

WHITE DWARF

WHITE DWARF



198
June
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IN THIS ISSUE

- NEW DRAGON RULES
- IMPERIAL GUARD™ STORM TROOPERS
- WOOD ELF DIORAMA
- SCAVVIES™
- ALL THE LATEST RELEASES
- PLUS...
- SCENARIOS, MODELLING, PAINTING...



GAMES WORKSHOP

ISSN 0265-8712



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Ulrik the Slayer leads battle-frenzied Space Wolves in an ambush against the Tyranids



Steadfast Empire gunners unleash a devastating cannonade as a howling mass of Savage Orcs rushes towards them.

WHITE DWARF™



It doesn't seem like five minutes since I was writing last month's editorial, and here we are again. Doesn't time fly when you're having fun? And speaking of having fun, our Warhammer campaign is off and running. Hurrah!

Rick has written a simple set of rules which allow us to fight lots of battles without too much fuss, and is also producing *The Chronicle* – a newsletter a bit like those we had for our Necromunda campaign (shown in *Outlanders* and issue 193).

The stories in *The Chronicle* are very colourful, if not always quite as accurate as they might be. For example, describing the first battle in the campaign (a crushing defeat for Rick's High Elves, under Lord Teflon) *The Chronicle* reported:

SUCCESS FOR TEFLON

After several hours fighting against a green skinned and generally repellent enemy, the High Elven forces made an entirely satisfactory and remarkably rapid departure from the field.

"We manoeuvred beautifully and would surely have won were it not for the enemy's obstructive attitude", said Lord Teflon as he masterminded his army's advance to prepared positions.

Needless to say, *The Chronicle* is part of Lord Teflon of Ulthuan's own Broadsheet Group, and may have just a tiny bit of bias in its reporting.

Talking of High Elf Generals, we've got a new member of the White Dwarf crew – Tuomas Pirinen, who you might remember from his article in White Dwarf 193 *The Bigger They Are...* We were so impressed by Tuomas that we offered him a job and he came all the way over from Finland to join the team. The most alert of you may have noticed some of last month's GW News was written by Tuomas and I'm sure you'll be seeing lots more of his work in future issues.

Jake

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Jake Thornton,
Editor



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Ian Pickstock



Tuomas Pirinen





COVER DWARF TROLL SLAYERS

– Geoff Taylor

1 EDITORIAL

4 GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

10 'EAVY METAL

– 'Eavy Metal Team

Storm Troopers.
Forest Dragon.
Wood Elf General and Mage.



11 STORM TROOPERS

– Ian Pickstock

The long awaited elite **Warhammer 40,000** Imperial Guard squad is put through its paces by our very own tank king.

17 DRAGONFIRE

– Rick Priestley and Nigel Stillman

The most dreadful of all **Warhammer** monsters, the Dragon, is brought up to scratch.



21 MARK OF CHAOS

– Jake Vlemmix

When Jake visited us a few months ago he brought with him an amazing Chaos army for **Warhammer 40,000**. He answers questions about painting, modelling as well as his almost unbeaten track record.



27 DAWN OF THE RESTLESS DEAD

– Jonathan Green

Creating your own special characters is easy when you know how! Jonathan talks about his own approach to creating special characters for his armies, taken from his background stories published in our **Warhammer** army books.

33 FRONTLINE NEWS

All the latest news from our stores, including special events from our Belfast store, as well as more news about the "Sword of Halcyon" **Space Hulk** campaign.

THE EDITOR'S CHOICE

Page 21

Amazing Nurgle
Chaos army.

Page 27

Creating
characters for
Warhammer.

Page 36

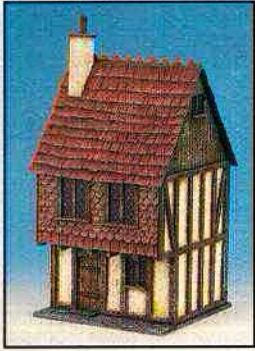
Epic Veteran
Regiments.

Page 55

Adrian's
Warhammer army.

Page 67

Wood Elf and
Undead diorama.



36 HONOUR AND GLORY

– Ian Pickstock

Ian talks about his ideas for veteran regiments in **Epic**, including a special scenario, "Battle for Catachan" with rules for the Catachan Devils Imperial Guard company and Blood Slaughterers Chaos Space Marine warband.

42 BUILDING SUCCESS

– Chris Maple

Making scenery for your battle board is a great way to add character to your games. Chris shows some of his ideas, together with simple techniques for creating **Warhammer** buildings.

47 QUESTIONS & ANSWERS

– Andy Chambers, Jervis Johnson and Andy Jones

Andy and Jervis answer more of their commonly asked questions, whilst Andy Jones visits his favourite dungeon to answer your **Warhammer Quest** queries.

51 GAMES DAY AND GOLDEN DEMON '96

Here we present this year's **Games Day and Golden Demon** painting competition categories, as well as a form for your entries.

55 DISCOVERING WARHAMMER

– Adrian Wood

Crazy Ork Warboss Adrian Wood has discovered **Warhammer**! He talks about how he got into the hobby as well as his new army. Can you guess which race he's chosen?

59 'EAVY METAL

– 'Eavy Metal Team

Savage Orcs.
Scavvies.
Pit Slaves.
Ratskins.

61 SCAVVIES

– Andy Chambers

The most foul creatures in **Necromunda** are the Scavvies, so mutated by toxins that they can no longer even be considered human!

67 MIKE'S MASTERCLASS

– Mike McVey

Mike has been busy over the last few months. Not only has he been answering your painting and modelling queries, but he has been putting the final touches to his latest Wood Elf diorama.



"...make the opposition suddenly intent on ravaging and pillaging elsewhere... but try to work up to it!"

Chris Maple on page 42

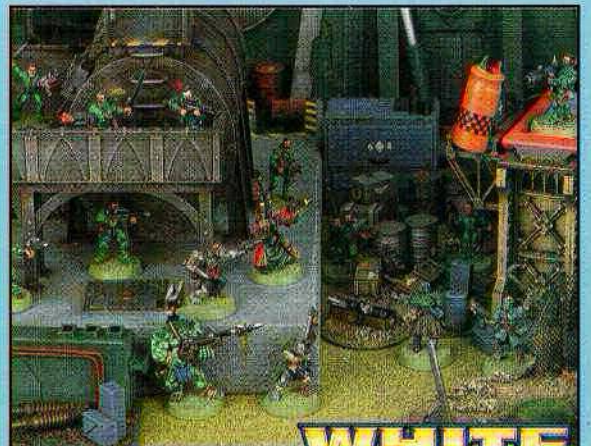


Scavvy Scaly with spear gun. – P.61

75 THE HEIST!

– Warwick Kinrade & Gav Thorpe

This latest scenario for **Necromunda** is called "The Heist". As well as presenting the scenario rules, newcomer Warwick Kinrade and our very own Gav present a battle report based on the vicious gang engagement.



WHITE DWARF

NECROMUNDA

THIS MONTH'S RELEASES

Savvy Gang £12.00
(Eight miniatures per boxed set)

Ratskin Shaman £2.75

(One miniature per blister)

Ratskin Chief £2.75

(One miniature per blister)

Ratskin Braves £5.00

(Four miniatures per blister)

Pit Slaves £3.00

(Two miniatures per blister)

FROM THE DEPTHS BELOW

The problem with working at the Studio is that there is so much going on it's far too easy to miss things. And that's just what happened with me and the Scavvy gang. It wasn't until I sat down to work on the News pages and I read the Scavvy article printed later in the issue that I realised how great the Scavvy gang is!

It has to be said, I am really taken by them and I'll be painting my gang up just as soon as I can get some miniatures. I'm a big fan of B movies and cheesy horror flicks and this gang has it all.

Plague ridden gangers armed with crude, rusting weapons rise up from the sewers to rob and murder the more prosperous Hivers. Few have the stomach to stand against these desperate mutants, sporting extra limbs and other genetic mutations (see *Escape from New York*).

Brainless, packs of pus ridden Zombies shamble forward to mindlessly terrorise all in their path, feasting on the bodies of the unfortunates that have fallen into their grasp. The victims of a rampant viral strain, the Zombie's numbers swell with every meal, each victim becoming a Zombie himself (see *Night/ Dawn/ Day of the Dead*).

Finally, my favourite has to be the Scalies. These reptilian mutants were once human, but now they tower above everyone, great lumps of muscle, covered in thick iron hard scales. These brutes carry cumbersome homemade weapons that are so huge and powerful that only they are capable of firing them (see any John Carpenter film, such as *The Thing*, which is likely to include any or all of these at once).



this issue) has really produced some superb paint schemes. Discoloured skin tones with yellow sores and gangrenous boils, Zombies with open wounds, weeping thick pus and goo, yuk!

This is certainly a truly horrific gang, and definitely not for the squeamish, so if there are any kids in the room you best ask them to leave now, because like a bad dose of nuclear fallout the Scavvies are here to stay.

IAN PICKSTOCK

It isn't just the background either, Colin Dixon has turned out some cracking models that really capture the spirit of the Scavvy culture. Living in the very depths of the Underhive, I can imagine whole gangs running in fear of catching untold plagues and contagions that these sorry humans must surely carry.

Finally Mark Jones, the Scavvy King himself (more from him later on

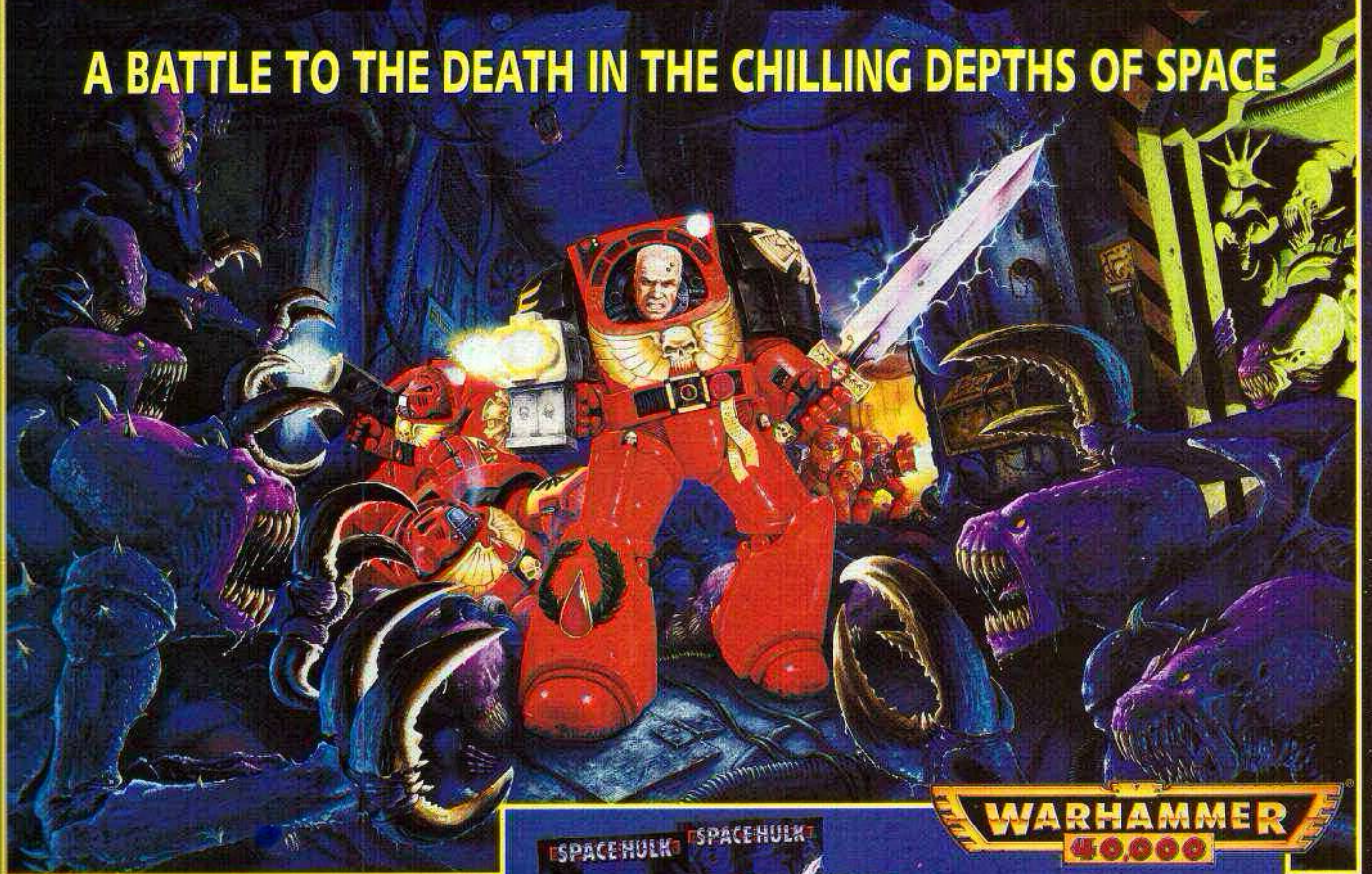
NEXT ISSUE...



SCALY WITH SCATTER CANNON

SPACE HULK™

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



WARHAMMER
40,000

In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.

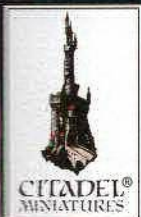


Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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GAMES
WORKSHOP

IMPERIAL STORM TROOPERS

The Storm Troopers are the Imperial Guard's best fighting regiment. Unlike other regiments, they are recruited from all across the Imperium and wear a distinctive uniform which is instantly recognisable by other Imperial Guard units. In action, companies or battalions of a thousand men at a time provide a core of ultra-trained, well-equipped squads that can be used to bolster other Imperial Guard regiments as needed.



Storm Trooper sergeant with sword



Storm Trooper sergeant with bolt pistol



Storm Trooper with plasma gun



Storm Trooper with melta-gun



Autocannon weapons team



Heavy bolter weapons team



Only the Storm Troopers can hold back the tide of Genestealers as they swarm over a vital defensive position.

⚡ STORM TROOPER ⚡

Storm Troopers are recruited from the orphan sons of Imperial officials from all over the galaxy. The families of men who die in the Emperor's service are looked after well by the missions of the Imperial Cult, the most famous of which are the Schola Progenium. Here young orphans are schooled to love the Emperor. They are shown the many ways in which they can earn the Emperor's gratitude and thereby attain the highest honour in the Imperium. They gladly embrace a demanding and unremitting regime of prayer, study, and physical training. Though hard, the path is trod willingly for all know that those who excel are marked for greatness.

Many of those who pass through the hands of the Schola Progenium are initiated into the Adeptus Terra. Some find their way into the Inquisition. The Ecclesiarchy, too, welcomes the studious and the zealous. For the natural warriors and leaders, the Imperial Guard offers a place amongst the staff officer corps or the Storm Troopers. Many Commissars found the unbreakable strength of their faith in the missionary orphanages.



VETERANS

I'm sorry to have to say it, but when it comes to the crunch, Imperial Guard troops just don't cut it on the dangerous Warhammer 40,000 battlefield. To put it simply, the battlefield of the Warhammer 40,000 universe is a Strength 4, Toughness 4 place, where guys with flak armour and a torch are cannon fodder. There is an exception however: the Imperial Guard Storm Trooper. The Storm Troopers are the crème de la crème of the Imperial Guard fighting troops. Unusually for the Imperial Guard, Storm Troopers are equipped with hotshot lasguns, an innovative piece of equipment from the forge worlds of the Adeptus Mechanicus. This overcharges the lasgun, giving the Storm Trooper a weapon with which he can stand firm against the enemies of the Imperium.

Another feature of these elite warriors is their veteran status. Storm Troopers are constantly moved from war zone to war zone, and rate as amongst the most experienced units in the Imperial Guard. Unlike other regiments, Storm Trooper companies receive a constant influx of new recruits to keep them at full strength. But even these new recruits are trained in the most thorough manner, and quickly absorb the battle skills practiced by their companions.

A Storm Trooper squad must always have one veteran ability chosen from the veteran abilities list. This is not an option for Storm Troopers as it is for other troops. Storm Troopers are *always* veterans.

Although you can also raise a normal Imperial Guard squad to veteran status, it is the combination of this with their improved weaponry and leadership that make the Storm Troopers a force to be reckoned with. I thought I would take this opportunity to take a more tactical look at the different veteran abilities that you can give your Imperial Guard troops, and how these can fit into your overall battle plan.



By
Rick Priestley
and
Ian Pickstock

Totally dedicated, loyal, and unswerving in their service to the Imperium, every Storm Trooper owes his very existence to the Emperor. If they can give their lives fighting against the enemies of the mankind, then maybe they can somehow repay their debt to their saviour.



Supported by Cadian Shock Troops, a squad of Storm Troopers lead by example and execute a daring raid on an Eldar position.

TOOLIN' UP

The first thing that you must consider is the wide variety of troops that can be given veteran abilities, and the cost of the different veteran skills. It is entirely possible to raise almost every squad in your army to veteran status. But do you want to? Well of course you do, but with only a finite number of points to spend on your army, the question you have to ask is, do you need to? Just like extra equipment and wargear, you have to consider your plans and strategies before spending precious points on expensive veteran abilities for your squads.

Cannon fodder they may be, but those Imperial Guard squads are cheap – an army of Imperial Guard can soon bog down a more elite force. If you swamp the enemy with sheer weight of numbers and volume of fire, the outnumbered enemy has to waste its sophisticated wargear on troops much cheaper than itself. Carrying out a plan such as this is remarkably easy, you just have to form your Imperial Guard into a battle line and get in the way of the enemy. Once in position, the massed firepower of Imperial Guard troops can be concentrated to deadly effect.

The flaw with this plan is that on its own, you are just asking for it. Many armies have ways of cutting through such massed groups quickly and easily: barbed stranglers, assault cannons, whirlwinds, even a squad of Eldar with shuriken catapults. Your only hope is that at the end of turn four enough of your Guardsmen have survived to

give you a victory. Against a wily opponent your army will probably be slaughtered wholesale. What you need is a battle line to absorb enemy assaults, engage enemy units in firefights, and above all, take most of the casualties. However, you also need some more elite units to take out enemy threats to your battle line.

OFFENSIVE FOOTING

The Imperial Guard has access to quite a few elite units. It can include tanks such as the Leman Russ, Demolisher and Hellhounds. Infantry squads can include Ratling Snipers, Ogryns and of course Storm Troopers. All of these units have special equipment, heavy weaponry, or skills that they can use to put your Imperial Guard army on a more offensive footing.

Before picking your veteran ability for your Storm Troopers you must consider what part they are going to take in your overall plan. Are you going to use them to take out enemy heavy weapons or to complete your mission, or are you going to use them to destroy the enemy's assault troops? These are just a few of the tasks that they can be set, and can complete. Now you must decide how they are going to complete their task. Remember that the Storm Troopers' choice of equipment is still fairly limited, meaning that their role on the battlefield is going to be largely decided by what veteran ability you give them. To give you a few pointers, the following list goes through each skill in turn and looks at how it can improve your Storm Trooper squad.

CRAZED

This ability is primarily useful for rendering your Storm Troopers immune to psychology. If you are going to be facing Tyranids or other fearsome armies this can be used to rob your opponent of one his nasty little surprises. The ability to take up to 50% casualties in one turn before having to take a break test is also bound to help your Storm Troopers stick around a lot longer. If you intend them to be used as an assault squad, then this skill can certainly save them from the consequences of breaking in hand-to-hand combat. However at the end of the day, I'd rather not take a break test at all, as I'd prefer it if none of my Storm Troopers got killed!

FREEDOM FIGHTERS

If the points are short, *Freedom Fighters* can be a good cheap skill and is particularly useful if your Storm Troopers are going to be laying an ambush or are defending an objective or bunker. Imagine your opponent's surprise as he charges in to grab a *Take and Hold* objective, only to have his men killed by buried mines, flying spike traps and other such unpleasantness.

GRIZZLED

This is a sort of poor man's version of *Crazed*. But as with the rest of the Imperial Guard, keeping the points down allows you more room to get other tanks and squads. So, if the points are running low and your Storm Troopers need some added resolve against a fearsome enemy such as Tyranids or Chaos, then *Grizzled* is just the tool.

DEAD EYE SHOTS

This is a good one to give to your Storm Troopers as it allows them to re-roll any misses with ranged weaponry. Armed as they are with Hotshot lasguns, you'll want to get as high as possible kill ratios. So, if you are going to use your Storm Troopers in more of a long range role, this will increase your chances of hitting your targets.

GUERRILLAS

If you intend to surge down one flank with your Storm Troopers, or maybe use them to assault a position, such as a bunker or an objective, then *Guerrillas* is a particularly useful skill. It allows them to run and fire, or run and hide. The benefits of this are obvious – it allows your squad to close rapidly on the enemy and either eliminate them in a fire-fight, or hide so that they cannot shoot your squad before you are in a position to charge into hand-to-hand combat.

As a mob of Snakebite Boarboyz braves the overwatch fire of the Freedom Fighter Storm Troopers, little do they realise that the woods hold more nasty surprises.



Crazed Storm Troopers launch an assault against a fearsome Tyranid Zoanthrope. The Storm Troopers are easily outclassed, but maybe sheer force of numbers and their unswerving faith in the Emperor can win the day for them.





The Blood Axe Kommandos stand little chance in a firefight against a squad of Storm Trooper Street Fighters. Making maximum use of cover offered by an Imperial refinery, the Storm Troopers find concealed positions from which they can open fire.

HARDENED FIGHTERS

This is most definitely one to give to your Ogryns or Rough Riders, and at 10 points it's a bargain, allowing you to re-roll a single attack dice in hand-to-hand combat. However, the lack of assault weaponry available to Storm Troopers means this may not always be a wise choice for them. Of course, if you are going to go up against the likes of Eldar Guardians or Ork Boyz, then this may just give you that edge in a fight.

SLICK CREW

Well, I think everyone knows this a skill for those Heavy Weapon Squads and is wasted on a normal squad, let alone a unit of elite Storm Troopers.

STEALTHY

This one is particularly useful if you like playing games over really dense terrain, or if your opponent likes to sit behind cover blasting away for most of the game. *Stealthy* will allow your Storm Troopers to move quickly through woods and buildings, sneaking up on unsuspecting enemy units, and then using the Storm Trooper's superior hand-to-hand fighting ability whilst in dense cover.

STREET FIGHTERS

Get your Storm Troopers in amongst some buildings or dense cover and with the *Street Fighter* capability they will all but disappear, making it very difficult for the enemy to draw a bead on your Storm Troopers.

TANK HUNTERS

Well, interestingly enough, Storm Troopers are the only squad that can readily take advantage of this skill. As they are able to be equipped with krak grenades, you can use them to quickly take out enemy tanks and vehicles.

HOT SHOT LASGUN AND LASPISTOL

Storm Troopers are trained and equipped to much higher standards than normal Imperial Guard regiments. Though all Imperial Guard units represent the best fighting forces from their planets, the unique position of the Storm Troopers gives them advantages over other troops. One of the greatest advantages is their weaponry – although they use the standard lasgun and laspistol, they carry special power packs called hotshot packs.

Hotshot packs carry a much more potent charge than a standard laser power pack, with the result that a shot from a hotshot laser is more destructive than an ordinary laser shot. These hotshot packs are expensive and difficult to produce compared to ordinary power packs – they give fewer shots, and cannot be recharged as easily or as often. Also, a lasgun or laspistol that uses a hotshot pack will wear out much more quickly, and must be constantly maintained and repaired if it is to work properly.

For all these reasons the Administratum has never issued hotshot packs to normal Imperial Guard regiments, though Storm Troopers carry hotshot packs as standard. They are trained to look after the weapons and can even rebuild them if necessary, and the relatively small number of Storm Troopers makes it possible to keep enough spare packs in reserve.

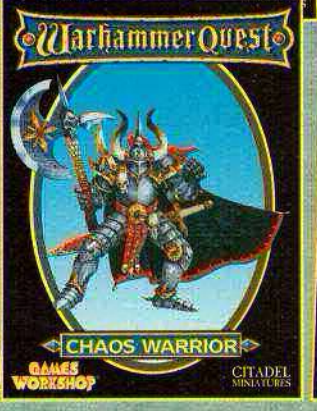
HOTSHOT POWER PACKS

A hotshot laser has +1 Strength compared to an ordinary lasgun or laspistol. The profile below shows details for these powerful weapons.

No account is made of the relative unreliability of hotshot weaponry during a game. Any such weapons are assumed to be in good state of repair for the battle. The only effect of their relative complexity is that their use is restricted to Imperial Guard Storm Troopers.

	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Hotshot lasgun	0-12	12-24	+1	-	4	1	-1	D6+4	
Hotshot laspistol	0-8	8-16	+2	-1	4	1	-1	D6+4	Close combat

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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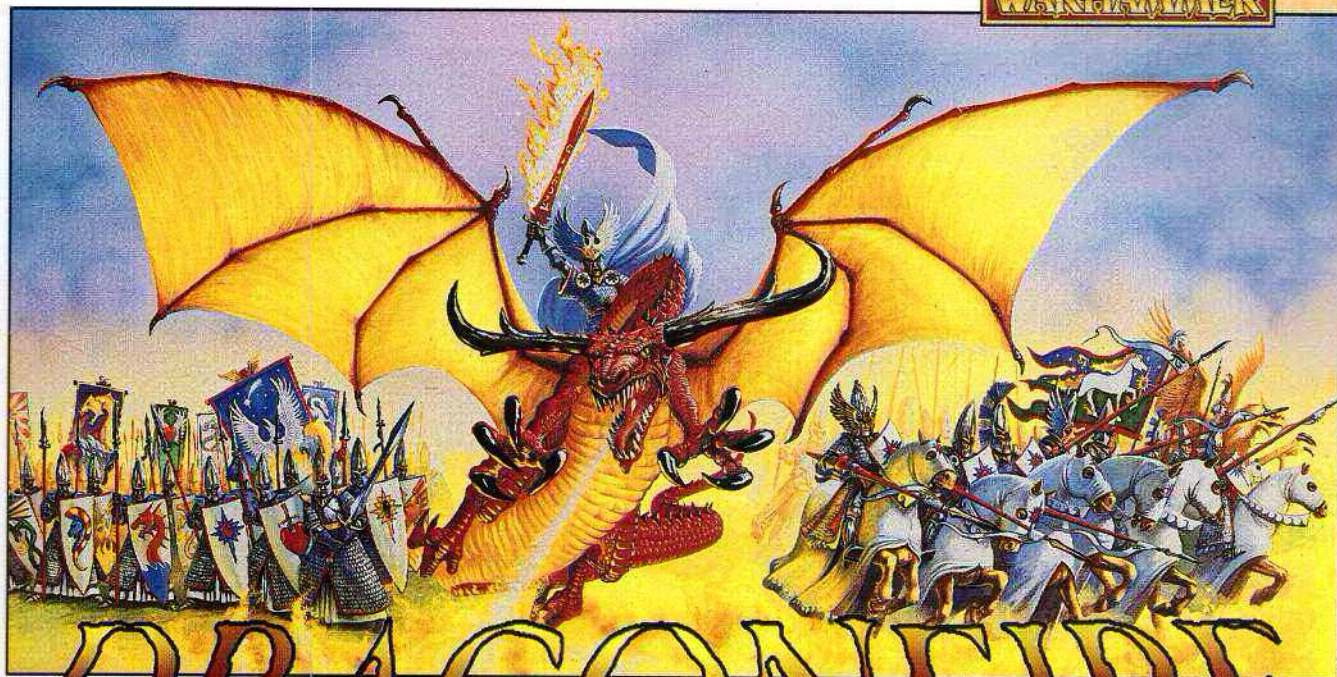


FOREST DRAGON



The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.





