At some point, bringing them to his unwelcome attention. That of his Clan Eshin allies, the Assassins).

THE MAIN CHARACTERS

There are three main protagonists that Warriors will face when combating the Skaven of Middenheim. These are Quirrik, the Clan Skryre Warlock, who has charge, and his monstrous creation, the Rat Golem. These two are carefully watched by the Council of Thirteen's spy, Skreek Deathstalker. The Event cards for these adversaries can be found on this issue's Event section and the following gives a short background and the rules for each of these deadly opponents.



QUIRRIK – CLAN SKRYRE WARLOCK

Quirrik first came to the Council of Thirteen's attention when he wrested power from his master in the small Skaven lair of Dreadpeak in the Grey Mountains. Using his seemingly innate knowledge of warpstone and his vicious cunning, Quirrik tricked his overlord, Grey Seer Meerlat, into performing an experiment which proved to be fatal (Quirrik had earlier sabotaged the components which led to a somewhat explosive end to Meerlat's research). Having already spent a year in preparation for this event, Quirrik was almost unopposed when he declared himself chieftain. Any opposition was quickly silenced by his personal bodyguard of Rat Ogres and Stormvermin, plus some well-paid Assassins of Clan Eshin.

Seeing much potential in Quirrik, the Council of Thirteen dispatched one of the Lords of Clan Skryre, the dreaded Ikit Claw. As Quirrik quailed before Ikit Claw, believing wrongly that he had somehow affronted the Council with his well-timed coup, the Warlock began confessing to the theft of warpstone which he had been using in his own secret experiments. Ikit Claw was well pleased by his ambition and passed on Lord Morskittar's commands to go to Middenheim, to replace the recently deceased leader of that outpost. The previous ruler had died in mysterious circumstances, somehow contriving to strangle himself with his own tail...

With a steadier supply of warpstone for his experiments, Quirrik has already completed one project and is well on his way to completing his next. Beneath Middenheim, in Quirrik's laboratory, is hidden a massive Warpfire generator, much more powerful than any other of its kind. With this, Quirrik hopes to smash the defences of Middenheim and then storm the stunned defenders with an army of his other creation – the Rat Golem.

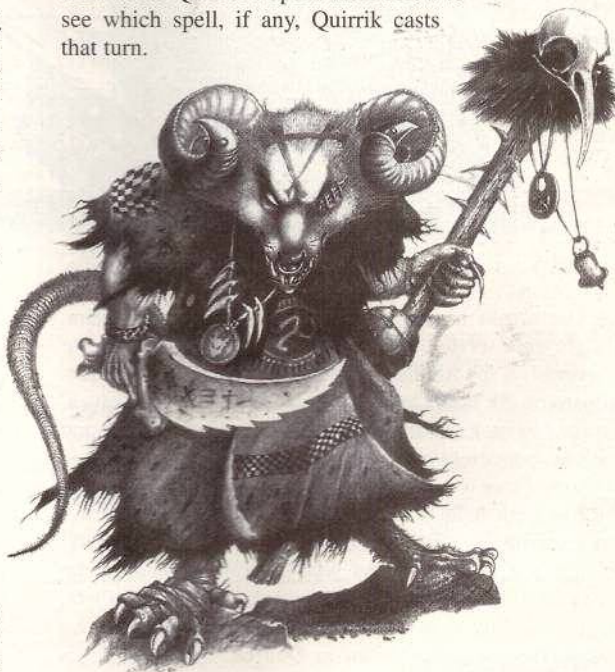
SPECIAL RULES

Placing Quirrik. Quirrik does not feel safe without at least a small army between himself and his enemies. So, when encountered as an Unexpected Event, he is always placed like a Monster armed with a missile weapon: as far from the Warriors as possible! However, if the Warriors meet

Quirrik in his Laboratory he should be placed in one of the squares directly in front of the Warpfire generator. He is too close to be affected by its blasts of warpfire as explained in the Warpfire Generator's rules.

Minions. Quirrik is always accompanied by some of his most trusted guards. In the Objective room this is already taken into account on the Monsters' table. If Quirrik is met as an Unexpected Event, draw the next Event card too. If this is an "E" type Event place it back in the Event deck. If the card indicates Monsters, place them on the board as normal. Keep replacing "E" cards until Monsters are drawn.

Warlock. As an accomplished Warlock of Clan Skryre, Quirrik wields powerful magic to defend himself and attack his enemies. At the start of every Monsters' phase, roll a D6 on the Quirrik's Spells table below to see which spell, if any, Quirrik casts that turn.



QUIRRIK'S SPELLS

D6 ROLL

SPELL CAST

- 1** **Eeek!** Quirrik is too unnerved by the Warriors to cast a spell this turn!
- 2** **Warp Power.** Quirrik uses the power of magic to heal his injuries. Add 1D6 Wounds to his current total. This cannot take him above his Starting Wounds total of 10. If Quirrik is on maximum Wounds already, treat this roll as a 3 (Pestilent Breath).
- 3** **Pestilent Breath.** Quirrik's jaw opens wide and a flood of noxious fumes spills out to engulf the Warriors. Each Warrior on the same board section must roll a D6 and add their Toughness. Any Warrior who scores 6 or less suffers 1D3 (roll a D6 1/2=1, 3/4=2, 5/6=3) Wounds with no deductions.
- 4** **Warp Lightning.** Forks of magical lightning leap from Quirrik's fingers, striking down one of the Warriors. Draw a Warrior counter to see who is hit. The Warrior suffers 1D6 Wounds with no deductions for armour.
- 5** **Wither.** A greenish, pallid glow stretches from Quirrik's outstretched paw, sapping the strength of one of the Warriors. Draw a Warrior counter to see who is affected. The affected Warrior suffers 1D6 Wounds with no deductions for Toughness or armour.
- 6** **Putrefy.** Quirrik casts an illusion about himself, making the Warriors see images of death and decay all around them. Each Warrior must roll a dice, on a roll of 1, 2 or 3 that Warrior may do nothing in the next Warriors' phase. Affected Warriors can defend themselves against attack as normal.

SKREEK DEATHSTRIKE – CLAN ESHIN ASSASSIN



Skreek Deathstrike has only recently arrived in Middenheim, and his presence serves as a constant annoyance to Quirrik. He is quite openly a spy for the Council of Thirteen and has orders to keep track of Ikit Claw's protege. As with all Skaven, subterfuge and back-stabbing is part of Quirrik's lifeblood, and Skreek's investigations make the Warlock feel more vulnerable than he would care to be. Indeed, Quirrik strongly suspects that Skreek has been paid by Clan Moulder to sabotage his Rat Golem experiments. This is, in fact, true, as a successful conclusion to Quirrik's project would seriously weaken the beastmasters of Clan Moulder – it is mainly their monopoly on Rat Ogre breeding that keeps them from being toppled by more dynamic clans. Unknown to Quirrik, Skreek also has another task, one which is far more sinister.

The real reason for Skreek's presence in Middenheim is truly horrifying, for he has been sent by the Lords of Clan Pestilens to start another outbreak of plague in the Empire. He carries a small phial of a deadly contagion which, if added to Middenheim's water supply, could kill and cripple thousands, leaving the northern Empire ripe for the Skaven to overrun. Even Quirrik does not know of this, because it potentially makes his presence totally unnecessary (should Skreek succeed in his task, his next mission is to dispose of the ambitious Warlock...). As always, the Council of Thirteen is trying to cover for every eventuality and in many respects Skreek Deathstrike wields more power in Middenheim than anybody knows (except himself). If the Skaven were ever to truly stop plotting amongst themselves, the Old World may well be doomed!

SPECIAL RULES

Ambush. Skreek is an expert at attacking from the shadows, striking down his foes before they even see him. For this reason, Skreek makes his attacks as soon as he is placed on the board, just like Giant Bats. This means that if Skreek appears

as an Unexpected Event he will attack before the Warriors' phase. If he is revealed in a room, he will attack in the same Monsters' phase as he is placed.

Throwing Stars. One of Skreek's most favoured weapons is the throwing star. Skreek is so skilled in their use that he can throw them even while locked in mortal combat with the enemy! For this reason, Skreek is not placed like missile-armed Monsters, but leaps straight into hand-to-hand combat. However, at the start of the Monsters' phase, before making any hand-to-hand attacks, Skreek may throw a star at one of the Warriors – even if the Assassin is pinned! Draw a Warrior counter to determine who is targeted. Skreek can ricochet the stars off the walls and ceilings, so any Warrior may be hit, even if Skreek doesn't have a direct line of sight to them! The Warrior will be hit on a roll of 4+ on 1D6. A Warrior hit by a throwing star suffers a Strength 4 hit (1D6+4 damage).

Weeping Blades. Skreek's weapons are coated in a highly virulent and corrosive venom mixed with warpstone powder, and are known by the Skaven as Weeping Blades. Because he has two such weapons, Skreek gains an extra attack (giving him 2 attacks in total). In addition, any Warrior who is reduced to zero wounds by Skreek in hand-to-hand combat will suffer more permanent injuries if later healed. Roll a dice for any Warrior who is reduced to zero Wounds by Skreek, on a roll of 1-3 the Warrior loses one point of Toughness permanently, on a roll of 4-6 the Warrior loses a point of Strength. Note that this is slightly changed from the Weeping Blades rules in the Roleplay book to better reflect the more Chaotic nature of the warpstone-based poison.

THE SKAVEN EVENT DECK

Listed below are our suggestions to make a completely "Skaven" Event deck. Some of these are from the Warhammer Quest box, while the others can be made up using one of the Warhammer Quest blank Event card packs and the Bestiary section of the Roleplay Book. Of course, much of what you can use in your adventures depends upon what models you have available. If you don't have a particular miniature, simply replace the card with one from the box. Well, here's our suggested deck to go with the three Event cards in this issue.

2D6 Skaven

2D6 Giant Rats

1 Rat Ogre (also available in White Dwarf 193)

1D6+3 Skaven Stormvermin

1D6 Skaven Gutter Runners

1D6 Poison Wind Globadiers

1D6 Plague Censer Bearers

1D6 Skaven and 1D6 Giant Rats

1D6+3 Skaven Gutter Runners

5 "E" type cards – "Cave-in" is a good one!

THE RAT GOLEM

The Rat Golem is a prototype of a new Skaven creature. It is a mechanically modified Rat Ogre, with chunks of warpstone embedded in parts of its body to provide it with a resistance to magic and the ability to heal itself. However, it is even more stupid than normal Rat Ogres, and frequently needs repairing. It needs no food and instead draws upon the raw power of the warpstone within it to live. This source of energy is somewhat slow and erratic though, and the prototype is still unreliable. Once (if?) Quirrik manages to solve these teething problems, the Rat Golem will become one of the most powerful creatures in Skaven armies, only surpassed by the dreaded Vermin Lords, daemons of the Horned Rat (or so Quirrik claims...)!

SPECIAL RULES

Warpstone power. The Rat Golem is extremely erratic in its movement and fighting style. Follow this procedure to work out how the Rat Golem moves and attacks each turn.

- 1 Roll 2D6 to see how much energy the Rat Golem can draw from the warpstone this turn and make a note of this on a scrap of paper.
- 2 Draw a Warrior counter to see who the Rat Golem sees as the greatest threat for that turn.
- 3 The Rat Golem is never pinned. Move the Rat Golem towards the Warrior, counting off one energy point for every square moved. If it cannot reach the Warrior, whether

MODELLING THE RAT GOLEM

As soon as the idea of the Rat Golem came about, everybody started talking about what it should look like. Rather than deciding who (if anybody) was right, here's where we've got to so far...



Left: Andy Jones thought that the Rat Golem should look like this:

Right: The view the Warriors want to see of Andy's bizarre looking Rat Golem...



Above: And this is my humble creation, bedecked with pieces from every corner of the Citadel range.



due to lack of energy or obstructing models, the Rat Golem moves as far as possible, then stops and does nothing.

- 4 If the Rat Golem moves into a square adjacent to its target, roll 1D6 on the Rat Golem Attack table.

Ignore Blow. Roll a D6 whenever the Rat Golem is wounded, on a roll of 4+ the blow either hits a super-tough component or is immediately healed and the Rat Golem takes no damage.

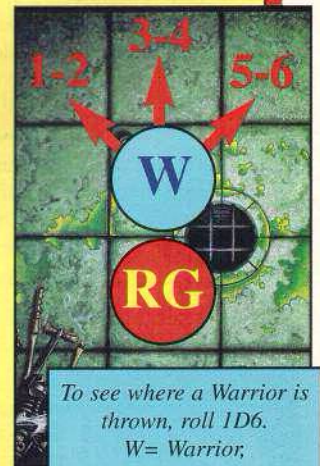
Magic Resist. Roll 1D6 if a spell is cast at the Rat Golem. On a roll of 4+ the spell has no effect on the Rat Golem.

RAT GOLEM ATTACK

D6 ROLL

ATTACK

- 1-2 The Rat Golem makes a number of normal attacks using its Weapon Skill, Strength, etc. It may make one attack for each remaining point of energy it has when it reaches its target. The Rat Golem does 1D6+6 Wounds each time it hits.
- 3 The Rat Golem attempts to head butt the Warrior and send him crashing to the ground. Make a normal to hit roll for the Rat Golem, if successful the Warrior takes 1D6+6 Wounds with normal deductions. In addition, the Warrior may not make any attacks in the next Warriors' phase as he picks himself up from the floor!
- 4 The Rat Golem picks up the Warrior in a crushing bear hug. The Warrior takes a number of Wounds equal to the remaining number of energy points, with no deductions for Toughness or armour!
- 5 The Rat Golem picks up the Warrior in its massive claws and flings him across the room. Refer to the diagram to the right to see in which direction the Warrior is thrown. The Warrior travels a number of squares in a straight line, equal to the Rat Golem's remaining energy. If the Warrior hits a wall or another model before moving the full distance, the Warrior (and any model hit) takes a number of wounds equal to the remaining distance. This is not modified for Toughness or armour. For example, if a Warrior thrown six squares only travels three before hitting another model, both models suffer 3 Wounds each.
- 6 Roaring in anger, the Rat Golem lunges forward to take a massive bite out of the Warrior. Make a normal to hit roll for the Rat Golem. If this hits, the Warrior suffers 1D3 (roll a D6 1/2=1, 3/4=2, 5/6=3) Wounds for every remaining point of energy, with normal deductions for Toughness and armour.



Quirrik glowered angrily at the newcomer, his whiskers quivering at the indignity of being investigated by the Council of Thirteen.

"I assure you, my experiments have been extremely productive, and the warpstone used in their construction has not been wasted-wasted. I find my masters' lack of trust-trust surprising, but if they wish to see what my great-great work has achieved then so be it."

The Assassin, Skreek Deathstrike, said nothing but stared intently at the ruler of the Middenheim lair, his head slightly cocked to one side. The Clan Eshin lord flicked his tail with impatience and Quirrik covered briefly before he remembered he was Chieftain of this lair and theoretically had absolute power. Baring his fangs in a snarl, the Warlock led the way deeper into the tunnels. The walls ahead of them were splashed with greenish light and both Skaven became more excited at the tang of warpstone that hung in the air.

As Quirrik scuttled along the corridor, his long claws beating out an intricate tattoo on the bare rock, the sleek Assassin glided past him. After much sniffing and staring about, Skreek leant across Quirrik, his dark eyes staring intently at the Warlock, and pressed a claw into a seemingly ordinary crack in the wall. As the hidden door swung open, revealing five Stormvermin ready to spring, Quirrik started a low, strange hissing – the Skaven equivalent to embarrassed laughter.

"My Lord-Lord Skreek, what a find-find! You have just reminded me, there is a quick-quicker way to my laboratory! How resourceful of you to find-find it." The Warlock backed away with his eyes downcast in deference, but as soon as the Assassin passed through the portal, Quirrik raised his head and his eyes glinted evilly as he started concocting his next malicious plan.

The Assassin easily slipped out of the small secret corridor, silently stalking past the dark, humming bulk of the Warpfire Generator and stood waiting.

"What do you think-think? Dead-deadly, kill lots of no-furs, yes?" Quirrik asked as he gazed lovingly at his creation. For the first time since he had arrived, Skreek Deathstrike spoke. His voice was soft and quite melodic for a Skaven, and was barely more than a whisper.

"Not what I came to see, Quirrik. Where is the mech-mechanical Rat Ogre? I hope you will not try to hide-hide anything from me..."

The Assassin brought himself up to his full height, towering over Quirrik and, just for a second, allowing his black cloak to flow back slightly and reveal the arsenal of weapons carried beneath.

Quirrik's nervous hissing filled the air once again and his face was split by an ingratiating grin.

QUIRRIK'S WARPFIRE GENERATOR



Quirrik's first fiendish creation was his Warpfire Generator. It utilises the same technology as an ordinary Warpfire Thrower, but on a scale thought unattainable before.

Although potentially deadly, like any creation using warpstone, the Warpfire Generator has a tendency to go wrong, and may even blow itself up!

SPECIAL RULES

Due to its elevated position, the Warpfire Generator can only target certain parts of Quirrik's Laboratory. The diagram below shows where the flames cannot reach, and where a Warrior will therefore be safe from its affects.

The Warpfire Thrower uses the following procedure to fire :



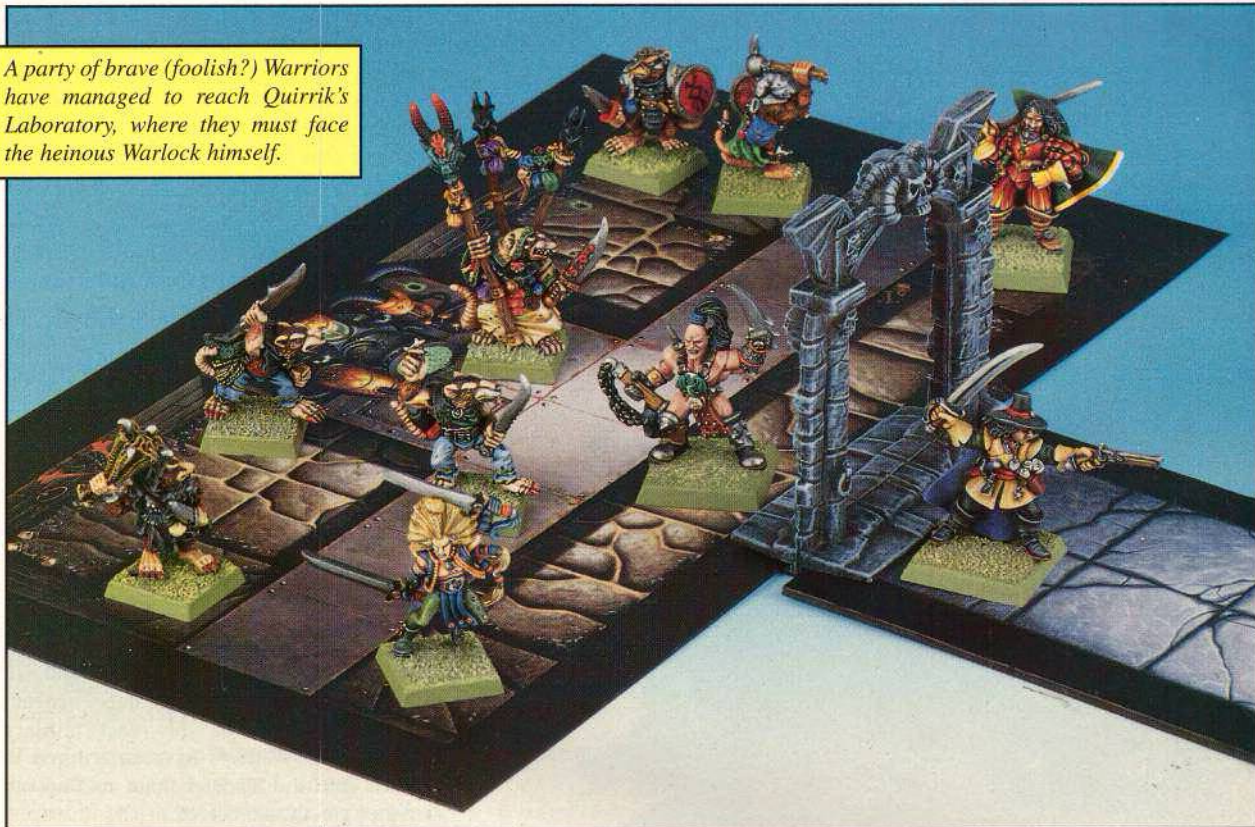
The red squares are safe areas and models occupying them cannot be targeted by the Warpfire Generator. However, this does not protect them if the Warpfire Generator misfires...

- 1 The Warpfire Generator can only fire if there is an unpinned Skaven model standing next to it (not including the Rat Golem or a Rat Ogre). All of Quirrik's minions have been taught the basic principles behind firing it.
- 2 As with ordinary missile fire, draw a Warrior counter to find out who the Warpfire Generator is fired at.
- 3 Draw an imaginary line between the Warpfire Generator and the targeted Warrior. Any Warrior in a square the line passes through, including the original target, may be hit. Monsters are never hit, they know that the Generator makes a high pitched whine before firing and dive out of the way!
- 4 Roll a D6 for each potential victim. On a roll of 6 the model is hit and suffers 3D6 Wounds, with no deductions for armour.
- 5 If a damage roll comes up with a double or triple one, something has gone wrong! Roll another D6 and consult the Misfire Chart below.

MISFIRE CHART

D6 Roll	Result
1-3	The Warpfire Generator blows up, inflicting 2D6 Wounds on every model in the laboratory! The Warpfire Generator can no longer be fired.
4-6	The Warpfire Generator leaks warpstone fuel everywhere. Any model in an adjacent square (even if on a different level) suffers 2D6 Wounds. The Warpfire Generator can no longer be fired.

A party of brave (foolish?) Warriors have managed to reach Quirrik's Laboratory, where they must face the heinous Warlock himself.



QUIRRIK'S LABORATORY

The stench of burning warpstone fills the air, and the ominous hum of powerful machinery shakes the floor. In the darkness you spy the bulky form of the Warfire Generator!

MULTI-LEVEL ROOMS

Quirrik's Laboratory is split between two different levels – the floor and the raised walkway. With the exception noted below, models can only move between the two levels by moving up and down the stairs. The exception to this rule is Skreek Deathstrike.

Skreek's acrobatic abilities allow him to leap easily from one level to the other and so he has no need to use the steps. In addition, a model on one level cannot pin, or attack in hand-to-hand combat, a model on the other level. The walkway also blocks line of sight from one side to the other. For example, a model in a room outside cannot fire a missile weapon at a model standing in one of the two pits on either side of the Warfire Generator.

"KILLING" QUIRRIK

As Quirrik appears on the table below and on his own Event card, it is possible for the Warriors to "kill" him earlier in the adventure and then meet

him again in his laboratory. In this case, it is assumed Quirrik manages to save himself with magic and then plays dead until the Warriors go away. When he later meets them, Quirrik will have had time to prepare and will be a little more afraid than he was before. To represent this, if Quirrik is encountered earlier in the adventure, you should subtract -1 from your dice roll on the Objective Room Monsters table.

Similarly, if the Rat Golem is destroyed and later reappears, you can assume that Quirrik has had time to make enough repairs to get the creature working again. However, it won't be up to scratch for a while and it gains only 2D6-3 energy points each turn, instead of 2D6. Note that you gain gold for each time you defeat one of these Monsters, even if you do not "kill" them as such.

QUIRRIK'S LABORATORY OBJECTIVE ROOM MONSTERS TABLE

D6 Roll	Monsters
1	Quirrik, Rat Golem, 1D6 Stormvermin, 6 Skaven Warriors, 1D6 Gutter Runners.
2	Quirrik, Rat Golem, 6 Stormvermin, 1D6 Gutter Runners.
3	Quirrik, Rat Golem, 6 Skaven Warriors, 1D6 Gutter Runners.
4	Quirrik, Rat Golem, 1D6 Stormvermin, 1D6 Giant Rats.
5	Quirrik, Rat Golem, 1D6 Skaven Warriors, 1D6 Gutter Runners.
6	Quirrik, Rat Golem, 1D6 Skaven Warriors, 1D6 Giant Rats.



ADVENTURES

Below are three adventures to be used in conjunction with Quirrik's Laboratory. You can play each as a separate encounter or work your way through them in sequence to form a mini-campaign.

1-2

A KNIFE IN THE DARK

While out carousing one evening, enjoying the sights of Middenheim, your party happens to stop by the Broken Knife tavern. Late that evening, as you enjoy the hospitable atmosphere and share a friendly drink with the locals, you become aware of a disturbance behind the counter. Upon investigation, you find the body of the landlord in the beer cellar, stabbed several times in the back. Clawed footprints in the dank cellar lead you to a secret door, which opens up onto the tunnels beneath the city. Everybody implores you to find the barkeeper's murderer and you decide to follow the trail. However, it doesn't take you long to realise that something much more sinister is going on...

SPECIAL RULES

As you may have guessed, your Warriors are in fact tracking Skreek Deathstrike after his first abortive foray to the surface. He is looking for another way to get above ground so that he can follow his orders to poison the population of Middenheim. Your Warriors must catch up with the Skaven Assassin before he can find a more secretive route to Middenheim. To represent this, every time you draw an event card roll a D6. If this roll is

a 1, take one of the Warpstone counters. These counters represent Skreek's progress through the tunnels. If the Warriors pick up all six counters, Skreek has reached the surface and will be poisoning the wells! If Skreek is encountered before this happens, the Warriors can return safely to the surface (assuming that they defeat him of course!). There is no need to go to the Objective room, unless the Warriors feel up to it!

REWARD

If the Warriors succeed in stopping Skreek they will find the phial of toxin and guess what he planned to do. When the Warriors' heroism is brought to the attention of Elector Count Boris Todbringer, he rewards each of them with 1D6x150 gold and gives them the keys to the city.

If they fail, well it's best that they leave the city as quickly and quietly as possible (and take lots of bottled water with them).

3-4

SNEAKIN' AROUND

The recent discovery of a Skaven Assassin has led Boris Todbringer, the Elector Count of Middenland, to organise a hunt through the tunnels beneath Middenheim. As part of this vast military operation, your Warriors have been hired to venture into the Under-Empire to find out what they can of the Skaven.

SPECIAL RULES

This adventure uses the Warpstone counters to represent how much information the Warriors can gather. They can exit the dungeon at any time by retracing their steps and moving off the section they started on. However, the more intelligence the Warriors can gather, the greater their rewards when they return.

The Warriors can take a Warpstone counter for each of the following encounters:

- If the Warriors meet Skreek Deathstrike,
- If the Warriors meet the Rat Golem,
- If the Warriors meet Quirrik,
- If the Warriors enter Quirrik's Laboratory and see his monstrous Warpfire Generator,
- If the Warriors meet a Rat Ogre,
- and if the Warriors explore three or more Dungeon rooms.