DRAGONFIRE

DRAGONS

Since Warhammer was released, there have been many additions to the denizens of the Warhammer World, some powerful, others not so potent. However, a few of you have written to us suggesting that, compared to other mighty beasts, Dragons are no longer rulers of the sky (as you'd imagine from their magnificent history and points value!). We looked closely at this and decided that something did indeed need to be done. The following rules are *optional* and you and your opponent must agree whether or not to use them before the battle. Even so, we strongly suggest that you do use them, since they bring Dragons back to the fore as massive beasts capable of acts of immense destruction. These rules apply to any and all Dragons, including Chaos and Zombie Dragons. Let us know what you think...

NEW RULES

Scaly Skin

All Dragons have extremely hard scales which act like armour, protecting them from every attack. A Dragon therefore has an armour saving throw of 4 or more on a



D6. However, as Dragon scales are extraordinarily hard, the Dragon's save is not modified by the usual saving throw modifier for Strength. Regardless of the Strength of the attack, a Dragon will always have the same save. Only if the attack discounts saving throws for armour altogether is the Dragon's save ignored.

Breath attacks in melee

Dragons use their breath attacks in the shooting phase. Dragons fighting in hand-to-hand combat can continue to use breath attacks in the shooting phase, but must direct these attacks against the units they're fighting. Models killed by breath attacks in the shooting phase are not counted towards the combat result – the effects of the attack itself being considered destructive enough without making life any harder for the enemy!

You should resolve the damage of the breath weapon attacks used in hand-to-hand combat in the normal manner, as explained in the Battle Bestiary. The only exceptions are the breath attacks of Green and Forest Dragons, and the special effect of their Dragon's breath is used slightly differently. In the case of the breath attacks of both Green Dragons and Forest Dragons, a target unit that is engaged in hand-to-hand combat and which fails its Leadership test is not moved D6 inches away from the Dragon. Instead, it fights with a -1 to hit penalty during that turn due the choking effect of the fumes. See the rules for Forest Dragon's breath on the following pages. Note also that Chaos Dragons can use only one of their breath attacks in hand-to-hand combat.

By
Rick Priestley
and
Nigel Stillman

Among the most
devastating
creatures of the
Warhammer
World are the
ancient and
deadly Dragons.



FOREST DRAGON

Although the Forest of Loren is free from many of the hideous, savage and terrible creatures which roam at large throughout the forests of the Old World, there are still hidden places where such awesome beasts lurk. Such a place is the great Chasm Glade of Loren. This remote region is almost inaccessible even to the Wood Elf Scouts. It lies in the east of the realm where the forest creeps into the crags and pinnacles of the Grey Mountains.

The best way into the Chasm Glades, should you be reckless enough to go there, is to fly in upon the back of a great bird of prey. No doubt the first Dragons to make their nests here also flew in from above. These Dragons have been dwelling here since the dawn of time.

They have now become a distinct and exceptionally rare race of Dragons known as Forest Dragons. Long ago they lost the battle for supremacy of the peaks to the savage and more agile Dragons of the bare mountains.

Instead the Forest Dragons adapted to a life among the trees in the densely forested Chasm Glades. With sheer rock face on all sides, the Dragons' nests were safe and secure from any predatory Dragons flying above, or any other creatures or Dragon hunters. No questing knights or Elf hunters could find them, nor could Dwarf Dragonslayers find a way into the chasm. Thus the Forest Dragons thrived and survived while elsewhere other Dragons were slain and driven into the mountains.

Over centuries of isolation the Forest Dragons have evolved their own curious and distinct characteristics. Most amazingly, they no longer eat meat, but instead use their great saw-like fangs to chop and grind the roots and branches of gigantic trees. They are coloured in various shades of mottled green.

A few Wood Elves, especially mages, have been able to find and communicate with these Dragons. They have discovered that far from being a menace to the Elven folk, the Dragons are themselves protectors of the forest on which they depend, and are therefore natural allies of the Wood Elves. Occasionally a mage will succeed in tempting a Forest Dragon to leave the chasm and join with the Wood Elf army to fight off invaders of the forest.



	M	WS	BS	S	T	W	I	A	Ld
Forest Dragon	6	6	0	6	6	7	8	7	7

SPECIAL RULES

Green Fuming Breath

Forest Dragons are a kind of Green Dragon as described in the Warhammer Battle Bestiary and above. They belch corrosive green fumes. Any model hit suffers a Strength 3 hit with no saving throw for armour. In addition, a unit attacked by these fumes may be forced to give ground before the choking clouds. The unit takes a Leadership test. If the unit passes the test it holds its ground. If not it is moved D6 inches directly away from the attack. This does not affect its move next turn.

Fly

Forest Dragons nest in huge trees and use their wings to glide between the treetops and the ground. They can fly as described in the Warhammer rulebook.

Scaly Skin

Forest Dragons have hard, scaly skin which acts like armour, giving them an armour save of 5+ (unless you've decided to use the new scaly skin rules from the previous page).

Terror

Forest Dragons are huge frightening monsters capable of uprooting gigantic trees and tossing them in the air when annoyed! Forest Dragons therefore cause terror as described in the Warhammer rulebook. Note that creatures that cause terror also cause fear.

The Forest of Loren is mostly free of the many hideous, savage and terrible creatures which roam at large throughout the other forests of the Old World. However, there are still a few dark, hidden places where such awesome beasts lurk.

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

MARK OF CHAOS

A little while back we had a visitor to the White Dwarf Bunker all the way from Canada. Jake Vlemmix is one of the staff who works in our Games Workshop store in Toronto, and we'd heard he had a really amazing Chaos army painted for Warhammer 40,000. When he came over to the UK we decided to invite him down for the day. As you can see from the picture at the bottom of the page, Jake's army is very impressive with a strong theme throughout. The army is based around the Chaos god Nurgle and has all the hallmarks of the Lord of Decay.

Unfortunately we didn't have time to interview him whilst he was here, but he did send over to us a list of questions he is most commonly asked about his army and about painting and gaming.

Q How long have you been collecting and painting miniatures, and how did you discover the hobby?

A I painted my first miniature when I was eleven years old, I'm now twenty one so that's ten years all together. I remember wandering into a hobby shop in my home town and they had a whole wall of fantasy books and miniatures. I was intrigued that a small shop could have so much weird stuff!

Q What made you buy that first miniature?

A I was hooked on fantasy and science fiction – my favourite movie at the time was Star Wars, and I had just finished reading Lord of the Rings. The miniatures were great, all of my favourite themes and images condensed into a single small model. I knew that I had to have one of them.

Q What did you buy?

A The old Citadel Treeman, you know, the one with his arms sticking out at a right angle. You never see it around much these days.

Q Do you still have it?

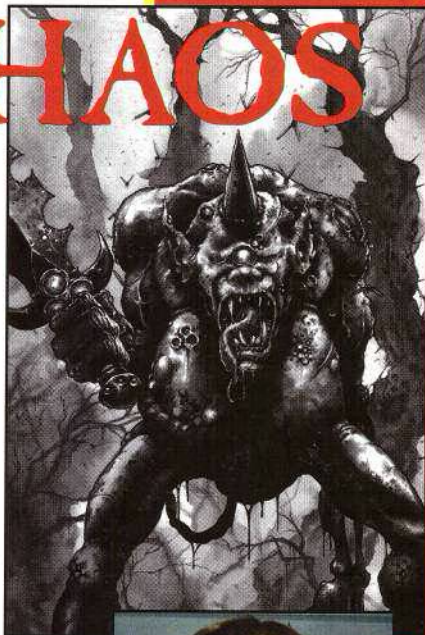
A No. It got trod on a few years ago, unfortunately, but I think the new Treemen are much better anyhow. I'm a big fan of upgrading my older models when new ones come out.

Q So how did you end up working for Games Workshop?

A Well, I remember the store in Toronto opening about five years ago – I was very excited. I got on the train and travelled two hours to the store – it was great, thousands of miniatures, games, everything I wanted. I decided then that I wanted to work for Games Workshop. I kept on coming in – bringing in miniatures and hassling the manager until eventually he gave me the job – I was lucky, I guess.

Q So on to the army – why did you choose a Chaos army for Warhammer 40,000 in particular?

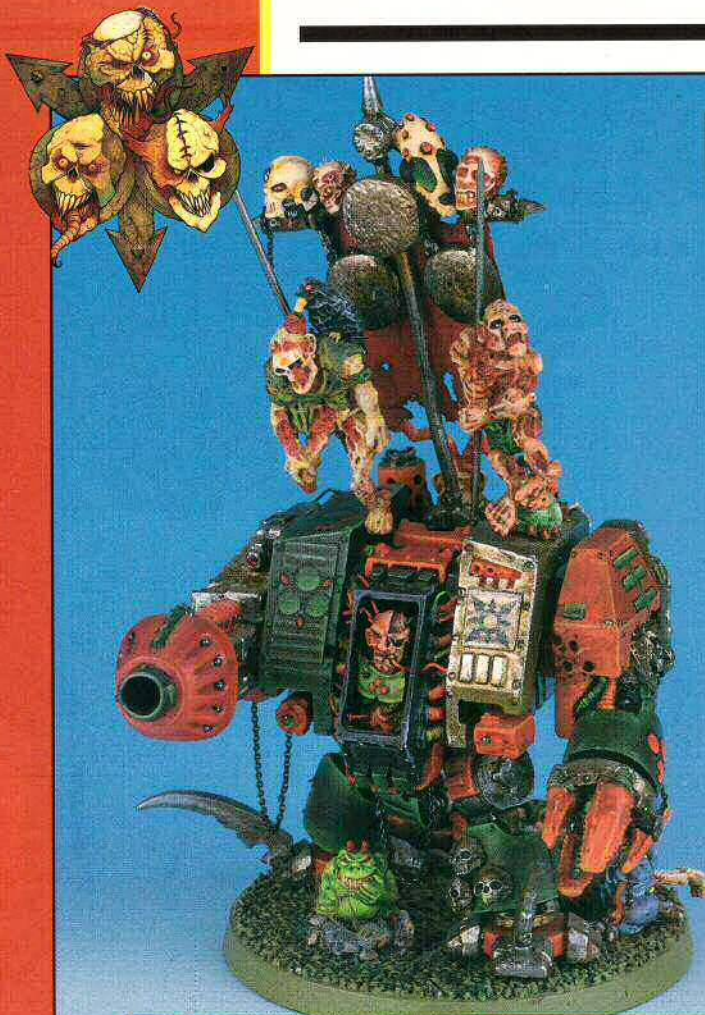
A I had the idea to convert a Space Marine Dreadnought into a Chaos Dreadnought so the rest of the army was built around the Dreadnought as a centrepiece.



Jake Vlemmix

As you can see from this picture of Jake's army, he is prolific painter and has created an army with a very definite Nurgle feel to it. From the tiny daemon Nurglings to the foul Beastmen, the Dreadnought to the Plague Marines, every detail goes together to make for a great looking Chaos force.





Jake's Nurgle army is always on display in the Games Workshop store in Toronto, and his Blood Angels are coming soon!

Q The Dreadnought has lots of detail – how did you put it together?

A The concept was to create a meat-grinding, walking beast of a machine. The large banner poles and impaled bodies were important to the

plan, as was the bio-mechanical look of having the Chaos Marine exposed. I wanted it to look a lot less wholesome than the regular Space Marine Dreadnought, without losing any of the machine's solid structure.

Q What pieces did you use?

A The heavy plasma gun had to look big and nasty so the best model to use was the Plasma Annihilator off the Epic Imperator Titan. The Space Marine is a fantasy Chaos Champion. The power claw is from a Giant Scorpion. The banner poles are cocktail sticks with older range Citadel Zombies on them, and the claws on the feet are from Undead scythes. Plus there are numerous other bits and pieces stuck on there.

Q Why choose Nurgle and not one of the other Chaos gods?

A I always have liked the look of rotting flesh and decay – all those maggoty colours appeal to me (*oh dear – Ed*) – I like the Undead army for Warhammer for exactly the same reasons.

Q So do you consider yourself more of a painter, or more of a gamer?

A A happy medium, I would hope. I used to be more of a painter, but when the second edition of Warhammer 40,000 came out I started playing more often. Some people paint and never play, and I can't understand that. They are missing out on a whole aspect of the hobby!





Q What's the process you go through when painting up an army?

A I always start with a centrepiece model and build the rest around it. My Undead army is built around the Vampires and Heinrich Kemmler. My Eldar army started with the Avatar. The next thing I do is finish a significant squad or regiment. For the Nurgle army, the Beastman squad led by the Champion in power armour was completed soon after the Dreadnought. I make sure that I use the same colour scheme in all of my units. It gives them uniformity.

Q How long did this army take to do?

A I actually worked at it on and off for over a year. I always have about three or four projects on the go at any one time. I really should discipline myself to stick with one army and get it finished. Overall, I would say the Dreadnought has about one hundred hours of work on it, and the rest of the army about two or three hundred hours, all in. I would say I paint for about two to three hours a night on average.

Q Which armies have you battled against so far, and did you win?

A I've actually been lucky with this army so far, I've beaten Orks, the Imperial Guard and Space Marines – and I'm hoping to take on the dreaded alien might of the Tyranids soon.

Q Come on, someone must have beaten you?

A Yes, those cursed Eldar scum. The actual troops were fairly easy to kill, but they beat me with superior psychics and those damned

Exarchs are a nuisance. But Nurgle will have his revenge on the Eldar, oh yes, he will!

Q Do you think you are getting better at painting,?

A Absolutely – every day in every way – it's all down to practice and never giving up. Painting is like all skills. Perseverance pays off in the end.

Q What appeals to you about the Warhammer 40,000 game?

A Big guns, mayhem, destruction, and sometimes a bit of strategy. I'm also a scenery nut, and as we all know you can never have enough scenery in a game of 40K.

Q What are you working on next?

A Well, like a lot of Warhammer 40,000 players, I've gone Necromunda crazy – I'm painting every single Escher model I can! I'm also working on some Ratskins, 'cos I want to use them as cultists for my Nurgle army. I'm also about to start a Blood Angels army, now that the Codex is out. As usual I have started with the centrepiece model – Mephiston, I think he's one of Jes Goodwin's best models to date!

As you can see from the previous pages, Jake has not only spent a lot of time converting models, but carefully choosing just the right combination of poses to give his squads a coherent look.

"It's all down to practice and never giving up. Painting is like all skills. Perseverance pays off in the end."



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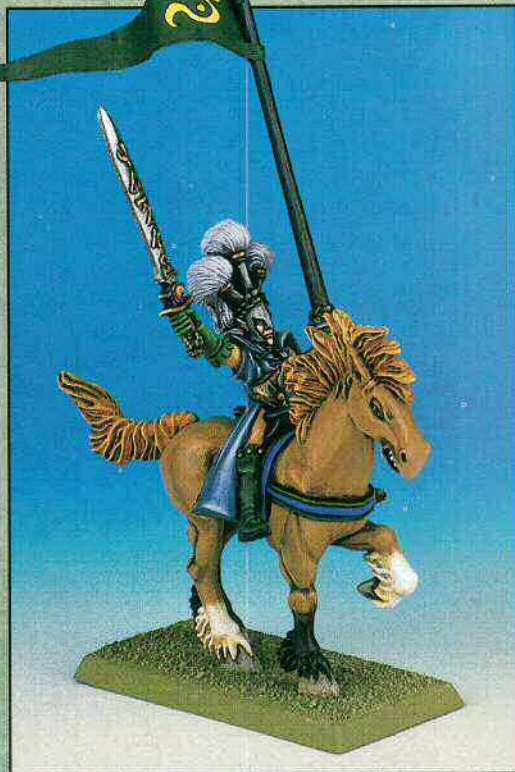


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WOOD ELF GENERAL



The General of a Wood Elf army will also be the Lord of one of the Kindreds of Loren. He will often ride into battle upon an Elven Steed, especially if he is a Lord of the Kindred of Equos who watch over the herds of Elven Steeds in the Meadow Glades.



WOOD ELF MAGE

Wood Elf Mages are experts in divination and are able to communicate with trees simply by touching them. They can rouse dormant Treemen, invoke Dryads and

cause trees to grow rapidly in any shape they desire by chanting their strange and arcane songs.

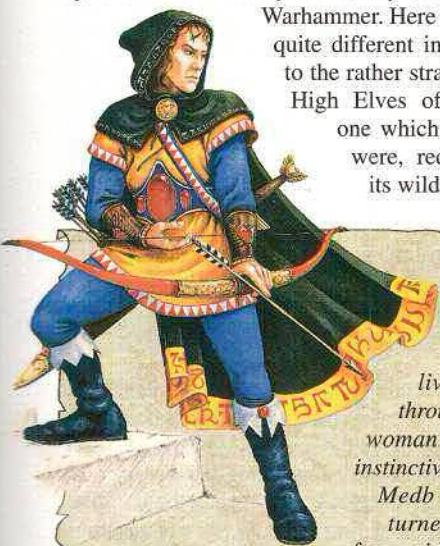
Of all the Wood Elves, the Mages are the most attuned to the forest and the wild magic that flows through its rich, verdant glades.



DAWN OF THE RESTLESS DEAD

Last month the formidable forces of the Wood Elves of Athel Loren were unleashed from their forest bowers onto an unsuspecting Warhammer world. Yes, the long-awaited Warhammer Armies Wood Elves book has hit the shelves of Games Workshop stores all over the country!

My interest in the Wood Elves was first aroused by the Battle Bestiary inside my boxed set of Warhammer. Here was a race quite different in character to the rather straight-laced High Elves of Ulthuan, one which had, as it were, rediscovered its wild roots. My



enthusiasm for the mysterious inhabitants of the Forest of Loren was further fuelled by the *Hail of Doom* article in White Dwarf 190, last year. For those of you who weren't paying attention, in it David Cain, winner of the First International Warhammer Tournament, fielded his Wood Elf army against the Orc and Goblin horde of Gordon Davidson, the winner of Workshop's "dry run" staff Tournament. This determined who would be the Supreme Warhammer Champion of 1995.

The photographs of David Cain's brilliantly painted army were my first glimpse of what a true Wood Elf host should look like. Before this point I had only ever seen the warriors of Athel Loren acting as allies to the Knights of Bretonnia or

The mist swirled around the boles of the ancient oak trees like some living thing creeping through the dusk. The Elf woman froze, and instinctively her steed halted. Medb the Master Mage turned her head slowly from side to side trying to

locate the sound once more. In this tense state it seemed to her as if the deafening pounding of her own heartbeat, like some Orcish drum, would drown out all other noises.

The Unicorn snorted, its breath steaming in the chill air. Silverhorn was uneasy also. The magical beast could sense the evil presence too, like some lurking black shadow between the trees. The stench of death and Dark Magic hung over this part of the forest. The fetid, sweet smell assailed the wizard's nostrils, almost making her gag with its dark, cloying foulness.

There it was again. A scrabbling, the rattle of tumbling stones, the crack of a twig, the hollow knock of bone on wood. Medb raised a hand and every Wood Elf in the party tensed ready for the command to attack.

"What is it?" hissed an archer, standing at the Mage's knee.

"Necromancy," was her whispered reply. "There is one abroad who would rather the dead did not rest easy in their graves this night."

The wizard dropped her hand and kicked her heels into the Unicorn's sides. The Wood Elf host burst through the line of trees and into the glade, their battle-cries echoing around the standing stones and ancient burial mounds. The Necromancer looked up in startled surprise, but at the same moment, the cairn of stones next to him collapsed. A mass of

Skeletons clambered from the rubble of their desecrated grave clutching aged weapons in their bony hands.

A hoarse whinnying and the pounding of hooves drew the Wood Elves' attention away from the newly-risen Undead warriors as Skeleton Horsemen rode across the clearing on their fleshless steeds to engage Medb's Glade Riders. A blood-chilling screech split the air above the shattered mounds and the Master Mage felt a fearful dread wash over her like a tide.

Looking up, Medb could see the Carrion, black silhouettes against the velvet blue of night. And then a great beating wind battered her, created by the strokes of some great bird's mighty wings, and she was filled with a feeling of reassurance. The aerial protector had joined the Wood Elves in their time of need: once more the beak and talons of Corrawk Greywing would tear apart the foul monstrosities of unlife.

Raising both hands above her head, the Wood Witch made ready to cast the first of her magic spells.



By Jonathan Green

The more observant of you may have noticed Jonathan's name in some of our Warhammer Armies books and Warhammer 40,000 Codexes. He's the individual responsible for a lot of the short stories (or "colour text" as we call it) that you read. Here, he explains just where he gets his ideas from, and shows how you can use colour text as an inspiration for gaming ideas.

fighting alongside the mighty forces of the Empire. I was immediately drawn in by the vibrant colours and dramatic stances of the Wardancers, the majestic form of the Great Eagle swooping down into the forest glade, and the mighty Treeman, its branch-like arms outstretched ready to grapple with the most fearsome and deadly of enemies. Things have only improved since and the new Wood Elf miniatures look even better!

LEGEND AND LORE

At this point it would probably be helpful to explain the process I go through when I produce the short stories, or "colour text" as it is known, for the Warhammer Armies books and Warhammer 40,000 Codexes. The first thing that happens is that I visit Games Workshop's Design Studio to discuss what colour text is required for a book. The purpose of each story is to highlight one particular aspect of a race's culture, be it characters, troop types or racial traits. I then receive a copy of the army

book as it stands to take away and inwardly digest before putting pen to paper, or rather, fingertips to keyboard.

As soon as I got a copy of Nigel Stillman's manuscript for the Wood Elves army book I fell on it ravenously, so greatly had my interest been aroused by the woodland dwellers. Reading Nigel's wonderfully detailed background, I discovered more and more about the ways of Wood Elves, their motivations and desires. These were not whimsical faerie folk, but a race imbued with barely-contained bestial energy and an awesome knowledge of nature, totally in tune with the cycles of the earth itself. Now they had a fully developed background including the history of Athel Loren and that of Orion and Ariel, their own god-like King and Queen in the Wood.

The brief for one of the pieces of colour text I had been asked to write was a magical duel between a Necromancer and a Wood Elf mage. The true purpose of the story was to demonstrate the inherent difference in style between the intuitive, natural magic of the Wood Elves and the foul, dark magic of Necromancy. However, to make the story more involving for the reader it needed characters. Hence the Wood Elf mage became Medb the Wood Witch, protector of the Cairn Glades of Loren, and the Necromancer became Laskar Noircouer, the scourge of Quenelles.



The Wood Elf host bursts forth from the woods just in time to halt the foul rituals of Laskar Noircouer, Necromancer Lord of Quenelles. With his foul ceremony interrupted, Laskar is only able to summon a small part of the full legions of undeath.

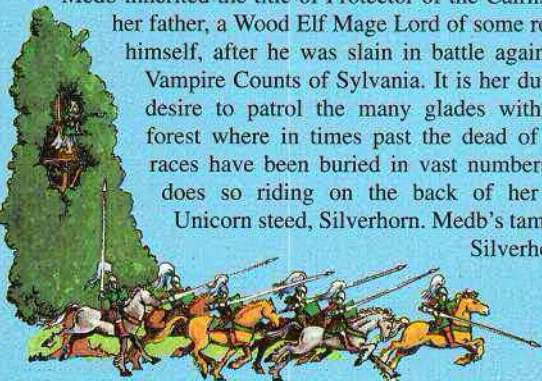


MEDB THE WOOD WITCH, PROTECTOR OF THE CAIRNS OF LOREN 219 points

+5 points *Magic War Paint*
+90 points Silverhorn the Unicorn

Throughout Athel Loren, Medb the Wood Witch is renowned not only for her mastery of the magic arts, but also for her beauty. She is slender of body and her skin is like ivory. Like many of her race she has piercing, steely violet eyes, but unusually her otherwise auburn hair is streaked with green. Her robes and clothes are almost entirely stitched together from leaves and she wears the feathered head-dress of a mage of the Cairn Glades Kindred.

Medb inherited the title of Protector of the Cairns from her father, a Wood Elf Mage Lord of some renown himself, after he was slain in battle against the Vampire Counts of Sylvania. It is her duty and desire to patrol the many glades within the forest where in times past the dead of many races have been buried in vast numbers. She does so riding on the back of her loyal Unicorn steed, Silverhorn. Medb's taming of Silverhorn is such



fame among the Wood Elves that it is now sung of as a ballad by the bards of Loren.

The Wood Witch has proved her mettle in battle on many occasions, fighting alongside the Guardians of the Cairns. Countless numbers of Undead have fallen before her wrath as Necromancers and Liches have desecrated the ancient burial mounds and the hordes of the living dead have destroyed her beloved forest.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Medb	5	4	4	4	4	3	8	2	8
Silverhorn	9	5	0	4	4	3	4	2	9

Weapons/Armour: Medb is armed with a hand weapon. Medb rides Silverhorn, a Unicorn.

Spells: Medb is a Master Mage and so must have at least one Amber or Jade spell besides spells of any other colour.

Magic Items: Medb is a Master Mage and may have up to three magic items. One of these is normally *Magic War Paint*. The card for this item can be found in Warhammer Battle Magic, but for convenience the rules for *Magic War Paint* are repeated here below.

Magic War Paint: Before going into battle Medb paints herself with swirling magical designs which deflect the blows of her enemies. The war paint gives her a saving throw of 3+ against missiles and 5+ against hand-to-hand attacks.

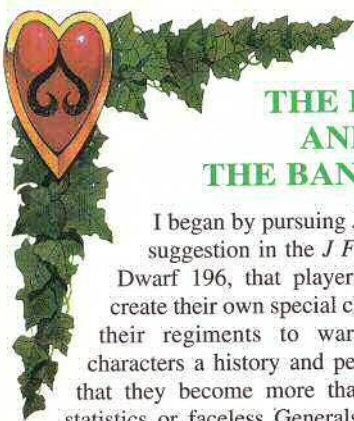
As the story developed I began to think, what if these two awesome wizards had met before? I hinted at such an earlier meeting in the story, but even once it was finished the idea stayed with me and I started to wonder what exactly had been the situation in which Medb and Laskar first encountered each other. There had definitely been a battle, but how many were involved? Obviously, the two main protagonists had survived and it could be safely assumed that the Master Mage had been the victor, but what else had happened? Had the sacred glades been defiled? How many had given their lives to protect the ancient forest realm? I decided that the only way I could know for sure was to draw up the battle lines and let battle commence.

ARMIES ARRAYED

I decided that, at least to begin with, I would restrict the size of each army to 1000 points. This fitted the tone that I had imagined for Medb and Laskar's first meeting. The Wood Elf Mage and her retinue chance upon the evil Necromancer and his fledgling force as he

sets about resurrecting the dead of Loren's Cairn Glades. With this, he hopes to raise a mighty army and challenge the King of Bretonnia himself! 1000 points for each side would also give me a core army for both the Wood Elves and the Undead which I could later develop into 2000 point armies, or even use as divisions of two mighty 3000 point armies.





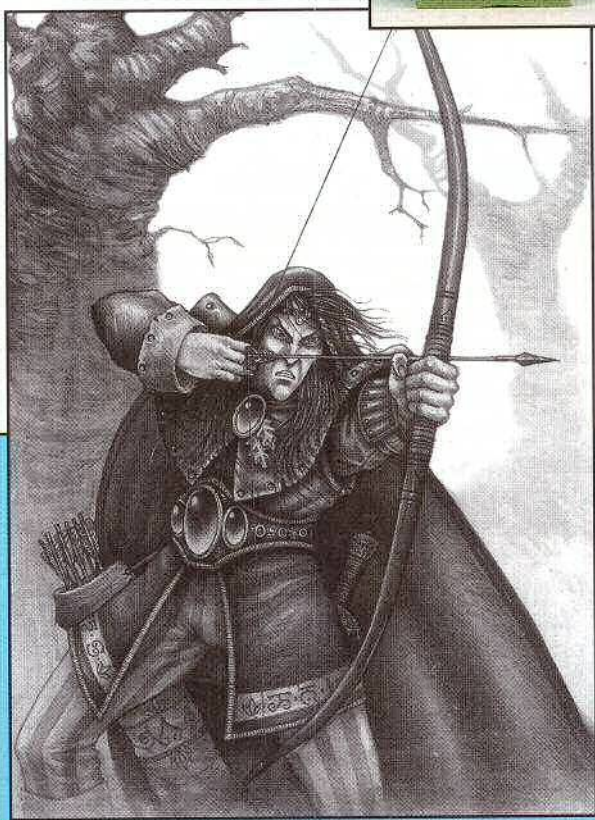
THE BRAVE AND THE BANEFUL

I began by pursuing Jervis Johnson's suggestion in the *J Files* from White Dwarf 196, that players might like to create their own special characters to lead their regiments to war. Giving your characters a history and personality means that they become more than just a set of statistics or faceless Generals. This can also provide motives or reasons for battles, as well as characters you can then bring back and field again and again.

Many Warhammer Generals are nothing more than a stat line and a collection of magic items, with no character or background. However, I had fleshed out two special characters in my short story already. I had hinted at a history of enmity between the Master Mage and Necromancer and set the tone for their armies to a certain extent through the text I had written. So the first thing I had to do was develop the two characters into game-usable special characters, deciding which magic items they would favour, how they would be armed and what steeds they would ride (if any).

All the while, of course, I had to make sure that everything fitted within the restraints of the game rules in both the Wood Elves and Undead Warhammer Armies books

At this point I also decided that I wanted a Champion to support each of my new special characters within their respective armies. Because I had restricted myself to armies of 1000 points, I felt that to give each a variety of units, and myself a range of figures to collect, I would settle for just one Champion on



GWION SURESIGHT.....48 points
 +25 points *Amulet of Fire*
 +3 points longbow

A member of the Yew Groves Kindred, it is said that Gwion Suresight can bring down a raven on a moonless night at one hundred yards. His skill with a bow is spoken of as far away from the Forest of Loren as the Bretonnian port of Bordeaux, and indeed the subjects of the King and Queen in the Wood owe him a great debt. On many occasions it has been a shaft fired from the archer's yew wood bow that has turned the tide of battle or saved a fellow Wood Elf from certain death.

It was Gwion who single-handedly held at bay the forces of the Orc Chieftain Grubnok the Filthy with a unrelenting hail of arrows. It was an arrow fired from Gwion's bow that finally slew the great Red Dragon Flamefang and, it is rumoured, that Lord Rannoth of the Dark Elf Black Ark *Isle of Despair* was assassinated whilst on board his foul vessel by the archer who was half a mile away at the time and still on dry land!

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gwion	5	5	5	4	3	1	7	2	8

Weapons/Armour: Gwion is armed and equipped like the rest of the regiment of Archers he leads. This will mean that he is normally armed with a hand weapon and longbow.

Magic Items: Gwion is entitled to up to one magic item chosen from the appropriate cards. This is normally the *Amulet of Fire*. The card for this item can be found in Warhammer Battle Magic, but for convenience the rules are repeated here.

Amulet of Fire: The *Amulet of Fire* protects Gwion from the effects of magical spells. If a spell is cast against the Champion, or against unit he is with, then the Amulet will dispel the spell on a D6 roll of 4 or more. However, the Amulet will only work once per magic phase – a second spell cast against the character cannot be countered by the *Amulet of Fire*.

LASKAR NOIRCOUER
"THE BLACKHEARTED"
NECROMANCER

LORD OF QUENELLES 410 points
 +35 points *Skull Staff*
 +10 points *Biting Blade*
 +2 points Skeleton Steed

Laskar Noircouer is one of the cruellest Necromancers ever to threaten the kingdom of Bretonnia. Although he has not yet crossed the boundary between life and unlife, to see him you would not think so. Through years of devotion to the black arts and practice of Dark Magic, Laskar has become emaciated and disfigured. His body is now little more than a skeleton and his face has become a skull-like visage.

Having spent many years studying the ways of necromancy in isolation in the mountains of the Vaults, Laskar returned to the town of his birth, Quenelles. There he founded a secret cult of Necromancers and began preparing for the day when his Undead armies would range across the whole kingdom, bringing it under his despotic rule. However, the Duke of Quenelles was avowed enemy of the Lichemaster Kemmler and so would not tolerate the practice of Dark Magic within the walls of his town. Witch hunters flourished in the area under the duke's patronage. Many of Laskar's followers were hunted down and burnt at the stake for their crimes and the Blackheart himself was forced to flee Quenelles, but not before many of the witch hunters had felt his deathly touch.

Laskar has since turned his attentions towards the Forest of Loren and the many ancient burial mounds located within its borders. This interest, however, has brought him into conflict with the Wood Elves, but so far he has managed to evade their hunting parties. It can only be a matter of time before the foul Necromancer Lord succeeds in raising the dead buried within the glades, and then not only Athel Loren but all Bretonnia will tremble before the might of his armies.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Laskar	4	7	7	5	4	4	6	5	10
Skeleton Steed	8	2	0	3	3	1	2	1	5

Weapons/Armour: Laskar is armed with a sword. Laskar usually rides a Skeleton Steed.

Magic Items: Laskar Noircouer is a Necromancer Lord and so may take up to four magic items. He normally takes the *Skull Staff* and the *Biting Blade* as two of these. The magic cards for these items can be found in the Warhammer Armies Undead book and Warhammer Battle Magic respectively. For your convenience the rules for these items are summarised below.



The Skull Staff

The *Skull Staff* chatters and gibbers constantly, warning Laskar of the use of magic against him, or of hidden magical items that are nearby. The opposing player must reveal what magical items and spells are held by any characters that are within 12" of Laskar during the magic phase. In addition, thanks to the warnings given by the staff, Laskar receives a +1 bonus to his dice roll when he attempts to use a dispel. This means that he will dispel a spell cast by a lesser wizard on a 2+, by a wizard of equal power on a 3+, and a stronger wizard on a 4+.

Biting Blade

Honed with dragon's teeth and bearing many potent spells of sharpness, the powerful magic contained within the *Biting Blade* makes its edge supernaturally keen. When Laskar uses this weapon in close combat, the deep wounds he causes have an extra -1 saving throw modifier in addition to the normal -2 saving throw modifier for his strength.

each side. I felt that as I had so enjoyed developing the characters of Medb and Laskar I would like to do the same with the two Champions, in many ways making them into minor special characters as it were. I did not actually carry out this development until I had

finalised the army lists, as it was only then that I knew what the nature of each of the Champions would be. As it turned out, the Wood Elf Champion was an archer of the Yew Groves Kindred and the Undead Champion was a Wight who led a unit of dread Skeleton Horsemen.

Although Gwion Suresight and Mordac the Decayed were not created at the same time as Medb the Wood Witch and Laskar Noircouer, the details for all four new special characters are presented together here.

Next month I'll describe the armies that these characters commanded, and outline the scenario itself. Until then, why don't you have a go at creating some special characters of your own,

maybe based around some of the stories that I've written. Or you could even try writing some stories of your own! See you next month...



MORDAC THE DECAYED
THE BLACKHEART'S CHAMPION37 points
 +2 point Skeleton Steed

Many centuries ago, before he took on the maggot-ridden mantle of unlife, Mordac was the Champion of the then Duke of Mousillon. He won any tournament in which he took part and never refused a challenge. However, everyone who ever met Mordac said that there was something disconcerting about the knight, and although he always fought with great self-control it was as if he were trying to restrain a ravaging beast inside his armour.

One fateful day the Duke's son himself, disguised as a visiting knight, issued a challenge to Mordac to face him in combat. Mordac accordingly accepted, but tragically, during the joust, the Duke's son was fatally wounded by the Champion's lance. Horrified by what he had done, Mordac fled Mousillon, vowing never to return until he vanquished the most terrible of Questing Beasts. This was how he met his demise. What was left of his body was recovered by peasants living on the edge of the forest at the heart of Bretonnia and buried in a great stone crypt.

Centuries later, the very same tomb, now overgrown and crumbling, was discovered by the Necromancer Lord Laskar Noircouer along with its occupant – though now all that remained of the Duke of Mousillon's Champion was an armour-clad skeleton. Through blasphemous rites, Mordac was raised from the dead as a Wight and once again became a knight, only now he rode at the head of a regiment of Skeleton Horsemen.

Today Mordac the Decayed, as he is now known, is famed for leading the Cemetery Riders of Quenelles against the enemies of the Blackheart. Many brave soldiers of Bretonnia have fallen before the crushing hooves of his undead steed, or been cut down by his murderous *Wight Blade*.



PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mordac	4	3	0	3	4	3	3	1	8
Skeleton Steed	8	2	0	3	3	1	2	1	5

Weapons/Armour: Mordac is armed with a *Wight Blade* and can carry a shield at the minimal extra cost of 1 point. As an Undead Champion, Mordac need not be armed identically to the unit he leads. Mordac may ride a Skeleton Steed if he is leading the Cemetery Riders of Quenelles or any another unit of Skeleton Horsemen.

Magic Items: Mordac is entitled to up to one magic item chosen from the appropriate cards.

Wight Blade: Mordac is armed with an ancient, evilly enchanted sword. Any blow from this magic weapon will drain the life away from the Champion's victim, causing not 1 wound on the individual but D3 (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3)

Fear: Wights are evil and unnatural creatures which cause fear as described in the Warhammer rulebook.

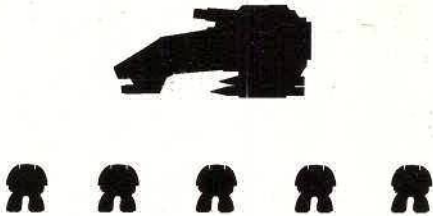
Immune to psychology: Wights are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

Break: Wights who are beaten in combat and fail their break test are destroyed. The magical hold that their master has over them is destroyed and they crumble to dust.

SPECIAL CARD

SCYTHES OF THE EMPEROR TERMINATOR DETACHMENT

A Scythes of the Emperor detachment consists of five Terminator stands and a Thunderhawk gunship.



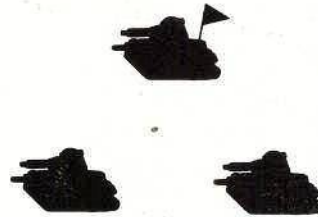
POINTS VALUE 250



SPECIAL CARD

KREUGER'S HEROES LEMAM RUSS TANK SQUADRON

Kreuger's Heroes are a Lemam Russ tank squadron consisting of 3 tanks including 1 squadron HQ tank.

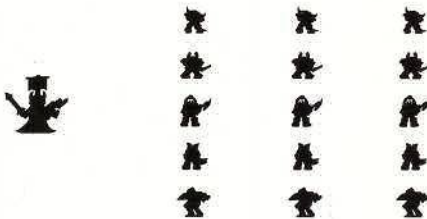


POINTS VALUE 200



THE BLOOD SLAUGHTERERS CHAOS SPACE MARINES

The Blood Slaughterers consist of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine stands.

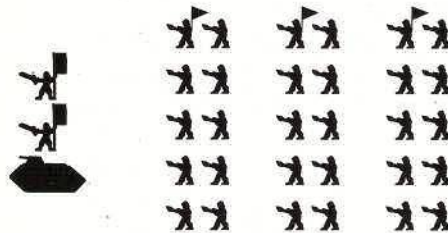


POINTS VALUE 500



THE CATACHAN DEVILS IMPERIAL GUARD TACTICAL COMPANY

The Catachan Devils are an Imperial Guard tactical company consisting of 1 company HQ unit and 3 tactical platoons. Each platoon comprises 10 tactical stands and includes a section HQ.



POINTS VALUE 600



YOUR NEW CARDS

This issue we've got a set of crate counters for *The Heist* Necromunda scenario as well as some new Epic army cards. We've also included card versions of the Wargear cards for Marneus Calgar, Chief Librarian Tigurius and the *Banner of Macragge* from Codex Ultramarines.

KREUGER'S HEROES

BREAK POINT 2: Kreuger's Heroes are broken once the squadron has lost 2 models. Once the squadron is broken, it must take a morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4. They must roll 4 or more on a D6 to pass their morale check.

Kreuger's Heroes do not have to remain within 25cm of a company HQ to receive orders. You may give the squadron orders as normal in the Orders phase.

The ferocity of Kreuger and his squadron is renowned throughout a large sector of the Imperium, and many would rather run than face the full might of his three Leman Russ battle tanks. Any enemy units within 15cm of any tank in Kreuger's squadron suffer a -1 penalty to any morale check they have to make.



VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken.

SCYTHES OF THE EMPEROR TERMINATOR DETACHMENT

BREAK POINT 3: The Scythes of the Emperor Terminator detachment is broken once it has lost 3 models. Once the detachment is broken, it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

Scythes of the Emperor Terminators automatically pass any morale checks that Tyranids may cause them to take. However, if the detachment is broken then it must still take a morale check as normal.



VICTORY POINTS 3

Your opponent gains 3 VPs when the detachment is broken.

THE CATACHAN DEVILS IMPERIAL GUARD TACTICAL COMPANY

BREAK POINT 17: The Tactical Company is broken once it has lost 17 models, either Guard stands, HQ stands, or the Rhino. Once the company is broken, each platoon must take an individual morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4. They must roll 4 or more on a D6 to pass their morale check.

For a platoon to receive orders it must be within 25cm of a company HQ at the start of the Orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move, but they may fire in the advance fire segment of the combat phase in the same way as other troops with no orders.

The company HQ is a command unit. It does not therefore need orders, and there is no need for the unit to check morale.

The Catachan Devils use their jungle skills and knowledge of their native planet to drive enemy forces into deadly traps, either of their own or ones that grow naturally.

When in a forest or jungle, Catachan Devils may roll an extra D6 in close combat.

VICTORY POINTS 6

Your opponent gains 6 VPs when the company is broken.

THE BLOOD SLAUGHTERERS CHAOS SPACE MARINES

BREAK POINT 8: The Company is broken once it has lost 8 models. When the company is broken, each detachment must take an individual morale check.

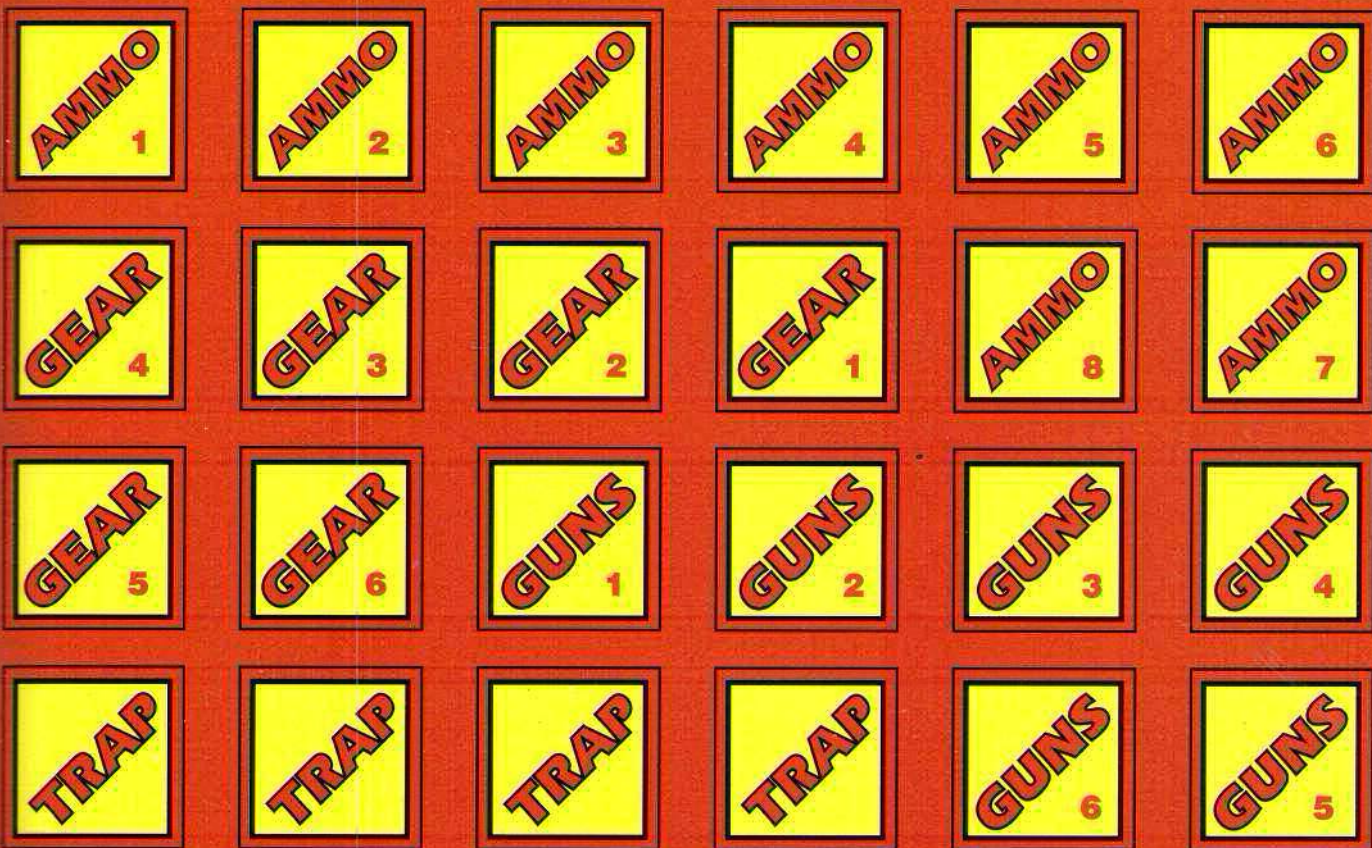
MORALE VALUE 2: Chaos Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

Jhurgan Slaughter is a Chaos Champion and therefore he never checks morale, even when the company is broken. Any Blood Slaughterers Chaos Space Marines add +1 to their morale value if their Chaos Champion is within 10cm. This means they will automatically pass their morale check if Jhurgan is within 10cm.

Unlike other Chaos troops the Blood Slaughterers do not have a patron daemon, so the Blood Slaughterers will have to take morale checks as normal. However, owing to the bloodthirsty nature of the Blood Slaughterers, they may reroll any failed morale test once, if they are within 20cm of an enemy model. In addition, any Blood Slaughterers detachment that has any stands within 20cm of an enemy model at the start of a turn must be given Charge orders.

VICTORY POINTS 5

Your opponent gains 6 VPs when the company is broken.



ROD OF TIGURIUS

40 Points

The Rod of Tigurius is an extremely potent force weapon, drawing the psychic energy out of Tigurius and focussing it into a tight beam of unstoppable energy. Any powers used by Tigurius and channelled through the rod cannot be nullified in the turn that they are used.

Every time a power is played using the Rod of Tigurius, Tigurius suffers D6 -4 wounds.

CHIEF LIBRARIAN TIGURIUS ONLY

GAUNTLETS OF ULTRAMAR

18 Points

The Gauntlets of Ultramar are worn by the Master of the Ultramarines. The gauntlets take the form of a pair of power gloves each with a built-in bolt gun. The gauntlets are worn as a pair so the wearer receives an extra attack dice in close combat. In addition, the gauntlets allow the wearer to deal with many opponents at once so opponents do not receive any bonuses for multiple combats. The gauntlets' built-in bolt guns fire together with the same effect as a single storm bolter.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-12	12-24	+1	-	4	1	-1	D6+4	Sus. -1 dice
Close Combat Only		-	-	8	1	-5	D6+D20+8	-

LORD MACRAGGE ONLY

HOOD OF HELLFIRE

25 Points

The Hood of Hellfire may be worn instead of a normal psychic hood. The Hood of Hellfire is a psychic amplification unit built into a helmet or worn over the head. The hood works by amplifying and focussing the aggression of the wearer into a psychic bolt. This power is used in the psychic phase and can be nullified like any other psychic power. Roll 2D6 and add the wearer's Ld. This is the range of the bolt in inches. The bolt is fired in a straight line at a target within the wearer's line of sight. It causes D6 S5 hits with a -2 saving throw modifier.

SPACE MARINE LIBRARIAN ONLY

BANNER OF MACRAGGE

50 Points

The Banner of Macragge is as old as the Ultramarines Chapter itself. The banner records the campaign history of the entire Ultramarines Chapter and is carried to battle when the whole Chapter fights as one. Many foes have balked at the sight of the Banner of Macragge, knowing they face the entire Ultramarines Chapter and certain defeat.

The holder of the banner and any Space Marine unit he is with is immune to psychology and causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

ULTRAMARINES ONLY



**WARGEAR
CARD**



**WARGEAR
CARD**



**WARGEAR
CARD**



**WARGEAR
CARD**

GAMES WORKSHOP

FRONTLINE NEWS

Games Workshop stores are much, much more than just shops. Each one is the hobby centre for your area where you can drop-in, play games, pick up a few miniature painting tips, or just chat about what's new in the hobby. Every week there are regular games nights and throughout the year there are exciting special events such as the Warhammer Roadshows and Battle Days

SPACE HULK

It's been an exciting time here in the Games Workshop stores, what with the release of Space Hulk last month. If you've never played this game and would like to have a go, all our stores are running an introductory mission called *Marooned*. So why not call in and ask the staff for a game?

SWORD OF HALCYON

On the subject of Space Hulk, every store in the UK is taking part in a massive campaign to decide the fate of the *Sword of Halcyon*. This nationwide event follows the endeavours of the Blood Angels Chapter as it tries to save the Imperial vessel *Sword of Halcyon* from the insidious incursions of the

Genestealers. The last two missions in this thrilling encounter between humans and aliens take place on 25th-26th of May, as well as the 1st and 2nd of June.

Enthusiasts at Games Workshop Harrogate join in the *Sword of Halcyon* Space Hulk campaign.



A WORLD OF FANTASY GAMING

A WORLD OF FANTASY GAMING

BELFAST

Our store in Belfast recently contacted us to ask "Where's Belfast on the store map then?" Unfortunately we've consistently missed Belfast off our maps. Sorry guys! After talking to the shop staff we can report that our Belfast store has one of the best collections of miniatures and scenery anywhere in the country! Store manager John Mullen has even provided us with an outline of everything that's going on in the store in June, which you can see below. So if you are in the Belfast area then drop in for a visit or a game, and remember that this is the only Games Workshop store in the whole of Ireland!

THURSDAY 6TH JUNE

Necromunda – *Storming the Barricades*

Do you have the guts to face the horrors of the Underhive or die heroically in attempt? If you are prepared to meet the challenge then descend into the grim darkness of the Underhive for this feast of death and destruction.

Space Hulk – *Seek and Destroy*

Squads Doredo and Raphael of the Blood Angels Space Marine Chapter have been charged with the destruction of Space Hulk *Abomination*. Will they succeed or will the Genestealers survive their assault?

THURSDAY 13TH JUNE

Warhammer – *Siege at Thunder Mount*

Heinrich Kemmler and his Undead legions are marching against the Dwarf stronghold at Thunder Mount, and the only thing in their way is the Dwarf garrison at Blood River. Can the Dwarfs

hold out or will they be overrun by the merciless forces of the Lichemaster?

THURSDAY 20TH JUNE

Warhammer 40,000 – *Bunker Assault*

Firebase Omega. To the forces of the Imperium it is the linchpin of their defence. To the Orks, a thorn in the side of their assault on the planet Dalon III. The fate of this beleaguered planet hangs in the balance. Who will be triumphant?

THURSDAY 27TH JUNE

Warhammer 40,000 – *Tyrannid Terror*

What started out as a routine scouting mission for platoon Sigma of the Veridian garrison has become a waking nightmare. Gradually the Imperial guardsmen have been picked off, but the remnants are now only one day from home. Will they survive their gruelling ordeal or will they succumb to the horrific Tyrannid assaults?



GAMES WORKSHOP UK STORES

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BATH: 30 Upper Borough Walls. Tel: 01225 314414
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BEDFORD: 10 Greyfriars. Tel: 01234 273663
BELFAST: 20A Castle Court. Tel: 01232 233684
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EALING: 52D St Saviours Mall, Ealing Broadway Centre. Tel: 0181 8400171
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GLASGOW: 66 Queen Street. Tel: 0141 226 3762
GLOUCESTER: 35 Clarence Street. Tel: 01452 505033
GUILDFORD: 12 TunsGate. Tel: 01483 451793
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HARROW: 296 Station Road. Tel: 0181 861 2350
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LUTON: 12 Park Street. Tel: 01582 417474
MAIDENHEAD: 2 Blandy House, 3/5 King Street. Tel: 01628 218554

GAMESDAY & GOLDEN DEMON '96

Tickets for Games Day/Golden Demon '96 are now on sale in our stores. All our stores are also providing coaches to travel from your local area to the event. Prices for the coach vary, so call into your local store and ask them for details. You'd better hurry, though, as places are limited!