If the Warriors fight their way through to the Laboratory and then defeat all their adversaries, they find the secret passage behind the Warpfire Generator and can make their escape without backtracking.

Remember, if the Warriors retrace their steps they will only generate Unexpected Events, since the Dungeon rooms they have already passed through will have been cleared of their occupants and any traps.

REWARD

When they reach the surface, the Warriors relay all that they have discovered to the authorities, who can use their information to devise a plan of attack. For every Warpstone counter the Warriors possess, the party gains 1D6x100 Gold, split evenly between all the party.

5-6 FIRE AND WARPSTONE!

Having assessed the threat posed by the Skaven beneath his city, Boris Todbringer has ordered his troops to sweep through the warren of caverns and corridors that riddle the rock of Middenheim. However, before this attack can begin, the Warpfire Generator must be eliminated, and the Warriors have been given the task. The wizards and scientists of Todbringer's court can only think of one way to do this and ensure it can never be repaired. The Warriors must overload the machine so that it blows itself to smithereens! As you might guess, this is not without risk, but the Warriors have been promised vast sums of gold and treasure if they can pull it off...

The main problem lies in gathering enough warpstone to overcharge the generator. The Warriors will have to scavenge for the lethal substance as they make their way towards Quirrik's Laboratory.

SPECIAL RULES

Each time the Warriors successfully complete an Event in a Dungeon room, they may take one of the Warpstone counters. You must decide amongst yourselves which Warrior is carrying the potentially lethal rock.

If a warrior carrying Warpstone is reduced to zero wounds he may suffer more long term effects. Roll a D6 when he is healed to one or more Wounds, on a roll of a 1 he suffers a deduction to his profile as detailed in Skreek's Weeping Blades ability (lose -1 Toughness or Strength). If the Warriors pick up all six Warpstone counters they can find no more, no matter how many Dungeon rooms they search – the Warriors must make their way to Quirrik's Laboratory as quickly as they can.

Generate the Monsters in Quirrik's Laboratory as normal. The Warriors must fight off these creatures and attempt to overload the Warpfire Generator. A Warrior must be standing next to the Warpfire Generator in order to throw in a piece of Warpstone. The Warrior cannot attack the same turn, but may defend himself as normal. For every piece of Warpstone loaded into the Warpfire Generator, roll an extra set of 3D6 when it fires – if any of the 3D6 rolls comes up with a double or triple 1, the Generator has misfired!

Alternatively, if all the Skaven are killed before the Warpfire Generator explodes, the Warriors can load the Warpstone at their leisure. Roll 1D6 and add the number of Warpstone counters the Warriors picked up (including any already used). The Warriors can choose to put in less Warpstone if they wish... Look up the result on the Overload chart.

REWARD

If the Warriors cause the Generator to melt down, they each gain 1D6x100 Gold. If the

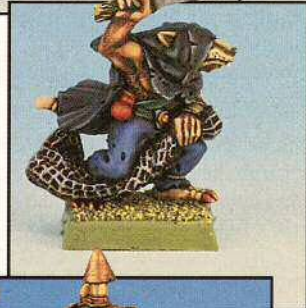


Warriors can make the Generator explode (or if it happens to explode anyway...) they are each rewarded with 1D6x100 Gold and an item of Treasure.

If they fail to do either of these, the Generator is turned on the Elector Count's attacking army and incinerates a swathe of them before beating the Imperial soldiers back. You are wanted in Middenheim, with a considerable price on your heads! Best if you leave without making a fuss...

OVERLOAD CHART

D6+Warpstone counters	Result
4 or less	There isn't enough Warpstone to matter, the Warriors cannot destroy the Generator and should make a hasty exit before the Elector Count's forces catch up with them!
5-7	At the start of each Power phase, roll 3D6 and treat them as damage dice for the Generator – it misfires on a double or triple one. Once the Generator has misfired the Warriors can make their escape (after disposing of any Monsters that appeared while they were waiting).
8-9	The Generator suffers a meltdown, apply the 4-6 result of the Generator Misfire chart. The Warriors can make their escape (after disposing of any Monsters that appeared while they were waiting).
10+	The Warpfire Generator explodes as detailed in the 1-3 result of the Generator Misfire chart. Once any surviving Monsters have been eliminated the Warriors can make their escape to the surface.



As you progress up through the Battle-levels you can come across a massive variety of Skaven adversaries. You will meet Plague Monks and Plague Lords of Clan Pestilens, all types of Warlock including the powerful Grey Seers, and Deathmaster Assassins of Clan Eshin. Of course, there's also the dread Vermin Lords of the Horned Rat. In a future article we hope to present more ideas and rules for using the creatures of the Under-Empire in your adventures, including more brilliant new board sections by Richard Wright.

SKAVEN IN THE ROLEPLAY GAME

As usual, the Monsters and Events detailed in this article are designed for players using the basic Warhammer Quest rules. However, this section will hopefully give you some ideas so that you can use Skreek, Quirrik and the Rat Golem at any level you are playing. Skreek and Quirrik are probably simplest to deal with, since they are variations on an existing Monster type – an Assassin and a Warlock, respectively. Quirrik should rise in level according to what type of Warlock is seen most commonly on his own at the battle-level you are playing. For example, at battle-level 6 Quirrik should be a Warlock Champion (at least!) and by the time you reach Battle levels 9 and 10 he should definitely use a modified version of the Grey Seer rules.

Similarly, you can add Magic Weapons, Armour and Items to Skreek, and later on you should use a variation of the Deathmaster Assassin given in the Roleplay Book. He'll gain more attacks, perhaps get a bit stronger and so on. You can even create a special rule that allows him to appear, attack and then disappear again – those of you with the Catacombs of Terror pack will be familiar with Luthor the hunchback's fighting style!

The Rat Golem is slightly more difficult, because there is no other creature like it. Look through the Monsters' Special Abilities section, perhaps giving him better Magic Resistance and Ignore Blow skills. You may like him to have more energy points each turn, and so on. At battle levels 1-4, the Rat Golem should have a suitable Fear factor, 4+ or 5+ perhaps. Also consider the following abilities as additions to a tougher Rat Golem: Ignore Pain, Plague and perhaps some kind of Magic Armour. And then there's also the option of

meeting more than one of these dangerous creatures (Quirrik's going to be very busy).

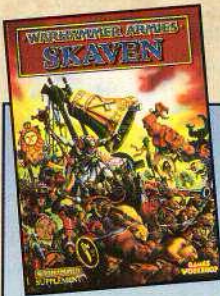
ADVENTURE IDEAS

If you are playing with a gamesmaster and using all the extra rules from the back of the Roleplay book, the Skaven lair beneath Middenheim provides all sorts of adventure plots. For a start, you can flesh out the three adventures given in this article, expanding on the frantic hunt for Skreek and so on. There is great room for involving the Warriors, unwittingly of course, in the schemes and intrigues between Skreek and Quirrik. It's quite possible that Skreek could, through an intermediary, hire the Warriors to destroy the Warpfire Generator so that he will be paid by Clan Moulder. If Skreek fulfils his mission for Clan Pestilens, imagine the desperation of the Warriors as they frantically try to find a cure and get it to the source of the contagion.

Well that's this month's installment of Domain of the Horned Rat. We hope to bring you more Warhammer Quest Skaven rules in future issues. Cheerio!



WARHAMMER



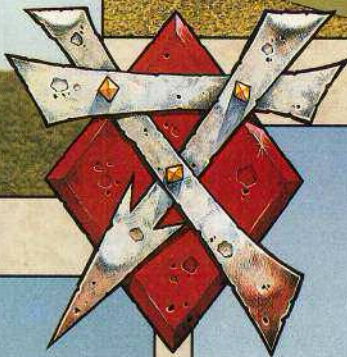
Model designed by Michael Perry.



VERMIN LORD



SKAVEN



Model designed by Jes Goodwin and Norman Swales.



SKAVEN SCREAMING BELL



Box contains self-adhesive banner.

SKAVEN DOOMWHEEL

Model designed by Jes Goodwin and Norman Swales.

The vile and malevolent Skaven gnaw away at the roots of the Old World like a malignant cancer. In times of war, countless seething hordes of vicious rat-men, lead by the awesome Vermin Lord, rise from their caves and sewers to bring down pestilence and destruction upon the unsuspecting realms of men. Ahead of the Skaven horde the dreaded Screaming Bell strikes fear into the hearts of the enemy, whilst the Doomwheel unleashes crackling warp-lightning into their terrified ranks.



All models supplied unpainted. The Screaming Bell and Doomwheel are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.

WARNING! Except for the Skaven boxed set, these products contain lead and may be harmful if chewed or swallowed.

Citadel Miniatures are not recommended for children under 14 years of age.

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STRONGHOLDS

By
Ian Pickstock

INTERESTING ARCHITECTURE

Really big pieces of terrain are just great from a gaming point of view. They add a whole new dimension to the gaming table, giving your battlefield a theme. It is all too easy just to sprinkle terrain pieces across the table and create a nondescript area of ground in which you and the enemy engage in deadly combat. Why not throw in something big and exciting like a firebase, or a bunker (or three)? Then you can add a simple plot, and all of a sudden the whole battle becomes a desperate struggle for control of an important building or objective!

Ever since we showed Owen Branham's awesome landing pad model in the pages of *White Dwarf* we've been getting letters from eager gamers wanting to know how to build one for their battlefield. The landing pad is an imposing piece of terrain, it certainly dominates any battlefield it is placed on. It forms a key element in the game, as squads engage in deadly firefights to gain the advantage of the high ground it offers. Unfortunately, we never anticipated the popularity of this terrain item and, as we didn't follow Owen's progress whilst it was under construction, writing an article about it would be impossible. Making a landing pad from scratch is a massive task taking many months of hard work and should only be embarked upon by the most experienced (or insane) modeller.

"But I still want a landing pad" I hear you cry. Well for more sane gamers the answer to all your prayers is here in the shape of the new firebase terrain pack. The firebase is the first in a series of Warhammer 40,000

terrain features, each of which is made from interlinking plastic bulkheads, just like the ones used in *Necromunda*. Completing the firebase is some stunning artwork from Richard Wright, depicting control towers, landing pads, service hatches and bulkheads in superb detail. The firebase is remarkably easy to put together: just punch out the card, apply a dab of glue here and there, and "Hey Presto!" it's ready.

Well having put your firebase together how are you going to include it in your game? The easiest method is to simply stick it on the table, but where? If you paid for the firebase you may feel justified in placing it in your own deployment zone, and there's nothing wrong with this. However, after a few games it will start to get tiresome and you might like to explore some of the other possibilities that are on offer. First off, you could simply let your opponent place the firebase on the table. If you've been fighting against the same player a lot, he'll probably feel like giving you a taste of your own medicine and place it in his deployment zone!



The first wave of Tyranid Termagants attack an Imperial firebase which is occupied by Blood Angels Space Marines.



OF THE EMPEROR

GAMES

So far we've only talked about using the firebase as a piece of scenery, something to be fought over and add a little flavour to your gaming table. However, you can create whole games, new scenarios and campaigns around the firebase. The following is a selection of ideas gleaned from the depths of my brains, rooting through films and books, and even a brief spell in the Rogue Trader archive (which you need a password to get into!). Ideas are literally all they are, they are by no means complete scenarios. In some cases I've scribbled down a few sketchy details, but for the most part there aren't any force details, deployments zones or any of that stuff. If you like any of these ideas it's up to you to work out the details with your opponents.

NO-MAN'S-LAND

How about a game where a firebase in no-man's-land must be captured by one side or another! The Imperial player must take and hold the firebase for one complete turn so that reinforcements can be called in. The other player must also take and hold the firebase for a whole turn so that they can wreck communications equipment and booby trap the landing pad, thus preventing the reinforcements from ever arriving. The game lasts until either player completes their task.

INFILTRATE

In another game, one player is the defender and the firebase is placed just outside his deployment zone. The attacker has to get as much of his force as possible closer to the defender's table edge than the firebase. The defenders all start within the firebase and may only move out once the attackers have been spotted.

BEACHHEAD

How about a game involving a firebase that is part of a mass planetary 'beachhead'? The twist is that it isn't quite complete yet. Structurally it's all there, but communications gear, tactical battle computers and so forth haven't been set up. One player has the task of defending the firebase. He must stop the enemy from getting into the firebase long enough for it

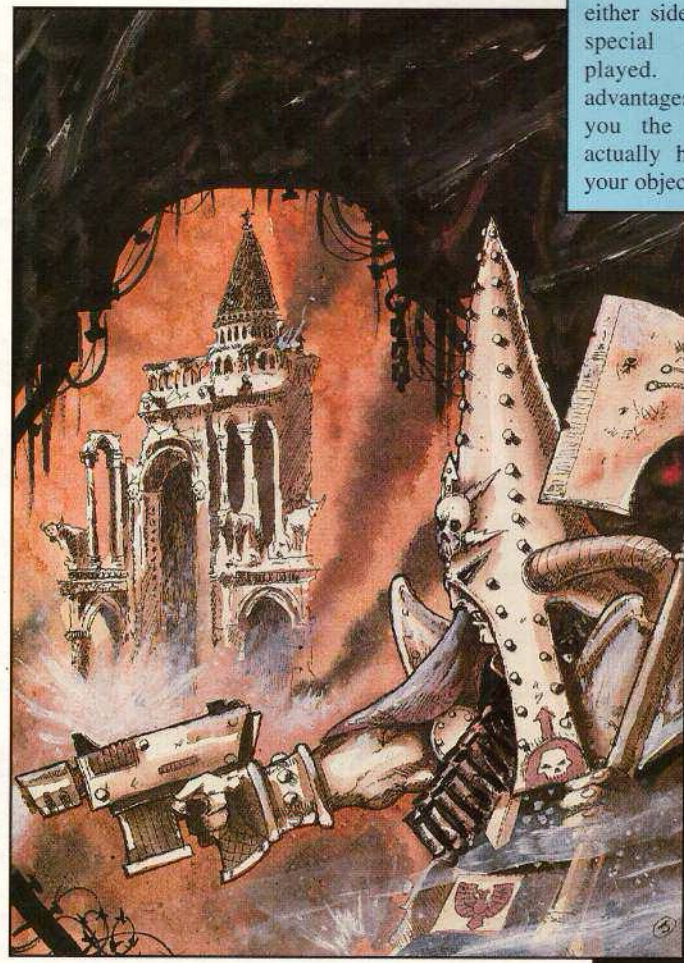
to become operational. The defenders aren't actually allowed to enter the firebase otherwise they risk being crushed by busy Servitors or being wired into the comm-net facilities! The attacker wins by managing to get inside and destroying this vital machinery, preventing the firebase from being completed. You could say that enemy squads must fight a round of hand-to-hand combat against something fairly tough to represent the risk of them being crushed by moving machinery or Servitors.

ASSASSINATION

In this game, one player takes the firebase as a command centre for his army commander who is stationed inside. He may not leave the building as he is coordinating an attack across the whole length of the battle line, commanding many other forces as well as your own. The enemy force is hell-bent on eliminating this commander. They must

TACTICAL SITUATIONS

Large buildings generally offer lots of cover and their sheer size block lines of sight. This creates areas of the battlefield that can hide entire squads or shield vehicles from enemy fire. Their height creates places in which heavy weapons may be placed and get a good view of the battlefield. So as you can see, large buildings always become important in a game, regardless of any mission that either side may have or any special scenarios being played. Indeed, the advantages offered may give you the upper hand and actually help you complete your objectives.



The mighty Waaagh! Ghazghkull launches a surprise attack against the Imperial battle line in an attempt to swamp the Imperial Guard.



break into the firebase and ensure that he is killed or captured! To make up for the fact the defender's commander may not participate in the game actively (except to defend himself), the defender should be given a bonus of some sort, either extra strategy cards or increased strategy rating, or anything else you think appropriate!

VIRUS

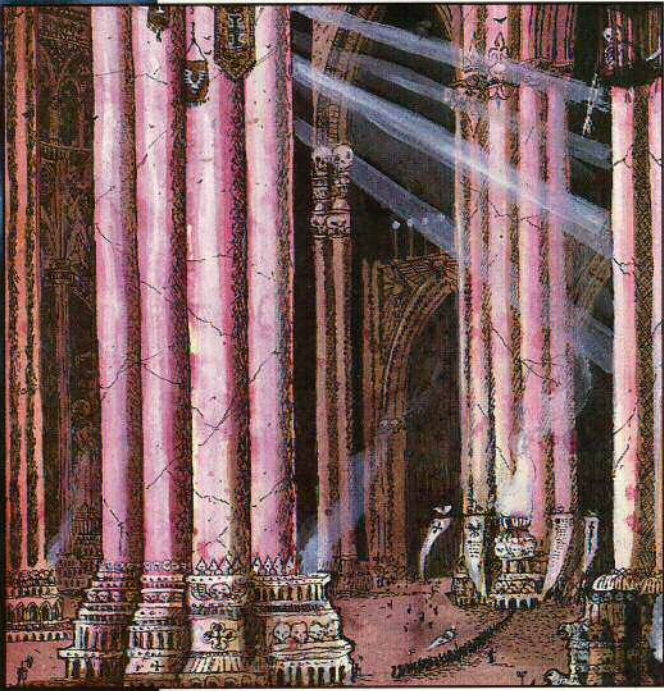
In this one, the defender takes the firebase and must deploy all his forces within or close to the firebase. The defender's forces have all been contaminated with a deadly virus, possessed by dangerous warp entity, infected with Genestealer DNA, or some such. Driven mad by the infection, the defenders must escape the firebase and the surrounding area. The attacker must stop any enemy forces from leaving the battlefield, if you fail you risk spreading this dreadful virus.

GOVERNOR

To boost the troops' morale, the Planetary Governor is making a whistle-stop tour. Stopping at all the firebases along the front line, the Governor hopes this will turn the tide against the rebels! However, rebel troops have infiltrated the Imperial lines and are masquerading as Imperial forces in a captured firebase. They're going to assassinate the Governor, they must be stopped!

AMBUSH

One side lies in ambush down both sides of a road at the end of which is a firebase. The other player commands a convoy and its escort which must battle through the ambush, taking their fuel and supplies to the safety of the firebase.





SUPPLIES

One player takes a small force of defenders and a firebase. He must hold off a superior force of attackers long enough for a squadron of Land Speeders to be refuelled and launched! The attacker must either capture the firebase or pick-off the ground support personnel doing the vital refuelling and rearming.

THE THING!

The mission to cleanse an alien infested firebase went smoothly until Sergeant York strayed a little too close to the jungle and ended up as a Tyrannosaur's dinner. If only he wasn't wearing the teleport-homer, if only the ship's communicator wasn't out, if only warp storms weren't about to isolate the planet for good – if only they could find that *%?! dinosaur before its digestive system deposited the homer at some random point in the jungle! Are you *sure* all those aliens are dead – didn't trooper Douglas say something about a green slimy thing with a big gun crawling into the bush?

TEA-TIME

Well it's almost tea-time and I think I've just about worn out my thinking cap. Now it's your turn! Remember you don't have to have a firebase

to make your games interesting, although a nice evocative piece of terrain usually helps to get the ideas flowing. Inspiration can come from anywhere. Maybe one of you just made a bizarre conversion, or built an interesting piece of terrain, or your opponent has an army full of tanks (there, I said it). Just get together with your mates and see what you can come up with. Don't worry if you get lots of good ideas, you can always play the extra ones next week!

Do not dismiss a scenario because it sounds similar to a couple of the mission cards or a game you fought last month against Bob. Half the fun is fighting out the story – trying to rescue the Imperial Governor, or sabotage the building, or shoot down the Land Speeders. Games can be made even better by including appropriate miniatures to represent the main antagonists. As in the *Heretic* battle report (White Dwarf 187), in the absence of any rebel governor miniatures, the evil Lord Varlak was represented by an Adeptus Psyker. With his fancy robes and overly prominent forehead this miniature was just the man for the job. After a few battles you begin to develop your own characters with their own background and careers. Simple terrain models become battle-scarred features that have been the scene for cataclysmic conflicts, in which your Space Marines saved the Imperium, or your Eldar destroyed those foul Orks!

OK, I relent. I'll develop one of these ideas into a proper scenario to show you how it's done. You

**“Are you
sure
all those
aliens are
dead?”**

didn't think I'd leave you on your own, did you? Assassination seems to best reflect the firebase's battlefield role, so I'll do that one. Have fun!

Wow, hold on, I've just had one more great idea: you could link together almost all of these ideas and fight a campaign! Start with the Beachhead, and then you would play the Governor, or Ambush, or the Assassination. If the Imperial

player loses a game, he loses control of a firebase. Then you could play No-man's-land. If the Imperial player loses that you could invent some scenarios involving firebases that have fallen into enemy hands. Will the enemy be able to use the firebase's comm-facilities to listen in on Imperial plans, or maybe the firebases can be booby-trapped against falling into enemy hands? I'd best shut up (yes, get on with the scenario! - Ed).

ASSASSINATION



This scenario is best played with the defending player taking Imperial forces. Although it isn't entirely necessary for the scenario to work, it does feel better if an Imperial force is defending an Imperial firebase. However, if you do not want to use Imperial forces, or indeed, if neither you or your opponent has any Imperial forces, it works equally well with any army.

The attacking player may choose 2000 points of forces from his chosen army list following all the normal restrictions laid down in the relevant Codex.

DEPLOYMENT

The defending player must deploy all his forces first, on or within 12" of the firebase. The defender's commander must be deployed inside the firebase and he may not leave it, except to follow up into hand-to-hand combat.

The attacking player must deploy all of his forces within 12" of his own table edge. To determine who goes first, the attacking player should roll a D6 and add the Strategy rating of his commander. The defending player should roll 2D6 and add the Strategy rating of his commander. Whoever rolls the highest goes first. The game lasts five turns.

ATTACKER'S BRIEF

Your scouts have identified an Imperial firebase that is being used as command centre for a high-ranking enemy officer. The officer has a large force under his command and his elimination will severely cripple the enemy's morale and fighting capabilities. The officer is protected by a well prepared, but small force of defenders.

DEFENDER'S BRIEF

Sensors indicate a large force of enemy troops heading towards your command firebase. You don't know how they've done it, but somehow they've identified your position as overall commander. The enemy are going for the big KO and must be stopped at all costs.

The table is set up as normal. The defending player may place the firebase anywhere within his deployment zone, pointing in any direction. The rest of the terrain may be set up by you and your opponent as you normally would.

FORCES

The defending player may choose 1500 points of forces from his chosen army list following all the normal restrictions laid down in the relevant Codex. Don't forget that although your commander will spend the battle tucked up in a firebase, you shouldn't skimp on his wargear. He may be called upon to defend himself at close quarters or against a psychic assault. Finally, remember to tailor your force towards defence rather than attack.

STRATEGY CARDS

Both players receive Strategy cards as normal, this means each player will receive two cards. However, when the attacking player plays a Strategy card the defender can attempt to prevent it from happening.

If the defender's commander is still alive and is not engaged in hand-to-hand combat, then roll a D6 whenever an enemy Strategy card is played. On a roll of 4, 5 or 6 the card is nullified. From within the firebase the commander has foreseen the enemy action and taken appropriate measures to stop it, ordering the launch of anti-orbital barrage rockets, engaging reinforcements on another battlefield, or similar.

VICTORY CONDITIONS

The attacker wins if he manages to kill the enemy commander. The defender wins if, at the end of the game, his commander is still alive.

If you find these victory conditions a bit cut and dried, I have devised an alternative: keep track of victory points as stated in the Dark Millennium rulebook. If, at the end of the game, the defender's commander is alive but the attackers have scored more victory points then the game is a draw - the attackers have inflicted heavy casualties and forced the commander to withdraw from the sector! Once again, if the commander is killed the defenders lose automatically.

Here's another alternative you might like to try as the start of a campaign. Instead of killing the commander, one of the attacker's own characters must capture him. The commander is captured if he loses a round of hand-to-hand combat.

EPIC

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

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



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

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

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MODELLING WORKSHOP

TALES FROM THE RIVERBANK

BY OWEN BRANHAM

Rivers are an easy way of making a battlefield look different. They block the movement of enemy troops and are a great source of tactical challenges.

INSPIRATION

Rummaging through my mail sack a while ago, I found a letter from Alan Robson of County Durham, asking about rivers:

I am interested in building some modular terrain battlefields. Can you tell me the the best thickness and type of wood to use? Could you also tell me what tools are needed to create the rivers?

Can the rivers somehow be adapted to actually hold water without the wood absorbing it, as my table can be left permanently set up?

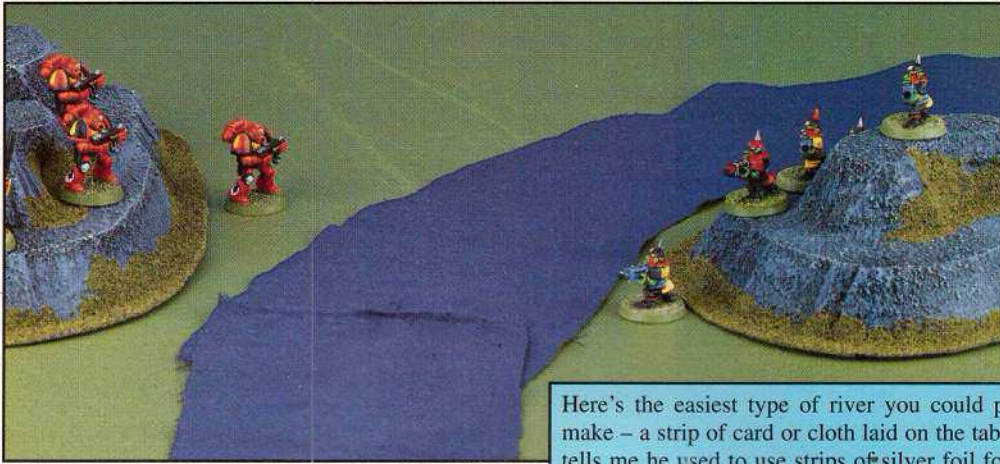
In my experience, trying to use real water on the battlefield in any way whatsoever causes innumerable hassles and is just asking for trouble! You get a wet shirt leaning across to move your troops and if you bump the table a little too hard there's a tidal wave! The water would also have to

be fresh each time otherwise it would accumulate dust and nasty little bugs and stuff, urgh! However, Alan's letter started me thinking about rivers and it seemed logical that they should be the subject of my next modelling article. As with the previous Modelling Workshop subjects, there are a wide variety of materials and techniques you can use to make your rivers and I'll try to cover all of them.

PLANNING

An important part of building terrain is to make sure you've got an idea of what you're going to do before even looking at your tools and materials. This is especially important with large scenic items like rivers. Rivers are best made in sections so that you can alter its course each time you play (and it also makes storage easier). You will need to decide what the maximum length of





Here's the easiest type of river you could possibly make – a strip of card or cloth laid on the table. Jake tells me he used to use strips of silver foil for rivers (sometimes painted blue), since they're all sparkling and shiny, easy to bend into shape, fast and cheap!

The basic principles for making a river can also be applied to marshes, coastlines, water-filled ditches and lots of other pieces of terrain.

your river needs to be. Do you want a river that just cuts across the corner of your table, or a gargantuan flood that reaches from one end to the other? Either way, it should be divided into sections, between 8" and a foot long (straights can be longer than bends). Also, it's important to remember that the longer the river, the more likely you are to need a bridge or ford across it at some point (a river that totally separates the two armies with no crossing place isn't very useful!).

RESEARCH

When you're trying to represent something from nature on the tabletop, and trying to make it realistic, you will have to do some research. This is especially important with rivers, since there are various laws of nature about what direction they flow in, how they bend and so on. An obvious example is that rivers don't flow uphill! Pop down to the library and take a look at some pictures of rivers around the world. You'll see that they don't usually bend back on themselves too much, and rarely turn very sharply unless running down a steep hill. For a very lifelike model, you will have to take these things into account.

Rivers also vary greatly in size, from small streams to great confluences like the Reik of the Empire (which would be even bigger than the Nile!). Although the rivers you would use on your battlefield aren't all that wide, a certain amount of artistic license can be allowed...

EASY RIVER

As always, I'm going to start off with the fastest and easiest way of build the terrain. To make this type of river you will need:

- Some blue card or cloth (felt works best),
- some scissors.

Getting these together is probably the hardest part. All you have to do next is cut out the river section shapes from your card or cloth and lay it over the battlefield. You can use a brown piece of card (or a piece of balsa wood) to represent a bridge. Could it be easier?

RIVER SECTION

This is the type of river you see in the pages of White Dwarf and it can be finished to as high a degree of realism as you want. You can keep it simple, or you can go completely overboard (oh dear, what a terrible pun!) and add lots and lots of extra details.

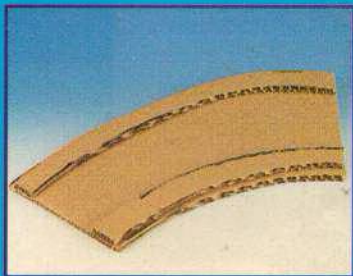
To build a river section you need:

- Some thick cardboard (or hardboard),
- all-purpose filler,
- flock,
- gravel
- blue paint,
- possibly polystyrene or cork tiles,
- PVA glue,
- modelling knife,
- saw,
- paint brushes.

Use a sheet of thick, strong cardboard (or some hardboard) to make the base for the river section. Draw on this the shape of the curved river section. The section should be about four inches wide for a shallow stream or river. Cut out the shape you have drawn. You may find it useful to stick two or more layers of cardboard together to make a really sturdy and stiff base. If so, use the original shape as a template for the others.

When you have made the base for the river section, you will need to build up the river banks along either side of the base. The simplest way to do this is to stick strips of cardboard, cork or

MAKING A RIVER



1 Making a base from several pieces of thick cardboard.

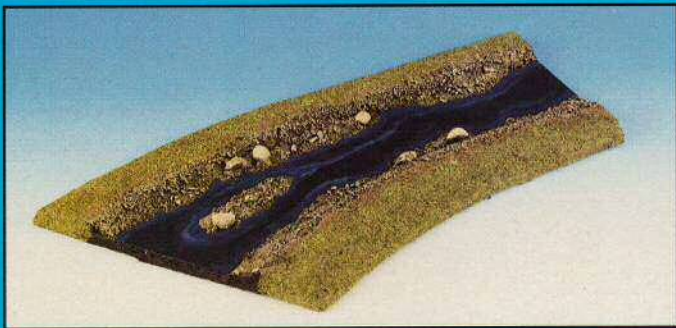


2 Applying the plaster mixture, sand and gravel to the cardboard base.



3 The river section, all finished and ready for painting.

THE FINISHED RIVER SECTION



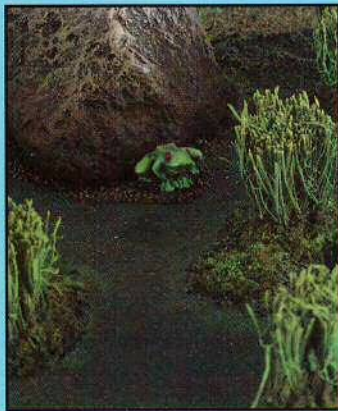
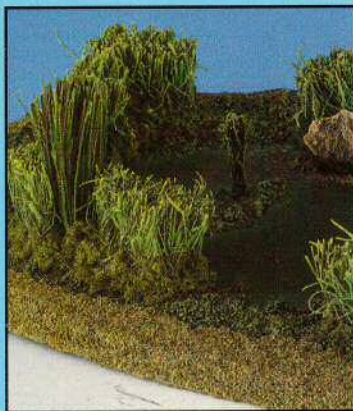
polystyrene tile along the edge. These not only raise the edges, but provide something for the material used to make the banks to adhere to. Cover these strips with plaster applied with a spatula. Alternatively, you could use modelling clay or plasticine. The banks could also be made

by sticking a row of stones along the edge of the river section with plaster, modelling clay or plasticine between them. This would give the effect of a stream flowing along a rocky bed strewn with boulders.

The area between the banks will be the river. When the banks are dry, paint this dark blue or dark greenish-blue. The most convincing results come from merging and mingling areas of various shades of green and blue, usually darkest in the middle of the river. Then paint over this again with PVA glue. When this is dry, the surface will be shiny and look like deep water. Now paint PVA along the inside of the river banks so that it overlaps part of the bank and part of the river. Scatter grit, sand and small stones over this and wait for it to dry. This will create a gravel shore along the edge of the river banks. Shake off the excess gravel and paint it black, brown or dark yellow. When this is dry, drybrush the gravel with a light sandy colour or white.

DETAILING

If you feel inspired, there are all sorts of little extra details that can be added to your marsh such as rocks, rushes and pond animals.



All that remains to be done now is to paint and flock the river banks and decorate them with bushes and foliage. Reeds can be made from tufts of rope glued down beside the river, unravelled to look like a clump of rushes and painted green. The finishing touches can now be made to the water. With an almost dry brush and white paint, lightly indicate the frothing and splashing water along the edge of the gravel and around any boulders partly submerged in the stream. You can also indicate waves and currents on the surface of the water. Depending on how much of this you do you, you can make your river section represent a sluggish deep river or a fast flowing torrent. If you want to make the water look really 'wet' and reflective, you can paint it with several layers of gloss varnish.



invaders might beach their ships on the seashore and battle against the defenders in the surf and on the dunes. Or perhaps they land at night and stealthily climb the cliffs to storm a fortress, taking the defenders completely by surprise. A raiding force arriving in boats could also sail upriver to strike inland.

A battle to capture and hold a bridge or ford is another type of encounter which is well known from history, but which you seldom see in a game. In battles like these, the seashore or river is the most important feature on the battlefield and poses interesting problems for the commanders.

I like to create a scenario for my games and go into the reasons for the battle, the motives and objectives of each side and all kinds of other details. All this adds background interest to the game and makes it feel all the more interesting. I find that with so much to do and so little time you don't want to waste any of it fighting boring battles! I soon managed to think up several scenarios involving raids from the sea, battles for bridges, seek and destroy raids into the fens, encounters at the ford and so on. All these needed terrain featuring water, whether it be the sea, rivers or marshes.

Rivers and marshes are well-known terrain features which most people attempt at some time. Streams and narrow rivers are the easiest, but I wanted wide rivers. The river needed to be wide enough for small boats to move about in. The sea coast was a completely new type of terrain which I had not tried before and so it was an experiment.

It worked much better than I expected but I have yet to attempt another coastal section with rocky cliffs. The problem here is to create the effect of a drop from the level of the land to sea level, so that the troops will actually have to scale the cliffs.

WATERWAYS

(STILLMANIC METHOD)

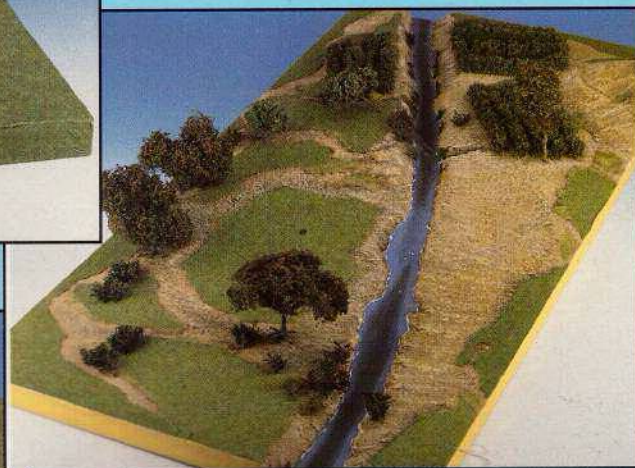
One of the main ways in which one army attacks another is also the one most neglected by gamers. This is the amphibious assault where the invader arrives by boat. In such a scenario the

MODULAR RIVERS

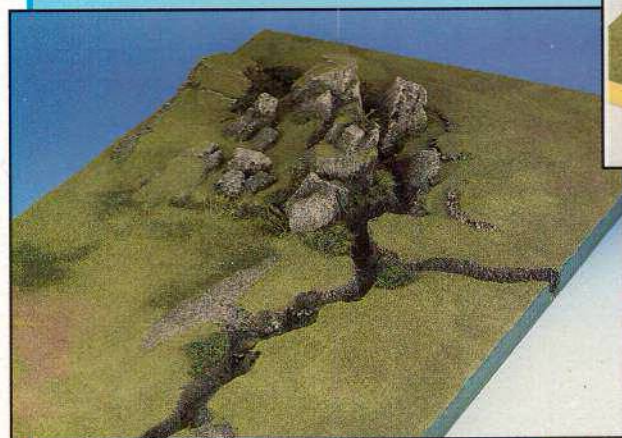


Above: a simple, but beautifully done river bend.

Here are some examples of rivers on modular terrain, as modelled by Alan and Michael Perry, Dave Andrews and Aly Morrison. As you can see, rivers work really well on modular sections, since they can be modelled lower than the surrounding terrain.



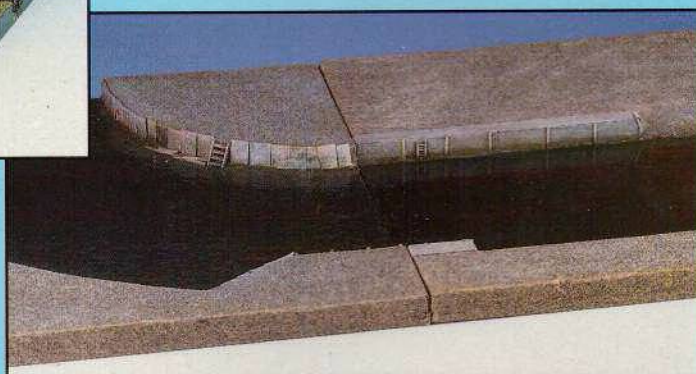
Above: an oasis like ford, specially-built by the Perry twins for a one-off battle!



Left: more from the Perrys, this time a mountain stream.

Right: a couple of solid-looking modules of the large, city river sections from Aly Morrison and Dave Andrews' collection.

One particularly useful feature of these pieces is the variety of games you can use them for. By adding different buildings, piers, jetties and boats, you can place the river almost anywhere!



The best solution I can think of is not to make the cliffs very tall, but make them very steep and rugged to create the illusion of high and extremely difficult cliffs, perhaps with one twisting path with flat ledges where the desperate fighting will be!

Wide Rivers

The techniques used for making river and stream sections or marshes are the same for wide rivers and the sea, just on a bigger scale. In fact, you can use the techniques for rivers and marshes to create a wide river with beds of reeds along its banks, or in the middle. These are good for concealing small boats.

You might also put a small sandy island here and there in a wide river. Such an island could be used to support the pier of a long bridge. Twigs, representing logs also look good, caught up in the reeds or on the river banks.

The river is made to look like deep water by painting the flat surface between the banks with a dark green colour. Then put several washes or glazes of dark green or blue over the top. Using light green, you can flick brush strokes or blobs to look like clumps of submerged reeds and water lilies. Gloss varnish over the whole lot to create the impression of water, and give a

realistic reflection of your troops standing on the banks! Flock can be sprinkled onto the wet varnish around the reeds to look like algae and duckweed.

The Sea

The seashore will have to be quite a large terrain piece. I would recommend making something that fits into the corner of the table, or a bay or inlet that fits onto a side edge of the table. You only really need it as a point for boats to arrive and be pulled up onto the beach. The sea part of the feature is flat like a river, but the beach is represented either by gently sloping hills or dunes, or by a

low cliff like a river bank. Alternatively, you could use a lot of stones to create a rocky, boulder-strewn beach. The beach itself is covered with sand and painted to represent sand. You can use exactly the same technique for making reeds to make clumps of marram grass.

The sea area is covered with wavy lines of glue and sand which can be drybrushed white to represent booming surf. The flat areas between these waves is dark blue, giving way to turquoise as you near the beach, indicating shallower water. Once again, wash over this with blue or green inks and varnish the top.

THE FORD

A river generally needs a crossing point and the simplest to make is a ford. We normally count them as difficult ground in our games which ensures that the river forms a barrier, but isn't totally impassable. If you want your river to have a ford, you can simply modify a normal river section slightly. When you're gluing the gravel to the river bank, stick down lots more to make the river quite narrow at this point. You can also lightly scatter gravel across the river's width. When you paint the ford, it will look shallow and easily crossed.

Another way to make the section look fordable would be to add stepping stones across the river (use flat pebbles). Gravel is likely to accumulate around these rocks and you can easily add this to your model river's stepping stones.

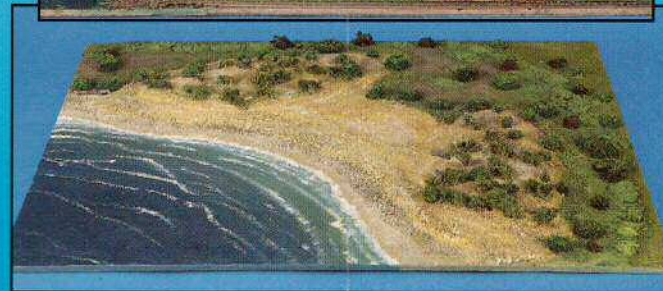
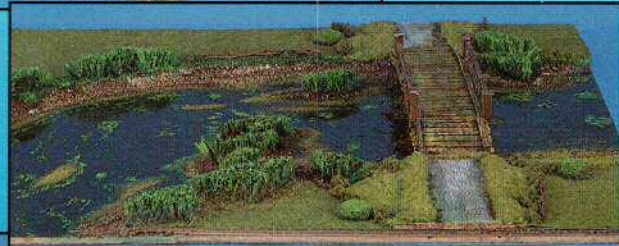
Well I think that's enough splashing about for now – see you next month!



*Nigel's terrain.
Above: a small, fast-flowing stream.*



*Left and below: a large, slow river meandering round a bend, under a sturdy wooden bridge.
Bottom: the sea!*



I was hoping to tell you all about making bridges as well, but I've had so much to say I've run out of room! Never mind, that'll have to wait for a future issue...

Pebbles on the Beach

If you want to make the seashore more interesting, a few small pebbles and bits of rock stuck onto the sand or on the sea will do the job. The beach will be converted into a treacherous coast. Mix sand with PVA glue and put some around the boulders to hold them firmly and make them appear to be buried in sand or half submerged. If the rock is in the sea, paint the water to look like surf splashing around the boulder. You could go even further in your detail and add twigs and matchsticks to represent driftwood, or even use balsa wood to create a shipwreck washed up on the shore.

Ditches and duck ponds

The techniques for representing water can be used to good effect on many small features, or as an embellishment on other features. Few people ever make ditches as an alternative to hedges and walls, or add a ditch to a hedge section or even put a ditch or moat around a fortification. A

ditch can be added quite easily by raising a low bank on either side of a narrow base or even just marking the edges with clumps of reeds (made from brushes or frizzled-out string). Paint the area between the banks murky green or brown, with a wash of similar coloured inks and then varnish it. Sprinkle liberal amounts of flock on the edges to look like algae and cover the banks with foliage. This makes a very obvious and unpleasant obstacle to encounter on the battlefield. Craters full of muddy water, duck ponds beside farmhouses, or even a desert oasis can be made using varnish over green, blue or murky colours to represent water.

Enormous Marshes

Having mastered the technique of representing a marsh, I decided to make some really big ones which would cover almost an entire quarter of the table. I wanted to create the impression of a battlefield on the edge of the fens. Such a marsh would need

many quite large reed beds to provide cover. To create these I bought a fibre doormat of the sort where the coconut fibre (coir) bristles are fixed to a plastic mat. This can be carefully cut up into pieces a few inches long and up to about two inches wide. I normally use this stuff in squares to represent cornfields because of its golden 'harvest' colour. These small shapes are stuck here and there on the marsh and painted green. You can use watered down paint or ink which will dye the fibres. When dry, they are drybrushed with a lighter shade of green, especially at the top. This makes them look like dense clumps of reeds. They actually look better and more realistic the more battered they get! Remember to leave big areas of watery bog between the clumps so that you can move your troops and boats between them.

The final embellishment on the big marsh is a causeway. This is certain to be the place for bitter

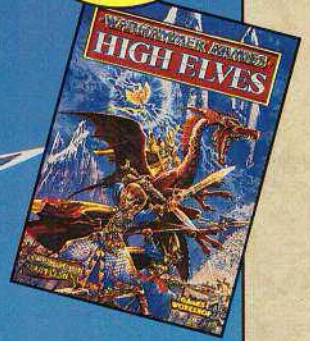
fighting! The causeway enables the marsh to be crossed at normal rate and by troops who would otherwise get bogged down in the marsh. You can opt for an earth causeway, in which case you should plan it from the start and make it like a long low bank rising above the water. Texture it with sand or plaster to look like gravel or clay.

Alternatively, you could make a log causeway by sticking loads of twigs next to each other to create a track winding between the reeds. On one of my fen sections, the causeway ends in an island hidden in the marsh. It's surrounded by a stockade and has a small watchtower. Inside the stockade, I place a temple. This creates an interesting focus for a game: there is something hidden in the midst of the marshes. One side has the daunting task of fighting its way along the causeway beset by the defenders and anything else that may be lurking amid the reeds and in the murky depths!

WARHAMMER

**HIGH ELF
BOXED
SETS**

HIGH ELF LORD OF DRAGONS



HIGH ELF SILVER HELMS



HIGH ELF REAVER KNIGHTS



DRAGON PRINCES OF CALEDOR



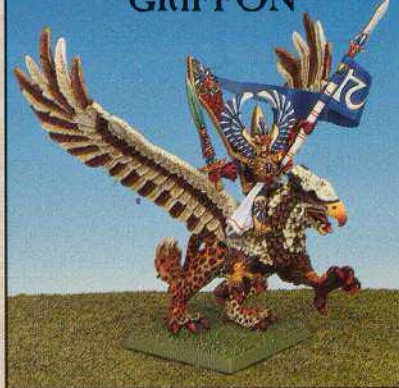
HIGH ELVES



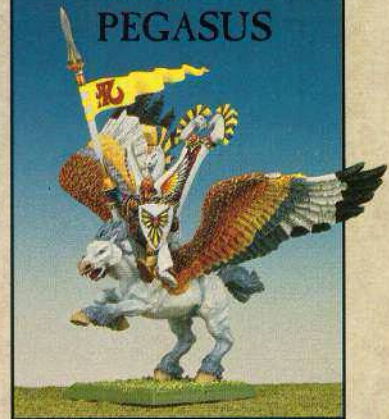
HIGH ELF BATTLE CHARIOT



HIGH ELF WAR GRIFFON



HIGH ELF PEGASUS



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**GAMES
WORKSHOP**

TALLARN DESERT RAIDERS



Grenade launcher



Plasma gun



Sergeant with chainsword



Tallarn Desert Raiders with lasguns



Missile launcher weapons team



Autocannon weapons team

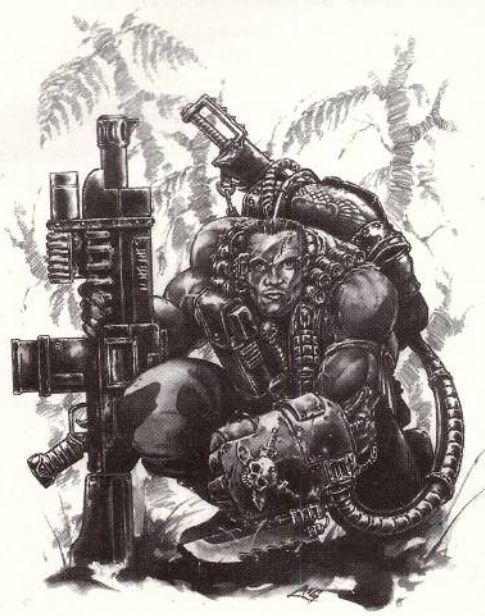


Tallarn Desert Raiders repel a Genestealer attack.

THAT'S AN ORDER!

THE IMPERIAL COMMAND

Across the countless worlds of the Imperium, from the harshest death world to the most densely populated hive planet, are found the vast armies of the Imperial Guard. To keep such a huge organisation in a constant state of readiness requires an extremely highly developed command structure. From the lowliest cook to the most senior of the supreme commanders, each man knows his assigned role and fulfils his duty with an unswerving loyalty to the Emperor.



The lowest level of battlefield command is the sergeant. These are individual squad leaders, chosen for their staunchness under hostile fire, rather than any particular tactical ability. Their main job is to keep their men disciplined and motivated on a day-to-day basis.

COMMAND SQUADS

Groups of three such squads form a normal platoon, although it may be much larger if it has attached support units like armour or artillery. However large it is, each platoon is led by a five man Command squad.

Command squads form an important part of the organisational structure of an Imperial Guard army. A Command squad consists of a lieutenant and four troopers, often armed with special or heavy weapons. The role of the troopers is to act as a bodyguard for the officer and to provide a mobile fire-base under his direct command.

The number of Command squads in a regiment varies tremendously. Constant attrition amongst the regiment's officers means that it must continue to re-organise almost on a daily basis. Lieutenants can also be assigned squads of special troops such as Rough Riders and snipers.

COMMAND HQ

Senior to the lieutenants are the captains who command a company of three platoons, and the colonel of the regiment who commands all of its



By Rick Priestley

Occasionally, the heroic deeds and valiant acts of an individual officer of the Imperial Guard earn him a special place in the memory of the Administratum. Two such individuals are Captain Chenkov of Valhalla and Captain Al'rahem of Tallarn. Here, Rick provides the background for the commanders of the Imperial Guard as well as rules for using these two valiant heroes in your games of Warhammer 40,000.

Imperial Guard Captains Chenkov and Al'rahem combine their forces to crush the last of the Ork defenders.



**A good soldier
obeys without
question. A good
officer commands
without doubt**

— *Tactica Imperium*

companies. Each is accompanied by four troopers and forms part of a Command Headquarters squad, or Command HQ as it is usually known.

Like ordinary Command squads, a Command HQ may also include other special individuals such as Primaris psykers. Only a Command HQ is senior enough to include the most powerful type of psyker – the Primaris Lord. Highly skilled individuals such as this are placed under the command of a captain and form part of his Command HQ. If the captain sees an opportunity to employ his psyker's powers, he will personally direct the psyker while the rest of the squad provides covering fire. This is the usual way in which powerful specialist individuals are directed and controlled on the battlefield. They do not wander around presenting easy targets to the enemy, nor do they act on their own initiative – they fight as part of a Command HQ under the close supervision of its captain.

A Command HQ is a Command squad just like any other. When you fight with an Imperial Guard army on the tabletop a Command HQ commands the entire force.

Although captain is by no means the most senior Imperial Guard rank, or even the most senior rank in a regiment, a captain would typically command the size of force represented by a tabletop army. An Imperial Guard army is far too large to represent in its entirety in a Warhammer 40,000 game. The action represents a slice of a much bigger battle, or it is a limited engagement such as a raid or a holding action by a detachment. If your Command HQ is led by a captain he represents the most senior officer in that segment of the front, or the leader of a detachment of approximately company size. Both captain Chenkov and captain Al'rahem were famed for their heroic deeds leading small detachments such as these in hundreds of actions across a dozen war zones.

CAPTAIN CHENKOV OF VALHALLA

+40 POINTS

Captain Chenkov may be included in an Imperial Guard army as the captain of a Valhallan Command HQ. The cost shown is the price of substituting Captain Chenkov for a standard captain.

The Valhallans are a grim and dogged people who will fight hard and even die rather than give up territory to the enemy. It is common for Imperial Guard generals to use Valhallans to bolster their defensive lines, knowing that they will hold out where other troops might crumble.

Captain Kubrik Chenkov is one amongst many whose nerve and endurance have won the Valhallans this reputation. During the defence of Jurn he and his Valhallans held an isolated position against a vast Ork horde, doggedly hanging on to cunningly prepared defences until relief forces could arrive three days later. Of the six hundred Valhallans alive on the first day of the action only twenty seven were unwounded at the end and only sixty three lived to eventually tell their story.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chenkov	4	5	5	4	4	2	5	2	8

WEAPONS Bolt pistol, power sword, frag and krak grenades.

ARMOUR Carapace (4+ save).

WARGEAR Chenkov may have up to 2 Wargear cards.

SPECIAL RULES

To represent Captain Chenkov's ability to hold an army together the Imperial Guard player is allowed special re-rolls against any Leadership-

based tests (Breaks tests, psychology tests, Rally tests, etc). At the start of the game the Imperial Guard player rolls a dice. The score is the number of re-rolls he is permitted during the game. These can be used any time so long as Chenkov is still alive. The dice is left in position to show the number of re-rolls remaining, and as re-rolls are used the dice may be turned so that the value reduces accordingly.

In addition, so long a Chenkov is still alive, one re-roll is added every time the enemy receives victory points for wiping out or breaking a unit. Note that no bonus is earned for reducing a unit to half strength – only for wiping it out or breaking it.



CAPTAIN AL'RAHEM OF TALLARN

+25 POINTS

Captain Al'rahem of Tallarn may be included in an Imperial Guard army as the captain of a Tallarn Command HQ. The cost shown is the price of substituting Captain Al'rahem for a standard captain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Al'rahem	4	5	5	4	4	2	5	2	8

WEAPONS Plasma pistol with targeter and the *Claw of the Desert Tigers* power sword.

ARMOUR Carapace (4+ save).

WARGEAR Al'rahem has the following items of special wargear. He may not have other wargear.