GRAND OPENINGS

In June the doors open on the newest Games Workshop stores: Bedford, Warrington and Walsall. The shops will be having some crazy deals on miniatures, boxed sets, boxed games, army lists and paints – everything you need to build your new army! What's more, during the day they'll be offering special **Limited Edition T-shirts** for sale, as well as running a special prize draw (free entry with any purchase)! All you have to do is fill in a card, hand it in and we'll contact you if you win. The prizes are amazing: 1st prize is an army deal worth about £100, 2nd prize is a boxed game of your choice, and 3rd prize is a boxed set of miniatures.

All you need to do to take advantage of these amazing offers is turn up on the day! So prepare yourself for the **Retribution at Bedford** and the **Salvation of Warrington** on Saturday 1st and Sunday 2nd June, and the **Freedom for Walsall** on Saturday 8th and Sunday 9th June!

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.

MAIDSTONE: Unit 6, 1-9 Pudding Lane. Tel: 01622 677435

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

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

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STOKE ON TRENT: 27 Stafford Street, Hanley. Tel: 01892 205287

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SWANSEA: 45 Princess Way. Tel: 01792 463969

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TUNBRIDGE WELLS: 4A Camden Road. Tel: 01892 525 783

WALSALL: 39 Freer Street. Tel: 0192 272 5207

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

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

WORCESTER: 4 Charles Street. Tel: 01905 616707

YORK: 26 Goodramgate. Tel: 01904 653575





By
Ian Pickstock

HONOUR & GLORY

Once again it is time to delve into Gav and Ian's big bag of Epic ideas. This is the same bag that brought you those Epic objectives, and for those that are curious and want to know just what Gav and Ian's big bag of Epic ideas is, I'll tell you!

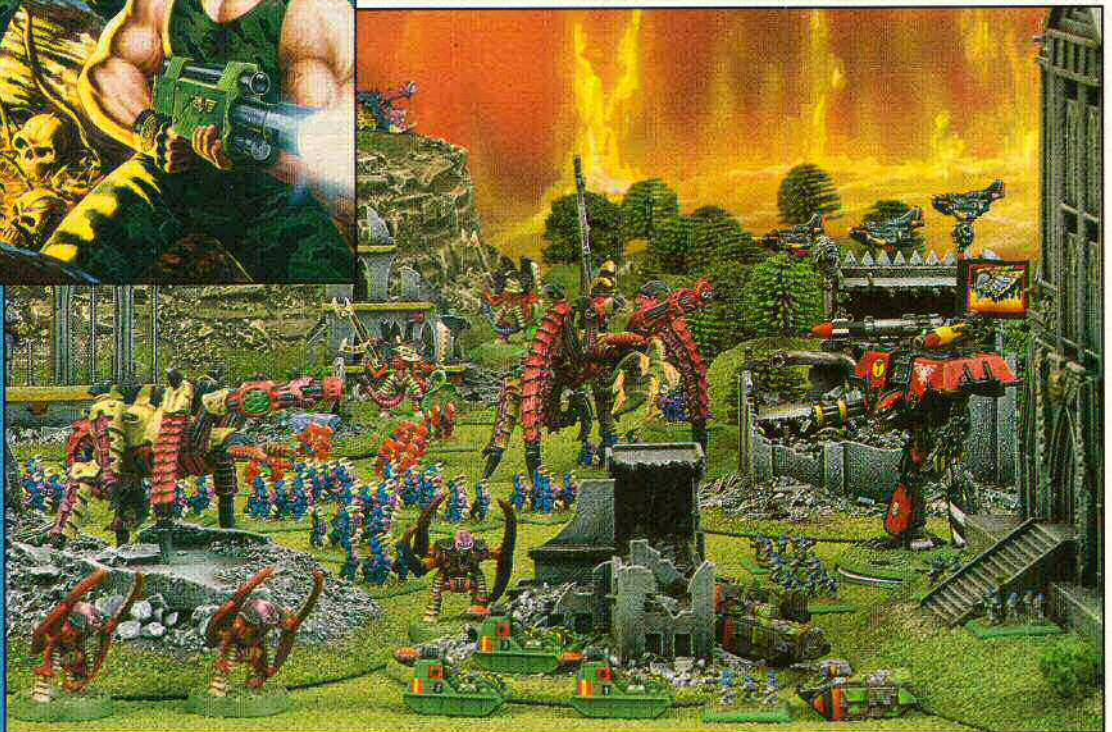
While we were on the Journal, Robin Dews (*who? - Ed*) the then Editor of White Dwarf magazine (*oh him - Ed*) asked us if we could come up with some ideas for Epic articles. Unfortunately these were the days when White Dwarf looked like it was suffering from a strange wasting disease. It was fussy about what it ate too, so it won't come as a

surprise that Robin turned down all our ideas, too radical, too different. Huh! Too good more like! Well the revolution has happened, the walls have been cast down and ol' man Dews has been deposed. The new order is here (new team, new ideas, new style, new beard...) and the White Dwarf has developed a healthy appetite again. His beard is looking thick and glossy, his eyes glimmer with maniacal menace and his axe is as keen as a Colosseum lion that just woke up to find that some poor unfortunate Christian has joined him for breakfast.

So what's the idea then? Well, I play a lot of Warhammer 40,000 and one of the things I like about it is all the little details. All the armies have their own background and place in the Warhammer 40,000 universe. For example, the Imperial Guard Codex gives details of five of the most famous Imperial Guard regiments, the Eldar Codex has information concerning the largest of the remaining Craftworlds, and so the list goes on. I think that sometimes the Epic game loses some of these nice details. This is understandable as Epic is a game for whole companies of infantry, dozens of tanks and gigantic forty foot Titans:



An embattled Imperial Guard company calls in support from a Warlord Titan and Thunderbolt fighters to reclaim a ruined Imperial city from the clutches of the relentless Tyranid onslaught.



who cares if the Infantry wear smart blue uniforms and come from Mordia?

Well I do actually, and I thought it would be fun to come up with some new Epic units based on the detailed Warhammer 40,000 background, and maybe even come up with a scenario or two to go with them.



A mounted Imperial Guard assault company prepares for a fierce fight as fast moving Eldar forces close in from all sides.

BATTLE FOR CATACHAN

The Death World of Catachan is one of the most famous planets in the Imperium. It has raised dozens of regiments from its small populace of hardy jungle people, and it has become one of the most prominent Imperial Guard planets in the Imperium. So, when the planet itself came under attack, it was vital that Catachan didn't fall to the forces of Chaos.

The first signs of trouble came when numerous jungle patrols simply disappeared. People going missing on a dangerous world like Catachan is not uncommon, but three patrols of trained jungle fighters had failed to report back. Something was going on!

The Catachans started to probe the jungles with the orbital auguries in the hope of solving the mystery, and there it was, a huge army of Chaos heading towards the capital fortress of Catachan! There was no explanation as to how the daemonic legion had got there, but it had to be stopped...

Jhurgan Slaughter, Champion of Chaos and Space Marine for more than ten thousand years knew exactly what was going on. It seemed like he had been battling against the hideous warbands that roamed the Eye of Terror for an eternity, and now the Chaos Gods had given him a chance to prove himself worthy of immortality. It was they that had sent him to Catachan to destroy the puny human population forever.

At this point in the conflict the struggle for Catachan was at a critical stage, the next few battles would probably seal the fate of the planet for better or worse. It was here that disaster struck for the Imperium. Loyal Catachans had been captured by Jhurgan and his daemonic allies. Subjected to tortures and ordeals that no human should ever have to endure, they had

revealed the location of a possible warp gate. This was Jhurgan's opportunity, if he could open the warp gate he could call forth a horde of Daemons and crush the Catachans utterly.

Fortunately for the Catachans the story of warp gate was well known. For centuries people had speculated as to the nature of the ruined structures that stood in the jungle. None could doubt the mystery of the structures, why hadn't they been destroyed like everything they had ever try to build. A few high ranking Imperial Guard officers were privy to the real secret of the warp gate. The warp gate itself is formed by three warp portals located in thick jungle amongst many other ruined structures. The Catachans had only a short period of time to prepare a counter attack, while the Chaos forces tried to locate the real warp gate amongst the ruins in the jungle.

SETTING UP THE TABLE

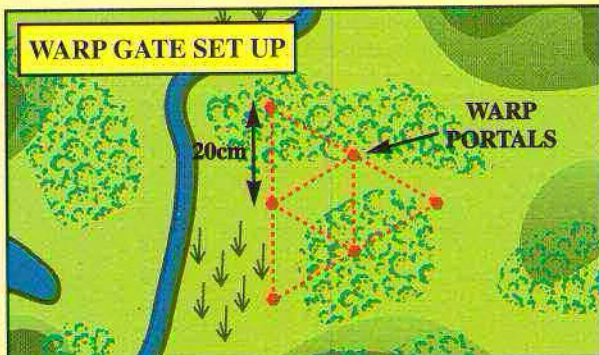
Included over the page is a special terrain table. The table works just like the one in the Titan legions rulebook, but places a greater emphasis on jungle, swamp and marshes.

CATACHAN FORCES

You may choose 3000 points of Imperial Guard forces. I don't want to apply too many restrictions, so I'll just make a few suggestions. Later on the article are details for a veteran company of Imperial Guard called the Catachan Devils. I recommend that the Imperial Guard player should only take one of these and that any other companies are from less distinguished Catachan regiments. However, if you wish and your opponent agrees, then you could try having a whole army of Catachan Devils. Or, if you prefer, you could try letting any Imperial Guard infantry support cards attached to the Catachan Devils benefit from their special rules.

CHAOS FORCES

You may choose 3000 points of Chaos forces. As with the Imperial Guard, I don't want to apply any restrictions. But I do feel that using the Chaos Primarchs and their chapters would be going against the feel of the background. The Chaos player also has a special unit, the Blood Slaughterers. The Chaos player is kind of restricted to having a single company of Blood Slaughterers as there is only one Jhurgan Slaughter to lead them, but you could try letting any extra detachments of Chaos Space Marines that are attached to the Blood Slaughterers benefit from the rules for these Chaos warriors.



OBJECTIVES

The object of this game is for the Chaos player to gain control of the warp gate. The warp gate is formed by three portals, and to activate the warp gate you must have control of all three portals at the same time. This may seem fairly simple, unfortunately there are six portals, creating four possible locations for the warp gate (see map). Only by actually touching the portals will you be able to tell whether a portal is part of the warp gate, or whether it is just a dummy.

The Imperial player sets up the six objectives as indicated on the map, and in such a way that the three real warp portals form a triangle (there are more possible combinations than might be immediately apparent!). I recommend using the objective counters from White Dwarf196. Use the *Take and Hold* markers to represent the real warp portals, and any other markers to represent the false ones. I would also recommend placing some sort of terrain model on the objectives to represent the warp portals, even if it is just some ruins. To get control of a warp portal a player must move a model into contact with the objective marker. The player may then look at the marker to see what it is. In order to claim victory points for the objective, the player must have at least one model in contact with the portal at the end of the turn.



At the end of the turn the Chaos player gets 5VPs if he has control of one warp portal, 15 VPs if he has control of two warp portals and 30VPs if he control of all three. The Chaos player gets no VPs for having control of false warp portals.

The Imperial player gets 5 victory points for each objective that he has control of, regardless of whether they are real or false warp portals.

WINNERS AND LOSERS

This game differs from a normal game of Epic, or even a game using the special objectives, in that I have set down very definite conditions. You don't want the game to end just because one side has scored so many victory points. You want the game to end when either one side or the other has control of the warp gate. I think what I'll do here is list a few options that you can try, to determine the winner.

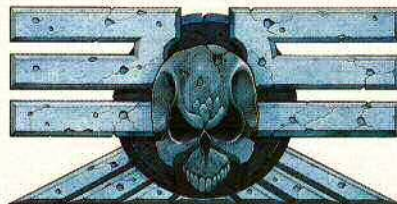
The first one is the sudden death variation: Both players do **not** get victory points for breaking enemy units, they only get victory points for capturing the warp portal. The first player to get 30 victory points is the winner. This means the Chaos player will have to capture the three real warp portals and the Imperial Guard player will have to capture all six of the warp portals!

With the second option both players **do** get victory points for breaking enemy formations and the victory points for capturing the warp portals. The first player to get more than 45 victory points is the winner.

CATACHAN TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Jungle	Jungle	Rubble
2	Jungle	Jungle	Jungle	Jungle	Hill	Craters
3	Hill	Rubble	Jungle	Hill	Jungle	Hill
4	Jungle	Jungle	River	Lake	Hill	Jungle
5	Marsh	Craters	Marsh	Rubble	Jungle	Rubble
6	Lake	Hill	Jungle	River	Marsh	Town



THE BLOOD SLAUGHTERERS

The Blood Slaughterers are one of the many Chaos Space Marine warbands that roam the Eye of Terror, looking for ways to serve their foul Chaos Gods with offers of warfare and blood sacrifice. The warband is led by an aspiring Chaos Champion, Jhurgan Slaughter, who is looking to impress the Chaos Gods. He has led his force on a bloodthirsty crusade of war and slaughter against all other warbands in the Eye of Terror.

Jhurgan seeks the ultimate prize: immortality, the coveted position of Daemon Prince, so that his Blood Slaughterers might stand shoulder to shoulder against the likes of the mighty World Eaters, Death Guard and Emperor's Children.

As a Chaos Space Marine warband, the Blood Slaughterers do not have a patron daemon (yet). The Blood Slaughterers will have to take morale checks as normal, passing on a D6 roll of 2 or more). However, owing to the bloodthirsty nature of the Blood Slaughterers, they may reroll any failed morale test if they are within 20cm of an enemy model. In addition any Blood Slaughterers stand that is within 20cm of an enemy model at the start of a turn must be given Charge orders.

Unlike other Chaos army cards, the Blood Slaughterers can be included in your army without a patron daemon, and up to a further five support cards can be attached to the warband.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Blood Slaughterers	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	See rules

CATACHAN DEVILS

This is probably one of the most famous of the Catachan regiments. All the Imperial Guard raised from this lethal Death World have always been famed for their jungle craft and ability to operate in treacherous conditions. But the Catachan CLVII was raised at a time when the planet of Catachan itself was under attack by Chaos raiders. The regiment not only used its combat training to fight the foul hordes of Chaos, but used their jungle skills and knowledge of their native planet to drive the Chaos forces into deadly traps, either of their own or ones that grew naturally. The regiment was named the Catachan Devils, after they managed to drive the Daemon Prince leader of the Chaos raiders into the jaws of a Catachan Devil, where upon he was devoured by a force of nature far beyond the control of his hideous Chaos Gods.



To represent the increased prowess of the Catachan Devils, I've decided to give them a special ability based loosely on the Warhammer 40,000 veteran ability *Stealthy*. When in a forest or jungle, Catachan Devils may roll an extra D6 in close combat. Apart from this, Catachan Devils are a normal Imperial Guard Tactical company.

An Imperial Guard heavy company prepares to defend an artillery company against an assault by Slaaneshi raiders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Catachan Devils	10cm	None	0	Lasgun	50cm	1	5+	0	+1D6 CAF in jungle

OTHER STUFF YOU CAN DO

There really is no limit to what you can do. Most of the time all you need to do is get some of the existing models and give them an interesting paint scheme to mark them out from the rest of your army. Then you can come up with some veteran units like the ones in the *Battle for Catachan*. I have included a few more below, and we've included the army cards for them in this issue. Why not give them a whirl?

KREUGER'S HEROES

This is an idea I had for a special tank commander character for the Imperial Guard Codex, but at the end of the day there simply wasn't room in the book. So, I thought, why not use them in games of Epic?

Captain Hans Kreuger is renowned as a hero of the Imperium. The tank captain of the famous Kreuger's Heroes, a squadron of three Leman Russ battle tanks. Kreuger's squadron earned their fearsome reputation by single-handedly recapturing the Hive city of Belisarius from Ork raiders.



Kreuger's Heroes

The ferocity of Kreuger and his squadron is known throughout a large sector of the Imperium, and many would rather run than face the full might of his three Leman Russ battle tanks. Any enemy units with 15cm of any tank in Kreuger's squadron that have to take a morale check suffer a -1 penalty to their roll.

SCYTHES OF THE EMPEROR

My final example is based upon the ideas I discussed in my Space Marine Chapters article last month.

Since the near destruction of their chapter by the Tyranids, the legendary Scythes of the Emperor harbour a fierce hatred for Tyranids. Scythes of the Emperor Terminators automatically pass any morale checks caused by Tyranids.

The Scythes of the Emperor Terminators usually destroy Tyranid Hive ships by actually boarding them! Although you are unlikely to fight this as a game of Epic, I thought about how the Scythes of the Emperor might approach a more conventional battle and came up with the idea that the veterans deploy straight from their orbital battle barge, using Thunderhawk Gunships to deploy where the battle is fiercest!

So that's it folks, a scenario with a couple of veteran units plus two more examples for you to use in your games. I think I'm going to devise a scenario to re-enact Kreuger's storming of Belisarius hive city, maybe you can come up with your own scenarios to go with your favourite units.



IMPERIAL



Few are those who have not heard of the Imperial Bastions. From the barren plains of the Necromunda Ash Wastes to the frigid mountains of Armageddon, these imposing, solitary outposts litter the vast wildernesses of the galaxy – staking the boundaries of Imperial authority. The mere presence of a Bastion on a world is often enough to ensure the continued loyalty of the masses. Many planetary governors who have succumbed to heresy have found their treasonous ambitions thwarted by the obstinate invulnerability of a Bastion and its keepers. Such governors invariably end up as grotesque adornments on the walls of a Bastion, their corpses serving as testament to the inevitable fate of all who would oppose the will of the Emperor.

Rumours abound of Bastions acting as anything from high security prison camps to isolated training schools maintained by the *Officio Assassinorum*. Inevitably, some of these buildings have fallen into the hands of aliens such as Ork Warlords, and are used for their own purposes. Such is the imposing presence of these mighty edifices that some are even worshipped as holy monuments to primitive gods by backward feral world savages.

Bad Moon and Goff Orks seek to capture an Imperial Bastion, only to be beaten back by a Space Marines Tactical Squad of the Ultramarines Chapter.

BASTION



Contents and components may vary from those shown.
Plastic moulding may vary due to the complexity and detail of the mould.

TERRAIN BOX

This boxed set contains a complete Imperial Bastion plastic and card model including full assembly instructions. The highly detailed plastic components are moulded in a hard styrene compound which is particularly suited to modelling and painting. The Bastion requires assembly and we recommend that you clean and trim the parts with a modelling knife before you paint the plastic components with Citadel paints.

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A Bastion is a permanent emplacement and many have stood guard over the Imperium's borders for more than ten millennia. Built around a high tensile adamantium frame with ceramite-reinforced concrete forming metre-thick walls, the Bastion is designed to be able to withstand anything from sub-arctic temperatures to the rigours of volcanic activity. These qualities also make it virtually impervious to all but the heaviest of weapons.

MODELLING WORKSHOP BUILDING SUCCESS

Making scenery for your games of Warhammer and Warhammer 40,000 is great fun! If you want to make a simple cottage or even a whole city, the techniques you use will be the same. Chris takes some time out from making his Empire Tavern to explain some of his secrets for making buildings.

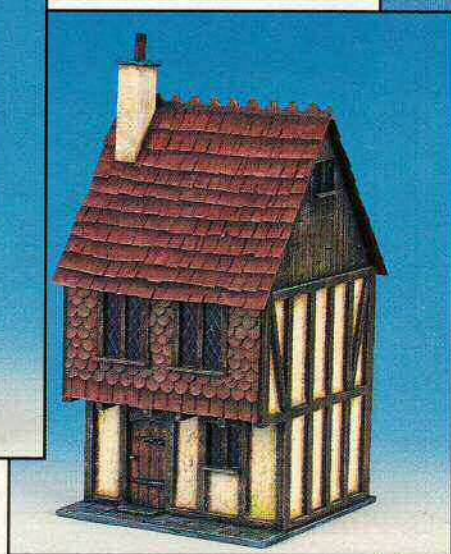
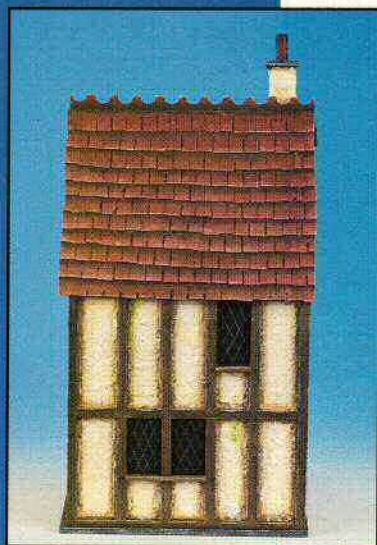
By
Chris Maple

When Chris sent in photos of his tower to the Citadel Journal, we just had to have him visit us at the Studio to tell us how he made such lovely buildings...

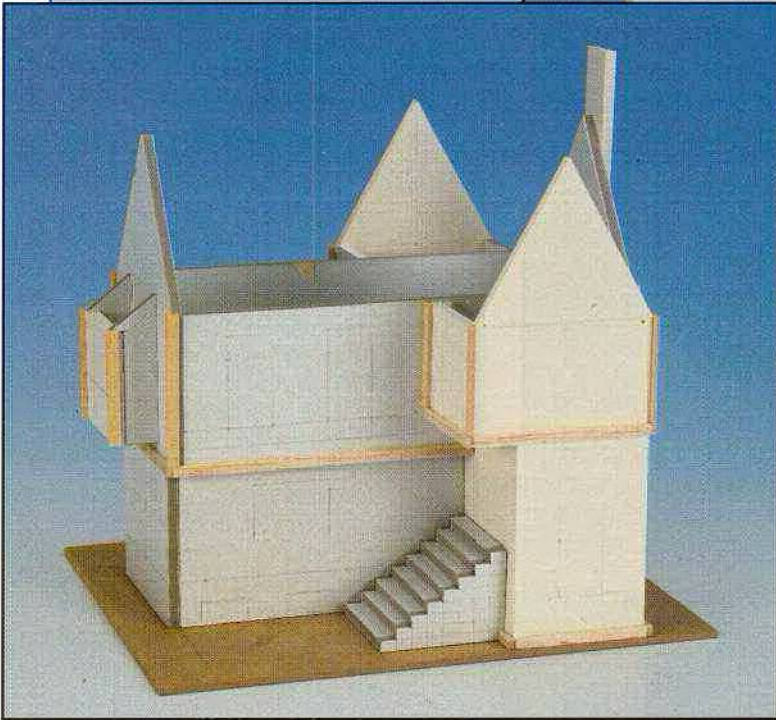
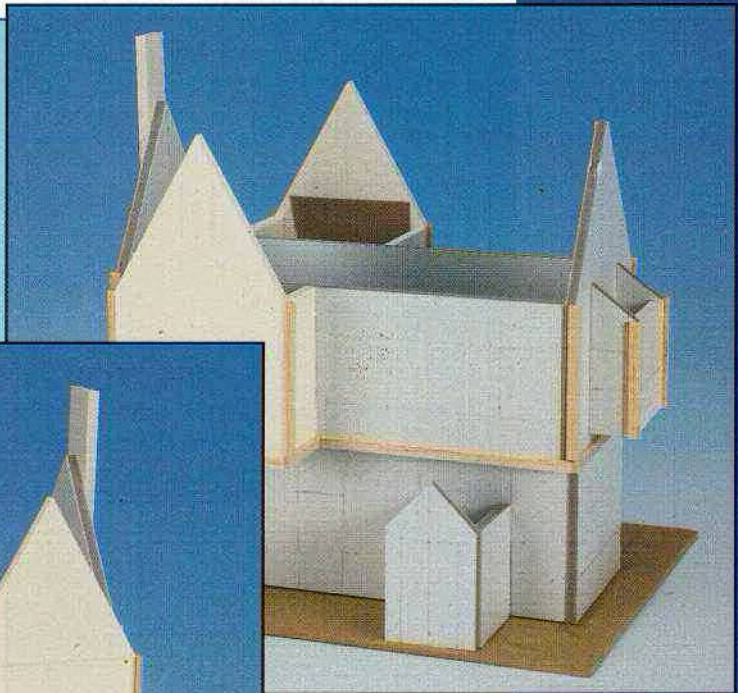
THE FOUNDATIONS

The best advice I can give to anyone who wants to start making buildings for the first time is "keep it simple". If you feel an overwhelming urge to possess a massive scratch-built fortress, the like of which has never been seen before and which will make the opposition suddenly intent on ravaging and pillaging elsewhere, then that's just great. But try to work up to it.

Start by making something small and easy. A wooden cottage for instance, then maybe a brick house or a wood-panelled tavern. Once you've made a number of smaller models, you'll already have quite a few basic skills which you can then use on bigger and more



This is Chris's latest model, a two storey Empire Inn. With a model of this size and complexity, it's always a good idea to plan out how you are going to make it on paper. This may sound time consuming, but a simple plan of what you want to do will help sort out any construction problems before you waste your time and, more importantly, your materials. Note the pencil marks for doors, windows, etc on the model itself.



your materials and tools laid out before you, you can make a start. First of all, cut out paper templates of all the pieces you'll need for the structure of the building before cutting up your material. You can

Once you have your building worked out on paper, your ideas crystal clear in your head, and your materials and tools laid out before you, you can make a start.

adventurous modelling projects. Don't worry, it won't be long before you're constructing your fortress using all your new skills.

If you are stuck for a bit of inspiration, then whether you want to build a Warhammer 40,000 bunker or a Warhammer town house, take a walk around your local town centre. Have a look at all the different types of building, or take a trip to your local library. Even a quick flick through your latest copy of White Dwarf can spark your imagination. Most of the buildings you see in the magazine can be simplified or altered a little to suit your own particular level of experience, supply of materials or taste.

Once you have your basic idea, the best thing to do is work out the shape and size of your building on paper so that you know exactly what goes where and how. Once again, if you are just starting out at modelling, keep it simple at first. There will be plenty of time later to expand on your ideas and to start adding all the twiddle bits to your fortress, bunker, cow shed or whatever.

Once you have your building worked out on paper, your ideas crystal clear in your head and

then juggle these templates about on your material to find out how best to cut out your building with the least waste. I also find that once I have all the pieces marked up and cut out, I prefer to draw on the outlines of all the doors and windows lightly with a pencil. This makes things a lot easier later on.

It can be very frustrating once your building is stuck together and you find that your ruler or set square just will not fit in where you want it to. If you should get into this situation, never fear, all is not lost. You can always cut out a template and draw round it.