TARGETER Al'rahem's plasma pistol is equipped with a targeter, which adds +1 to his score to hit.

CLAW OF THE DESERT TIGERS

This is an ordinary power sword, yet it has been beautifully encrusted with the emblems of the desert by N'go craftsmen. Its appearance has raised it to legendary status, so that in Al'rahem's hands it is regarded with awe by his friends, and with fear by his foes. To represent this the *Claw of the Desert Tigers* causes the wielder to be feared by his enemies. The rules for *fear* apply as described in the psychology section on page 65 of the Warhammer 40,000 rulebook.



The 3rd Tallarn regiment, or Tallarn Desert Tigers as it is more commonly known, has a long and honoured history. It fought throughout the Macharian conquests alongside the 4th and 5th Tallarn regiments. Subsequently it was all but destroyed fighting for Warmaster Solon during the Macharian Heresy. It earned its nickname on the planet Kallastin where the regiment fought a hard and successful war against mutant human rebels, receiving a commendation from the Inquisition for its part in the conflict.

Al'rahem was in command of a company of Desert Tigers during the conquests of Macharius. One of the first of the new human worlds to be uncovered was Thoth, a planet which had developed in total isolation from the Imperium, without the knowledge or guiding influence of the Emperor. The inhabitants had developed many dangerous psychic powers and taken to the unclean worship of the dark gods of Chaos. Because Thoth was a desert planet not unlike Tallarn, it was natural that the Desert Tigers should be amongst the regiments chosen to take part in the planetary invasion.

During the landings Al'rahem's landing craft malfunctioned and crash-landed in the deep deserts. Native N'go tribesmen rescued the Guardsmen from certain death in the wilderness. They were curious about all aspects of the Imperium but spoke a strange garbled tongue which the Imperial troops could not understand. A natural linguist, Al'rahem learned their language and much more about the N'go tribes of the deep desert. He learned that the war on Thoth was faring badly for the invaders, and that the 'Witches' as the tribesmen called the other inhabitants, had called upon the daemonic forces to fight the Imperium. The more Al'rahem talked to the tribesmen the more he learned of their own struggle against the people of Thoth and their evil sorcery.

The war records of the conquests are patchy at best. They tell how the desert raiders of N'go fought a hit and run war against the Thoth, appearing suddenly

from the deep desert to loot and destroy before returning to their secret bases. At their head was Imperial Guard Captain Al'rahem, and his remaining band of Desert Tigers. After the war was finally won Al'rahem returned to his regiment. His fame had spread far and wide throughout the army as had the stories of the heroic N'go tribes. After the armies passed on the Inquisition declared the world 'Amundi Heretica', that is to say a world whose people were genetically contaminated. The N'go were evacuated along with genetic samples of most of the plants and animals whilst the world was cleansed with viral bombs. Later, the desert tribes were returned after swearing oaths of loyalty to the Emperor, and to this day Thoth is ruled by the Lords Al'rahem, descendants of the Imperial Guard captain who led the tribes to victory all those years ago.



IMPERIAL GUARD™ FIGHTING VEHICLE BOXED SETS

**IMPERIAL DEMOLISHER
SIEGE TANK**



IMPERIAL CHIMERA



IMPERIAL BASILISK



**IMPERIAL
GRIFFON**



LEMAN RUSS BATTLE TANK



IMPERIAL HELLHOUND TANK



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

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

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**GAMES
WORKSHOP**

JOIN THE CLUB

Whoops! It's deadline time for White Dwarf and the guys are bricking it as usual. You know they're desperate when they start pleading for that last-minute article about Games Clubs you promised to do months ago. Well Dwarfers, you screwed up big time – you trusted me! But never mind, it gives yours truly the opportunity to blather on confident in the knowledge that there won't be time for Da Boyz from Da Dwarf to edit out all the good bits like they normally do...

Some years ago when I was but a young pup (yes as long ago as that) I was lucky enough to stumble upon the local games club in my home town of Lincoln. This club, the Lincoln Model Railway and Wargames Society, occupied an entire mid-terrace house conveniently situated next to the local branch of the Samaritans. Being nought but a spotty whelp I had no idea that there were so many active gamers in Lincoln, a town not noted for activity then any more than it is now.

I met older gamers who were only too pleased to show me their beautifully converted and painted armies, usually just before showing me how to thrash a complete novice in about ten minutes flat. More importantly, I met gamers of my own age, some of whom remain friends and regular opponents to this day... despite everything. In fact, we soon drifted away from the formal organisation of the club and started to arrange games at our own homes, but it's still true to say that if it wasn't for the facilities provided by the club we'd have never met in the first place.

Cue wobbly special effect and tinkly harp chords. Years go by, too many to count. Years of hard graft on the Warhammer game turns hopeful young Priestley into the embittered hobgoblin

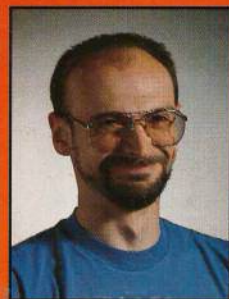
known to White Dwarf readers and the Nottinghamshire constabulary alike. The Lincoln Model Railway and Wargames Society falls into ruin as do many of its former members. Yet the idea of the games club has lodged firmly in the author's stubborn mind, along with an inexplicable penchant for flared trousers and Gary Glitter records.

It is a regular meeting of the Games Workshop board of directors and there are matters of great importance to discuss. Tom Kirby, Managing Director, sits chewing a bacon butty, happy in the knowledge that the Evil Priestley will not dare write anything rude about him. John Stallard, Sales Director, scowls nervously, fully aware that he is not so lucky. Remaining worthies doze peacefully, thankful that they have non-speaking roles in the drama that is about to unfold.

"It's about time we did something about games clubs!" announces the good-looking games designer.

"I've been saying that for years you fool, but you never listen. Is there any tea in that pot?" replies John, mighty commander of the entire retail chain and many other thing besides, including Orcs.

"Have you! Curses! Never mind, it's still a good idea. Remember how good games clubs used to be in the old days, when you could buy a fish and chip supper for a tenner and still have change left over for a new Maserati?"



By Rick Priestley

"You didn't tell me you wanted an article about that sort of club..."

GIANT GAMES!

Regular readers will recall the massive battle that a few of the team here fought a few months back (as reported in White Dwarf 193 News). This is a good example of the kind of thing you can do when you get a group of players together. By combining all of your armies, which individually might not be all that big, you can end up with absolutely enormous forces fighting on each side.



"Well, we're snowed-under with letters asking about local clubs, so why not try and help people get together, find more opponents..."

"Yeeees..." lies John, who is, incidentally, known as foot-and-a-half Stallard for reasons which will mercifully remain unexplained.

"Well, we're snowed-under with letters asking about local clubs, so why not try and help people get together, find more opponents, maybe compile a directory of clubs eventually, you know the sort of thing."

"Didn't we agree to do this last week Rick?" asks the renowned Stallard, helping himself to more tea.

"Did we?"

"Yes we did," pronounces Tom who forgets nothing, "and you said you'd write a White Dwarf article about it too. So get on with it."

"Ah... of course," replies our hero, "...just testing... ahem. Don't suppose there's any tea left is there?" (Scene fades as reality asserts itself once more.)



When we got Gav to write his *Just an Old Hack* article in White Dwarf 193 we were hoping for a response, but we never expected anything as brilliant as this! Just the other day we got these two great Necromunda newsletters from David O'Brien of the South East of Scotland Wargames Club. Not only does he produce this great newsletter, but he also tells us that they've had up to fifty people playing Necromunda on just one night!

I'm sure that there are many White Dwarf readers who already belong to a gaming club, and probably many more who regularly game with a group of friends. But, judging from the mail we get, it's obvious that there are at least as many who have difficulty finding new opponents. Some players are faced with the problem of insufficient space to fight battles at home, in which case they must rely on visits to friends or gaming sessions in the Games Workshop stores.

On the whole, a Games Workshop store is a great place to learn a new game and to play knock-about battles on a games night. But for experienced players this really isn't enough. There simply isn't time to fight an involved battle, and you'll probably have to share command with a group of other players, novices and veterans alike. Sure games nights

are fun, but there isn't scope to give any real depth to the games. For that you need to find somewhere else.

Most players are able to play games at home where they have a suitably large games table, or another table they can make use of. Amongst a circle of friends the chances are that at least one person has access to a decent-sized table in a room, garage or outhouse where battle can progress undisturbed by incontinent pets and

irksome relatives. Such a circle is not a club in the sense that it has no officials or fees, but it does form a group of active gamers who can enjoy many of the benefits of a club. Players can pool resources to buy scenery, for example, they can borrow and compare army books, they can sell and swap models and half-finished armies amongst themselves, and – most importantly of all – they can be sure of finding an opponent.

However, a group of gamers will remain a closed circle unless, by chance, a member of the group runs into another like-minded soul at a bus stop and they happen to arrange a game. Gamers often meet at school or college, indeed schools and colleges often have their own games clubs, but there is no way a Warhammer player from one side of town will meet a player from the other side of town unless they happen to find themselves in their local Games Workshop at the same time. However, in future all Games Workshop stores will have a Games Group Noticeboard where local groups and individual players can advertise their existence. By placing a card on the noticeboard players will be able to swap addresses and phone numbers and arrange games.

We'd also like to help any players who want to start clubs in their area. Often the most difficult part of starting up is to find suitable premises for a club to meet in. Local Community Centres provide rented rooms fairly cheaply and usually have the advantage of a bar on site, parking, lockable cupboards, and sufficient tables. Church Halls can also provide useful cheap space but the people who run them tend to be delicate and easily frightened by rampaging gamers. For more robust players there is the fabled week-night room above a pub, an institution whose merits are all too obvious. Schools and colleges sometimes rent out rooms in the evening too. In addition, every town has privately owned small halls, function rooms, or social clubs, though finding them requires a bit of an effort. Our Games Workshop

shop managers will be on the look out for suitable sites and will, hopefully, be able to provide anyone who is interested with a list of possible meeting places.

Because hiring rooms costs money it is a good idea to make sure of your finances beforehand. Amongst a small number of friends this can be sorted out informally, but if you want to recruit new members and levy fees, then you'll need to arrange a bank account and appoint club officials: a Committee Chairman, Treasurer, Secretary and so on. Your local Games Workshop manager can offer advice on setting up the club or put you in touch with existing clubs in your area.

Sounds like hard work? Yes it can be, but there are many advantages to banding together with other gamers. For starters, you'll never lack an opponent and the more of you that get together the more likely you are to find like-minded opponents who you'll want to play regularly. You can share facilities, copies of games and armies, even if it's only a question of taking command of "the right wing" in a big battle. Then there are things that only a large group of players can attempt. For example, playing huge games with combined armies and tens of thousands of points a side. You can organise campaigns, leagues, and knock-out games between yourselves. You can arrange tournaments and visits with other local groups, the next town, or even the other side of the country!

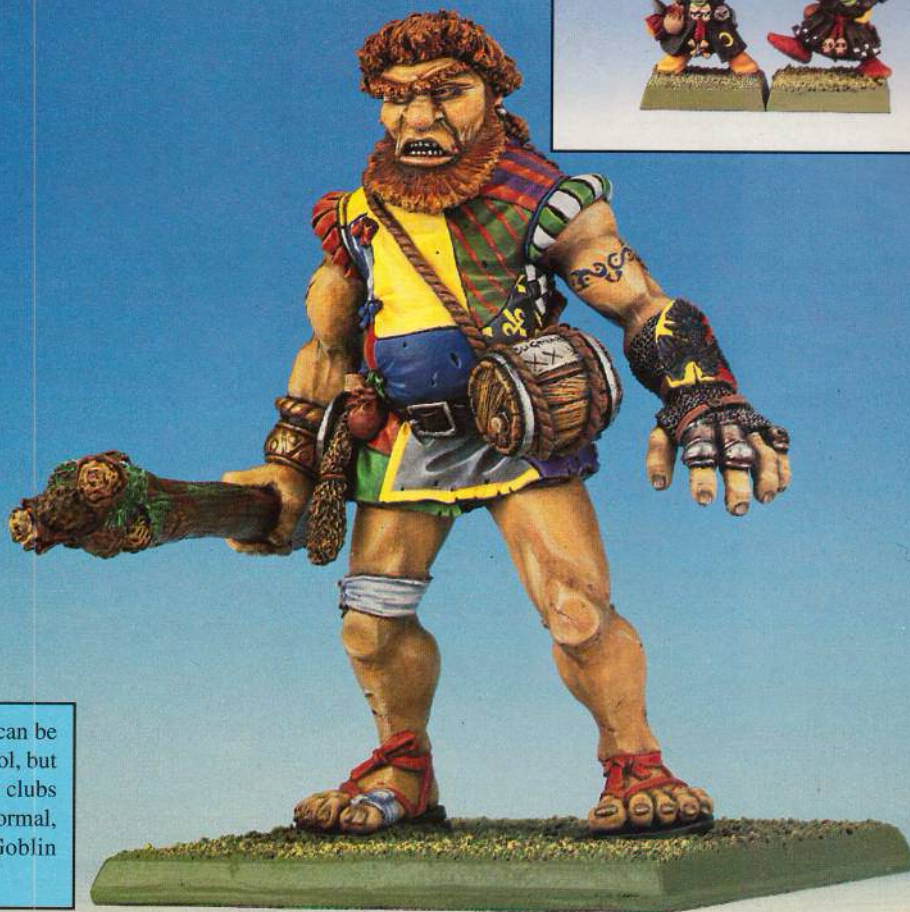
As well as gaming it is possible to have painting or modelling sessions when the best painters demonstrate their skills. You can organise painting competitions – perhaps themed so you have Warhammer 40,000 single miniatures one week, Warhammer units the next, then vehicles and so on. Things like this provide an interesting end to an evening's gaming. By getting a dozen or so people together you can also build special gaming projects – for example you might

Big clubs (like the Giant's) can be slow and ponderous to control, but have a lot more clout. Little clubs tend to be wilder and less formal, rather like our Night Goblin Netter and his mate!

construct a huge cityscape to fight over, perhaps recreating the infamous Siege of Praag in miniature. Such projects would take years for one or two people to finish by themselves, but a large group can divide the work up and get it ready in just a few weeks.

Interested? Well hopefully before too long you'll find a contact noticeboard in your local Games Workshop store. Then, if we manage to get the new mail Order Computer (TROLL 2000) running in time, we'll be able to start a group database, and provide local information about places to meet. Meanwhile, if you already belong to or run a local games club, why not pop into your Games Workshop store and take advantage of the Games Group noticeboards to recruit some new members.

Well that's it! The White Dwarf deadline's tomorrow and Da Boyz are starting to look a bit nervous. Not half as nervous as they're going to look when I slap this on their desk though. Just time to pop downstairs, make a cup of tea, and tell 'em the article will be ready a week on Wednesday. Should be good for a laugh.



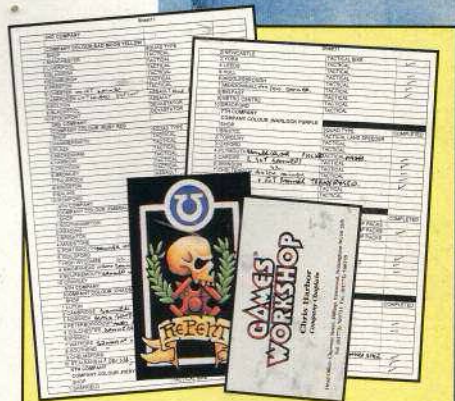
ULTRAMARINES CHAPTER



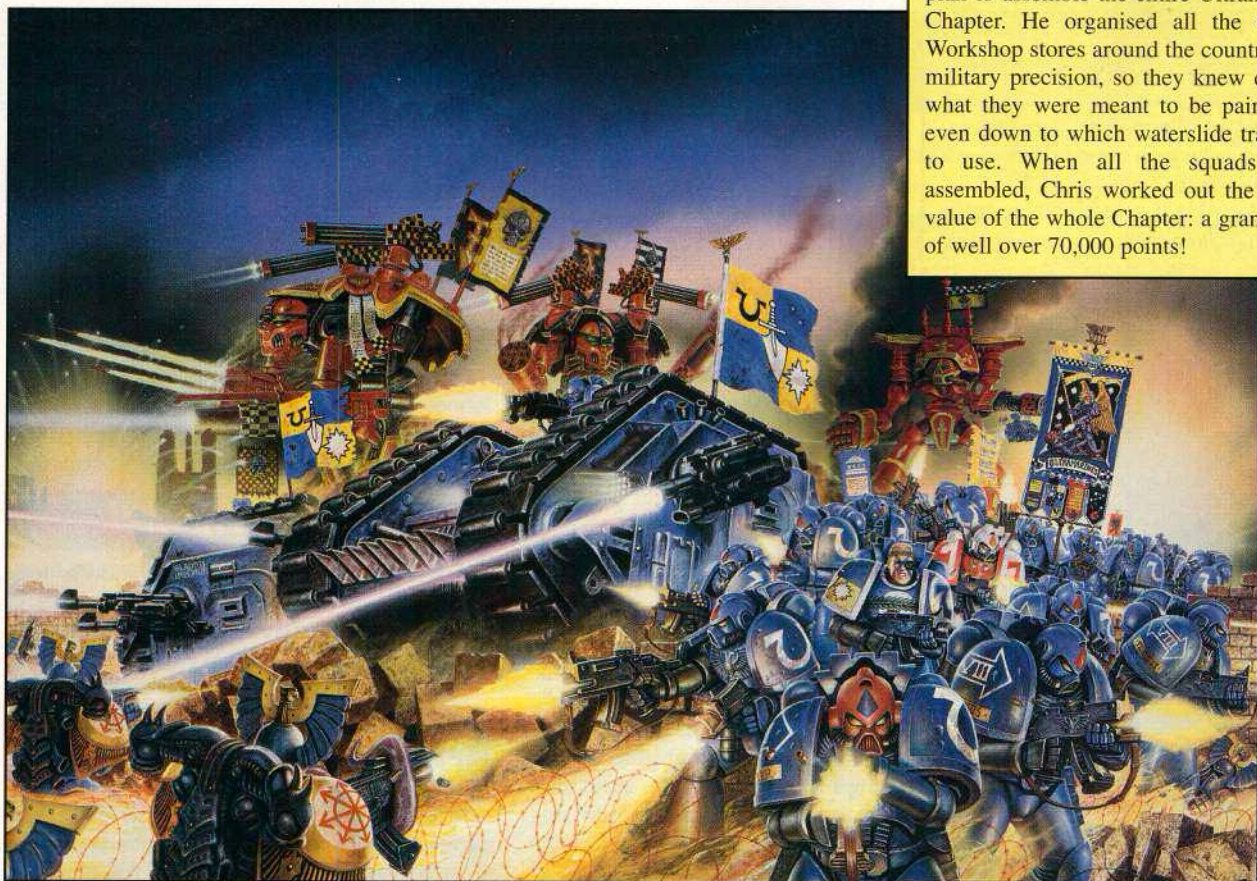
A CHAPTER IS BORN

For those of you who went to Golden Demon/Games Day '95, you'll probably have seen the massive Ultramarines Chapter stand. This specially prepared display featured the entire Ultramarines Chapter with all of its various Tactical, Assault, Devastator and reserve companies as well as all the character models. But the army wasn't just troops, it also included all the Chapter vehicles, Dreadnoughts and Thunderhawks! If you didn't see it then you should have spent less time hassling Andy Chambers with difficult rules questions and taken a peek. For those of you who didn't attend (and we know the limited capacity of Birmingham's NIA means there're more of you that didn't attend than did), here's your chance to see the Ultramarines Chapter in all its glory.

So who on Earth conceived of such a crazy scheme? Well, John Stallard, Games Workshop's Director of Sales, had the original idea whilst working out an Ultramarines army to beat Rick Priestley with! With over 90 stores under his command he thought "why not get our staff to paint an entire Chapter of 1000 Space Marines?" Each store would easily be able to paint a single squad of Space Marines to provide the bulk of the army, but what about all the characters and vehicles? In the end every department in Games Workshop got involved painting something, and John realised that what was originally just a mad plan to crush his foes was in fact an eminently achievable idea!



Chris Harbor, hailed as our trusted Company Chaplain, implemented John's plan to assemble the entire Ultramarines Chapter. He organised all the Games Workshop stores around the country with military precision, so they knew exactly what they were meant to be painting – even down to which waterslide transfers to use. When all the squads were assembled, Chris worked out the points value of the whole Chapter: a grand total of well over 70,000 points!



SQUAD ORGANISATION

According to the Codex Astartes, Space Marines are organised into three different types of squad: Tactical, Assault and Devastator. Each of these squads has a unique tactical role and the three are designed to operate together to provide mutual support and maximum flexibility. In addition to these three squad types, the 1st (Veteran) company can be formed into Terminator or Veteran squads and the Scouts are always formed into Scout squads.



THUNDERHAWK GUNSHIPS

John Stallard was bowled over when Paul Robins (who runs our factory) offered to build not one Thunderhawk gunship for the Chapter, but three! So, with John rubbing his hands together thinking how well his project was coming together, Paul headed back to the factory to contemplate what he had managed to get himself into!

After some thought, Paul enlisted the help of Tim "Aardvark" Adcock who works in the mould-making department at the factory. Tim went into overdrive, working out a scale drawing of the ship and modelling up the 192 parts which would make up each model! Each part was made out of Milliput, whilst ace vehicle maker Norman Swales supplied the ship's huge engine cylinders.

Each Thunderhawk Gunship is an individual model with special details. One is landing, one taking off whilst the last Thunderhawk has landed with its front hatch open ready to disgorge its troops. All three have Space Marine pilots in the cockpits.

ULTRAMARINES

So why the Ultramarines Chapter? Well, the Ultramarines have a long history of victories over the foes of the Imperium and embody the fighting spirit of the Space Marine warrior in their martial code. At the time, Codex Ultramarines had just been released and everyone in Games Workshop was poring over its pages and planning Codex Space Marine armies. The book contains a detailed guide to the standard organisation of a Space Marine Chapter according to the Codex Astartes, which the Ultramarines follow unwaveringly. Each company uses specific markings for identification and all the stores now had access to the definitive guide to painting the Ultramarines. Coordinating all the stores to paint the right squad with the right markings would be easy with such a regimented system (or so we thought...).

Terminator squads wear the powerful Terminator armour. This is massive in construction and contains built-in weaponry so the Space Marine inside is virtually turned into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and all are ancient artifacts created many thousands of years ago.

Pretty soon the huge machine that is Games Workshop began rolling. Everyone began talking about the grand plan to assemble a complete Chapter and the excitement spread through the company like wildfire.

MAMMOTH TASK

As John had envisioned, all our UK stores were drafted in and given the task of painting part of the Chapter. Each store was given a specific squad to paint up, either Tactical, Assault or Devastator, to form the huge battle companies and reserve companies. They also supplied a Rhino for each squad with the appropriate markings.

The important task of painting the first company was tackled by our highly-skilled Mail Order Trolls. Dozens of Terminators and Veteran Space Marines were painted with their white helmets



Tactical squads are the most common type in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Space Marines are armed with bolt guns, whilst the remaining two can be armed with bolt guns or, alternatively, one may carry a heavy weapon and the other may carry a special weapon. This combination is the most tactically flexible and offers a broad mixture of capabilities within a squad.

Veteran squads are organised exactly like the Tactical squads of the Battle companies, except that the Sergeant and all nine Space Marines are Veterans. These squads are rarely deployed en masse, instead being used to bolster the line and provide the Chapter with flexible, hard-hitting reserves.

Above: Chapter Headquarters, Veteran company and 2nd, 3rd and 4th Battle companies.

overlooked. Soon they stood ready with banners unfurled.

THE GATHERING

denoting their honoured position as the very best warriors in the Chapter. At the same time the factory was turned upside down as Mail Order Trolls scammed everywhere looking for the plastic Land Raider kits needed to transport the Terminators. Eventually all ten battle tanks were complete and ready for battle.

James also had the mind-boggling task of organising the army once it had eventually been brought together at Head Office. He checked over all the markings and tidied up any smudges or damaged bits on the models, following the Codex right down the line. All in all it took him two weeks of work in the evenings to check over every squad.

Due to their heavy schedule of painting all the latest releases, the 'Eavy Metal team took on the smaller, but no less demanding task of painting the HQ sections. A dozen or more Techmarines and Servitors were needed to keep the Chapter's vehicles and support weapons functioning.

Finally, 1000 Space Marines would need something fairly impressive to stand on, so the guys from the Retail Office set about making a colossal display stand. A huge 15' feet x 5' arena with enough space for all the companies and vehicles was constructed out of polystyrene, though even then it was still too small and part of the army spilled over onto the table! At Games Day it took three hours to set up and the final result was an absolutely amazing sight. I'm sure you'll agree that all the hours of work and effort put in by everyone at Games Workshop was well worth it. I wonder. What can we do next year?

The Razorbacks, Whirlwinds and Predators were painted by the factory, Accounts department and the girls in Administration. At the last minute James Fox organised three Dreadnoughts, armed with the deadliest of weapons, which everyone in their haste to complete the project had



Devastator squads consist of a Sergeant and nine Space Marines. Of these nine Space Marines up to four may be armed with heavy weapons, whilst the remainder carry bolt guns. Devastators are the most heavily armed type of Space Marine squad and are deployed wherever extra firepower is needed, especially when the Chapter faces enemy tanks or fortified positions.



**5th COMPANY
STANDARD**

CHAPTER ORGANISATION

A Chapter consists of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a sergeant. In addition to this basic fighting strength each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and a number of Techmarines together with their Servitors.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household,

the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and the Commander of the Watch.

There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

COMPANIES

Of the ten companies comprising a Chapter the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour.

Assault squads are equipped for hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines armed with a close combat weapon in each hand. Common armament consists of a brace of bolt pistols or a bolt pistol and chainsword. Optionally, two of the Space Marines may carry special weapons and the whole squad can be equipped with jump packs. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

Left: 5th Battle company, 6th, 7th, 8th and 9th Reserve companies, 10th (Scout) company together with support weapons.



All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as Bike or Land Speeder squadrons.

RESERVE COMPANIES

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine Bike and the entire company may be deployed as Bike squadrons. Similarly, Company 7 squads are

trained to fight with Land Speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, Bikes and Land Speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Scout squads consist of a Space Marine Sergeant plus four Scouts. The Sergeant's role is to train the Scouts and lead them in battle, so only the most experienced Sergeants are allocated to this demanding duty.