WINDOWS

All of my windows consist of a frame glued directly onto the surface of the building. The area the frame encloses is painted black and then given a blue wash which gives it a glossy sheen. The material to use for the frame depends on how you want it to look. If you want a wood effect then obviously balsa wood is best, and you can produce a good grain effect by drybrushing at the painting stage. If you want a stone or concrete

I really enjoy adding the final finishing details to a building, and they don't take a lot of extra work. A carefully added shield, flag, sign, or even a parchment proclamation made from a piece of paper with a few squiggles on it (nothing to do with Orcs!) will give your creation that final touch.

effect, stiff card will give a nice smooth finish or you can add some texture using a textured paint, such as Sandtex. This method works just as well for arrow slits or gun ports.

The window shape you use is entirely up to you, although at first square or oblong windows are probably the easiest. Once you do get more confident, why not try circular windows or arches (see Mike McVey's windows in *The Rock* diorama from White Dwarf 195). If in doubt about what it will look like, have a rough go with some scrap material. If it does not work, you haven't lost anything, but if it does, you have another idea which you can use for future models. It's always worth having a go and experimenting.

DOORS

The easiest way to make a door is to glue a door frame on to the building and paint the area it encloses in your desired colour. The door frame can be made in exactly the same way as the window frames using whichever material best suits your building. The same rules also apply for deciding its shape.

There are any number of ways to add detail to your door. If you are making a wooden door for example you can show the individual planks by drawing them on using a soft pencil which will leave a depression but not actually damage your material. You could make your

door from individual strips of balsa or card, but I find that the soft pencil works just as well. I usually add a couple of hinges using thin strips of card and most of my door handles are made from pinheads. Any nails or bolts are simply painted on. You can do this by painting on a large black dot and then when it is dry, add a smaller dot of mithril silver to its centre.

Your door decoration does not have to stop there, why not have a shield or a gargoyle over the door. A quick flick through the latest Citadel annual is bound to turn up something that would look good gracing your door frame. One thing that I use a lot for this, as well as for general decoration of my buildings are the Empire banner poles which are covered with useful little figures and ideas.

TO TOP IT ALL OFF

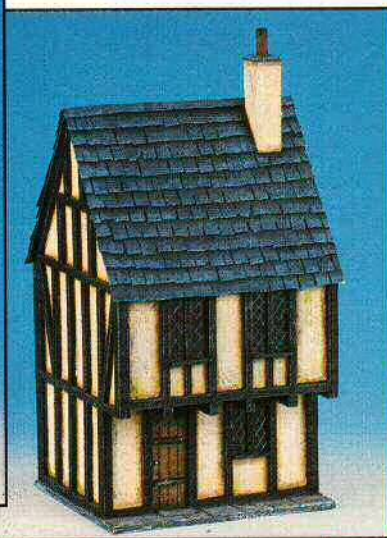
A great way to finish off your roof is to tile it. When I'm tiling a roof, I always find it helps to add a few parallel pencil lines across the roof's surface so that I have some sort of guide to follow to keep the tiles relatively straight. It is very easy to go off at an odd angle which you may not notice until all the tiles are firmly stuck in place and nothing short of a direct hit by something pretty terminal is going to shift them. There is no need to go completely the other way and have totally straight lines though. A few tiles out of line here and there can give the tiles a slightly aged look, a look which you can enhance by adding a few chipped tiles at random, made just by cutting their corners off. Painting some of your tiles in different shades of the base colour helps to age them as well, giving them the impression of having been repaired and replaced.

The size and thickness of your tiles is entirely up to you. I tend to make mine 6mm by 10mm out of thin card from a certain type of cake box which gives exceedingly good results. For the most part I use oblong tiles, but round tiles are easy enough to make, using a hole punch. A row or two of these round tiles can break up the



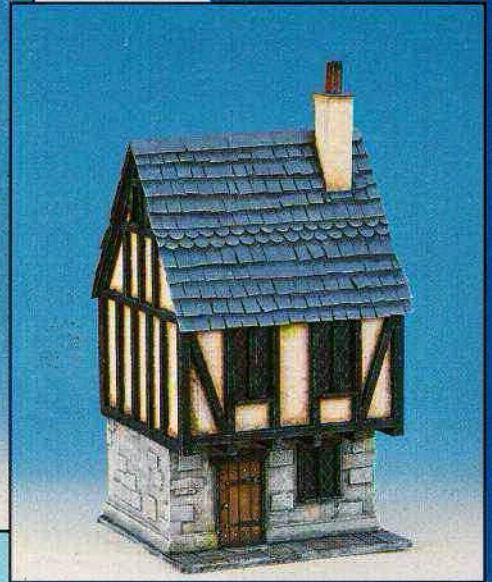
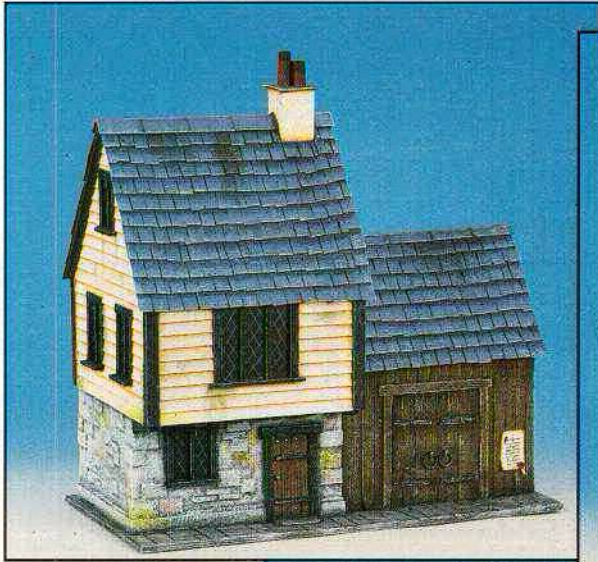
Above: As you can see, this town house has been made with a timbering effect over all the walls. This effect is made by sticking strips of balsa wood vertically and horizontally over the walls. This is done in the same way as if you were making a door or a window frame. The wood is then painted Bestial Brown and drybrushed a lighter shade to pick out the wood grain. The bare walls are painted Snakebite Leather and highlighted white.

Right: Using exactly the same techniques as you have with the smaller building, you can make a much larger one. In this case the model is effectively two buildings joined together.



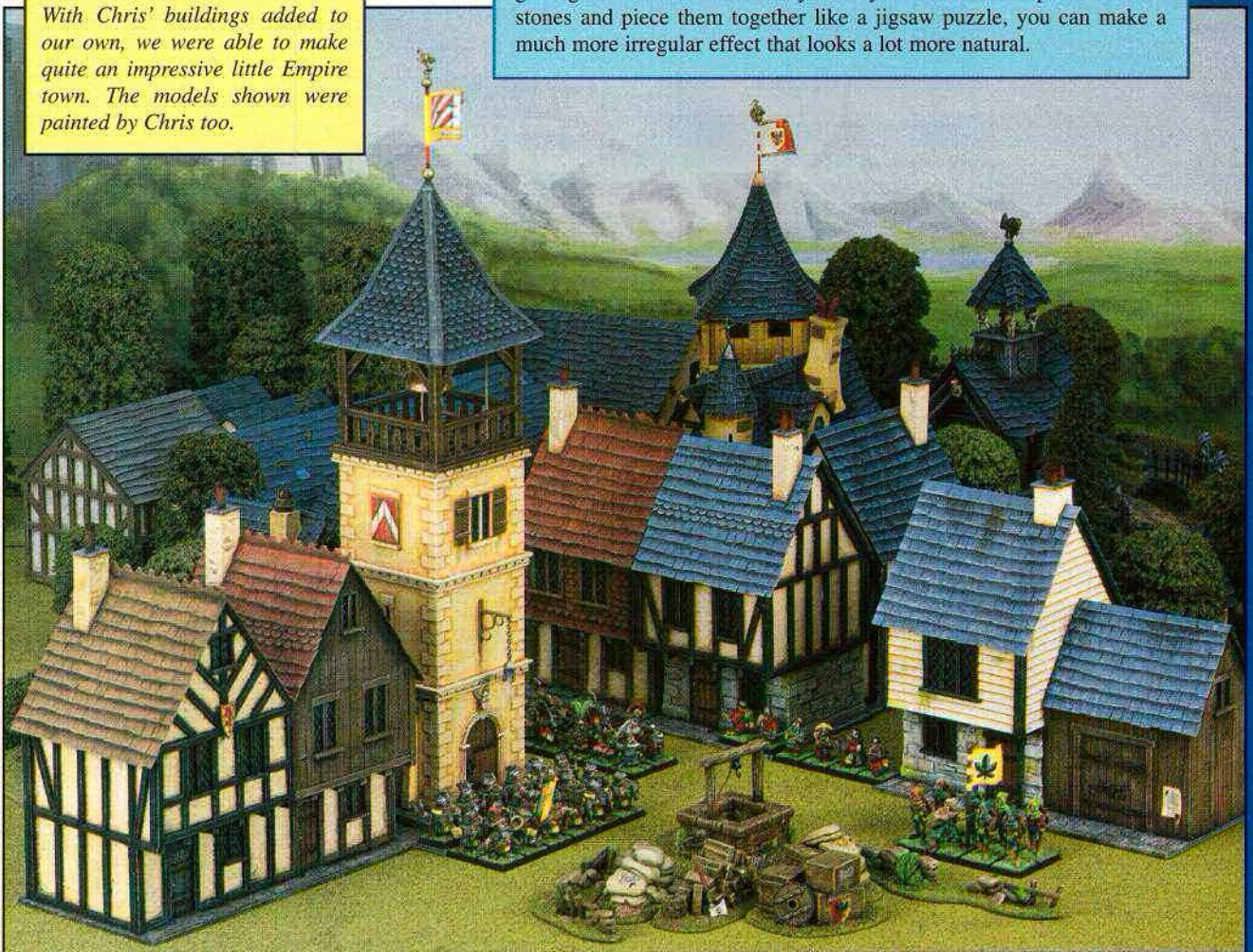
otherwise uniform look of a large expanse or roof, or they can be used on their own. You can experiment with all sorts of different shapes, but whatever shape you decide on have a practice run with a few before you cut out thousands to see if they will fit together okay.

I really enjoy adding the final finishing details to a building and they don't take a lot of extra work. A carefully added shield, flag, sign, or even a parchment proclamation made from a piece of paper with a few squiggles on it (nothing to do with Orcs!) will give your creation that final touch. Even a bit of creative "dirtying up" using thin washes of green, brown or chestnut inks, or a few cracks painted on can give your structure that bit of character it might need.



Above: By adding various different types of tiles to the roof, your building gains a new depth of age and character. You can give a building an altogether different feel by adding tiles to the walls themselves. Also, you can create a stonework effect by cutting out small rectangles of card. You can make the shapes appear as if they are old and weather worn using the same techniques described for the roof tiles. Once these pieces of card are stuck onto the building's walls you get a great brick wall look. If you vary the size and shape of the card stones and piece them together like a jigsaw puzzle, you can make a much more irregular effect that looks a lot more natural.

With Chris' buildings added to our own, we were able to make quite an impressive little Empire town. The models shown were painted by Chris too.



EPIC

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

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WORKSHOP

Andy Jones helps out Andy Chambers and Jervis this month, taking time out to answer some of your most frequently asked Warhammer Quest questions.



& Questions Answers



Q Can a Jakara mirror shield save even if the Jakara is hit but not wounded?

A Yes, make the saving throw even if a shot fails to wound, as it may still be blasted back at the firer.

Q Can a Jakara use the mirror shield if pinned?

A Most definitely, she's probably hiding behind it!

Q If a model has an unmodified save (energy field/shield), is it pinned if it makes the unmodified save?

A No.

Q Spyrers weapons, ie. Orrus, Yeld and Malcadon - do they gain an extra dice for close combat or is it taken into account already in their stats?

A It's already taken into account.

If you have any comments or questions about our games, why not ask da Roolz Boyz?

Questions and Answers summary sheets are available from the Roolz Boyz, if you send a stamped, self-addressed envelope and quote which issue(s) you require.

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LAID TO REST

Q Is a spell that remains in play dispelled if somebody uses Drain Magic in the same turn that it is cast if Total Power was used to cast it?

A Yes. The Total Power card only takes effect when a spell is initially cast, so the spell can be dispelled in later turns and is taken off if Drain Magic is played.



WARHAMMER

Q What happens when a character is riding a monster that is flying high and is turned into something

else or their mount is killed? For example, a Wizard casts a spell at an enemy Wizard who is also flying high. The enemy then turns the caster into a frog using the Magic Item *Bufo's Hex Scroll*, does he plummet to the ground and die?

A A character who is flying high and has their mount killed, turned into something with the aerodynamics of a brick, or anything else, then the character plummets groundwards! What happens next is probably best not mentioned, but is undoubtedly grisly.

Q With a Daemonette riding a Steed of Slaanesh, which Toughness value do you use? Is it the Daemonette's Toughness 3 or the Steed's Toughness 4?

A As with any cavalry model, only the mount's Movement is used unless it has its own attacks, in which case its Attacks and Weapon Skill characteristics are also used. The Steed of Slaanesh's higher Toughness confers no benefit to its rider and is given for comparative purposes.

Q When can a character disassociate itself from a unit? For example, what if the unit is fleeing, frenzied, etc.?

A A character can always leave a unit unless it is subject to some kind of compulsory movement, such as fleeing. If a unit is frenzied and has to charge the enemy, this is compulsory movement and so the character cannot leave the unit. This is as stated on page 48 of the Warhammer Rulebook.

Q If a Necromancer, who is not immune to psychology, is leading a unit of Undead that is, does he still have to take break tests and where does he go if he fails?

A Characters who join a unit which is immune to psychology, break tests or whatever are still subject to the psychology rules themselves. If they are forced to flee they will run away as normal, the rest of the unit will remain where it is.

Q When a cannon fires and the shot lands in front of a Disc of Tzeentch, does the shot bounce up and hit the Disc?

A Yes, riding a Disc of Tzeentch doesn't imbue a character with a mystical protection from cannons, in the same way that models which fly can also be hit.

WARHAMMER
40,000

Q What happens to a skimmer which is hit by a *Graviton Gun*?

A As with any other vehicle hit by a *Graviton Gun*, the skimmer's armour is automatically penetrated and is likely to go out of control, but otherwise suffers no additional effects.

That's it for another issue, please keep sending your questions in.

Daemonettes are powerful and deadly creatures to fight with in your army, and can be made even more lethal by mounting them on the fast and vicious Steeds of Slaanesh



Warhammer Quest™

Q Does the Dwarf roll an extra dice for damage with any axe or just his Great Axe?

A Just his Great Axe.

Q When using his Great Axe, the Dwarf rolls two dice and discards the lowest. How does this work when he progresses up through the Battle-levels?

A Regardless of how many dice he rolls in total, the Dwarf always rolls an extra dice and discards the lowest score (see the Roleplay Book, page 44). In addition, if *any* of the dice come up as a double one, he trips over and if he rolls any other type of double he can add up all of the dice rolled (including those that are not part of the double).

For example, a roll of 4, 4, 3 and 1 means the Dwarf has scored a double and therefore adds the total roll (12) to his damage.

Q The Rulebook states that a Warrior may not use a missile weapon if he is pinned. The Elf's Warrior card states he's never pinned. Does this mean he can always fire a missile weapon?

A No! Perhaps the card should have stated "automatically breaks pinning". However, if you look at the Rulebook (page 25) it says "A model may only shoot if it is not adjacent to, and therefore pinned by, an enemy.". You should pay more attention to the "adjacent to..." part of the rule.

Q If a Wizard buys a staff from the Wizards' Guild, does he have to be using it as a weapon to gain the +1 Toughness bonus?



A Yes, the bonus is given because the staff can be wielded defensively and ward away enemy blows.

Q Does the Wizard have to be using his staff as a weapon in order to gain the Power roll re-roll?

A No, he just has to be carrying it. He may also draw Power from the staff even if he is not wielding it as a weapon.

Q Can Warriors lose equipment they have on their Warrior card or Equipment cards when required to lose equipment because of an Event, Travelling Hazards Table roll, etc. ?

A No.

Q Can Warriors pass weapons and armour in the same way they can pass potions?

A No.

Q Can a spellcaster cast spells and attack in the same turn (either with a missile weapon or in hand-to-hand)

A Yes.

Q What does "on the board" mean?

A It means anywhere already in play, on board sections that have already been explored and placed on the table.

Q If a Warrior is trapped by a Giant Spider's web, can another Warrior attempt to free him?

A No, only the trapped Warrior can free himself.

Q Could you clarify the healing rules a little bit? When can a Warrior use magic to heal himself? What about non-magical healing with Provisions and suchlike?

A A Warrior can *always* heal himself, regardless of whether he is in combat, pinned or anything else. Only if he is on zero Wounds is a Warrior unable to heal himself (Roleplay Book, page 12).

Q Can a Warrior in a pit attack or be attacked? Where is he placed when he escapes?

A A Warrior in a pit plays no part in any combat, he cannot attack or be attacked and does not pin Monsters adjacent to the pit.

When the Warrior escapes he must be placed on an empty adjacent square. If there is no empty adjacent square then he cannot escape yet (you'll have to kill some Monsters to make sure there is enough room!). A Warrior cannot do anything else on the same turn he escapes from a pit.

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GAMES DAY & GOLDEN DEMON 96

Games Day is a massively popular event where thousands of gamers come together to play games, chat with the Games Workshop games designers, miniature sculptors and artists, as well as entering the world famous Golden Demon painting competition!



Left:
Matthew Parkes, 1995
Slayer Sword Winner

It's that time of year again! Time to dust off those paints and brushes, and dig up those ideas ready for Golden Demon '96. Here are the Golden Demon categories so that you can get your thinking cap on and start that prize winning entry straight away.

1. Best Warhammer 40,000 Miniature

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

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Dark Reapers 3-7 models, Snotling Herd 2-10 bases plus a Runtherd, etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models.

4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard slottabases up to 25mm x 50mm maximum size (cavalry base). Models on 40mm x 40mm bases should be entered into the Monsters and Creatures category.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must

include **four** of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to Warhammer or Warhammer 40,000 monsters on 40mm x 40mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a rider if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.

7. Necromunda Gang

Entries for this category consist of an eight model Necromunda gang (4 models for Spyrer teams). All models must be presented on standard round slottabases.

8. Best Epic Titan

This category is for a single model of a Titan of any class, or any type of Gargant, on its standard base.

9. Best Epic Battleforce

Entries to this category should be made up of an Epic force consisting of the miniatures representing a **Company Card**, with a Titan/Gargant or Imperial Guard/Squat super heavy vehicle as a **Special Card**, plus three **Support Cards**.

10. Battle Scene

Entries for this category consist of a battle scene from either Warhammer, Warhammer 40,000 or the Epic game system. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there is no other restrictions on the battle scene's theme or content.

1996 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel miniatures.
- All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1996 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 29th September 1996.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.



The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single plastic Citadel miniature on its standard gaming slottabase.

The Open Competition

The Open Competition is literally what it says – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry, so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, so beware that the competition will be stiff! Remember also that no matter how wild your entry, the judges will be looking for well-painted and modelled miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. You are also allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.

Left:
Neil Thomason,
1995 winner:
Warhammer 40,000
single miniature



Below:
Simon Dunkley,
1995 winner:
Warhammer
command group



HOW DO YOU ENTER?

On this page you'll see a Golden Demon 1996 entry form. Although we'll happily accept photocopies of these forms, every single entry must be accompanied by a separate one. For example, if you are entering category 3 - Best Warhammer 40,000 Vehicle and category 10 - Battle Scene, you'd need to fill in two entry forms.

WHERE DO YOU ENTER?

You can only enter the 1996 Golden Demon Awards by bringing your models along to the Birmingham National Indoor Arena on 29th September 1996. No postal entries can be accepted and no models can be entered through the stores.



GAMESDAY
& GOLDEN DEMON '96

GAMES WORKSHOP®
OFFICIAL ENTRY FORM

Please fill-in a separate entry form for each miniature or model

Name

Address

Postcode

Telephone Number

Category Name Category Number

Description of entry

.....

FOR OFFICIAL USE ONLY

Category Number

1	2	3	4	5	6	7	8	9	10	YB	OC
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Entry Number

NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

HOUSE DELAQUE



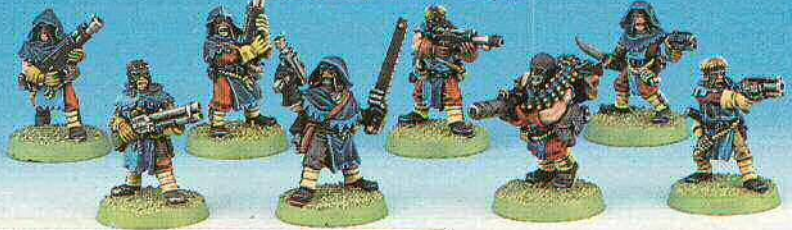
HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE ESCHER



Minatures supplied unpainted.

WARNING! These models contain lead and may be harmful if chewed or swallowed.

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GAMES
WORKSHOP



DISCOVERING WARHAMMER



IN THE BEGINNING...

Each month the White Dwarf team sits down and talks about what articles to put in the next issue. This debate is often very productive, and we usually come up with more ideas than we can possibly use. Normally, when the discussion turns to the subject of Warhammer I just sit back and look sagely (*Oh, that's what it is - Ed*). You see, Warhammer 40,000 is my favourite game and I don't really understand when the lads start discussing Magic Items and combat resolutions. I normally switch off until they say something to me personally, or else I go and make a cup of tea. However, it was with a note of excitement in my

voice that I chirped up with an idea for Warhammer. "Hey guys, I want to write an article about Warhammer! You know, about how I've finally got into playing the game...". Everyone looked at each other for a moment, dumbstruck, and immediately started laughing! Once they'd calmed down, they all agreed that this was an excellent idea. At the moment I'm in the middle of painting up my own Warhammer army and, like many people do every day up and down the country and across the world, I'm discovering the game of Warhammer for the first time.

The Gathering of Might battle report in WD181 was the first and only time I have played Warhammer. It was a massive game, using every model in four of our armies and we had to play on a huge 12'x4' table. Each side was commanded by an overall General - Jervis Johnson for the Orcs and Chaos Dwarfs, and Robin Dews in command

By
Adrian Wood





The Gathering of Might, my first ever game of Warhammer. Probably one of the most memorable moments was when a Hippogriff landed on my back line, causing my General, Valmir Von Raukov, Elector Count of Ostland, to run screaming from the battlefield!

of the Empire forces. Under each of these veteran gamers were three sub-commanders, who were in control of various smaller forces spread across the battlefield. Robin's lackeys were Jake Thornton, Mike McVey and myself. I was placed in command of the left flank, facing off against Gav Thorpe, my long time Epic opponent, and his Goblins. As I normally play Warhammer 40,000 and was used to shooting lots of big guns, Robin put me in charge of a brace of great cannon, a Steam Tank and a regiment of Halfling Archers. He taught me how to guess artillery ranges and I got quite good at it by the end of the battle. We each had models representing us on the battlefield (I was Valmir Von Raukov, Elector Count of Ostland) and one of the most memorable moments was when my representative ran screaming from the field when a terrifying monster landed nearby! Looking back, I can't help smiling. What fun it had been, even though the White Dwarf team were given a resounding beating by Jervis' scurvy crew (*We were unlucky, honest!* – Ed). Credit where credit is due though, they did follow their battleplan through to its bloody and final conclusion.

Afterwards, Jake took the opportunity to nag me into playing Warhammer, as he had been doing for quite some time. "Just some small battles to get used to the rules", he said. More games of Warhammer seemed like a good idea to me and the only way to learn to play a game is to get together an army of your own. However, I had to be realistic, I had too many painting and modelling projects I wanted to do for Warhammer 40,000 to find time to paint a

Warhammer army, even a small 1000 point force! Besides, when people try to nag me into doing something I always have to do the opposite, (when I dig my heels in, I'm big enough not to budge an inch!). It's 'ooman nature, innit?

WARHAMMER RULES OK!

When we were having a clear out of rulebooks and other stuff a few months back, I managed to get hold of a Warhammer rulebook and battle bestiary. I was quite surprised by the simplicity of the rules and don't misunderstand me, when I say the rules are simple I don't mean that as a disservice to the system. In comparison with Warhammer 40,000, which has pages and pages devoted to shooting, hand-to-hand combat, choosing a target, etc, the Warhammer rules are a lot more compact, with simple mechanics which represent quite realistic events, which I rather like. For instance, the rule which I always thought was really neat when I was first told about it was the pursuit rule. When regiments break and flee in hand-to-hand combat the winning side will usually opt to pursue the losers in an attempt to catch them and butcher them wholesale.

This happens in real combat, whole regiments being overrun and killed by victorious opponents. How this is represented in the game is by both the winning and the losing regiments rolling dice. If the loser rolls highest then the fleeing troops outpace their pursuers and are in a position to be rallied later. If the pursuer rolls highest, the fleeing troops are destroyed utterly and are trampled into the ground – cut down as they run. Game mechanics like this really appeal to me, as I'm easily confused by lots of rules!

The biggest difference between Warhammer and Warhammer 40,000 that struck me in particular are the psychology rules. Indeed, I can't

remember all the psychology rules for Warhammer 40,000 as they are only really applicable if you are facing Tyranids or Chaos forces (I have to keep looking them up!). In Warhammer, psychology is a vital part of every battle-winning strategy and the proper manipulation of *frenzy, fear, terror*, etc and their effects can bring whole armies to their knees. For instance, the way in which you can cause panic tests by charging into a regiment's flank has no counterpart in the Warhammer 40,000 rules.

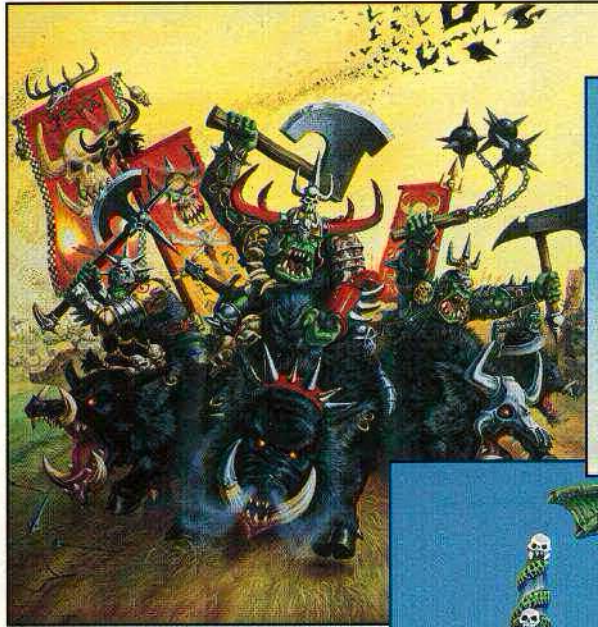
Anyway, enough with the games system comparison, I'll leave that up to the likes of Jake and Steve. The main thing is that the Warhammer rules are dead straightforward and this means you can start playing the game quickly. But before you can play you need an army and, with ten army books available, I was in trouble. Which army to choose? Decisions, decisions!

WHICH ARMY?

Here's a surprise – I didn't want to choose Orcs and Goblins! Although, of course, I always feel a deep affinity for the Boyz, I didn't want to be painting Goblins (or Skaven for that matter) solidly for six months in order to get a decent sized regiment. Okay, I'm exaggerating, but you get the picture. One greenskin army is enough for anyone to paint! I liked the look of the Empire army, I could certainly pick a good force that I could cater to any playing style. With its noble knights I could have a massed cavalry army or I could revisit the artillery school and go for some huge cannons. Everyone wants the Wood Elves at the moment and whilst the High Elves and the Dark Elves are both good armies they didn't really set me alight.

The Undead had the great plastic Skeleton models in their favour, but Jake already had an Undead army under way. The Chaos Dwarfs have always been one of my favourite miniature ranges and they were a strong contender for a while. I just think the tall hats and hooked noses, indeed the whole Assyrian image of the army, makes them look really nice. The Great Taurus is an awesome beast and the Hobgoblins are really characterful regiments. The whole problem of choosing an army was a thorny one. Jake offered me some sagely advice, but I was still none the wiser, really. What to do?

When Jake took part in last year's Warhammer Staff Tournament he used a Chaos army, comprised completely of Slaanesh followers, and did very well for himself. I'd been putting together some Chaos Space Marines since Christmas in anticipation of the new Codex Chaos and was well immersed in the whole Chaos



background. I had enjoyed looking through Warhammer Armies – Chaos when it came out last year and I thought the Chaos models, the Dragon Ogres, the Daemonettes, Beastmen and everything else, were really powerful-looking. This, combined with the superb illustrations by John Blanche, Wayne England and Mark Gibbons, helped to bring the Warhammer world to life for me. The answer was staring me in the face – my Warhammer Army would be Chaos. I'd finally decided, hooray!

Now I had chosen the race I wanted, I had to choose the army itself. Like every army we produce, the Chaos army has very obvious strengths and weaknesses which give it its tactical character. For Chaos this means that there are no war machines other than chariots – no awesome cannons or bolt throwers. It isn't a missile firing army either, having only Centaurs who can carry bows. Chaos is very close combat orientated force and I decided to concentrate on this.

The other characteristic of the Chaos army is well known: all its troops cost loads of points!

As you can see, the enormous wealth of beautiful artwork and wonderful Citadel Miniatures brings all the armies of the Old World to life. This, of course only makes it harder to pick one to collect!



I only wanted a 1000 point army in order to start fighting some small battles with Jake and Steve, and with the high cost of the troops I could see myself ending up with a very small force indeed! I would have to choose my troops very carefully.

Will my army comprise mortal troops and monsters solely, or should I have some daemons as well? Having seen how long Beastmen survive against missile weapons in battle reports and other games, I thought a big regiment of these Chaos followers was a must. They are also the cheapest of the Chaos regiments and would make the army a little bigger. A regiment of Chaos Knights would eat up a huge amount of points, and once again they were great models. I could easily create a veritable monster of a Chaos Knight regiment that would be fast-moving and rock hard in close combat, backed up by a mighty regiment of braying Beastmen, with 2 Wounds each. These regiments seemed like good, solid choices and a firm core for my army to grow around, with maybe some Dragon Ogres thrown in for good measure.

In order to have any daemons, I would have to have a Chaos Champion. Should I stick to a single Chaos God or maybe pick and mix? Each of the Chaos Powers allow you to take fast-moving packs of creatures like Slaanesh

Fiends or Flesh Hounds of Khorne, or whole regiments of foot troops like Tzeentch Horrors. Whichever I chose I would be able to get good, characterful troops for the army, so all I had to do was decide on a god to pledge myself to!

Each of the terrible Chaos Gods has a different personality which is reflected in the fighting style of the daemons it can send to reward your pleas. For myself, the might of Khorne and his martial code has always been very attractive, and red is my favourite colour too. Remember my Chaos Titan Abominatus, Despoiler of Worlds? Flesh Hounds are fast moving and, with their *Collars of Khorne*, are able to automatically dispel magic cast against them and aren't effected by magic weapons (normally a weakness of daemons, as it turns out). The Bloodletters look like a nice extra regiment of foot troops who, along with the Flesh Hounds, would be able to rely on their own Leadership in the heat of battle. A regiment of Bloodletters on Juggernauts would be a great option, but I mustn't get carried away, I have to remember that I'm only looking for a small 1000 point army to get started with!

I finally settled on a force and have been furiously painting it up in order to meet the challenge of my first combat. I have finished painting probably the biggest regiment in the whole army, 20 savage Beastmen with a magic banner. The metal Beastmen are so alive with character and ferocity, perfect for my core regiment. They also make up my 25% minimum regiment allowance. Next I have my Chaos Lord General, a huge chunk of my points gone in one model! All Chaos special characters are hugely expensive anyway and most of them can't lead the army so I decided to use a normal General and make up a background for him myself.

I prefer to have leaders who develop their own character as they fight battles anyway, much more fun. With a little conversion work I now have a Lord who will lead my horde to victory, mounted on a huge, solid metal Chaos Steed covered in brass scale barding. A good choice to fill up my character allowance and entitle me to daemons is

Khorne the Blood God has a strong visual appeal for me. The medieval imagery of daemons, red and horned, coupled with Khorne's martial code have really inspired me to collect an all Khornate army. (This also means that I don't have to worry about wizards, as Khorne despises weaklings who rely on magic!) Below, you can see the kind of Chaos army I would go to war with, made up of models from our miniature cabinets (as my own army isn't finished yet).



a Champion of Khorne to lead the Beastmen. The Champion allows me to have units of daemons, Flesh Hounds to be exact. Talk about small elite force, I have 30 models in my army and, with the addition of some Chaos Knights and a Battle Standard, I'll soon be pushing towards 2000 points of frothing troops!

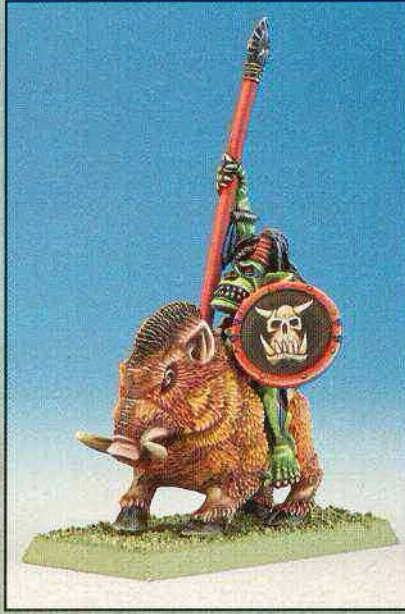
Warhammer is a great game to play with endless opportunities to experiment and create an army of your own with which to defeat your enemies. I'll keep you all posted how I get on over the next few months. And if you don't play already, why not give Warhammer a go yourself? I'm sure you'll have great fun!

SAVAGE ORC BOARBOYZ

Savage Orcs are frenzied fighters whose ferocity is well known throughout the Old World. The strongest and bravest of their kind ride into battle on vicious war boars, wielding crude stone axes and spears. Accompanying them are the Savage Orc Shamans, renowned for their extraordinary powers and their ability to make magic potions. When the Savage Orcs go to war, their Shaman marks them with tribal tattoos using a strong magical concoction. These tattoos protect the Savage Orc Boyz like armour. If a Savage Orc Shaman rides with a mob of his Boyz then the power of the tattoos is enhanced still further, while the wild energy of the mob fills the Shaman with the power of the Waaagh!



Savage Orc Boarboyz armed with spears



Savage Orc Shaman on war boar



The Savage Orc Boarboyz rampage over the Empire artillery before they have a chance to fire.

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Each boxed set contains a complete Imperial Guard squad. The box also includes a sheet of Citadel waterslide transfers so that you can complete your Imperial Guard in their correct regimental markings.

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

These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

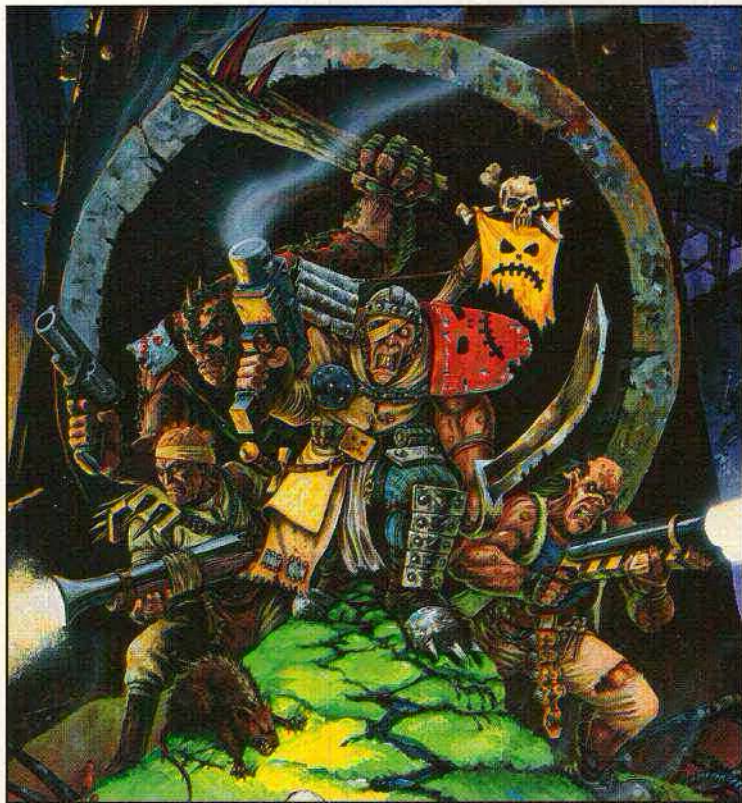
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SCAVVIES

By Andy Chambers

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can hardly be considered truly human any more. They are often severely deformed and mutated by the toxic environment they live in, dressing in rags caked with the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks, and their limbs are often so withered or shrivelled that crude hooks and peg legs are common. But they are not weak – only the tough survive and any Scavvy too crippled to defend himself will soon fall prey to his fellows.



Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical group will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang, they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun

settlements and trading holes. The notorious excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its brief period of rulership by the so-called Beggar King.

Fortunately, Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers “tolls” and “taxes” whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

OUTLANDERS. Scavvies are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Scavvies do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Scavvies start with one piece of territory generated on the Outlaw Territory Table. This forms their scrofulous camp. Scavvies may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Scavvies lose their current base camp, generate another on the Outlaw Territory Table.

INCOME. Scavvies collect income from their one piece of territory and from foraging like any other Outlaw gang. They can trade using the Outlaw Trade Chart and recruit



SCAVVIES

Even amongst the demented and monstrous dwellers of the Underhive, the Scavvies are truly the lowest, the very scum of the sump. Deformed and devolved beyond the ken of what is rightly called humanity, these foul beasts form a new class of creature. Yellow-skinned and covered in disgusting sores, warts, blisters and cracks, Scavvies hide their bodies under scraps of cloth scavenged from dumps and corpses. Crude hooks and peg legs are a common sight, grafted onto arms and legs in order to replace the twisted limbs of the most horribly deformed. Even more inhuman are the Scavvy's allies – the reptilian Scalties and the infected, half-dead Plague Zombies.



Scavvy Boss with shotgun and autopistol



Plague Zombie



Plague Zombie



Scally with spear gun



Scavvy with stub gun



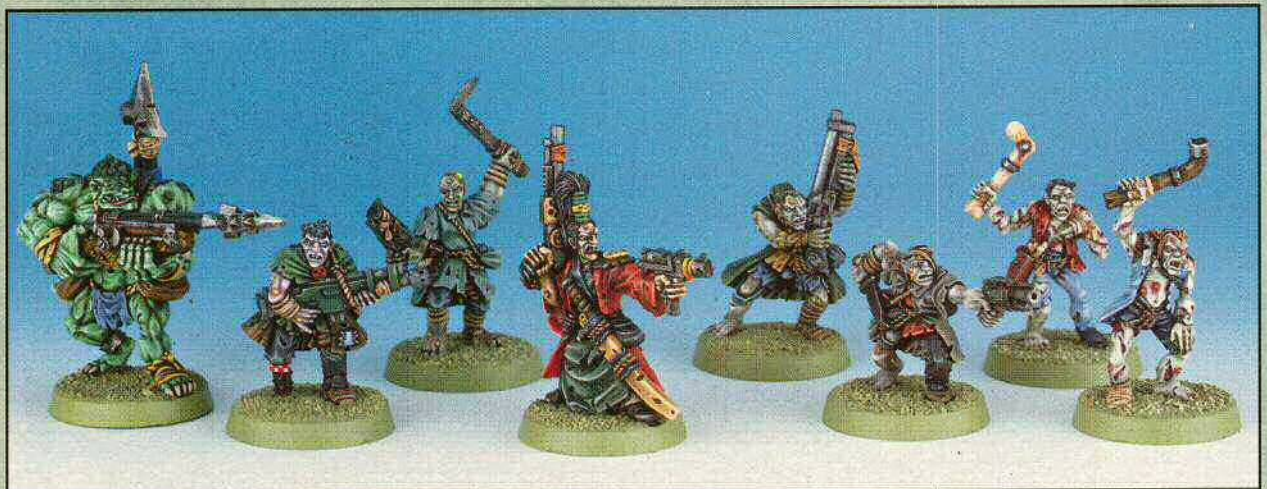
Scavvy with autogun



Scavvy with shotgun



Scavvy with stub gun



A Scavvy gang



extra gang members from the Scavvy list after each game. Scavvies may use Hired Guns but will struggle to pay them!

CANNIBALS. Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 3 credits per gang member to avoid

suffering the effects of starvation, the Scavvy player can decide to put either a member of the gang or a prisoner in the pot instead. If this foul and degenerate practice is observed the gang is immune to the effects of starvation until after the next game.

BOUNTY. A bounty is paid on all Scavvies by the Guilders, just to keep their numbers in check.

SCAVVY WEAPONS. Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short of ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. This does not apply to Scaly weapons.

MUTANTS

Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth.



However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

SCALIES

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common Human sub-species in the Imperium are the abhuman races of Ogryns, Ratlings and Squats. The Scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match.

Scalies are rarely-seen creatures, but they are most common in the dark Underhive of Necromunda. They are undoubtedly intelligent, but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of the Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

SCALY SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another, even at long range!

If a model is wounded by a spear gun roll D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

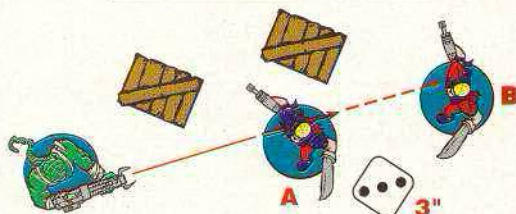
Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not

be fired until the model misses its shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload spear gun, nor may it fight in hand-to-hand combat whilst reloading.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-24	-	-1	6	D3	-3	6+

Special: See above

Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.



PLAGUE ZOMBIES

Long ago, Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately, beasts still need to eat, and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive, and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off

what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain, so they are very hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie!



AUDIENCE WITH A SCAVVY KING

Looking for more info on the dreaded Scavvies, we turned to 'Eavy Metal team member (and famed Scavvy King) Mark Jones. After bribing him with a lump of raw meat he told us the following...

"When selecting a rookie Scavvy gang I think that including one or two Scalies is a must. As they are fairly expensive it's best to buy them and their equipment when you start, because once you have to forage for food, bitter experience will teach you how vital each cred is. It will take some time to build up a stash big enough to afford luxuries like Scalies, let alone their rather tasty weaponry (Scalies have the best selection of guns available to your gang). With my own gang I decided to take two of these monsters right from the beginning, arming one with a scatter cannon and the other with a spear gun. Both of them were given throwing axes as this would give me two effective weapons for silent attacks as well as a reliable back-up to their main weapons.

With your heavies sorted out it's important to tool up your leader before getting carried away with Scavvies, Mutants and the lovely Plague Zombies. Think about how your boss is going to operate in the field. Is he going to lead from the back, letting his gangers meet the enemy head on, or will he make daring charges at the opposing gang, inspiring his Scavvies and leading them to victory? Choosing your leader's character in this way will save you from wasting valuable creds on equipment that he will not need. In my opinion the only essential part of a leader's wargear is a tox bomb. It may not be as destructive as frag grenades, but as

the template from a tox bomb stays in play for the entire game, a well aimed hit from this device can be used to block off walkways and passages to your opponents, unless they want to risk contamination. This allows you some control over which direction and route the enemy gang will take in order to engage you in close combat. With the main (and usually rotten) core of your gang, it is best to keep the equipment fairly basic. This will save those valuable creds to either stash away for extra equipment or for tasty titbits to entice your beloved Zombies.

The mutations give you a slight edge over other starting gangs, as they gain your Scavvies useful statistic increases or skills, although you will be limited to the number of mutants available by the number of basic Scavvies. With experience I found out that by far the most useful mutation was wings, because a winged mutant has a charge range of 16 inches when swooping down from a higher level. Once you pick up skills like *Berserker Charge* and *Killer Reputation* for your flying mutant, you have quite a good chance of breaking any opposing Juvies and you can almost certainly take them out in close combat when you swoop down from above!"

PIT SLAVES

Many of the Guilder slaves of Necromunda find themselves "modified" by their masters – limbs are altered or simply lopped off and replaced with heavy industrial equipment, turning the hapless victim into a nightmare mannikin of steel and flesh. Of course, these devices also make very handy weapons, and so when one of these slaves manages to escape he will often find himself in high demand by gang leaders with a few creds to spare.



Pit slave with shears and laspistol



Pit slave with rock drill and stub gun



Pit slave with hammer and autopistol



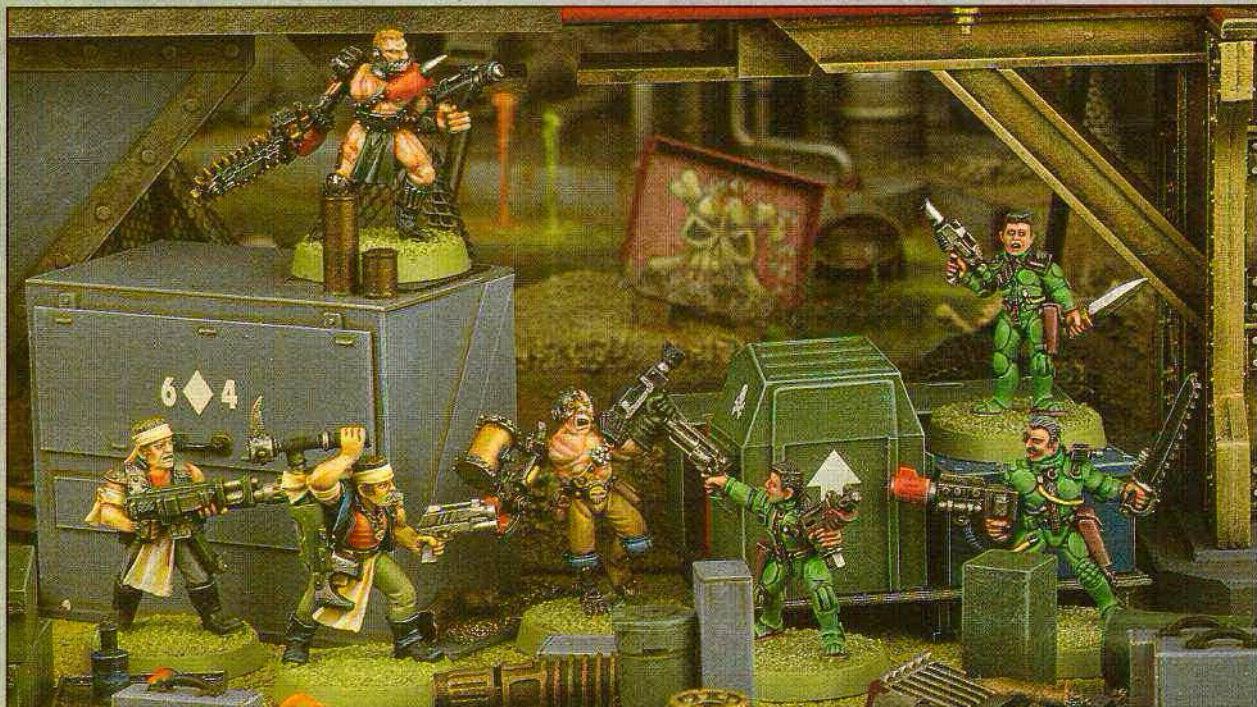
Pit slave with buzz saw and stub gun



Pit slave with claw and autopistol



Pit slave with chainsaw and laspistol



The Van Saars' fancy weapons are of little use against the brute force of the Orlocks' pit slave allies.

WARHAMMER

THE GAME OF FANTASY BATTLES

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



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



CITADEL
MINIATURES

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GAMES
WORKSHOP

'EAWY METAL MASTERCLASS

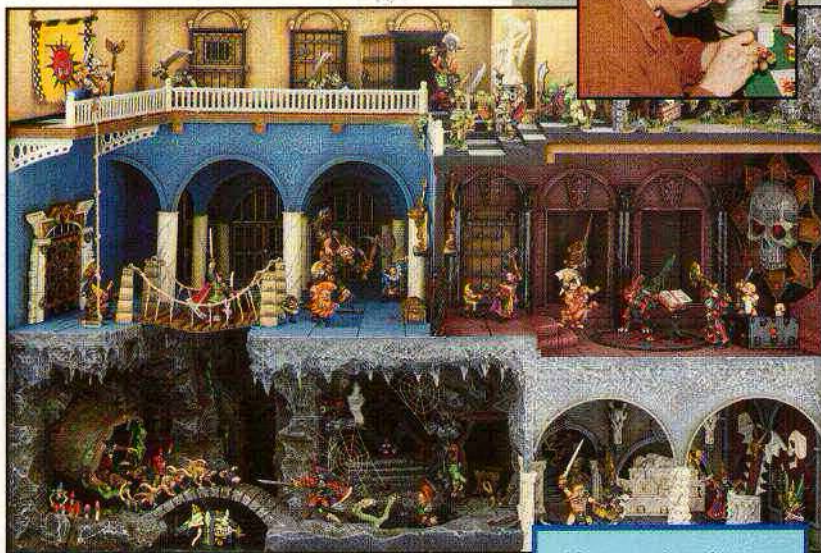
By Mike McVey

Over the last couple of months I've been shut away in the nethermost regions of the Studio slaving away on a new modelling project, and this month you get to see the results! Part of my job here at Games Workshop is using the miniatures to create evocative and exciting scenes which explore the Warhammer and Warhammer 40,000 universes. That's the theory anyway, the reality is that I get to make dioramas all the time – pretty cool job, really!

To give you the general idea, I've included pictures of a couple of contrasting pieces that I've made over the last year. The diorama below shows the last, deadly conflict between the Emperor and Warmaster Horus. This is a very compact model concentrating on a well defined narrative between two main characters. The Warhammer Quest model shown on the right is totally different, teeming with small scenes throughout the whole model, which captures the more chaotic feel of the game.

In my latest model I wanted to create a scene somewhere between the two: a diorama that had the narrative of the Emperor and Horus battle, while at the same time approaching the size and impact of the Warhammer Quest model.

I decided on a fantasy scene, as I seem to have been doing a lot of work based in the Imperium of Warhammer 40,000 lately. After I had made that decision the rest just fell into place. There was work going on all over the Studio for the Wood Elf army book – new miniatures, rules and



Above: Mike's diorama captures the feel of a game of Warhammer Quest perfectly. A band of Warriors battle to overcome all obstacles in their path, and only the bravest and most resourceful will find fame and fortune!

Left: The final battle between the Emperor and Horus is one of the most memorable in the history of the terrible Horus Heresy.

background were appearing every week. This was all the encouragement I needed. Wood Elves have always been my favourite army, and those of you with the power to see into the misty depths of the past may even remember my own Wood Elf army being featured in White Dwarf (back in the days when it was far slimmer).

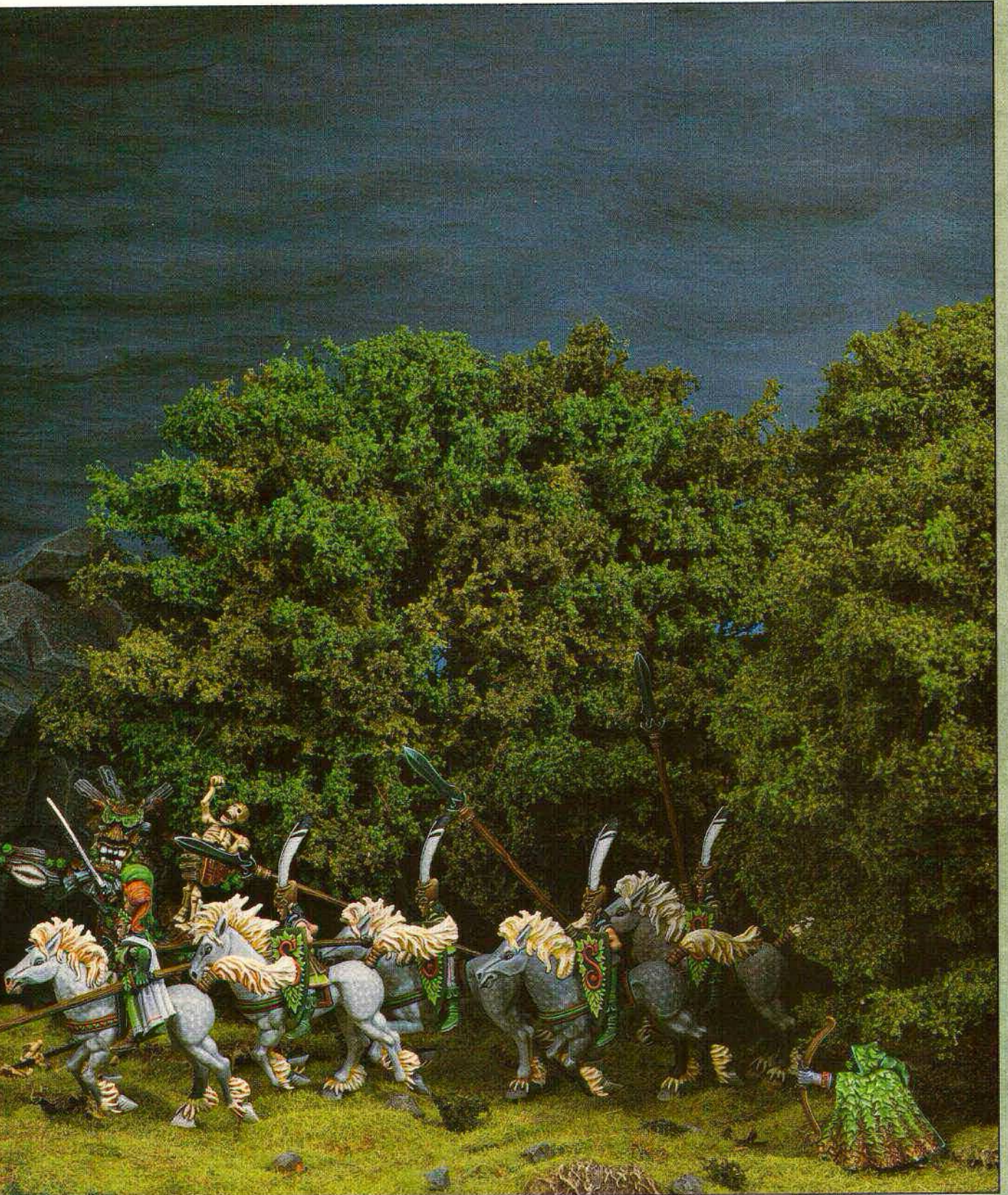
Once the subject of the diorama was settled on, all I needed was a spark to fire my inspiration. This was provided by Nigel Stillman's evocative Wood Elf history – I could have made a dozen dioramas from the ideas he provided in the Warhammer Armies book. My choice was somewhat limited by what models were available when I started, which was fairly early in the process, and it would be months before some of the concepts were realised as actual miniatures to paint.