ULTRAMARINES CHAPTER ORGANISATION

ARMOURY
Techmarines
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codiciers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

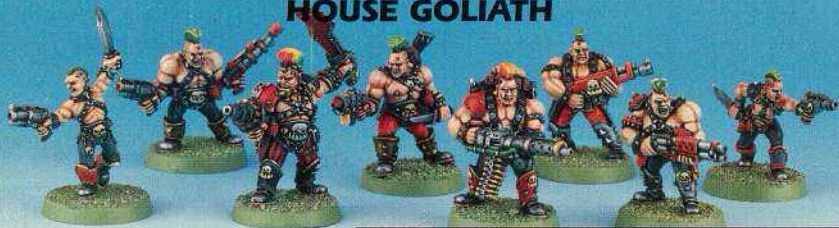
HOUSE DELAQUE



HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE ESCHER



Minatures supplied unpainted.

WARNING! These models contain lead and may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age.

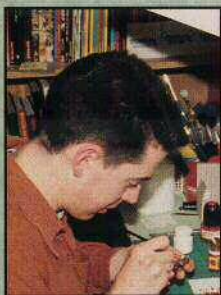
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**GAMES
WORKSHOP**



'EAVY METAL™ MASTERCLASS

By Mike McVey



It's a fairly hectic Masterclass this month. As well as some more of the Open Competition entries, I've got a diorama I have been wanting to showcase in White Dwarf for some time. So here goes, we'll start off with a couple of excellent entries from the 1995 Open Competition.

MODELLING TIP – When you are entering Golden Demon, or any modelling competition for that matter, it is always a good idea to spend a little longer than normal on finishing off the base. For some people this means getting one of those wooden plinths from a trophy shop, but it could just as easily be a nicely finished slottabase. Remember the object is to present your miniature in the best possible way, so don't choose a base that is too big, or obscures your model.

OPEN COMPETITION

All of the Open Competition entries that we have looked at to date have been big pieces. You can't fail to be impressed by them just for their sheer size and scope. However, not everyone entered the Open Competition with such bold pieces and as the following pages show, you can create a stunning entry with just a single miniature and a bit of thought and imagination.

In this month's look at the Golden Demon Open Competition entries we're going to have a look at another scratch-built entry – Paul Muller's Pit Fighter. While Paul's entry is not entirely scratch-built, it has been so heavily altered and re-built that it might just as well be. We're also going to have a look at Aly Morrison's conversion and painting of Trish Morrison's new Treeman.

Both Paul and Aly are superb painters and modellers (Aly is one of the Citadel Design Team and Paul is an 'Eavy Metal painter!) so the models are of the very highest calibre. One interesting thing is the contrast in subject matter and painting styles. This demonstrates the point that there are no definite rights or wrongs when it comes to painting Citadel Miniatures – a lot of it is a matter of interpretation, personal preference and developing a painting style of your own. Have a look and judge for yourself.

NECROMUNDA PIT FIGHTER

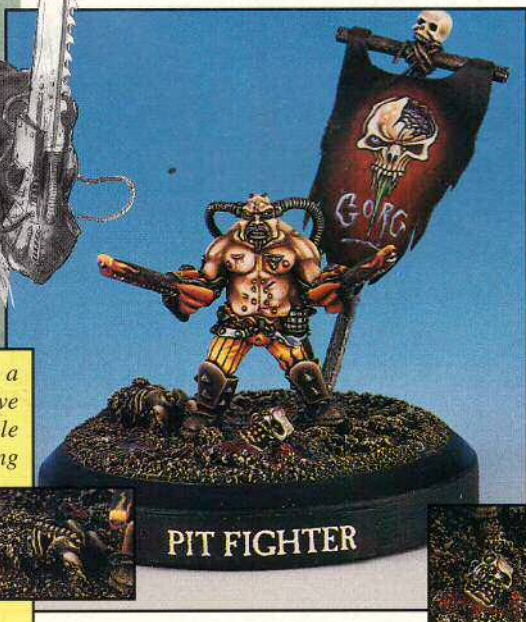
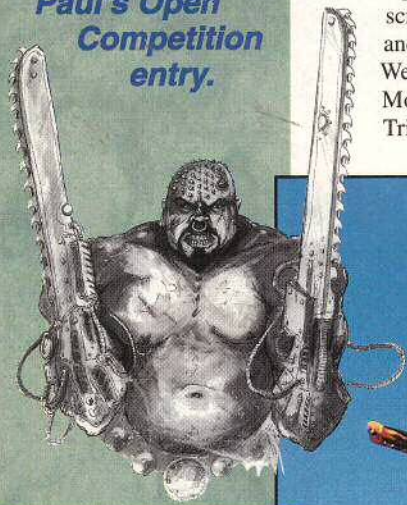
Paul Muller is one of the finest single miniature painters around, and this is a prime example of his work. At the time of starting the piece everyone was getting excited about the Necromunda project, artwork was pouring in from the artists and castings of the first Necromunda figures were rolling off the lines at the Citadel factory. Paul got caught up in this excitement and decided that he wanted to create a miniature based on a piece of John Blanche's artwork and enter it in the forthcoming Open Competition.

The model is based on a Goliath gang member, but the legs are really the only part that remain largely unchanged. The torso, head and arms have all been re-sculpted with modelling putty to create what is essentially a new miniature.

Paul's painting style relies heavily on contrast. Just look at the range of tones that he's achieved on the flesh, from dark, warm brown shading to almost pure white highlights. He also manages to produce a rich and warm finish which is missing on many painter's work.

While this is essentially a single figure, Paul has posed and based the miniature in such a way as to place it in an evocative scene.

John Blanche's picture of a Necromunda Pit Fighter was the inspiration behind Paul's Open Competition entry.



Paul's base is finished in a very simple, but effective manner. A rough rubble texture is achieved using coral sand, while the addition of decapitated skeleton and a rotting skull nearby hints at the dangers of the Underhive.



This Treeman, painted by Aly Morrison for the Golden Demon Open Competition is Durthu, a Treeman model sculpted by Trish Morrison for the forthcoming release of Warhammer Armies – Wood Elves.

DURTHU THE TREEMAN

Aly Morrison's entry is a great example of what can be achieved without major conversion work. The overall position of the miniature remains largely unchanged, but Aly has added some great details and mounted it on a beautifully finished base. I particularly like the beard and hair (made from sheets of brass-etched leaves and foliage which are available from modelling shops). They do need quite a lot of work to attach, bend into shape and paint though, and Aly has done a great job of making them look totally naturalistic. But that's not all, the whole model is covered in splendid little details like the crow, sprites, patches of fungus and mushrooms (made from dressmaking pins) to name but a few!

MODELLING TIP – Aly has created a great root texture on the base of his model. This was made by cutting scrim bandage into little pieces and then covering it in a mixture of PVA glue and filler (such as Polyfilla or Tetrion). When it was in place he pushed and pulled it to create a rough, woody texture.

AN EYE FOR DETAIL

Aside from being a superbly painted model, it is all the extra details that Aly has added that make this a great piece and one that stands out amongst the many Open Competition entries. Take a look for yourself at these photos that show just a few of the many intricate details that adorn this model.

When warhorns of the Wood Elves blast through the forests of Loren, the sound of tearing roots can be heard as Treeman uproot themselves and prepare for battle!

This is a great touch, Aly has modelled Durthu's leg onto the base, showing exposed roots being torn from the ground as the Treeman uproots himself!



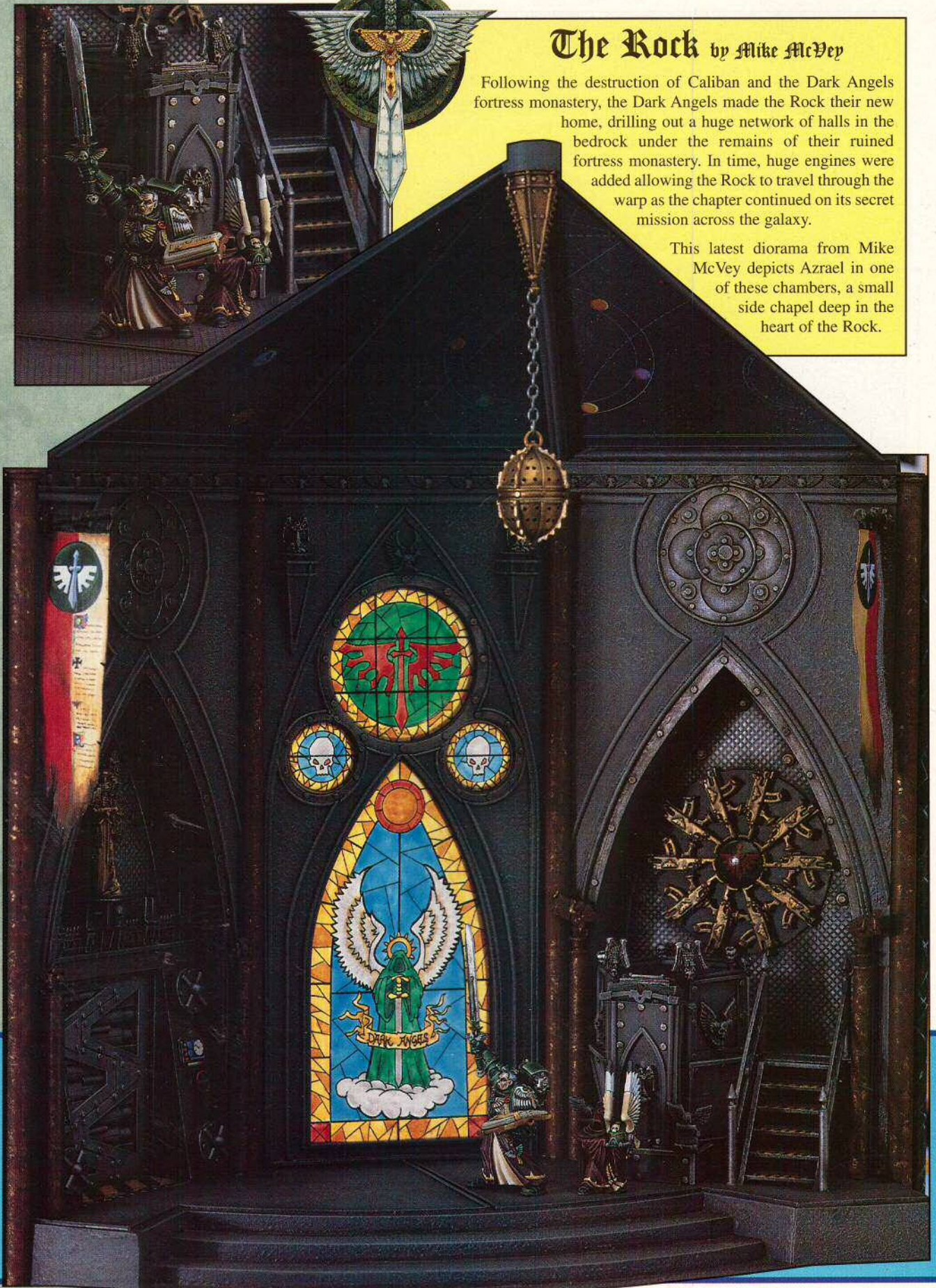
The Forests of Loren are place of potent magical energy, a place of great good and healing energies.

The base of Aly's Treeman captures the spirit of Loren, with the tiny hand-crafted sprites fleeing from the branches of the newly awakened Durthu.

The Rock by Mike McVey

Following the destruction of Caliban and the Dark Angels fortress monastery, the Dark Angels made the Rock their new home, drilling out a huge network of halls in the bedrock under the remains of their ruined fortress monastery. In time, huge engines were added allowing the Rock to travel through the warp as the chapter continued on its secret mission across the galaxy.

This latest diorama from Mike McVey depicts Azrael in one of these chambers, a small side chapel deep in the heart of the Rock.



For this month we're going to put the questions and answers format to one side and have a look at a project that I worked on for the Angels of Death Codex: a diorama showing the Dark Angels Commander Azrael. Don't despair though, we'll be looking at more of your letters next month, so keep them coming.

I receive loads of letters from people wanting to know how to make dioramas, so I thought I'd take this opportunity to describe the process from start to finish. The Dark Angels diorama is a little different from most others in that it is quite large but only really contains one miniature (I count the helmet bearer as part of Commander Azrael). In most cases, if I was only using one figure I would just construct an oversize scenic base (as with the Eversor Assassin shown in White Dwarf 191).

FIRST STEPS

One of the hardest parts of any large project is getting started, and this diorama was no exception. The first thing that usually happens is that something will inspire me, it may be a new miniature, a painting or a piece of text – anything that sets off that creative spark.

Once I've got the initial idea I try and solidify that into a definite concept by making some rough sketches. These don't need to be works of art, just something that record your ideas so that you don't forget them. The idea in this case came from a combination of a miniature, the overall feel of the Dark Angels and John Blanche's artwork for the Angels of Death Codex.

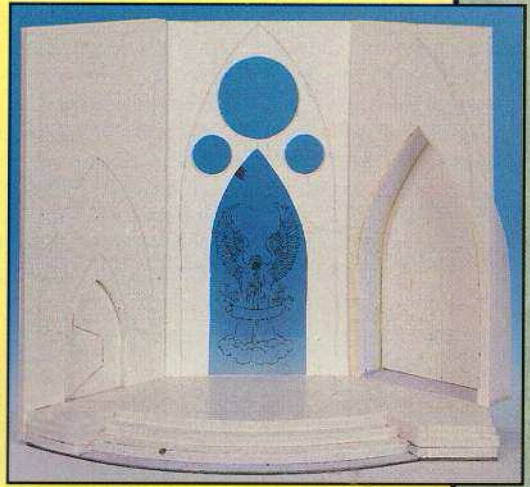
I wanted to create a scene that showed the Dark Angels out of a battle situation, in their fortress monastery. The reason that there is only one figure in the scene is that I wanted to recreate the feeling that you get when you enter an empty cathedral: you feel totally dwarfed and insignificant within the towering vaults. This would be lost if the scene was crowded with models. The diorama shows a solitary figure taking his battle vows in a side chapel on the eve of a campaign, and is just as much about the surroundings as it is about the models.

THE DOOR

I decided the door would be a great place to add a taste of the 41st millennium to the diorama. This is the main 'techy' feature of the scene, the bit that really tells you that it isn't a simple church. I wanted to give it a heavily reinforced look, like a blast door or air-lock. I decided that the easiest way to do this was to have all of the workings and pistons exposed and heavily rivetted. I have continued this theme throughout the whole piece and you'll notice that most of the diorama is covered with rivets and industrial flooring effectively merging the style gothic cathedrals with the 41st millennium.

MODELLING TIP – After talking about the importance of making a mock-up of a diorama before cracking into the real thing, it's only fair to show you the one I made for my Dark Angels diorama. This was built out of foam board and mounting card, but you could use anything that you've got lying around that is easy to work with. It needs to be fairly square and accurate so that you can use it to

take measurements for the final model. The mock-up shown here was translated almost exactly to the final piece, with a few minor changes to the door and the addition of the pulpit.



GETTING STUCK IN

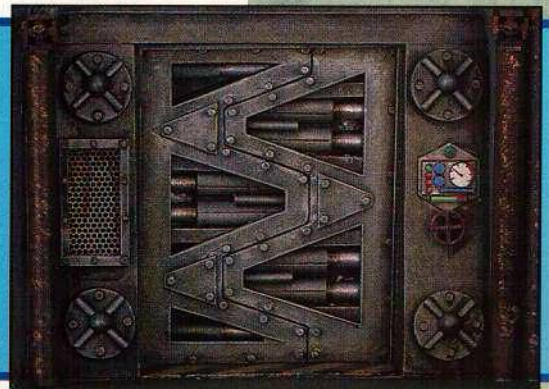
The next stage is making a simple mock-up out of card. Again, this is not very impressive to look at, but turns a drawing into a 3-D object that can be viewed from all sides. It may be that while you're making the mock-up you'll realise that the idea isn't going to work and you have to start the process again. While this is always annoying, it's far better to have to scrap the mock-up than the real thing! Having a mock-up also allows you to place the miniatures that you are going to use and see what they look like in relation to each other. As with the overall plan, this may force you to have a bit of a re-think, either adding more miniatures, or using less than you first envisaged.

ATMOSPHERE

The overall feel that I wanted was that of a gothic cathedral, and that's exactly what all the shapes and constructions are based on. I went to the library and got some reference books to make sure that I got it right. Of course I didn't want to reproduce an exact replica of a historical cathedral, after all this is the 41st Millennium! So I would have to mix this basic feel with some other ideas.

In stark contrast to the gothic cathedral look of the rest of diorama, the blast door is made to look like a piece of heavy machinery.

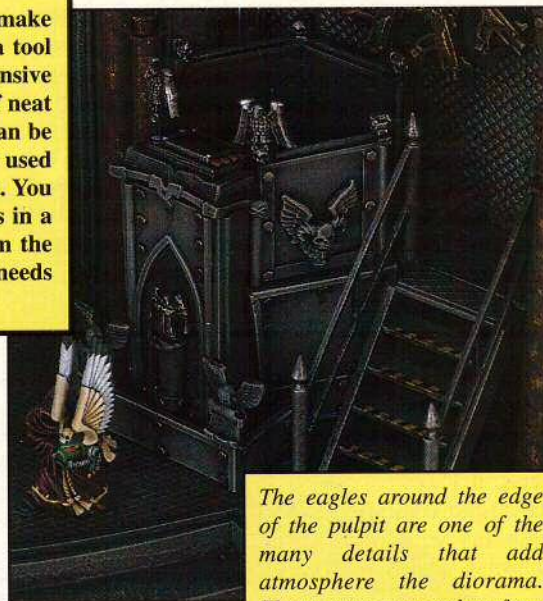
In a battle you can imagine the huge pistons grinding as the doors close, cutting intruders off from the rest of the Rock!



MODELLING TIP – One thing that I'm commonly asked is how I make the rivets on my dioramas. To give you the simple answer, I use a tool that is specially designed for the job. However, these are very expensive and there are several other ways. The easiest is to add a tiny dot of neat PVA glue and leave it to dry. The definition is not very good, but can be improved by adding more as it dries. The next way, and the one I used before I had a rivetting tool, is to cut slices off pieces of plastic rod. You can get stuff called micro-strip from modelling shops which comes in a wide variety of sizes. You need to cut this off in thin slices to form the rivet heads. The trick is to get them all the same thickness and this needs a sharp blade and plenty of patience!

The stained glass window is vital, throwing light over what would otherwise be an over-oppressive and dull diorama.

I always find it easiest to construct dioramas in a fairly modular way – start with a skeleton frame and then add basically detailed sections and panels over this. I generally construct most of the model from plastic card and strip as it's easy to cut, detail and join together. I do use a host of other materials though, in fact anything that is lying around and is the right shape!



The eagles around the edge of the pulpit are one of the many details that add atmosphere the diorama. These ones were taken from the tops of Warhammer banner poles.

THE PULPIT

When I was in the planning stage of this project, I was trying to pick out the most distinctive elements from churches and cathedrals to put into the model. The pulpit is an architectural feature found in all churches and goes a long way towards setting the scene in this diorama. One of the questions I'm most often asked about this diorama is why I didn't put any models in the pulpit. I didn't for the simple reason that the whole narrative of the scene would be changed, there would be more than one focal point and the diorama would be confused. Just because there is a space doesn't mean that you have to fill it!

THE DARK ANGEL

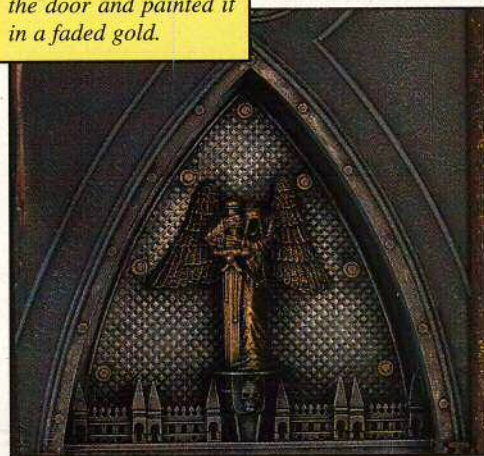
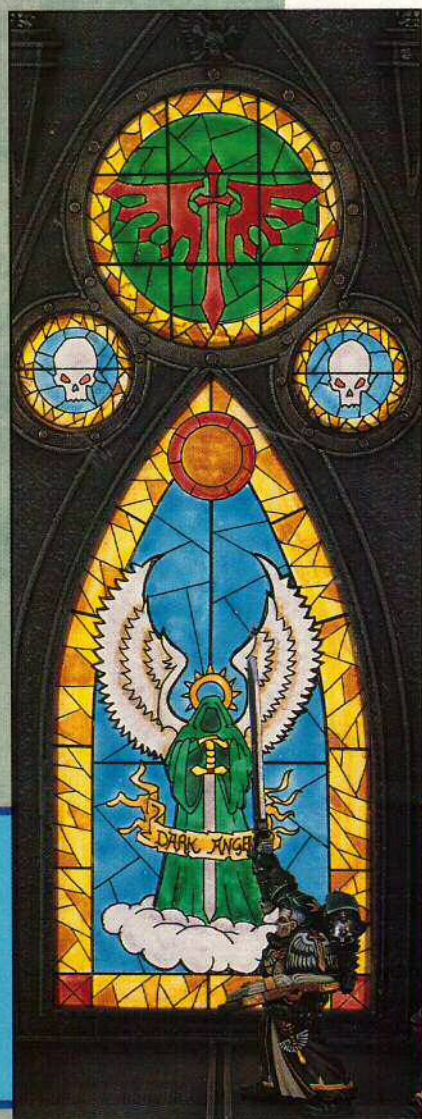
In the original composition of the diorama I had Commander Azrael facing towards the window to take his vows. When I put the miniatures into the mock-

up, I quickly realised that this would not

work. When I'm building my dioramas I have one thing to take into account that most people don't have to think about – photography. Placing the principle miniature facing the back of the diorama is a major no-no in photographic terms. This

The Dark Angel statue is a conversion based on Mortarion, the Epic Nurgle Primarch. I built a pedestal above the door and painted it in a faded gold.

meant that I had to create another focal point for the figure to be facing and that's how the Dark Angel statue came about.



THE STAINED GLASS WINDOW

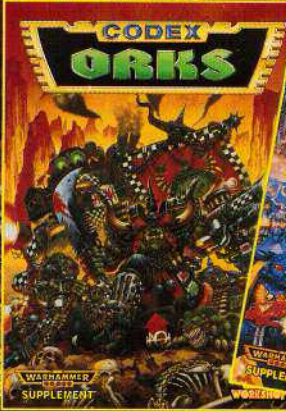
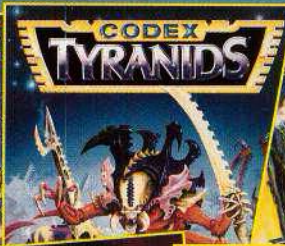
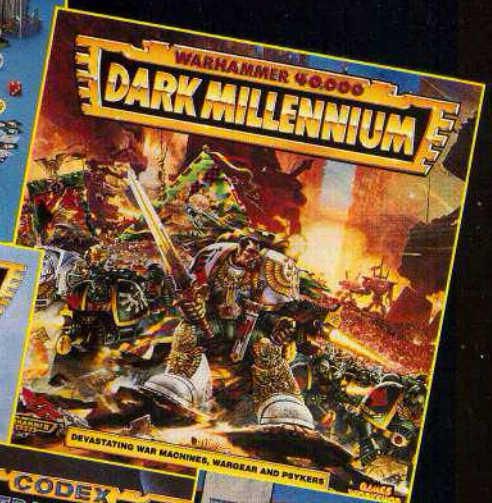
This was the most problematical and time-consuming part of the whole diorama. I knew how I wanted the window to look, but had no idea of how to achieve it. In the end I drew the design onto a sheet of clear acetate and painted it with transparent pigment paints. This actually turned out a little blotchy so I backed the acetate with thin white layout paper. The window was back-lit when it was photographed to give the impression of light shining through the window, creating a contrast with the dark and sombre surroundings of the interior.

WARHAMMER

40,000

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

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



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Plastic moulding may vary due to the complexity and detail of the mould.





Steve
Anastasoff



Gavin Thorpe

DARKNESS UNLEASHED

Steve: Observant readers will have noticed that in my article on wizards last issue I said that Teclis was the most powerful mage in the Warhammer world. This proved to be a bit of a contentious assertion here in the White Dwarf bunker. "But Egrimm van Horstmann is worth twice the points of Teclis", reasoned Gavin, "so he must be twice as powerful." There could only be one way to

settle this dispute (barring bare knuckle boxing in the parking lot, of course). We would fight a battle, with Gav taking command of a Chaos army led by Egrimm, and myself taking a High Elf force which would include Teclis. If I couldn't prove my point on the battlefield and give Gav a sound thrashing then I would have to eat my pointy wizard's hat!

Long before he saw him, Imrik could hear the approach of Teclis outside his chambers. The steady ring of the mage's staff striking the marble floor grew closer. Soundlessly, the doors opened of their own accord and the enchanter of Saphery entered. In a whisper, Teclis spoke.

"The oracles foretell a great doom descending upon us! The sacred waters are clouded with blood, the stars shine red and the moon herself weeps for us. Gather your warriors, we will soon face a furious storm from the north. It will be a time of woe, a time of terrible darkness unleashed upon our land!"

Far to the north, the dark skies boiled with unnatural power, and multi-coloured lightning danced across the treetops. The ancient ruins were illuminated by the tempest, their worn carvings standing out in stark light and shadows with every strike. In the dark woods, hunched shadows moved. Bestial grunts could be heard over the howling wind and the tramp of heavy feet disturbed the ragged, decaying undergrowth.

At the approach of the newcomers, there was a disturbance in the ruins – an eroded flagstone scraped aside and sharp, evil eyes stared into the darkness. Winged, shuffling shapes emerged into the moonlight, loudly sniffing the air for a trace of recognition. The largest of the Beastmen barked out a challenge and the Harpies half-flew, half-clambered up the ruined pillars in hurried retreat.

The storm intensified, and as the magical lightning struck the ground the energy appeared to puddle, forming glowing rivulets of power. Where the traces of magic ran together the air shimmered with tension. To an onlooker, it appeared if the sky itself was being pushed and pummelled from the outside, when suddenly the thunder rolled in a deafening roar and reality tore itself apart. Vague shapes appeared out of the multi-coloured rift. As more energy pulsed inwards, the forms took on more recognisable features. The wind swirled and a pungent scent filled the

air. With a sibilant cry, the Daemonettes leapt from their imprisonment urging their Steeds towards the waiting Beastmen. Behind them bounded Flamers of Tzeentch, the gaping maws that tipped their arms dripping blue and pink magical flames.