The scene that I decided on was an episode where the Lichemaster raised an Undead force amongst the ancient barrows and burial tombs on the borders of the Wood Elf kingdom. I decided on a fairly simple scene with two clearly defined sides. I wanted this model to capture some of the feel of Warhammer, but without losing any of the dynamism that is so vital to a good diorama. The results of my labours are on the following pages, so have a look and judge for yourself...



“...create evocative and exciting scenes that explore the Warhammer and Warhammer 40,000 universes. That's the theory anyway, the reality is that I get to make dioramas all the time – pretty cool job, really!”







The forces of darkness: I didn't really have to think too hard about the feel that I wanted for the Lichemaster's evil horde, there aren't many things that are as straightforward to paint as Skeletons. There are, however, a few things that I had to keep in mind. The foremost of these was that the Skeletons should stand out from their surroundings, so I simply stuck to a light bone colour. I also tried to get as much animation and character into the miniatures as possible. If you look at the diorama, you'll see that most of the positions that the Skeletons are in are relevant to the situation and surroundings, with them stepping over hummocks of earth and so on.

I wanted to change the appearance of the Lichemaster so that he appeared to be filthy and unkempt, very appropriate for someone living in tombs and dank, dark places. So, I removed his hat and the top of his staff and modelled on lank and dirty hair before painting him in very subdued colours.



The Glade Riders: I had a very definite image of how I thought these should look before I started. I'm really happy with the way that the Glade Riders turned out for a number of reasons. Firstly, I wanted a plain and simple feel for the riders, so I used the upper body from the Forest Dragon rider, which also had the advantage of wielding a longer lance. I used this to create some extra movement in the charge – notice how the lances go from being carried upright at the back, to levelled at the front ("full tilt").

The colours also work well and provide a relief from the natural tones of the rest of the scene. I always paint Elf horses in white tones, but making these dapple greys with golden manes and tails works really well. This, coupled with the linked colours on the riders, really makes them look like a defined unit of troops. It's best to create some real impact and movement, so I endeavoured to make them look like they were really charging out of the woods and out across the meadow. I'm really happy with the way this comes across!



Waywatchers: As I mentioned earlier, Wood Elves are my favourite Warhammer race, and I must say that the Waywatcher miniatures are my favourite Wood Elves (perhaps Gary Morley's finest work yet!). I didn't originally plan to put these miniatures into the scene, it wasn't until they appeared on Gary's desk that I decided to find a place for them. These figures are so animated and characterful that they are just ideal for a diorama. I painted them in an extreme version of the greens and tans that I used on the rest of the Wood Elves. It was a case of achieving a good balance: not to blend into the background too much, but they are supposed to be camouflaged...

The Waywatchers are painted similarly to the Glade Riders, but a bit brighter. I had used a particular shade of bright green on each of the horsemen to give a clearly defined visual link. I also decided not to use any metallics on the Wood Elves. Metal is rare in Loren so other materials are used instead. In fact, the only metal is on the General's sword.



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The Standard of Undeath: This was added fairly late on in the process. I felt that the left hand side of the scene lacked a bit of height – all of the figures were dwarfed by their surroundings. The banner gives a focal point, and far more impact, to the Undead force.

I also decided not to follow the usual route that I normally paint banners: drawing them out on paper then inking and colouring. This works well on unit miniatures, but is a little too static. I wanted a really wind-blown, ragged effect. By far the best way to achieve this is to use metal foil. The best kind is the thick lead foil that you get on wine bottles and tubes of tomato puree.

This needs to be washed thoroughly and can then be cut to shape and painted. The disadvantage of working this way is that you can't draw things out first. You just have to get stuck in with the paint brush pretty much straight away, and hope you don't make a mistake!

The finished effect is worth the effort, though, and the banner can be very realistically bent into shape. You do need to be careful when doing this. Even though Citadel paint is specially formulated to be flexible, you can still crack the surface if you bend the banner too much.





The Treeman: I love the model of Durthu the Treeman, it's just full of character and life. I could imagine the scene perfectly – Durthu crashing through the trees, smashing aside and crushing Skeletons with his huge hands! So that's exactly what I did. It was a simple matter to move his right arm forward and put a Skeleton in his left. The action is completed by a pile of crushed bones on the ground and a lone Skeleton desperately trying to fend off the inevitable!

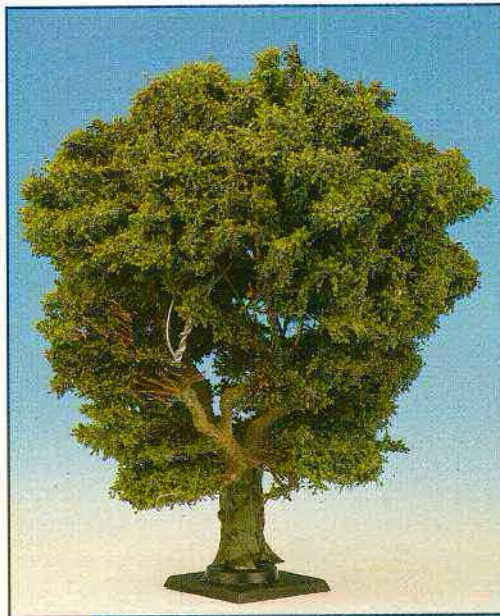
The standing stone was carved from a piece of insulating foam. This is great for rocks as it enables you to get smooth surfaces and sharp edges without breaking up like polystyrene. I made the roots and vines from scrim bandage mixed with filler and PVA glue, applying it fairly roughly before pulling the gunky stuff into shape with some tweezers. The leaves are special brass etched ones which were added after the vines had dried.



The picture above shows the diorama before the trees and miniatures were added, it also allows you to see the construction of the model. It's quite straightforward really, using a basic box shape. The constraints of photography mean that I can't construct anything too complex otherwise the camera can't show it. Even though the right hand side of the model would be obscured by trees I wanted to avoid any hard edges, so I cut it into a curved shape and painted on a rough background in case any areas could be seen through the woods. This photo also clearly shows the divide between the two halves of the model: the left side is scorched and dry-looking while the right side is lush and green. I think that the ground worked really well, especially the open grassland. I wanted this to look quite broken, like the meadows that border woodland areas rather than someone's lawn. The grass itself was made from static flock glued on in small clumps to heighten the uneven look.



The backdrop: One part of the diorama that I was dreading, but actually turned out to be quite straightforward, was the backdrop. Initially I wasn't planning to do one, but the more that I thought about it, the more sense it made. I didn't try anything too ambitious or complex, just something that set the scene and added to the feel of the model. The darkness and thunder creeping in echoes the Skeletons below, and the lightning really seems to illuminate the battle. I worked directly onto a piece of art board cut to the right size, and used a large flat bristled brush. I used Citadel paints, but poured the colours that I was going to use onto a palette so that they were readily accessible. First, I applied a flat coat of a mid sky-blue and gradually worked the clouds into this – fading from grey at one side to black at the other. The lightning was the fun bit, I used a normal miniature painting brush and just painted on the familiar zig-zag lines. The edges were feathered out, and then a hard white line painted down the centre of the streak.



Constructing the trees: Perhaps the most challenging and fun aspect of this model was making the trees. When I started out I knew what I wanted to do, but only had the vaguest idea about how to achieve it. After lengthy discussions with our resident modeller Owen Branham, we came up with a plan. The trees that we use for scenery are fine for gaming with, the colour and texture are great, but I decided that they would look too neat and ordered for my purposes so I set about them with a pair of heavy duty cutters! Be warned though, this is not a technique that I would recommend – the last thing that I want is for you to destroy your nice trees and then curse my name! But if you're determined, this is what I did:

The first step is to create a frame to work over, using a thick bundle of florists' wire twisted together. Look at some real trees and see how the branches split and divide, it's important to get a good realistic shape at this stage. When this armature is complete, cover the trunk and branches with glue and fine sand to give a basic texture. Then use modelling putty to create the bark on the trunk and lower branches.

The next stage is to remove the foliage from the other trees, starting from the bottom of the tree and cutting off pieces in half ring shapes, nice and close to the trunks. These are then glued onto the armature,

following the lines of the branches. Look at photographs of real trees and try and copy their shape. There is one piece of equipment that you will need if you are foolish enough to attempt this, and that is a hot glue gun. This melts sticks of all-purpose glue which dries in a few seconds. There really isn't anything else that can do this job! Be very careful, this whole process is riddled with opportunities for serious injury – you have been warned!

What to do next, eh? Don't worry, I'll keep you up to date in future issues... If you're feeling inspired, all I can say is "have a go!", you'll only know if you can do it if you try! If you think you've done a good job, why not enter your diorama into the Golden Demon '96 Open

Competition? You never know, you might win the prize and your modelling and painting skills will be the subject of a White Dwarf article too. Next month I'll be finishing off the painting and modelling horses article that I started last issue. See ya then!

Send your questions to:
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White Dwarf,
Games Workshop,
Howard House,
16 Castle Boulevard,
Nottingham NG7 1FL

WARHAMMER

40,000

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

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



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GAMES WORKSHOP

NECROMUNDA

THE HEIST!

By Gav Thorpe and James Ball

Gav: A short while ago we received a letter detailing a new scenario for Necromunda. The letter was from James Ball, who's a big fan of the game. His basic idea for a raid on a warehouse appealed to us and we've given it the White Dwarf treatment to present to you. Hopefully, we'll be presenting more new Necromunda scenarios in the future, so if you have any in mind, please write in and let us know. Well here it is, the *Heist* scenario...

THE HEIST SCENARIO

To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and new weapons. Occasionally a gang will be so desperate and short of creds it will attack a Guilder caravan or, as this scenario represents, raid a storage facility belonging to the vengeful Guilders. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired by the Guilders to stand watch and guard their stash of goods before they are shipped out to other settlements.

CHOOSING THE HEIST

If a normal or Outlaw gang rolls a "may choose" result on either the Scenario table or Outlaw Scenario table, the player may opt to play *The Heist*, in which case the player who chooses the scenario is the attacker. Note that *The Heist* is an Outlaw scenario, so any rolls on the Outlaw table (due to being reported to the Watchmen) should be modified accordingly. If both gangs are Outlaws you may still play this scenario, it is assumed that the defenders are working for renegade gun-runners or some other illegitimate traders. Outlanders cannot be the defenders.

TERRAIN

Starting with the attacker, the players take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed, the defender may place up to five barricades and the watch-tower. When all the terrain has been placed, the defender puts all the crate counters face down and takes 2D6 of them at random. Neither player may look at these. The defender must place the crate counters on the table, no closer than 8" to a table edge and no closer than 4" to another crate counter.

GANGS

The defender sets up first and may deploy his gang as he wishes, as long as each model is 8" or more from any table edge.

The attacker must randomly select a table edge and deploy his gang within 4" of that edge.

Fighters with the *Infiltrate* skill may use their skill, whether they are attacking or defending. Defending *Infiltrators* are assumed to use their skills to hide while the enemy spy out the defenders' positions before launching their assault, rather than moving into position after the attackers have burst in.

STARTING THE GAME

The attackers go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar...





THE CRATE COUNTERS

Only the attacking gang has any interaction with the crates – the defender cannot move or open the crates for fear of damaging the goods they are supposed to be protecting. The attacker, on the other hand, is only there for the crates!

Each crate counter indicates on the back what it contains – either *Ammo*, *Guns*, *Gear* or *Trap*. *Gun* and *Gear* counters have no immediate effect on the game, since they may need to be assembled, cleaned or whatever before they can be used. *Ammo* counters can be used straightaway if needed (see *Ammo* below), while *Traps* will go off the moment a fighter opens the crate! A model may pick up a crate counter by simply moving over it. An attacking model can carry a crate counter without affecting its shooting, close combat or movement in any way. Obviously, Underhive denizens and other types of creature cannot carry or open crates...

A model may open a crate by ending its movement carrying the crate counter. The model may not shoot in the same turn, and may not open a crate if engaged in hand-to-hand combat. When the model opens the crate, the attacking player may look at the back of the counter. Depending on what the counter represents, refer to the relevant section below and note down what each counter represents on a scrap of paper.

Fighters who go out of action drop any crate counters they are carrying wherever they happen to be at the time. Remove the model, but leave the counter in place. Models can transfer crates to other models in base-to-base contact during the shooting phase, but neither model may shoot that turn.

Ammo

Ammo counters represent a spare magazine, power pack or whatever for a weapon. When the counter is turned over, roll a D6 on the following table to see which type of weapon the *Ammo* counter is for:

ROLL	WEAPON RELOAD
1	Lasgun
2	Autogun
3	Shotgun – man-stopper shells
4	Bolter
5	Shotgun – bolt shells
6	Heavy Stubber

See the *Necromunda Rulebook* (page 69) for details of weapon reloads.

Trap

The Guilders are nobody's fool and often include booby-trapped crates amongst their hordes – as much to discourage the guards as anything else! Roll a D6 to see what effect the trap has on the unfortunate fighter. *Trap* counters should be discarded immediately after they have been resolved.

ROLL TRAP AND EFFECTS

- Frag!** A frag grenade detonates. Centre the template on the model opening the crate and follow the normal rules.
- Incendiary!** Treat the opening model as if it had been hit by a hot-shot shotgun shell.
- Net!** A massive net springs out of the opened crate – the model counts as man down until it can roll equal to or under its Initiative at the start of its turn.
- Screamer!** As the fighters open the crate, they are knocked reeling by an intense ultrasonic scream which can shatter ear drums and burst blood vessels. Any models within 2D6" must roll equal to or under their Initiative or suffer a single Strength 3 hit with no armour saving throws allowed.
- Choke bomb!** Treat as if a choke grenade has exploded, centred on the model opening the crate (page 59 of the *Necromunda Rulebook*).
- Flash Flare!** Treat as if a photon flash flare has been detonated, centred on the model (page 60 of the *Necromunda Rulebook*).



A band of desperate Scavvies run the gauntlet of Van Saar heavy firepower to steal valuable guns and ammo.

Guns

Guns counters represent, yes you've guessed it, guns! These must be cleaned up and assembled and cannot be used until the next battle. Roll a D6 on the following table to find out what type of gun was in the crate.

ROLL	WEAPON
1	Laspistol
2	Autopistol
3	Bolt pistol
4	Autogun
5	Shotgun (with solid and scatter shells)
6	Lasgun

Gear

Gear represents some other item of equipment, such as a gunsight or (in the case of Outlaw Guilders) a cache of combat drugs. Roll on the Rare Trade Chart to find out what is contained inside the crate. If the defending gang are Outlaws, roll on the Outlaw Trade Chart, treating results of combat drugs (Spook, 'Slaughter, etc.) as D6 doses with no chance of contacting a fixer. Re-roll "Special" results on the Outlaw Trade Chart.

ENDING THE GAME

The Heist scenario continues until one gang is driven off or the attackers have all of the crate counters in their possession, as described below.

If a gang fails a bottle roll, or one player voluntarily bottles out, the game ends immediately. The defending gang is being well paid for protecting the stash and is unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making bottle rolls until it has suffered 50% casualties, rather than 25%. The gang that bottles out loses and the winner is left in possession of the battlefield.

If all of the crate counters are being carried by attackers within 8" of the table edge they entered on, the game ends immediately with a victory for the attacker.

If the defender bottles out, the attacker gets any remaining crate counters. In addition, the extra time the gang has allows them to discover and deactivate any remaining *Traps*. *Traps* counters should simply be discarded.

EXPERIENCE

Fighters who take part in this scenario earn experience points as noted below.

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per wounding hit.** A fighter earns 5 points for each wounding hit they inflict during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds their target. Although it is possible to inflict several Wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per actual Wound inflicted.
- +1 Per crate counter.** For every crate counter the fighter is carrying at the end of the game, add 1 experience point to their total.
- +10 Successful defence.** If the defending gang wins, their Leader earns 10 points.

PAYMENT

The defending gang gets paid by the Guilders for guarding their warehouse. In addition to any normal income, the defender earns 5 creds for each Wound inflicted on the attacking gang, and 5 creds for every unopened crate counter still on the table at the end of the battle.

RATSKIN RENEGADES



Ratskin Shaman

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering, and would rather not have anything to do with them. Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing wherever they can to cleanse the Underhive of intruders. Their vengeful cries pierce the night as they go to war, led by their fierce tribal chief.



Ratskin Chief



Ratskin Brave with
autopistol



Ratskin Brave with
blunderbuss



Ratskin Brave with musket



To prove their courage the Ratskin Braves charge the foe, buying time for the war party to move into position...

THE BATTLE

By Warwick Kinrade and Gav Thorpe

Gav: So, that's *The Heist* scenario. Since we had been playtesting *The Heist*, Jake thought it'd be a great idea to use one of the fights as a battle report. Naturally, I agreed (he is my boss!) and asked my erstwhile playtest opponent, Warwick, if he would like to join the long list of people who have defeated me in the pages of *White Dwarf*.

Warwick's new around here (having just joined us as an Assistant Games Developer, poor innocent soul) and was more than happy to face me. He reckoned he's not much of a Necromunda veteran and I would trounce him, but as regular readers know, that doesn't mean a thing when you're playing against me!

Anyway, we located a suitable table, spread our black Underhive cloth over it and set up the scenery. For this battle we used two fairly rookie gangs, so we could have an interesting mix of skills without having to worry about too much (you really have to "grow up" with a gang that has loads of skills otherwise you keep forgetting them!). As usual, we made maps and notes of the action and used loads of film taking photographs (about four whole films!). These were then used to create the maps and photos on the following pages. Well that's enough blithering on about how we did it, here's the battle report.



The flames leapt higher and higher as Wakonda danced in a circle around the blaze. With his ceremonial rat mask glittering in the yellows, oranges and reds of the flame, the Ratskin Shaman looked like some denizen of hell come up to visit the living. The Dreamsmoke hung around the camp like a wreath, as Wakonda took in deep breaths of the burning vapours. His ritual chanting grew quieter and slower, as the ceremony reached its peak and the Shaman was assailed by visions: some of the future, some of the present and some of the past. Scenes flashed before his eyes: ancient Ratskin warriors battling old foes, the arrival of the Underhivers bringing death and destruction with them. The flames and Dreamsmoke swirled into a single mass of shifting colour, which spun lazily around the Shaman's head and danced in spirals around his limbs.

Then Wakonda's vision blurred more and he felt the sensation of travelling rapidly forwards. He found himself on a twisting path, bordered on each side by miasmic walls of fire and smoke. The vision blurred again and the Shaman surged forward, racing past faces emerging from the smog, faces which the Ratskin recognised, like the craggy features of Hissing Rat and the youthful, optimistic face of Dripping Pipe.

Then the hive spirits appeared, their faces both bizarre and beautiful. The snarling, rat-headed Brakar leapt at Wakonda, shaking his fist in anger, but the Shaman did not flinch, knowing it could be fatal to break such a deep trance. Tiny spirits of spiders and Milliasaurs flowed around Wakonda, caressing his skin, making his nerves tingle with their feather-light touch. Remembering his purpose, the Shaman raced on again, leaving the moaning spirits behind, their desperate pleas for help falling on deaf ears for once.

Then clarity almost returned, Wakonda's vision widened so he could see a camp of some kind. A tall, thick mesh fence surrounded a large storage building. Inside, different crates glowed within the Shaman's second-sight. Using his mental powers, Wakonda thrust his psychic eyes into the boxes, locating the guns and equipment inside. Back in the real world, the Shaman grinned widely beneath his disturbing mask.

His mission complete, Wakonda withdrew his spirit from the Grey Paths and pulled it back to his body. This time there was no dizziness, no obstructions from the hive spirits. As he melded with his corporeal body once more, Wakonda thought he saw one last psychic glimmer of what was to come. Hovering above the head of Deathfist was a spiritual hand holding a bloodied knife, while their Chief, Spitting Snake, was adorned with thousands of tiny skulls, each weeping blood. Wakonda mused about this for a moment before deciding to say nothing until after the raid had been fought. Opening his physical eyes, Wakonda slumped to the ground, the leaden weight of his body and the dullness of his true senses seeming like a cruel prison after the free flight of his spirit. Grunting an ancient curse on the Underhivers for forcing his aged frame to go through these pains, he sat upright and took off his snarling rat headgear.

"I have walked the Grey Paths. I have crossed Oceans of Time. I have seen what has been, what is and what will be. I have seen our destiny, a trial of blood and fire where the Ratskin peoples will rise as a whole under one ruler and sweep the vile interlopers from our sacred lands for good. Best of all, I have seen somewhere to get better guns..." Their rising laughter mingled with the crackling of the flames and the constant moans and groans of the Redemptionists crucified above them.



DEATH TO THE INVADERS!

Gav: Another chance to totally humiliate myself in front of hundreds of thousands of readers! At least this time I have the force of my choice – Ratskins! As you might know from last issue, Ratskins are my gang in the Studio Necromunda campaign (as well as some Delaques). I

won't be able to use unfamiliarity as an excuse, so I'd better put in a good showing this time...

As I said earlier, we picked new gangs for this battle, and ran them through a couple of warm-ups before playing the real thing. I was determined not to make the same mistakes I have fallen foul of with my own gang, the Black Ripper Jacks, so I drew on my experience to pick what I hoped would be the perfect gang. There is a wide variety of different weapons available to Ratskin Renegades, ranging from cheap but fairly ineffective muskets to the more pricey lasguns and autoguns. I decided that my Chief, Shaman and Ratskins would have fairly decent guns, but my young Braves would have the cheaper equipment. I also opted not to take any grenades this time around, since they suck up lots and lots (and lots!) of creds, which are better spent on another Brave or two.

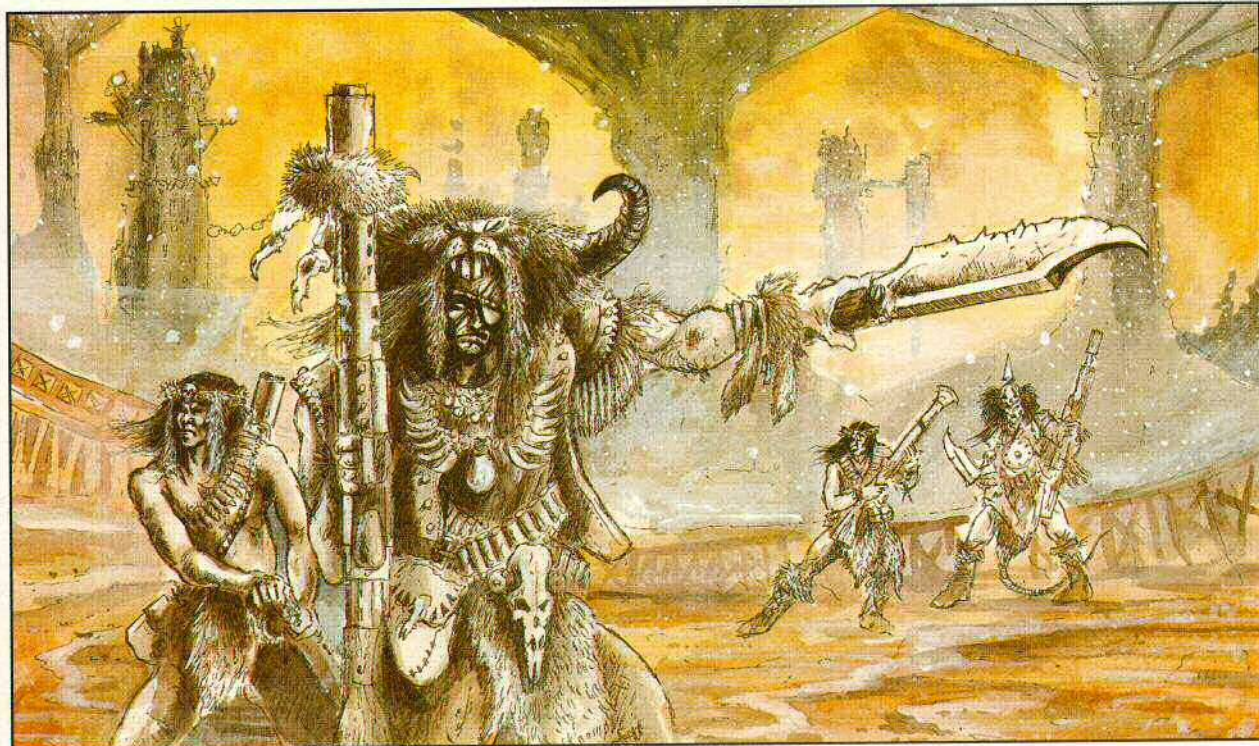
With the introduction of *The Heist* there are now twelve different scenarios you may have to fight in, with many of them having different objectives for the two sides (usually attacker and defender). This means you really need a flexible gang that can cope with many situations. There are some

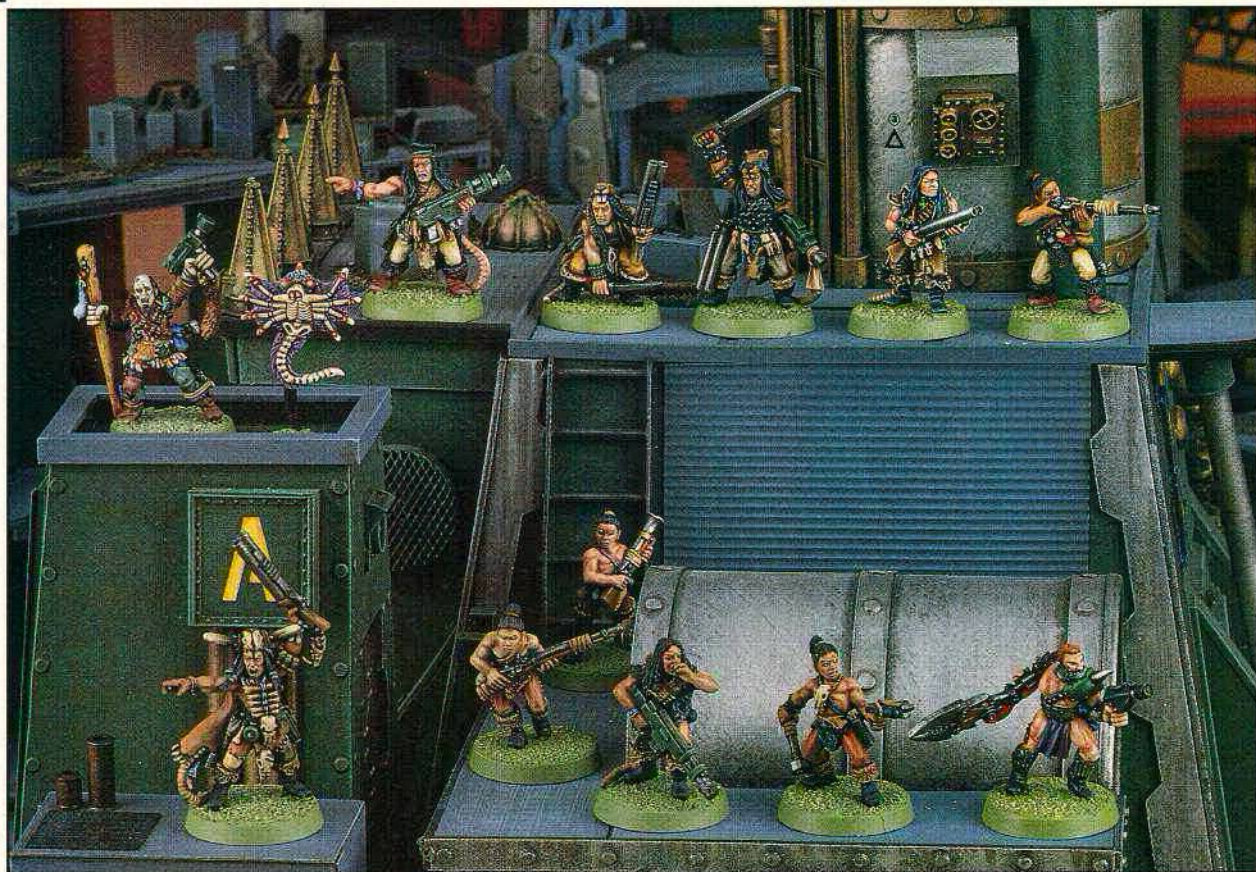
scenarios that have randomly determined fighters turning up so you can't even rely on having three or four fighters which work really well as a group – if someone doesn't show up the whole plan breaks down. Generally you have to pick and equip fighters on their individual merits and come up with a plan on the spot. You may have certain habits, such as your Leader always being accompanied by a Juve if possible, but any solid dependence on tactics like this will mean you come unstuck sooner or later.