The Beastmen fell silent and turned as the sound of booted feet crunched across the bare rock to the east. The green glow of Morrslieb glinted off horned helms and cruel-edged weapons as the Chaos Warriors marched to the meeting place, each offering a chanted prayer to their god Tzeentch, the Lord of Change. At their head strode a man feared throughout the world, Aekold Helbrass, the undying Champion of Tzeentch. From the opposite direction loped Sithus the Fiend, who strolled over to the Beastmen, each movement a languid display of sensuous pleasure. The Champion of Slaanesh said something in the dark tongue and the Beastmen knelt before him, offering their subservience to one of their god's favoured warriors.

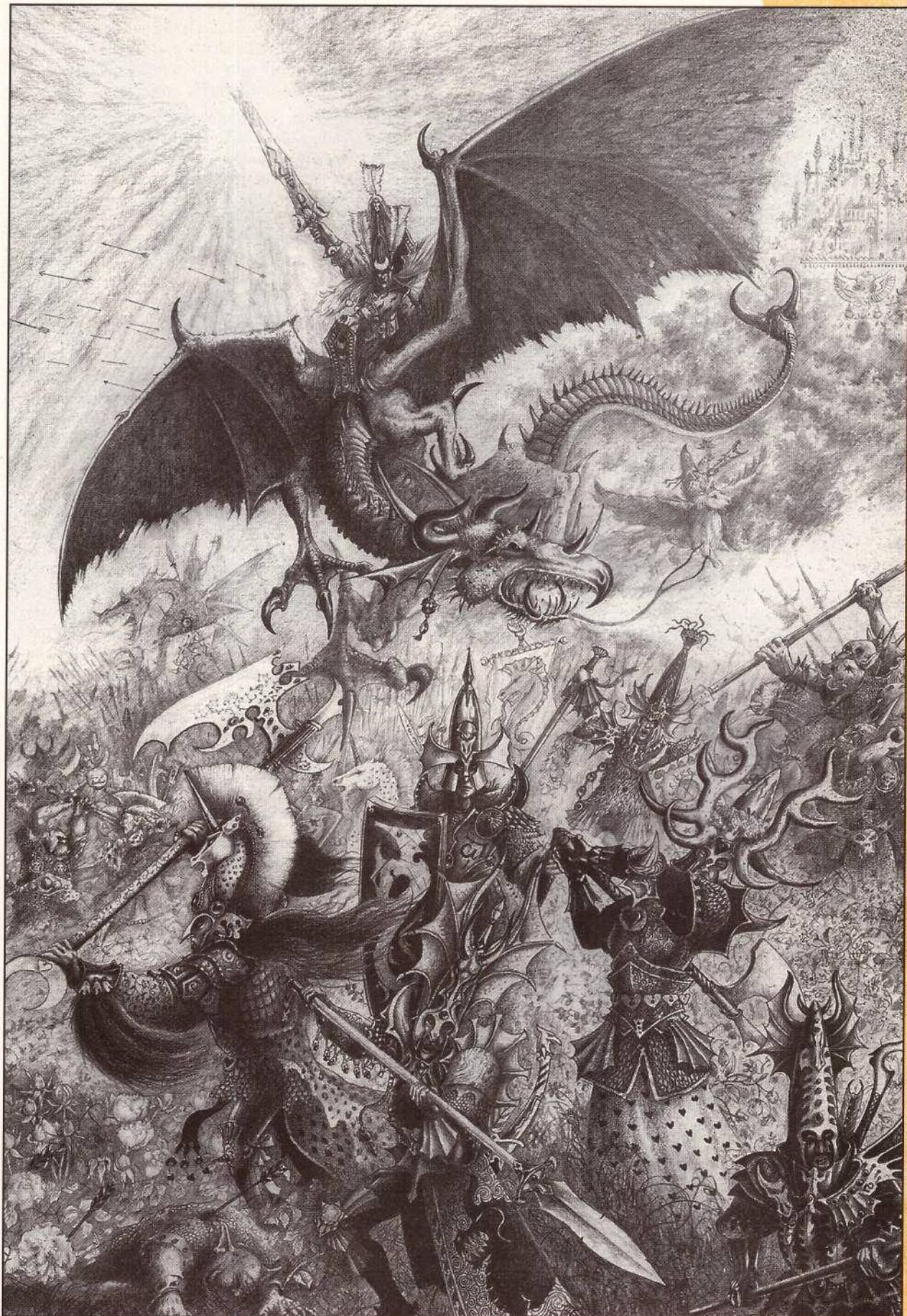
Helbrass looked at Sithus, his face a mask of hatred.

"What brings you here?"

"My master has bidden me to meet him at this place before we march south to destroy the cursed brats of Ulthuan. What is your purpose?"

Before Aekold could answer the moon was eclipsed by a huge shadow, and the snort from a gigantic beast kicked up a wind that sent banners fluttering wildly. Like a living god, Baudros circled downwards, flickers of flame drifting from one jaw, the other trailing a cloud of murky smoke. A shining figure sat atop the immense Chaos Dragon, and as the beast dug its talons into the hard ground with a crash that rivalled the thunder in intensity, a deep resonant voice called out over the assembled host.

"You all know me, and you all serve my will! There will be no more bickering. You will obey me or die!"





CHOOSING THE ARMY

Steve: Obviously my first choice had to be Teclis, as had been agreed. Also, as Egrimm is inseparable from his Chaos Dragon, Baudros, I quickly decided that if Gav was going to use such a monster then I would have to have a Dragon of my own. Prince Imrik was an excellent choice, and I took him as my General. With these two at the head of my army I sat down to consider how to beat a Chaos horde before picking my other troops.

The one thing that makes Chaos such a formidable opponent is their hand-to-hand combat ability. They usually have no missile weapons and never use artillery, which means they must move into close combat as quickly as possible. This would be the main factor that would govern my choice of strategy. Essentially, I would sit back and wait for Gav to come to me. Since he would have nothing that could shoot me I was sure that I would be fairly safe staying close to my table edge, at least until his units were in charge range. This would take him two or more turns, during which I would shoot him with as many missile weapons as I could lay my hands on. Artillery, missile troops and magic would blast him and do as much damage as possible. As soon as he got close I would charge out in a massive counterattack with heavy cavalry and chariots, led by Imrik on his Dragon. This

High Elves have a diverse range of troops and weapons, from the well armoured Dragon Princes of Caledor to the devastating repeater bolt throwers.

This enables you to field a variety of different types of army to suit whatever style of tactics and troop choice you prefer.



survive the hail of fire they would have already received. I would also take a unit or two of sturdy, good quality infantry to guard my flanks and hold up any fast units sent round to attack my war machines and Archers.

Repeater bolt throwers would be excellent at cutting down Beastmen, or punching through heavily armoured Chaos Knights, so I took three of these. They were supported by a unit of ten Archers. Although bows are not particularly good at taking down very tough or well armoured targets, the archery skills of the High Elves would compensate somewhat for this. The counterattack force would consist of a regiment each of Dragon Princes and Silver Helms, and a Tiranoc Chariot. I then chose a large unit of Phoenix Guard and a smaller regiment of White Lions to act as my flank guards. My final selection was a unit of Reaver Knights. These would be able to ride out across the battlefield, harassing the Chaos horde as it advanced, and stopping it from making march moves by closing to within 8". This would slow Gav's army and give me more time to shoot it up before it reached my lines.

The last thing to do was to select some magic items. Although I knew that Teclis was a superior wizard to Egrimm, I still thought it would be better to stay on the safe side and take some additional protection against magical attacks. So, bearing this in mind, I gave Teclis a *Dispel Magic Scroll* and then equipped the Dragon Princes' Champion with the *Amulet of Fire*, to give him a 4+ dispel against any magic cast at his unit. Imrik was equipped with the *Armour of Meteoric Iron* and the Silver Helm's Champion received a *Baneshield*. Lastly, I further boosted my cavalry units by giving the Dragon Princes the *Battle Banner*, and the *War Banner* to the Silver Helms. That completed all my pre-battle preparations – it was time to go to war!

Before deploying our armies we both selected spell cards. After an exchange, Teclis ended up with *Assault of Stone*, *Banishment*, *Deadlock*, *Fiery Convocation* and *Hand of Glory*. Perhaps not the best selection for my purposes, but a good, flexible hand nonetheless.

My deployment was based around the large hill to the left of my centre. This formed a convenient platform for two of my bolt throwers and the unit of Archers, as well as Teclis. The third bolt thrower was placed over on my right flank to guard against Gav sending a flanking force wide around the temple in the centre of the table.

The counterattack force was then placed right in the middle of my deployment zone, ready to move over to whichever side Gav chose to attack down. The Phoenix Guard were placed by the hill and the White Lions on the far right flank to cover outflanking attempts. Finally, the Reaver Knights were placed further outside the White Lions, to ride out and harass Gav's flank on this side.



PRINCE IMRIK'S COMMAND



Prince Imrik riding a Blue Dragon, carrying the *Star Lance* and wearing *Armour of Meteoric Iron*.



6 Reaver Knights with bows, spears and a standard.



Teclis carrying the *Sword of Teclis*, the *Moon Staff of Lileath*, the *War Crown of Saphery* and a *Dispel Magic Scroll*.



9 White Lions of Chrace with a standard.



5 Silver Helms with shields, barding and the *War Banner*. The unit is led by a **Champion** carrying a *Baneshield*.



10 Archers carrying longbows and wearing light armour.



4 Dragon Princes of Caledor with the *Battle Banner*. The unit is led by a **Champion** wearing the *Amulet of Fire*.



3 Repeater Bolt Throwers.



15 Phoenix Guard with heavy armour and a standard.



Tiranoc Chariot with a crewman armed with spear and longbow.

FROM THE WASTES WE CAME...

Gav: So I had to put my money where my mouth was, so to speak, and prove that Egrimm van Horstmann was more powerful than Teclis. Not that difficult really, considering he's a level 4 Chaos Sorcerer and rides Baudros, an immense two-headed Chaos Dragon! With Egrimm clocking in around 1200 points, that was a large portion of my army chosen already! First on my list of "must-haves" was another Chaos Champion of some sort. If Egrimm was my only champion, there was a nasty chance the Chaos Gift cards would see him taken out of the game (with *Eternal Labour* or *Cosmic Duel*) or turned into a Chaos Spawn. To offset this I spent the rest of my character allowance on Aekold Helbrass (with his *Breath of Life* that potentially allows him to come back from the dead!) and a Champion of Slaanesh (after much deliberation, called Sithus the Fiend). Taking a Slaanesh Champion would also allow me to field a unit of Daemonettes on Steeds of Slaanesh, giving me an extremely fast unit to charge in early and compensate for the Chaos army's lack of missile attacks.

It was another unit of daemons that gave me a second fast regiment, this time consisting of Tzeentch Flamers. With a movement of 9" and the ability to bound over obstacles, there would be little to hinder their advance. They could close quickly with the High Elf Archers and bolt throwers and incinerate them with their deadly flame attacks.

With the speedy units chosen, it was time to look at fielding some solid, hard

troops. Who sprang to mind? Beastmen! With each warrior in the unit having two Wounds, a regiment of Beastmen can survive lots of punishment (and with a Toughness of 4, the Beastmen have little to fear from the High Elf Archers). To partially counter the special Beastman *Infighting* rule (which means they squabble and do nothing if you can't pass a Leadership test at the start of the turn) I decided that Sithus the Fiend would lead this unit.

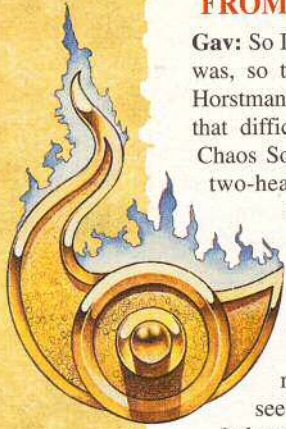
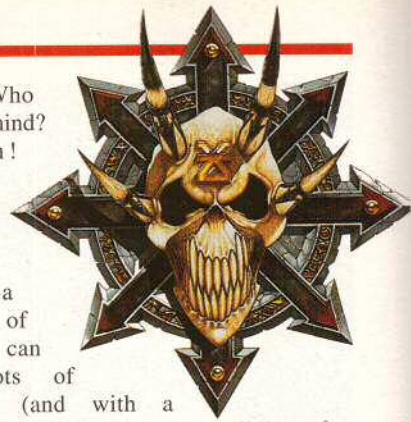
This still left Aekold Helbrass on his own, a situation I didn't particularly relish. I had thought of taking a unit of Chaos Knights, mounted on their armoured steeds, but in the end decided on another infantry unit to act as a bodyguard for Aekold. If the Flamers and Daemonettes couldn't keep the High Elves busy, there would be little point throwing in more expensive heavy cavalry.

Still keeping High Elf archery in mind, I opted for a regiment of Chaos Warriors with heavy armour and shield – combined with their Toughness of 4 the sharp little sticks of the pointy-eared bowmen shouldn't prove too painful. Finally, I had some spare points left over, so I gave my Slaanesh Champion, Sithus the Fiend, a *Blade of Ensorcelled Iron* (+1 to hit) and rounded off my fast units with six Harpies. I had actually forgotten about the Harpies (as they usually live in our Dark Elf miniature cabinet) and so it was with a happy (if corrupted) heart that I added them to my list. Since Aekold Helbrass was leading the Chaos Warriors, this allowed me to give them the *Blasted Standard* as a banner. This magical standard can be unleashed once per game and inflicts a lethal 2D6 Strength 6 hits! That should send those Elven Knights reeling if they were foolish enough to get close.

CRUSH 'EM, CRUSH 'EM ALL!

So I had my ravaging Chaos Horde, all I needed was a plan. I stuck to something straightforward – the Harpies, Daemonettes and Flamers would move forward as fast as possible to keep the High Elves busy. Meanwhile, the Beastmen and oh-so-slow Chaos Warriors would trundle across the battlefield until they could charge. That was about it really, except that Egrimm would get stuck in straight away, causing *Terror* and ripping the High Elves to shreds (hopefully). If Steve took Imrik or Eltharion (with their own monstrous mounts) they would be prime targets for the Lord of Chaos.

I couldn't wait to unleash the dark forces of Chaos and pound the puny High Elves into the ground!



Chaos has few missile troops and no artillery, so it is essential that you get into hand-to-hand combat as quickly as possible.

A Chaos army has some very fast troops, so use these to attack the enemy while the rest of your force gets into a position to charge.





EGRIMM VAN HORSTMANN'S CHAOS HORDE



Egrimm van Horstmann riding **Baudros the Chaos Dragon**, carrying a *Chaos Runeblade*, the *Skull of Katam* and wearing *Chaos Armour*, accompanied by a *Chaos Familiar*.



20 Beastmen with shields, halberds and a standard. The unit is led by **Sithus the fiend**, *Champion of Slaanesh* who carries a *Blade of Ensorcelled Iron*.



16 Chaos Warriors with shields and following the *Blasted Standard*. The regiment is led by **Aekold Helbrass** who wears *Chaos Armour*.



5 Daemonettes riding *Steeds of Slaanesh*.



8 Flamers of Tzeentch.



6 Harpies.



Chaos Spawn.

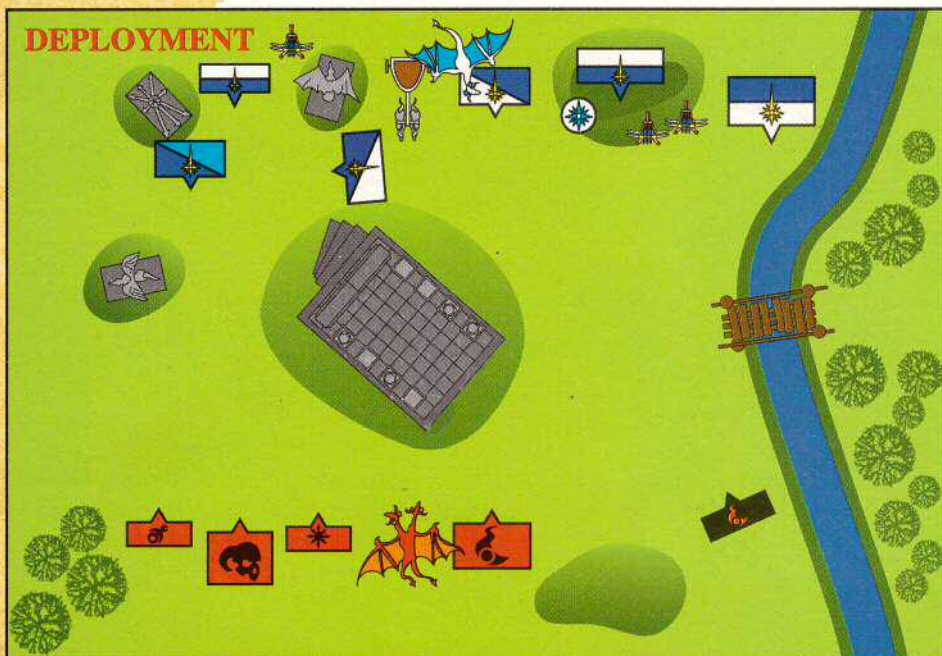
HIGH ELF TURN 1

Steve: We diced for first turn and I rolled highest. My plan dictated that most of my army would remain in position for the first part of the game, so

the battle began quietly. My only movement was to send Imrik flying high (to enable him to swoop down in later turns), and the Reaver Knights riding out across my right flank.

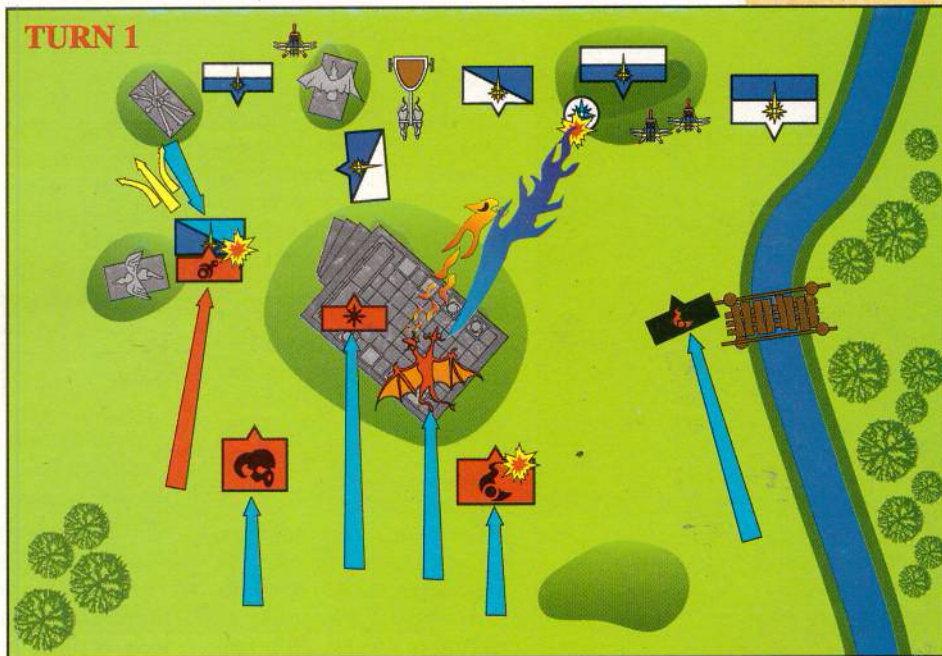
My missile troops then let loose, throwing a dark shadow across the battlefield as a hail of bolts and arrows blotted out the sky. Three Chaos Warriors and a Daemonette fell to my shots, and a single wound was inflicted on the Flamers. Not bad for an opening volley, but I would need to do better if I was to stop the Chaos troops.

The winds of magic blew strong, no doubt attracted by the arcane powers wielded by Teclis and Egrim – eleven magic cards between us. Teclis started off by casting *Hand*



of Glory with Total Power. This would make him, and much of the High Elf army, immune to fear and terror, with a Leadership of 10 – handy for when Egrimm and Baudros closed in.

Egrimm tried to cast *Boon of Tzeentch*, but Teclis dispelled this. However, Teclis lacked the power for any more spells, so Egrimm cast *Incandescent Assassin* at the rival wizard, but was out of range. I had also acquired the *Rebound* card, which would be invaluable if Egrimm tried to target Teclis again, but I noticed that Gav was also holding on to one of his magic cards. I would have to be very careful in future until I knew what this card was.



The mighty Chaos and High Elf armies prepare to fight to the death!



Steve prepares to cast a High magic spell on the advancing Chaos horde.

CHAOS TURN 1

Gav: Egrimm dug his heels into Baudros and the mighty Chaos Dragon soared across the battlefield. Around the massive beast the Harpies fluttered, infesting the ruined temple like bats in a belfry. The Chaos army surged forwards as fast as it could, while on the left flank the Daemonettes charged into the Reaver Knights. Passing their *fear* test, the Elves unleashed a volley from their bows, cutting down one of the Slaanesh daemons.

The Daemonettes inflicted a total of seven wounds on the Reaver Knights. However, Steve made four of his saving throws, despite the fact he needed to roll sixes! Three Reaver Knights fell before they could strike back, but one of the Elven Steeds lashed out with teeth and hooves to smash another Slaanesh daemon from the back of its mount. Despite this show of defiance, the Reaver Knights lost their nerve and fled. Unfortunately, even the Steeds of Slaanesh were unable to catch up with the swift Elven Steeds and the Knights escaped destruction. For the moment...

Egrimm and the Chaos Dragon Baudros tower above the battlefield as the Daemonettes charge the Reaver Knights.

After last turn's pyrotechnics, the winds of magic died down to five cards. Once again, Egrimm implored his god to grant him more power with *Boon of Tzeentch* but Teclis had other plans, and dispelled this. For his part, Steve passed his turn and Egrimm continued the assault with *Blue Fire of Tzeentch*, directed at Teclis himself. The magical flames struck home, but of the four hits only one wounded. Still, it was nice to see Steve's horror when he realised that if all four hits had wounded, Teclis would now be a charred corpse! Teclis, reeling from this blow, attempted to *Deadlock* Egrimm's *Incandescent Assassin* spell, but was too far away. As a final mark of his power, Egrimm threw out his hand towards the Caledor Dragons, attempting to bring down a devastating *Firestorm of Tzeentch*. However, the Champion leading the unit was protected by the *Amulet of Fire* and the lethal energies were harmlessly dissipated.

HIGH ELF TURN 2

Steve: Once again most of the High Elf army held their position, waiting while the Chaos horde advanced. The Phoenix Guard attempted to charge the Flamers, but stopped short out of range, while on the opposite flank the Reaver Knights rallied and turned back to face the Daemonettes. Meanwhile, Imrik charged down from flying high to attack Egrimm himself! By charging I would be able to attack first, and I was confident that the *Star Lance*, combined with the



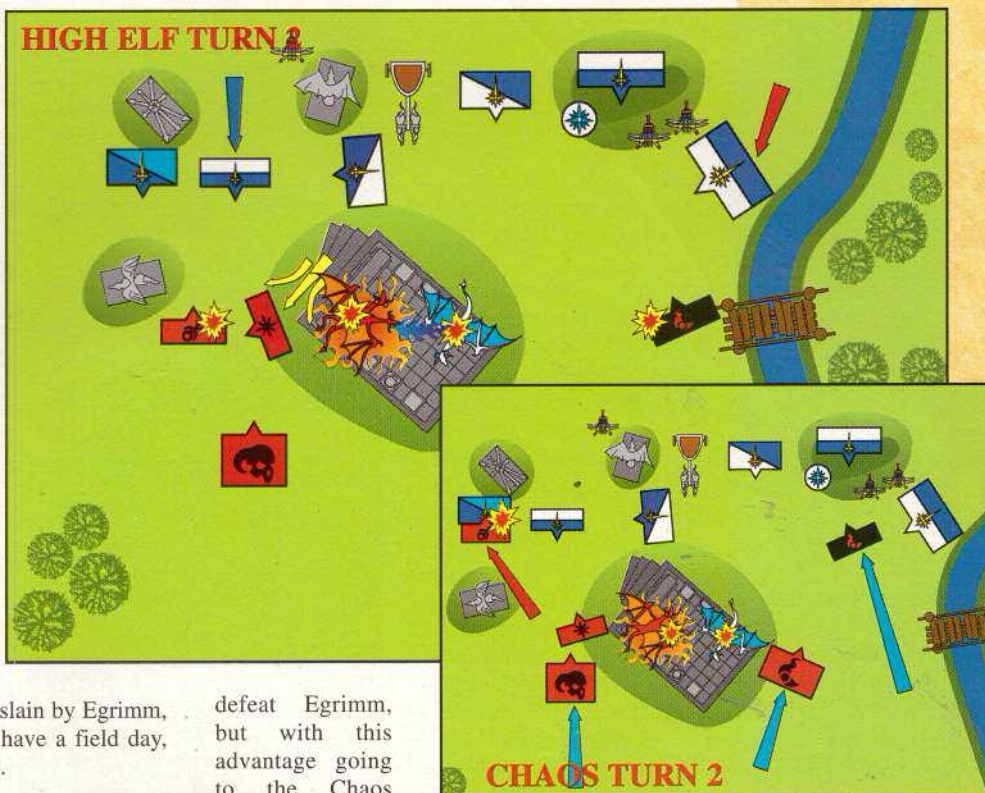
Blue Dragon's attacks, would make short work of the Chaos Lord. The White Lions also advanced slightly, to open up a line of sight from my bolt thrower to the Daemonettes.

The fire from the Archers and bolt throwers cut down another Chaos Warrior, a Daemonette and two Flamers. I was gradually wearing down the foe, I just hoped that I could do enough damage before they reached my lines! Then we came to what would be a very important hand-to-hand combat phase. If I destroyed Egrimm and drove off Baudros that would leave Teclis and Imrik free to dominate the battle, giving me an easy victory. If Imrik failed and was slain by Egrimm, then the Chaos General would have a field day, rampaging around unchallenged.

Gav started trying to gain the edge by playing the *Iron Hard Skin* Chaos Gift on Egrimm. This would give him an unmodified 4+ save against all my attacks. It's always slightly dangerous using Chaos Gifts on a character, as you risk being turned into a mindless Chaos Spawn. However, Gav passed his check for this, and the fighting began. Both Imrik and his Dragon mount threw all their attacks against Egrimm. Between them, Imrik and his Dragon scored four hits, and all four wounded! With Egrimm only having four Wounds, this meant that he would be killed unless his *Iron Hard Skin* saved him. Gav threw the dice, confident that at least one would come up four or more, but it was not to be! Egrimm was dead, or so I thought... Such a powerful Chaos Sorcerer is not that easy to defeat. Gav threw down the magic card that he had saved from my previous turn, the *Escape* card, and Egrimm was whisked away by magic at the last moment, kept safe until he recovered the strength to return. Curses, I had failed to kill him, but at least he was out of the game for a few turns. Or so I thought...

The sight of their mighty General vanishing into thin air proved too much for the Harpies, who panicked and fled into the path of the Beastmen. This was good for me, as it would probably prevent the Beastmen from advancing next turn.

Each magic phase Gav would roll to see if Egrimm came back, and so we started with this. To my dismay Egrimm returned straight away! My dismay quickly turned to horror as Gav pointed out that he could place his General anywhere on the table, including right in front of Imrik, ready to charge next turn! When I had the charge I had been confident that Imrik could



defeat Egrimm, but with this advantage going to the Chaos Sorcerer, I dared not think of the consequences!

I only had this magic phase left before Egrimm could charge. The winds of magic were strong, with ten magic cards dealt out. Although I'm reluctant to cast spells at magic users because of the *Destroy Magic* and *Rebound* cards, desperate times call for desperate measures, and these were desperate times indeed! I started with *Fiery Convocation*, cast at Egrimm. The General's magic resistance failed to protect him and Gav had no other dispels. However, the spell only inflicted a single wound on Egrimm, and none on Baudros. At least it would remain in play, the flames growing stronger every turn. If Egrimm survived the combat, the magic of Teclis might still finish him off...

Egrimm again tried to cast the *Boon of Tzeentch*, but Teclis was stronger and the spell was dispelled. As I had no more power cards the turn continued with Egrimm. A *Firestorm of Tzeentch* was dispelled by the Dragon Prince's *Amulet of Fire*, but the Chaos Sorcerer's relentless magical





Over the top as usual, Gav celebrates the early return of Egrimm from the warp.

assault finally broke Teclis' ability to dispel with *Blue Fire of Tzeentch* being cast on Imrik. Imrik remained unscathed, protected by his magical armour, but his Blue Dragon suffered a wound.

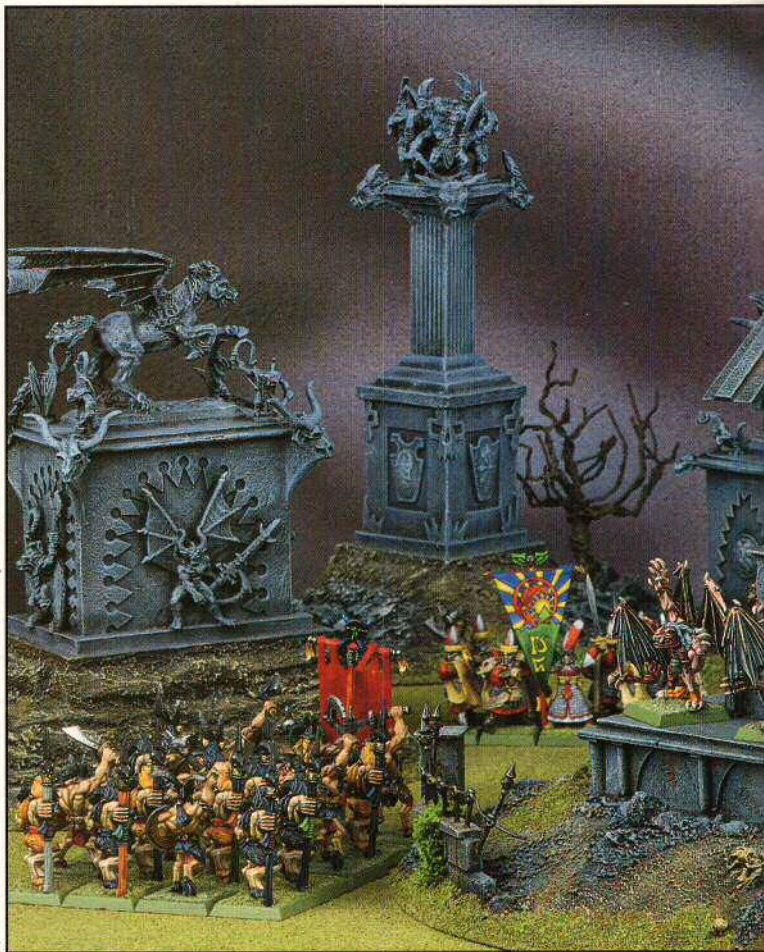
CHAOS TURN 2

Gav: First order of the day was for the Chaos Warriors to make a *Terror* test due to Imrik's Dragon. This they passed easily, and my luck continued when the Harpies rallied. Unfortunately, this left the winged beasts in front of the Beastmen, hindering their advance. The Daemonettes charged into the Reaver Knights again, determined to finish them. Most importantly, Egrimm charged Imrik.

The Flamers bounded forward, spraying magical flames just short of the bolt thrower crews. With that, it was time to get down to the hand-to-hand combat and the crucial battle between Egrimm and Imrik. However, to heighten the suspense, we decided to sort out the fight between the Daemonettes and the remaining Reaver Knights first. It was satisfyingly short and brutal, with the Daemonettes tearing the High Elves to pieces before they could even react.

Then came the main event. Normally people choose to attack a character not their mount, but this time Imrik's Dragon was much more of a threat that Imrik himself. He couldn't use the *Star Lance* as he hadn't charged, and even if I did kill him, the special Caledor Dragon rules made it nearly certain that the Dragon would carry on fighting anyway! To my frustration, Egrimm failed to do anything and Baudros, slashing huge tears in Imrik's Dragon injured it terribly, but still left it with one wound! Imrik struck back at Egrimm, wounding the Chaos Lord once. Then

Imrik's Dragon attacked, smashing the Chaos Lord from his saddle! Although Egrimm was down (and no *Escape* card this time) Imrik and his mount had lost the combat and were driven off to circle in the skies for a turn. Egrimm was lost, but Baudros was still fighting fit and would attack the nearest enemy in any way he could.



In contrast to the hand-to-hand phase, the magic phase was very quiet. The *Fiery Convocation* surrounding Baudros inflicting only a single wound, before I played *Drain Magic*.

HIGH ELF TURN 3

Steve: With Imrik driven off, and the Chaos horde still not close enough for me to launch my attack, there was little movement. The Phoenix Guard wheeled round to chase after the Flamers or move to attack the Chaos Warriors, while Teclis advanced across the hill. I knew it was risky moving him closer to the Flamers, especially as he'd already suffered a wound from Egrimm's sorceries. However, I was confident that without the Chaos Sorcerer around to dispel his magic, Teclis would be able to destroy the daemons with *Banishment* and *Fiery Convocation*.

Just in case, I had everything shoot at the Flamers, managing to kill two of them and wound another. The bolt thrower on the right, which couldn't see the daemons, shot at the Harpies instead, inflicting a single wound.

Seven cards were dealt out for magic, and Teclis started by casting *Banishment*. This was somewhat less effective than I'd hoped, and only one Flamer was destroyed by it. The Daemonettes then tried to entrap the White Lions in the *Bondage of Slaanesh*, but this was dispelled.

Gav's Hindsight:

Teclis gains much of his power from the *War Crown of Saphery*, which increases his magic level. A good tactic against this would be to take the *Ring of Corin* and try to nullify its effects.

Gav attempts to help Egrimm's spellcasting with appropriately dramatic gestures!



TURN 4



Teclis chanted the words of a spell and unleashed the *Sword of Teclis* which struck down the lone attacking Flamer with arcs of blazing energy. However, as the Mage summoned his energy the winds of magic were swept away. I had been lucky enough to pick up the *Drain Magic* card again!

HIGH ELF TURN 4

Steve: There was still everything to fight for, and the battle could be won or lost on a single throw of the dice. One such throw was about to happen...

With Baudros close to the High Elf line, I had to start taking *terror* tests. Normally for the High

then dived down to engage the Silver Helms. The lone Flamer also bounded forwards, its only chance of avoiding destruction from the *Fiery Convocation* was to kill the wizard who cast it – Teclis! His master gone, an enraged Baudros spied the Phoenix Guard and stormed across the battlefield, a vision of death! However, even his powerful wings could not carry him far enough and he landed just in front of his foes.

The Harpies clambered over the Silver Helms, desperately trying to find a chink in their armour with their barbed claws. One unfortunate Elf was dragged to the ground by the feasting beasts. In return, the Elven Knights beat at the flying creatures with the butts of their lances, but their Toughness of 4 was too high. It was the Elven Steeds who saved the combat, managing to kill one of the Harpies. Combined with the regiment's

War Banner this was too much for the Harpies, who fled to the ruins. Seeing their foe broken, the well disciplined Silver Helms held position.



Elves, with their good Leadership, this wouldn't be a problem. However, Teclis now had a reduced Leadership of five and with *Hand of Glory* being drained away he no longer had this protection. It was with a certain degree of fear that I rolled the dice to see if Teclis fled. It was a difficult test and Teclis failed, heading for the table edge as fast as possible. This was a serious blow indeed. If I couldn't rally him, then I would be deprived of magic as well as giving away a big block of victory points. At least the rest of my troops passed their *terror* tests and stuck in there. Meanwhile, the Phoenix Guard charged into Baudros – at least if I could attack first I had some chance, however remote, of driving off the Chaos Dragon. Imrik was now able to return and I immediately flew him high. Next turn he would be able to swoop down and strike at whichever part of the Chaos horde was most dangerous. Apart from that, the rest of my army held position – just a little longer and I would launch my devastating counterattack!

The Chaos Warriors were targets for as much missile fire as possible, the bolt throwers killing a total of six! However, the Archers did not fare so well. Despite only needing three or more to hit, only two of the arrows found their targets, with a total of six ones coming up on the dice! Neither of the two hits managed to wound. The last remaining bolt thrower, on the right flank, shot at the Beastmen, killing one.

Meanwhile, the Phoenix Guard had charged and were preparing to sell their lives dearly. Unfortunately, not a single wound was inflicted on Baudros. The Chaos Dragon, however, easily tore apart three of the elite High Elves. Even so, their many ranks and regimental banner stiffened their resolve and the combat was a draw. They would keep the Chaos Dragon occupied a while longer.

With Egrimm gone and Teclis fleeing, the magic phase was quiet, with only the Daemonettes casting the *Bondage of Slaanesh* on the White Lions.

CHAOS TURN 4

Gav: The Beastmen charged towards the White Lions of Chrace while the Daemonettes urged on their Steeds to charge into the Silver Helms. To the right of this attack the Harpies, no doubt emboldened by their hiding place in the ruins, once again managed to rally.

Starting from the left flank, the Beastmen (one endowed by the *Many Arms* Chaos Gift) managed to hit the White Lions twice, but to no effect. Neither side was ready to run yet. The Daemonettes tried to use their powerful claws to rip through the armour of the Silver Helms, but they were not up to the task and none of the Knights fell. One of the Steeds of Slaanesh lashed out with its tongue, attempting to latch onto the Champion. However, the *Baneshield* carried by that noble reflected the blow back killing the Daemonette mounted on the beast! This was the Silver Helms' only success though, but their *War Banner* had its wrathful influence again and I rolled a double six for the break test and the Daemonettes turned on their heels and fled.

The fight between Baudros and the Phoenix Guard went according to expectations, especially after Tzeentch granted the beast the power of *Levitation* (a Chaos Gift that means the enemy only hit on a roll of a six!). Horrified by the carnage, the silent warriors ran, only to be caught and devoured by the enraged Baudros!

Just as Steve had thrown down his magic cards and begun preparing for the next turn, I smiled evilly at him. "This turn isn't over yet Steve, there's still the magic phase..."

"With what?" he replied, indicating the fleeing Teclis and Daemonettes.

"With this!" I announced, flourishing the *Blasted Standard* and pointing victoriously at the Caledor Dragon Princes.

Steve looked on in horror as his dispel attempt failed and the regiment was struck by 2D6 Strength 6 hits (which ignore armour, ha ha!). The proud Dragon Knights were wiped out to an Elf as Tzeentch struck them down for defying his chosen warriors!

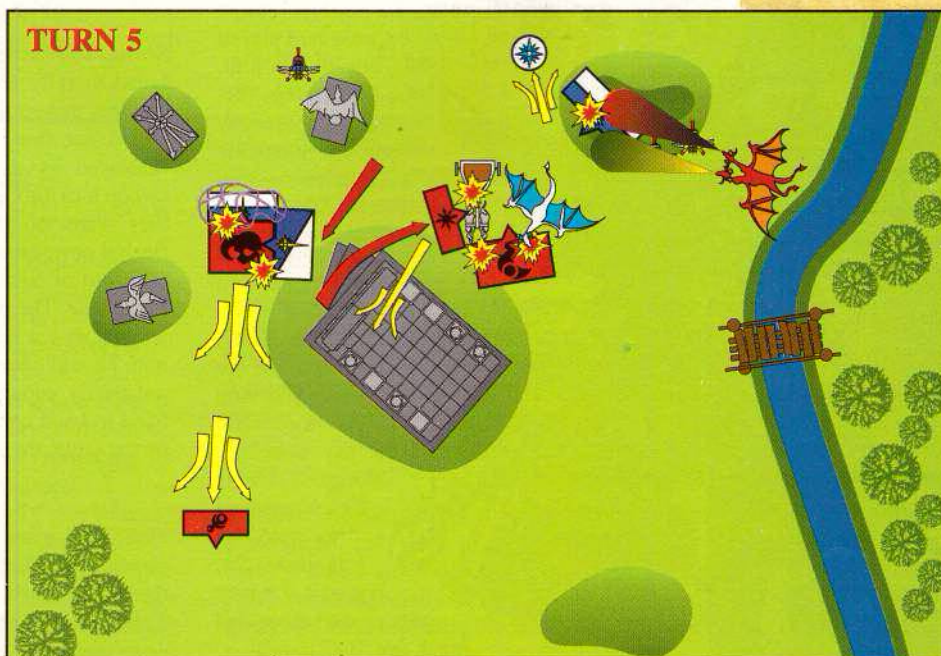


The White Lions of Chrace and the Silver Helms battle with a regiment of Beastmen.

HIGH ELF TURN 5

Steve: It was time to launch my counterattack and see if my patience had paid off. I just hoped there was enough of my army left to make it count! Unfortunately, I no longer had the Dragon Princes which severely weakened my attack against the Chaos Warriors, but the Chariot still charged, supported by Imrik swooping down. The Silver Helms also charged, riding into the flank of the Beastmen. Teclis failed to rally, and carried on fleeing, stopping only just short of the table edge. I would have one more opportunity to rally him before he left for good. To finish, I wheeled the Archers so that they could shoot at the Harpies.

"I just hoped there was enough of my army left to make it count!"



TURN 6



CHAOS TURN 5

Gav: First order of the turn was to check for the return of my Chaos Champion, and Aekold Helbrass. Sithus was still locked in his *Cosmic Duel* whilst Aekold's *Breath of Life* failed to stir him. With that sorted, the Harpies charged into the flank of the Tiranoc Chariot. Baudros had been facing the wrong way to charge and instead turned towards the missile troops on the hill. His two massive heads snaked forwards, unleashing the Dark Fire of Chaos and Fumes of Contagion. As his deadly breath cleared, the bodies of two Archers and a bolt thrower crew littered the smouldering ground.

Nobody was wounded by my missile fire and now came the most critical phase of the turn, the time when my whole plan would stand or fall!

The Silver Helms crashed into flank of the Beastmen, and despite the loss of three White Lions and the Beastmen's large rank bonus, the Chaos regiment still lost the combat. This was not enough though, and the Beastmen fought on.

The Beastmen were almost overwhelmed by the Silver Helms and yet again it was the magical *War Banner* that swayed things against me, causing the Beastmen to break. The Silver Helms easily rode down the cloven-hoofed Chaos followers, using their lances to deftly pick off the Beastmen. The Harpies fared better, managing to drag the charioteer from the back of his war machine. Prince Imrik only managed to fell a single armoured Chaos Warrior, but his Dragon crushed the remaining Chaos worshippers beneath its massive talons. The Harpies were terrified by the rampaging monster and duly fled across the ruined temple for the third time! For their part, the High Elves were content to let the scavengers go, and declined to pursue them.

Meanwhile, on the other side of the temple, Imrik and the Tiranoc Chariot were battling with the Chaos Warriors, led by Aekold Helbrass. Aekold issued a challenge, which Imrik heroically accepted. Despite Aekold having the *Incredibly Tough* Chaos card played on him, increasing his Toughness by one, Imrik quickly dispatched him with his *Star Lance*.

HIGH ELF TURN 6

Steve: The battle was all but over. Teclis again failed to rally and fled off the table, while the Archers moved away from Baudros so that they would not flee and abandon their army or be destroyed by the monster. Imrik attempted to swoop into the Gargoyles and cut them down, but they were too far away and too quick, easily fleeing out of reach. The Chariot, now crewless, went out of control and crashed into the side of the temple. The bolt thrower was able to let loose another shot at Baudros, and this time managed to both hit and cause a single wound, though it was not nearly enough to stop the Dragon. With no hand-to-hand combat, and no wizards left active on the table, my final turn came to an end.

CHAOS TURN 6

Gav: Well it was all over for me, unless I had a great deal of luck. Things started well, as Sithus the Fiend burst back from his *Cosmic Duel*. Things were even better when I played the *Mighty Leap* card on the Champion, and he was not



The Chariot hit the Chaos Warriors, driven by the desperation of the whole High Elf army, destroying one of the Warriors before having a single steed slain by the opposing troops. This Chaos regiment too held on against this onslaught, passing the subsequent break test.

turned into a Chaos Spawn! This doubled his Movement rate, which gave him just enough speed to charge Imrik and his Dragon. That Dragon had only a single wound left, and one good blow would finish it. Sithus, with 3 attacks and +1 to hit from his *Blade of Ensorcelled Iron*, should prove equal to the task. That would net a few victory points and I might be able to break Imrik into the bargain!

As he closed in on the Elven General, Sithus prayed to Slaanesh for assistance. He did not go unrewarded, as I played the *Horns* card on him, adding +1 to his attacks. However, Slaanesh (fickle being that he is) was not satisfied with this and rained mutations down upon his Champion. Sithus had failed the Eye of God test second time around and had been turned into a Chaos Spawn! His mutating body finally settled down, a misshapen wreck with *Horns*, *Cloven Feet*, a *Flaming Skull Face*, *Awesome Strength*, a *Mace Tail*, *Magical Resistance* and the ability to *Breath Fire*.

Baudros tore apart the remaining bolt thrower crew and smashed their war machine to splinters. Sithus the Spawn launched itself at Imrik's Dragon, ripping into its ancient flesh with barbed hooks and strange appendages. It was too much for the battle-weary beast, who finally succumbed to its injuries and perished, heaving one last desperate roar of defiance that died to a rattle and then stopped altogether. Imrik's mighty Dragon was dead, torn down by the creature that had once been Sithus the Fiend. The battle was over, but who had won?

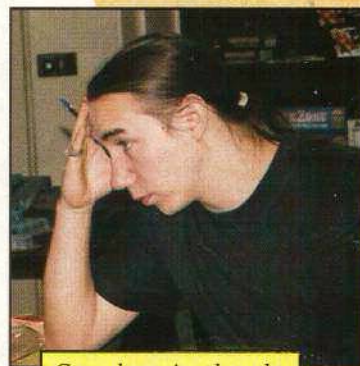


Sithus the Fiend mutates into a Chaos Spawn and attacks Prince Imrik.

particular deserve a special honour for fighting off the Daemonettes and Harpies, and then routing and destroying the Beastmen – all with the loss of only a single Knight. The bolt throwers and Archers did a splendid job of whittling down the opposition, and played a big role in the eventual destruction of the Chaos army. Fearsome though they may be, Chaos armies can be defeated with proper attention to your initial choice of troops and strategy.

**SO NEAR,
SO VERY NEAR...**

Gav: AAAARGH! How close? How infuriating can this get? As you might guess, I'm somewhat frustrated. Seriously though, I didn't think I'd got anywhere near as close as that, and the victory point totals show what a bloody confrontation it had been. With only a single point in it, it would be so easy to roll off a list of "what ifs" as long as my arm, but I won't. Actually I was very lucky to have been so close at the finish, although it was annoying to have Sithus whisked from my grasp earlier in the battle. If he had been around when the Beastmen were fighting, things would probably be a bit different.



Gav deep in thought, wracking his brain for some cunning plan to swing the battle.

Egrimm was unlucky too, since he should have made at least one wounding hit on Imrik's Dragon, and with his *Chaos Rune Blade* turning that into D3 Wounds it would have finished off the monster who turned out to be his undoing. I think I forgot Egrimm's *Chaos Familiar* that turn, which may have lost the battle, but never mind.

Steve did excellently, punishing me for every step I advanced and crushing my troops with his cavalry once I got really close. He concentrated his fire well, especially on the Chaos Warriors and Flamers, and never really made any mistakes that I could exploit. The git.

**FINAL VICTORY POINTS
HIGH ELVES – 26
CHAOS – 25**

**HIGH ELF
CONCLUSION**

Steve: Well that was a close battle if ever there was one! Just a single victory point between returning home in a blaze of glory and honour, and retreating in disgrace. I was lucky that so many managed to return home at all! On the whole though, I feel that my plan went well, and that the result was only so close due to bad luck on my side, and extraordinary good luck on Gav's side (especially on the last turn!). The Silver Helms in



Steve ponders which spell to blast the Chaos horde with.

"I still think Egrimm is more powerful, after all Teclis needed Imrik's help to finish him off!"

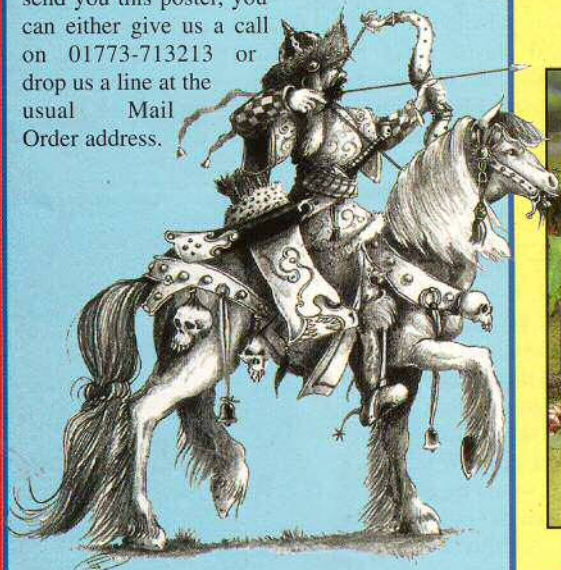
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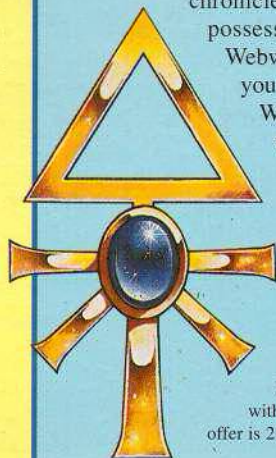
WEBWAR!

The Space Marines of the Dark Angels chapter have discovered an ancient key to the Webway that they believe may have been used by one of the Fallen. They have immediately dispatched a compact but heavily armed force to learn the secrets of this key so they can pursue their Fallen brethren. The forces of the Imperium are not alone in their interest in the key – the Eldar also wish to recover this ancient artefact for themselves. To this end they have sent a considerable host to secure the key and prevent it from falling into the hands of the enemy. As the beleaguered Dark Angels struggle to hold off the surrounding alien troops, a highly mobile army of their brother Blood Angels Space Marines arrive to reinforce the Dark Angel position...

Our latest Mail Order poster chronicles the struggle to gain possession of the key to the Webway and gives all the details you will need to play this exciting

Warhammer 40,000 scenario which incorporates the excellent new Firebase Building pack! There are full army lists for both Space Marines and also the Eldar Warhost along with maps and scenario details of this titanic conflict. If you would like us to send you this poster, you can either give us a call on 01773-713213 or simply drop us a line at the usual Mail Order address.

Please note that "Webwar!" cannot be used in conjunction with any other Games Workshop offer. The closing date for this offer is 21st May 1996.



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CITADEL® JOURNAL 13



The new look Citadel Journal features rules for Elementals in **Warhammer**, Big Guy teams in Blood Bowl, a new Pirate army list and Eldar Bonesingers for **Warhammer 40,000**, rules for Abominatus (**Epic** Chaos Titan of Khorne) plus 4 extra colour pages packed with stuff!

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NECROMUNDA™

SPYRE HUNTER – ORRUS



ORRUS 1
72941/1



ORRUS BODY 2
72941/2



ORRUS ARM
72941/8



A COMPLETED ORRUS 2

A COMPLETE SPYRE HUNTER
ORRUS 2 CONSISTS OF:
1 x ORRUS BODY 2
1 x ORRUS ARM

SPYRE HUNTER – JAKARA



JAKARA 1
72944/9



JAKARA 2
72944/10

SPYRE HUNTER – MALCADON



MALCADON 1
72942/3



MALCADON 2
72942/4

SPYRE HUNTER – YELD



YELD BODY 1
72943/5



YELD BODY 2
72943/7

A COMPLETED SPYRE HUNTER
YELD CONSISTS OF:
1 x YELD BODY
1 x YELD WINGS



YELD WINGS
72943/6



A COMPLETED SPYRE HUNTER YELD



CITADEL
MINIATURES



CITADEL
MINIATURES

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NECROMUNDA™

BOUNTY HUNTERS



BOUNTY HUNTER 1
72940/1



BOUNTY HUNTER BODY 2
72939/1

A COMPLETE
BOUNTY HUNTER 2
CONSISTS OF:
1 x BOUNTY HUNTER BODY 2
1 x BIONIC ARM



BIONIC ARM
72939/2



**A COMPLETED
BOUNTY HUNTER 2**



BOUNTY HUNTER BODY 3
72938/1

A COMPLETE
BOUNTY HUNTER 3
CONSISTS OF:
1 x BOUNTY HUNTER BODY 3
1 x BOUNTY HUNTER
BACKPACK



**BOUNTY HUNTER
BACKPACK**
72938/2



A COMPLETED BOUNTY HUNTER 3

MAD DONNA ULANTI



MAD DONNA ULANTI BODY
72945/1

A COMPLETE
MAD DONNA ULANTI
CONSISTS OF:
1 x MAD DONNA ULANTI BODY
1 x MAD DONNA ULANTI ARM



MAD DONNA ULANTI ARM
72945/2



A COMPLETE MAD DONNA ULANTI



Bounty Hunters designed by Gary Morley, Mad Donna designed by Michael Perry

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SKAVEN™

CLAN SKRYRE WARLOCKS



SKAVEN WARLOCK
WITH STAFF 1
74472/1



SKAVEN WARLOCK
WITH SKULL
74472/2



SKAVEN WARLOCK
BACK BANNER
74472/3



A COMPLETED SKAVEN WARLOCK

A COMPLETED SKAVEN WARLOCK WITH
SKULL AND SKAVEN WARLOCK WITH STAFF
1 CONSISTS OF:
1 x SKAVEN WARLOCK
1 x SKAVEN WARLOCK BANNER POLE



SKAVEN WARLOCK WITH
STAFF 2
74472/4

NOTE: THE SKAVEN
WARLOCK WITH STAFF 2
IS NOT SUPPLIED WITH A
SKAVEN WARLOCK BACK
BANNER



CLAN ESHIN ASSASSINS



SKAVEN ASSASSIN 1
74471/1



SKAVEN ASSASSIN 2
74471/2



SKAVEN ASSASSIN 3
74471/3



CITADEL
MINIATURES



CITADEL
MINIATURES

Designed by Colin Dixon

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HIGH ELVES

PRINCE IMRIK LORD OF THE DRAGONS



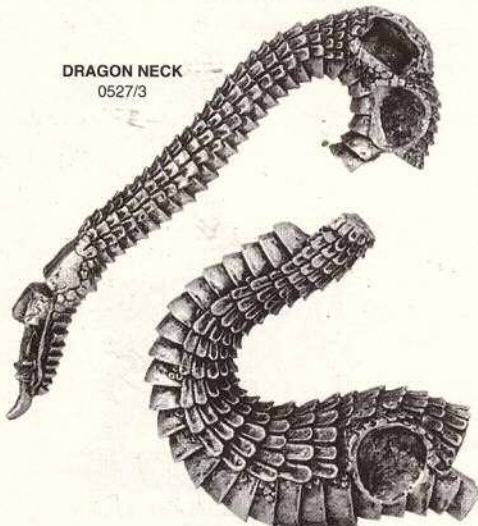
A COMPLETE HIGH ELF DRAGON RIDER

CONSISTS OF:

- 1 x DRAGON HEAD
- 1 x DRAGON HORNS
- 1 x DRAGON NECK
- 1 x DRAGON BODY
- 1 x DRAGON TAIL
- 1 x DRAGON LEFT ARM
- 1 x DRAGON RIGHT ARM
- 1 x DRAGON LEFT LEG
- 1 x DRAGON RIGHT LEG
- 1 x DRAGON LEFT WING
- 1 x DRAGON RIGHT WING
- 1 x PRINCE IMRIK
- 1 x PRINCE IMRIK'S BACK BANNER
- 1 x STARBLADE LANCE

A COMPLETED PRINCE IMRIK LORD OF THE DRAGONS

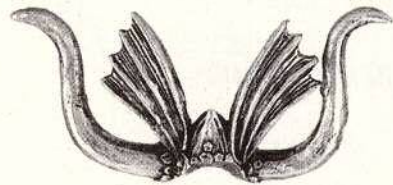
DRAGON NECK
0527/3



DRAGON BODY
0527/4



DRAGON HORNS
0527/2



DRAGON TAIL
0527/5



DRAGON HEAD
0527/1



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HIGH ELVES

PRINCE IMRIK LORD OF THE DRAGONS



DRAGON LEFT LEG
0527/9



DRAGON RIGHT LEG
0527/8



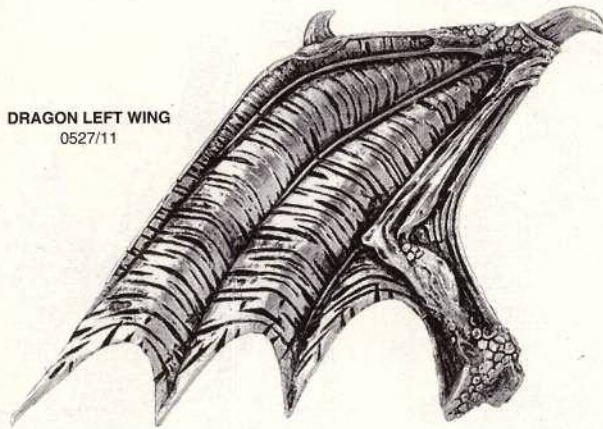
DRAGON LEFT ARM
0527/7



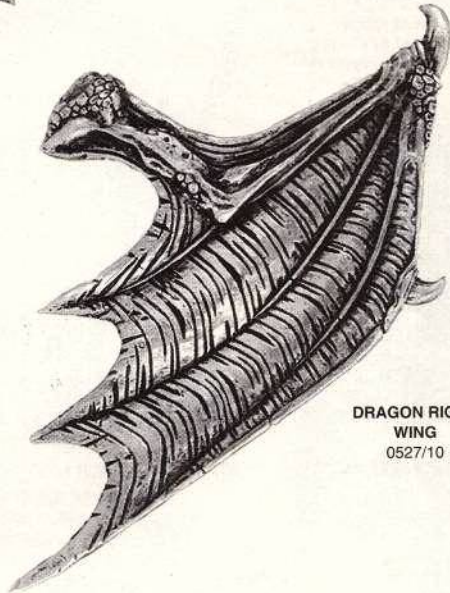
DRAGON RIGHT
ARM
0527/6



PRINCE IMRIK
0527/12



DRAGON LEFT WING
0527/11



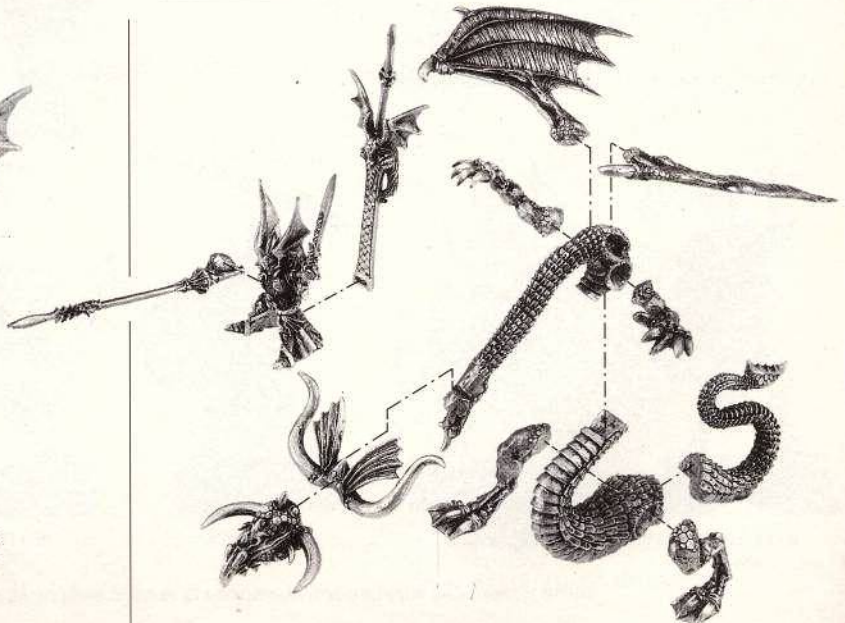
DRAGON RIGHT
WING
0527/10



STARBLADE LANCE
0527/13



PRINCE IMRIK'S
BACK BANNER
0527/14



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CHAOS

CHAOS BEASTMEN



**BEASTMAN
HORNBLOWER 1**
73001/7



**BEASTMAN
SHAMAN 2**
73002/2



**BEASTMAN
HORNBLOWER 2**
73001/8



**BEASTMAN
CHAMPION 2**
73001/2



**BEASTMAN
CHAMPION 1**
73001/1

A COMPLETED BEASTMAN
STANDARD BEARER
CONSISTS OF:
1 x BEASTMAN
STANDARD BEARER
1 x BEASTMAN BANNER TOP



**BEASTMAN
STANDARD BEARER 2**
73001/4



**BEASTMAN
STANDARD BEARER 1**
73001/3



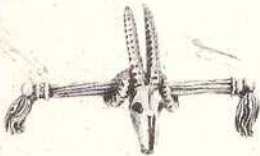
BEASTMAN 2
73000/2



**BEASTMAN
SHAMAN 1**
73002/1



BEASTMAN 4
73000/4



BEASTMAN BANNER TOP 1
73001/5



BEASTMAN BANNER TOP 2
73001/6



BEASTMAN 7
73000/7



BEASTMAN 3
73000/3



BEASTMAN 5
73000/5



BEASTMAN 8
73000/8



BEASTMAN 6
73000/6



BEASTMAN 1
73000/1

THESE MODELS ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD



Designed by Michael Perry

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SPACE MARINES®

COMMANDER DANTE, LORD OF THE BLOOD ANGELS

THE COMPLETE
COMMANDER DANTE
CONSISTS OF:
1 x COMMANDER DANTE'S BODY
1 x COMMANDER DANTE'S
JUMP PACK
1 x INFERNO PISTOL



COMMANDER DANTE'S BODY
70096/1



COMMANDER DANTE'S
JUMP PACK
70096/3



INFERNO PISTOL
70096/2



THE COMPLETE COMMANDER DANTE
LORD OF THE BLOOD ANGELS

BROTHER-CAPTAIN TYCHO

A COMPLETE
BROTHER-CAPTAIN
TYCHO CONSISTS OF:
1 x BROTHER-
CAPTAIN TYCHO
1 x PLASTIC
CHARACTER
BACKPACK SPRUE



BROTHER-CAPTAIN TYCHO
70097/1

CHIEF LIBRARIAN MEPHISTON, LORD OF DEATH

A COMPLETE
CHIEF LIBRARIAN MEPHISTON,
LORD OF DEATH CONSISTS OF:
1 x MEPHISTON BODY
1 x FORCE SWORD
1 x PLASTIC CHARACTER BACKPACK SPRUE



MEPHISTON BODY
70095/1



FORCE SWORD
70095/2



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



A COMPLETE CHIEF LIBRARIAN MEPHISTON, LORD
OF DEATH

APOTHECARY CORBULO, SANGUINARY PRIEST OF THE BLOOD ANGELS

A COMPLETE
APOTHECARY CORBULO
CONSISTS OF:
1 x CORBULO BODY
1 x APOTHECARY MEDI-PACK



CORBULO BODY
70094/1



APOTHECARY
MEDI-PACK
70082/3



A COMPLETE APOTHECARY CORBULO

Designed by Jes Goodwin

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SPACE MARINES®

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THE COMPLETE SPACE MARINE DREADNOUGHT CONTAINS:

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- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FEET
- 1 x POWER PLANT
- 1 x RIGHT HAND WEAPON
- 1 x LEFT HAND WEAPON
- 1 x AUTO - LAUNCHER
- 1 x DREADNOUGHT BANNER POLE

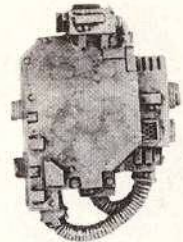


EXAMPLE OF A COMPLETED AND PAINTED DARK ANGELS DREADNOUGHT

LEFT ARM WEAPONS



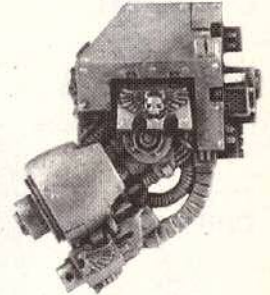
MISSILE LAUNCHER POD
0442/24



MISSILE LAUNCHER
0442/23

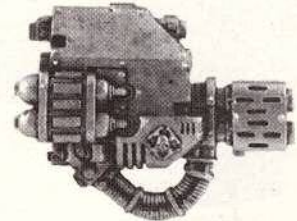


POWER FIST
0425/6

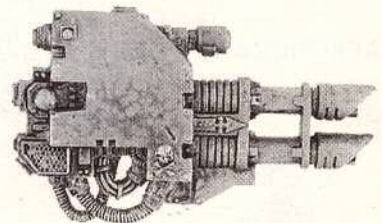


POWER FIST ARM
0425/5

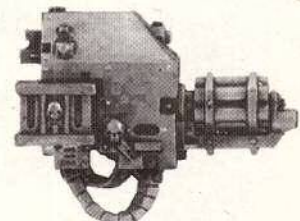
RIGHT ARM WEAPONS



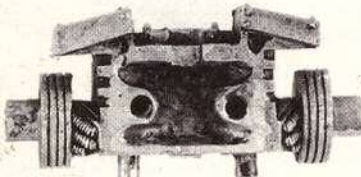
MULTI - MELTA
0425/3



TWIN LASCANNON
0442/22



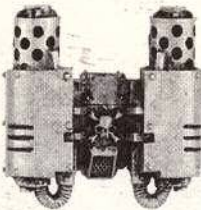
ASSAULT CANNON
0427/16



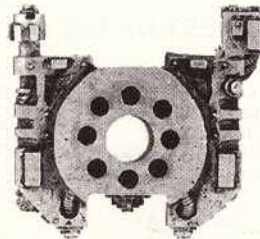
REAR BODY
0425/11



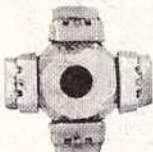
AUTO - LAUNCHER
0425/7



POWER PLANT
0425/4



LOWER BODY
0425/2



FOOT
0425/8



LEGS
0425/9



Designed by Jes Goodwin

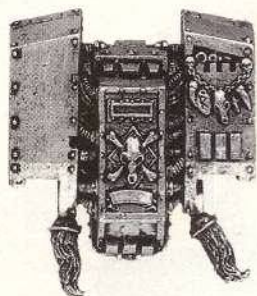
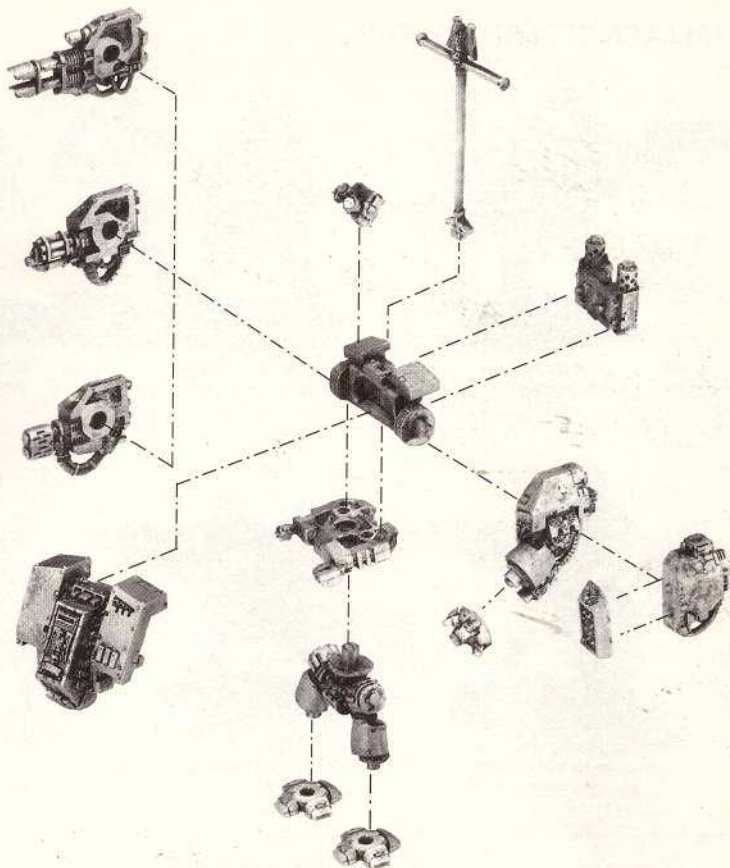
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SPACE MARINES®

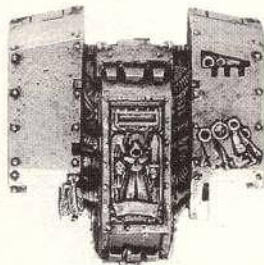
SPACE MARINE DREADNOUGHT

THIS IS A CODEX DREADNOUGHT WHICH MAY BE USED BY ANY SPACE MARINE CHAPTER. A CODEX DREADNOUGHT MAY BE ARMED WITH ANY COMBINATION OF WEAPONS PICTURED IN THIS ASSEMBLY DIAGRAM.

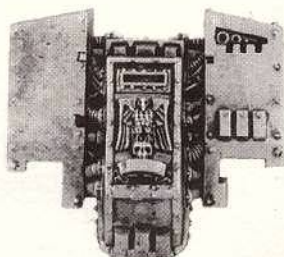
WHEN ORDERING YOUR DREADNOUGHT THROUGH MAIL ORDER PLEASE STATE WHICH WEAPONS, SARCOPHAGUS AND BANNER POLES YOU REQUIRE.



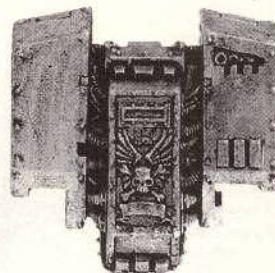
SPACE WOLVES DREADNOUGHT
SARCOPHAGUS
0427/10



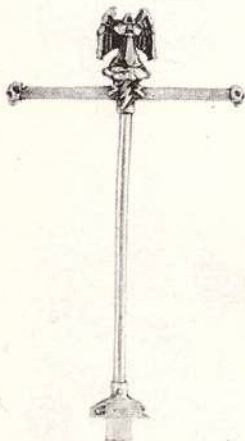
DARK ANGELS DREADNOUGHT
SARCOPHAGUS
0442/26



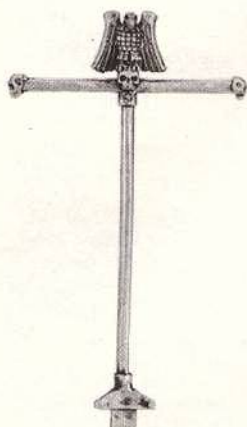
CODEX DREADNOUGHT
SARCOPHAGUS
0442/20



BLOOD ANGELS DREADNOUGHT
SARCOPHAGUS
0425/1



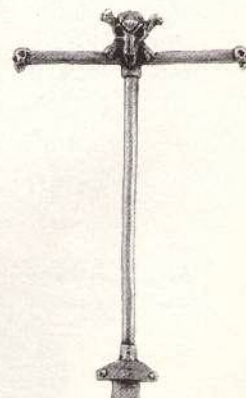
DARK ANGELS DREADNOUGHT
BANNER POLE
0442/25



CODEX DREADNOUGHT
BANNER POLE
0442/21



BLOOD ANGELS DREADNOUGHT
BANNER POLE
425/12



SPACE WOLVES DREADNOUGHT
BANNER POLE
0427/15

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IMPERIAL GUARD

TALLARN DESERT RAIDERS



DESERT RAIDER
SERGEANT 1
0446/6



DESERT RAIDER
WITH LASGUN 1
0446/4



DESERT RAIDER
WITH LASGUN 2
0446/2



DESERT RAIDER
WITH LASGUN 3
0446/5



DESERT RAIDER
WITH MELTA-GUN
0446/1



DESERT RAIDER
WITH LASGUN 4
0446/3

DESERT RAIDER LIEUTENANT



DESERT RAIDER
LIEUTENANT
72212/1

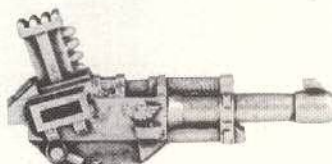
TALLARN DESERT RAIDER AUTOCANNON



DESERT RAIDER
GUNNER BODY
0446/8



DESERT RAIDER
AUTOCANNON LOADER
0446/7



AUTOCANNON
0446/12



SHIELD
0443/10



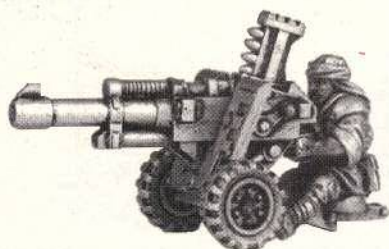
DESERT RAIDER
GUNNER LEGS
0446/9



TRAIL
0443/11

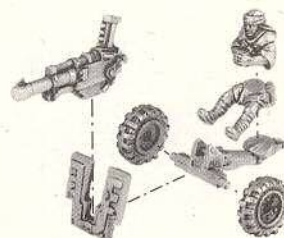


WHEEL
0443/13



A COMPLETED TALLARN DESERT RAIDER AUTOCANNON

- A COMPLETE
TALLARN DESERT RAIDER
AUTOCANNON CONSISTS OF:
- 1 x DESERT RAIDER LOADER
 - 1 x DESERT RAIDER GUNNER BODY
 - 1 x DESERT RAIDER AUTOCANNON
 - GUNNER LEGS
 - 1 x AUTOCANNON
 - 1 x TRAIL
 - 1 x SHIELD
 - 2 x WHEELS



IMPERIAL GUARD

TALLARN DESERT RAIDERS



DESERT RAIDER WITH
PLASMA GUN
72230/19



DESERT RAIDER
SERGEANT 2
72229/18



DESERT RAIDER WITH
GRENADE LAUNCHER
72230/20



DESERT RAIDER WITH
LASGUN 5
72229/16



DESERT RAIDER WITH
LASGUN 6
72229/14



DESERT RAIDER WITH
LASGUN 7
72229/17



DESERT RAIDER WITH
LASGUN 8
72229/15

TALLARN DESERT RAIDER MISSILE LAUNCHER



A COMPLETED DESERT RAIDER
WITH MISSILE LAUNCHER

A COMPLETE
TALLARN DESERT RAIDER
MISSILE LAUNCHER
CONSISTS OF:
1 x DESERT RAIDER MISSILE FIRER
1 x DESERT RAIDER MISSILE LAUNCHER
1 x DESERT RAIDER MISSILE LOADER



DESERT RAIDER
MISSILE LAUNCHER
72231/22



DESERT RAIDER
MISSILE LOADER
72231/21



DESERT RAIDER
MISSILE FIRER
72231/23



Designed by Michael Perry

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CITADEL
MINIATURES

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

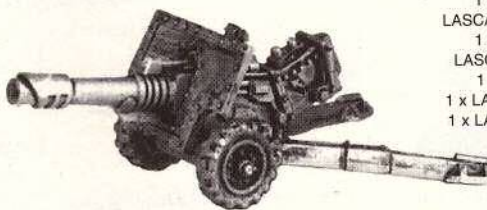
MORDIAN IRON GUARD LASCANNON



IRON GUARD
LASCANNON LOADER
0445/8

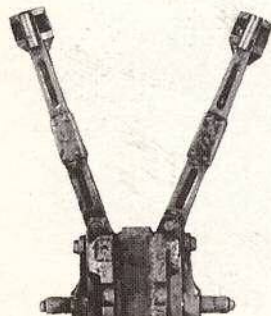


IRON GUARD
LASCANNON OPERATOR
0445/7



A 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



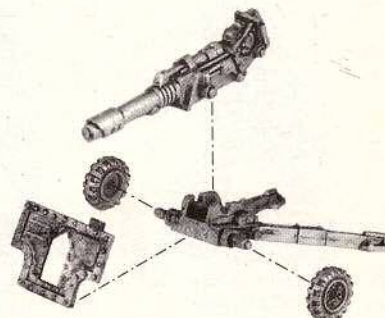
LASCANNON
0445/9



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



IRON GUARD
SERGEANT 2
72226/17



IRON GUARD
WITH LASGUN 5
72226/12



IRON GUARD
WITH LASGUN 6
72226/15



IRON GUARD
WITH LASGUN 7
72226/16



IRON GUARD
WITH LASGUN 8
72226/14

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 MORDIAN IRON GUARD
GUNNER BODY
1 x MORDIAN IRON GUARD
GUNNER LEGS
1 x IRON GUARD HEAVY
BOLTER LOADER
1 x HEAVY BOLTER
1 x SHIELD
1 x TRAIL
2 x WHEELS



IRON GUARD
GUNNER LEGS
72228/21



HEAVY BOLTER
0443/12



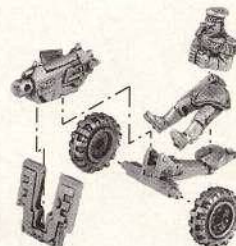
WHEEL
0443/13



SHIELD
0443/10



TRAIL
0443/11



Designed by Michael Perry, heavy weapons designed by Norman Swales

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IMPERIAL GUARD

CAPTAIN CHENKOV OF VALHALLA



CHENKOV BODY
72232/1



CHENKOV CLOAK
72232/2



CHENKOV BOLT
PISTOL ARM
72232/3



CHENKOV POWER
SWORD ARM
72232/4

A COMPLETE CAPTAIN CHENKOV
CONSISTS OF:
1 x CHENKOV BODY
1 x CHENKOV CLOAK
1 x CHENKOV BOLT PISTOL ARM
1 x CHENKOV POWER SWORD ARM



THE COMPLETED CAPTAIN
CHENKOV OF VALHALLA

CAPTAIN AL' RAHEM OF TALLARN



AL' RAHEM BODY
72233/1



AL' RAHEM PLASMA
PISTOL ARM
72233/2



A COMPLETE CAPTAIN AL' RAHEM
CONSISTS OF:
1 x AL' RAHEM BODY
1 x AL' RAHEM PLASMA PISTOL ARM



THE COMPLETED CAPTAIN
AL' RAHEM OF TALLARN

Designed by Michael and Alan Perry



OUTLANDERS

OUTLAWS, SCAVVIES AND MUTANTS

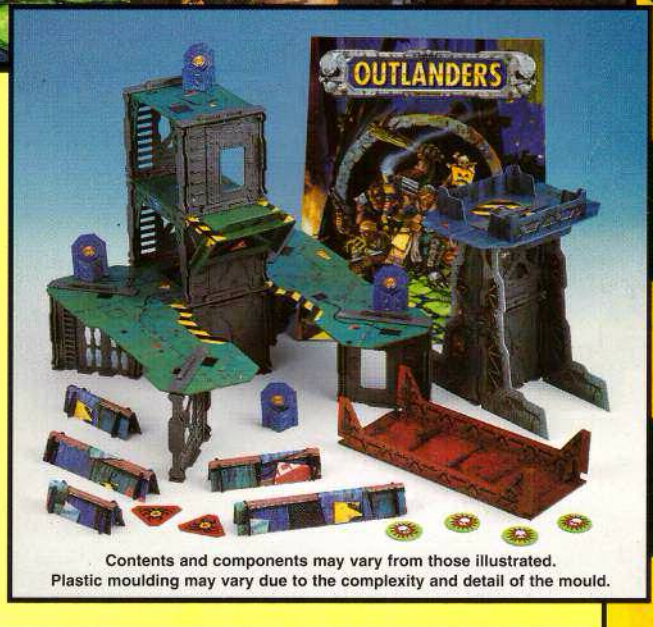


In the pollutant marshes and tangled ruins the most vicious gangs of the Underhive contend with the deadliest of Necromunda's outlaw breed, warriors they call Outlanders.

In the deep Underhive outlaws and mutants fight for survival. This expansion for the Necromunda game includes four new gangs: **Ratskin Renegades**, **Redemptionist Crusaders**, degenerate **Scavvies** and noble **Spyers**. Additional rules cover Pit Slaves and Wyrds, Special Characters, Mentors, outlaw gangs, treacherous conditions, new scenarios, campaign events, Arbitrator-run games and a bestiary of the most dangerous denizens of the Underhive.

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CITADEL
MINIATURES



The Skaven horde surges forth from its underground lair to crush the Chaos Dwarfs.