You can save quite a few points on hand-to-hand weapons, as all Ratskins can start with a club/maul for free (and a knife!). This allows you to concentrate your points on pistols and basic weapons. I'd recommend making sure your Chief, Shaman and Ratskins have everything they need before worrying about Braves – they can make do with anything you happen to have the creds for. I gave everybody except the Braves Blindsnake Pouches, as they are well worth the points. A common tactic against Ratskins is to go onto overwatch and pepper them with long ranged fire from a Heavy, Deacon or whatever. To reduce the effectiveness of this, give everybody a 4+ dodge against overwatch shots and make sure your gang is in plenty of cover when you've finished your movement. Your opponent will have a tough time hitting you, if you're careful.

To round off the gang I went for a couple of hired guns to give me some solid, experienced fighters who I hoped would be fairly reliable. The new Pit Slaves are great: raging hand-to-hand combat monsters with some really lethal weapons. Of these, my favourite are the shears, with their ability to snip a foe's head clean off if you're lucky. That's the kind of gear opponents learn to fear!

For a bit of speed and variety (as well as adding some character to my war party) I finished off with a Beastmaster Wyrd who





- L** **Spitting Snake:** Chief armed with sword, shotgun (solid, scatter and Man-stopper rounds), autopistol and knife. He wears a Blindsnake Pouch.
- S** **Wakonda:** Shaman armed with shotgun (solid, scatter and Man-stopper rounds), maul, autopistol and knife. He wears a Blindsnake Pouch. He has the *Corse Spirit Lore* power.
- R1** **Hissing Rat:** Ratskin armed with shotgun (solid and scatter rounds), maul and knife. He wears a Blindsnake Pouch.
- R2** **Leaping Rat:** Ratskin armed with shotgun (solid and scatter rounds), maul and knife. He wears a Blindsnake Pouch.
- R3** **Deathfist:** Ratskin armed with autogun, maul and knife. He wears a Blindsnake Pouch.
- R4** **Howling Spider:** Ratskin armed with autogun, maul and knife. He wears a Blindsnake Pouch.
- B1** **Dripping Pipe:** Brave armed with blunderbuss, maul and knife.
- B2** **Shaking Ladder:** Brave armed with musket, maul and knife.
- B3** **Falling Stone:** Brave armed with musket, maul and knife.
- B4** **Sleeping Snake:** Brave armed with musket, maul and knife.
- P** **Garant:** Pit Slave armed with shears and laspistol.
- W** **Odin Verminking:** Beastmaster Wyrd armed with autopistol and club. He leads Ripper Jacks into battle and has the *Throw Voice* minor power.
- RJ** **Ripper Jack:** armed with slashing jaws and aggressive temperament!
- C** **Crate counter.**



would bring along one to three Ripper Jacks. Ripper Jacks are nasty little beasties which can fly quite fast and try to attach themselves to your face and suck your brains out through your nostrils (well, something like that...).

My plan for this battle was relatively straightforward. My Braves and Ripper Jacks would lead the charge and take any fire coming our way (it truly is a "Battle for Survival in the Nightmare Undercity" if you're a rookie!). If any of my Braves got through, they would head straight for the crates, as these would undoubtedly be well-guarded by the nasty Escher of Black Orchid. Using the Braves as a human shield, the rest of my gang would move into positions from which they could pin down the opposing fighters and help out the Braves. Later on they would move on the crates as well, in a final assault that would hopefully shatter the Escher gang...



GETTING BLOODED

Warwick: I know everybody says it, but knowing I was going to play my first White Dwarf battle report, with sumptuously painted Studio miniatures and fighting over brilliantly modelled terrain, was a real buzz!

I'll admit now I'm not the most hardened veteran of the Underhive, but I'm not quite as green as a newly recruited Juve either. My Escher gang, The Black Orchids, have fought a couple of battles already, and I hoped that this new scenario would give me the opportunity to boost the rather poor state of their stash, a'dismal 4 creds (the Guilders pay really well if you can protect their gear). All that brightly-coloured hair dye is really expensive!

Escher are definitely my favourite House, I feel their style of gang suits my own preferred tactics and style of play. When I created my gang I wanted to develop them into an incisive, rapier-like killing machine (flexible but deadly!), rather than



the rather blunt instrument you get with Goliath, Orlock or Cawdor gangs.

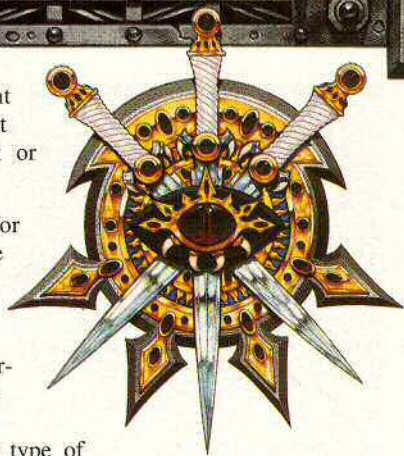
Escher are feared for their deadly close combat ability, and rightly so, but there is a danger of over-balancing an Escher gang towards hand-to-hand combat. This type of fighting is only one aspect of a gang fight, after all. I believe you need to field a fairly balanced force capable of dealing with any threat if you are to survive for very long in a dangerous Necromunda campaign. Specialised forces (those concentrating purely on hand-to-hand combat or long-ranged firepower) will eventually run into something they are not equipped to deal with and as a result they'll lose big time. The Treacherous Conditions are just one such thing, reducing visibility or slowing and restricting movement. And of course, Ratskins are experts when it comes to Treacherous Conditions. An experienced opponent will learn to deal with a tactically inflexible gang, and then you're in real trouble!

With this in mind I split my gang into four smaller units. The first was a close combat unit consisting of two Gangers and my Leader. All were equipped with swords, pistols and a variety of grenades. These would be my main attack force, capable of doing a lot of damage close up. Next were three Gangers who would operate in close support of the attack unit – they all had basic weapons with some pistols for back up, or to use if they were engaged in hand-to-hand combat. The third unit was my Juves – enough said, but they have some uses. The final unit was my heavy support. No gang should overlook the killing power of a heavy weapon, even if they do specialise in close combat. One good shot from one of these monsters can turn defeat into victory. No ganger should really operate on their own, so to help out my heavy I bought another ganger and equipped her with an autogun. This seemed like a well balanced force. Four differently equipped units, all working together to make one perfectly tuned whole.

THE PLAN.

The major problem I could foresee with this new scenario was that I had no idea which direction the Ratskins would be attacking from. This makes setting up difficult; no matter what cover you are in you will always have your back to something, and with Gav automatically getting the first turn the chances of being shot in the back seemed very likely. Keeping this foremost in my mind, I made sure my gangers were all facing different directions, covering each others' backs. The major advantage I had was that having placed all the crates I knew that Gav's Ratskin's would have to go for them. This meant that I could set up my gang with their guns covering the crates and if I bided my time targets would eventually appear.

I could also keep my close combat specialists lurking within charge range of a crate, so if a Ratskin did get to a counter I could rush him and put a swift end to his thievery. I would use my close support unit as snipers and scatter them on the





L **Ysult-Khan:** Leader armed with two swords, autopistol and knife.

G3 **Jelika:** Ganger armed with a lasgun and a knife.

J1 **Elle:** Juve armed with an autopistol and a knife.

H **Fonn C'Ya:** Heavy armed with a heavy stubber, stub gun and knife.

G4 **Sakura:** Ganger armed with an autogun, stub gun and knife.

J2 **Jesse:** Juve armed with laspistol, maul and knife.

G1 **Ratz:** Ganger armed with an autogun, stub gun and knife.

G5 **Trix:** Ganger armed with bolt pistol, sword, krak grenades and knife.

G2 **Nuala:** Ganger armed with a lasgun and a knife.

G6 **Slim Molly:** Ganger armed with an autopistol, sword and knife.

J3 **Newt One-eye:** Juve armed with stub gun and knife.

highest vantage points possible. From their lofty positions they would shoot down at the Ratskins and make moving anywhere on the tabletop risky for them. Being high up would give the advantage that it would take longer for any Ratskin to get to me (whichever table edge they entered from, the Ratskins would start at ground level).

Being close to a crate would also mean that if a Ratskin did reach that far the sniper could draw her pistol and charge into hand-to-hand combat, preventing them escaping. I would place my Heavy as high-up and close to the centre as possible.

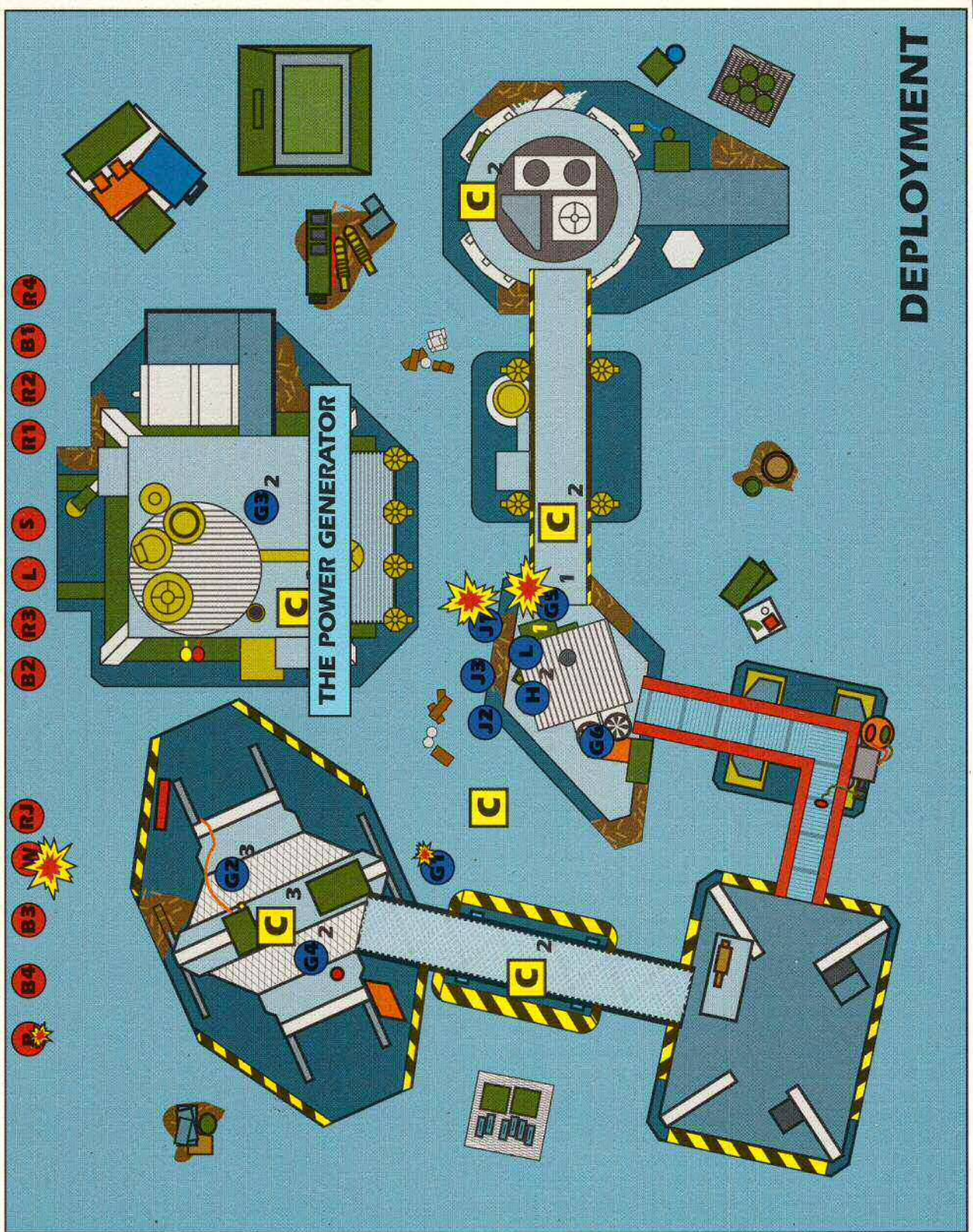
Acting in conjunction with my Heavy I would place my three Juves at ground level. Their job was to head towards the oncoming Ratskins and stall their advance long enough for the Heavy to bring down a lethal hail of heavy stubber fire. I didn't

really expect many of them to survive, but it's a tough life being a Juve on Necromunda!

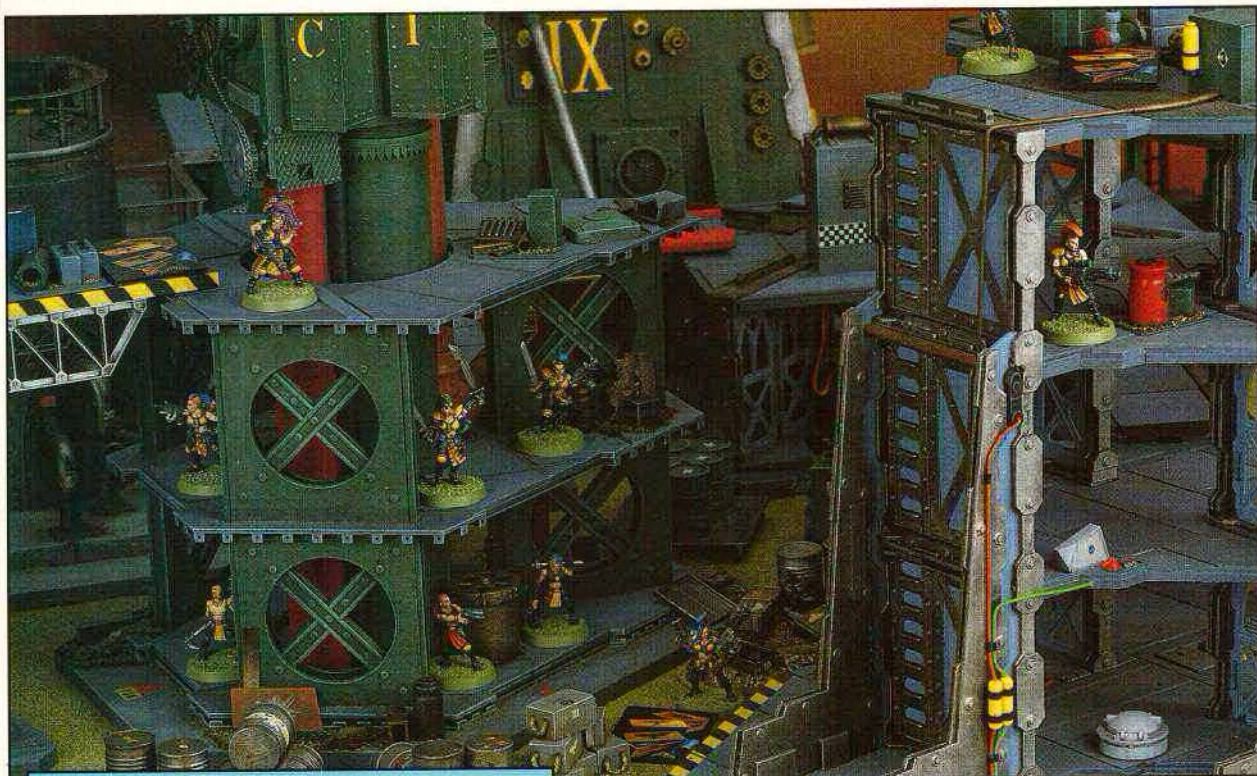
Another small advantage I had was that one of my gangers, Ratz (a rather traitorous name, all things considered...), had the *Infiltrate* skill. She could set up after the Ratskins had burst into the warehouse, giving me the chance to block any obviously unprotected route to a crate.

Fighting against Ratskin Renegades is a new experience for me (but fighting *with* them is old hat for Gav...). From what I've read they look very tough. The new miniatures are really evocative and their whole style appeals to me. If my Escher gang ever disbands I intend to go for a Ratskin gang next. For now, we'll just have to wait and see who's going to be doing the scalping around here...

DEPLOYMENT



A small number next to a fighter's icon indicates they are on a storey above ground level. If there is no number, the fighter is at ground level. For example, if Escher Ganger 3 is three floors above the ground this will be shown on the map as: **G3₃**



The Escher closely guard the crates under their protection, shortly before a Hive Quake sends a storm of debris tumbling down on them!

THE FIRST ASSAULT

Gav: As the Escher guards paced to and fro, occasionally breaking the silence with a shouted exchange, nothing seemed out of the ordinary. Then the screech of a Ripper Jack rent the gloomy stillness, echoing from gantry to gantry. This was followed by an ominous creak and a sudden, almost imperceptible motion that sent the aeons-old dust into a hundred swirls as ancient Hive Primus settled half a millimetre more onto its immense foundations. Everybody recognised these signs and barely had time to seek cover before the full fury of a Hive Quake shook the Underhive, sending up choking clouds of dust and showering the hive bottom with chunks of falling debris.

Yes, Warwick had rolled a 66 on the Treacherous Conditions table, indicating a Hive Quake! As man-sized chunks of plasteel fell from the skies, two Escher fighters (Trix and Elle) were taken out of action. My Beastmaster Wyrd, Odin Verminking, also fell foul of the plunging rocks and girders. If this wasn't enough, as the follow-up to this catastrophe (after resolving the Hive Quake you must roll another Treacherous Condition) the battlefield was engulfed by a swarm of Necromundan Giant Rats ("Big Rats" result). Another Escher fighter, Ratz, was bitten and suffered a flesh wound, as did Garant, my Pit Slave. That's five injuries suffered before the fighting had even started!

As the chittering horde vanished once more into the darkness, the Ratskins cut their way through the razorwire-topped fence and scuttled across the Guilder compound towards the crates.

Howling Spider, Hissing Rat, Dripping Pipe and Leaping Rat cut to their left, attempting to encircle the warehouse's sludge-powered generator. Meanwhile, Spitting Snake and Wakonda, my Chief and Shaman respectively, stayed in the cover of the power generator, the rest of the war party moving towards the enemy. My basic philosophy for this battle would be "divide and conquer" – if I could split the Escher gang into





Howling Spider and Hissing Rat start to outflank the Escher defenders...

two or three smaller groups, some of my fighters could slip through, grab the crates and make a run for it!

Warwick: The bulk of my gang closed in to take up firing positions which the Ratskins would find difficult to slip past. Ratz and my Heavy, Fonn C'Ya, went onto overwatch, peering along their sights until the elusive Ratskins came into view – Fonn C'Ya's heavy stubber could easily win the battle if I could get a couple of good volleys in.

My shooting was rather desultory, verging on the incompetent. In defence of my Gangers, I must say that Gav had used the cover pretty well and almost everybody required sixes to hit. With all this taken into account, Jelika missed with her lasgun, Sakura's autogun round went stray of its mark and Newt One-eye's somewhat hopeful stub gun shot clanged off a nearby wall. However, Nuala could draw a bead on the Ratskins' Shaman and her lasgun shot hit home. Even so, the energy bolt failed to cause any damage and simply sent the psyker ducking into cover, pinned for the next turn. Both Nuala and Newt One-eye passed the ammo rolls incurred by their firing, so the turn had little impact on the long term tactical situation.

Gav: Ducking and dodging the bullets and las-shots of the female gang, my Ratskins continued to scamper forward, intent upon the valuables stored within the crates. His shears snapping open and closed with bloodthirsty anticipation, Garant bounded across the scattered debris to charge Ratz, as her overwatch shot whistled past his ear.

Fonn C'Ya's overwatch fire also flew astray, as she attempted to bring down Deathfist while he ran for the cover of a nearby wall. My outflanking force then further split, with Dripping Pipe and Leaping Rat continuing to go left, while Howling Spider and Hissing Rat moved further along the side of the power generator. From there they could get behind Newt One-eye's cover and close in on her as she descended to ground level.

Opening the firing for the Renegade Ratskins, Deathfist levelled his autogun at the Escher Juve running towards the power generator, but

his hasty shot went wide. The fading echo of gunfire was soon drowned out by the deadly ring of metal on metal, as Garant battled in hand-to-hand combat with Ratz. With his Weapon Skill of 5 and the advantage of charging, Garant made short work of the Escher Ganger, striking her three times. However, the speedy blows only succeeded in inflicting a single Wound, which would have chopped her head off on a roll of a 6, but didn't! Despite keeping her head, Ratz was taken out, the first casualty to be inflicted by a fighter. Using his follow-up move Garant ducked back into the cover of a wall, ready to move again next turn.

Warwick: If this had been a normal gang fight, I would already be making bottle rolls! However, in *The Heist*, the defending gang has a lot at stake (money and reputation, mainly) so they don't have to take bottle rolls until half the gang are down or out of action. This didn't make me feel much better. I really had to start inflicting some casualties on the Ratskins, otherwise they could run me off and swipe the crates at their leisure. Fonn C'Ya set overwatch again, her heavy stubber pointing towards the ground below her where the Ratskins would have to advance if they wished to close in on the crates. Meanwhile, Nuala charged down a level to engage one of the Ratskin Braves in close combat, while her companion, Sakura, swung round to bring her autogun to bear on the Ratskin's fellow warrior.

The rest of my gang concentrated on maximising what cover was available, ducking behind supports, dashing into the safety of some barrels and so on. There were less targets for my gang this turn, and Newt One-eye's firing with her stub gun was as ineffective as last turn. However, Sakura managed to hit Sleeping Snake (passing an ammo roll on the way) taking the Ratskin Brave out of action with a single shot. I'll have more shots like that, please! The hand-to-hand combat phase also brought good news, as Nuala hit Falling Stone six times. The poor Brave suffered five wounds in total and was unsurprisingly taken off the table, out of action.

SMASH 'N' GRAB.

Gav: Although my attack along the right flank had failed miserably, I still had a good deal to look forward to. Hopefully, my force moving along the



...who are moving in to well-protected firing positions.



blasted away at Deathfist standing in the open – she still failed to hit! It was Sakura who saved the day for me (well, gave me cause for a small smile), her autogun chattering a deadly song as a torrent of shells flew at the Ratskins. Caught in such an exposed position, Deathfist had no chance against the automatic weapon, as a shot punched through his leg to send him sprawling, his newly found autopistol dropping from his grasp as he passed out! The foolhardy Ratskin had been taken out of action: a nice, clean kill, just how I like 'em!

Fortune continued to smile on me in the hand-to-hand phase, as Yseult-Khan and Garant duelled in close combat. Her swords weaving a glittering path, Yseult-Khan managed to strike the tough Pit Slave three times,

As Deathfist bravely scuttles into the open to snatch a crate, he is gunned down by the concentrated fire of the Escher gangers. At the same time, the Pit Slave Garant is cut down by Yseult-Khan.

Loading a Man-stopper shell, my Shaman levelled his shotgun at the Heavy opposite. With a curse on his lips, Wakonda opened fire, his shot slamming into the Heavy and knocking her sprawling. Her heavy stubber clattered to the ground as she dropped to her knees, trying to staunch the blood flowing from the wound. With a whoop of celebration, Spitting Snake ordered the main attack to begin.

Warwick: I had different plans, though! With my Heavy down, it was time to take some decisive action of my own. Without hesitation, Yseult-Khan shrieked a battlecry and charged in to engage Garant the Pit Slave in hand-to-hand combat. Her two swords and Weapon Skill of 5 should be enough to deal with the escaped slave.

In return for the Ratskins' good shooting, my brave lasses settled their aim and did some damage themselves. Jelika's lasgun struck down Leaping Rat, a stab of piercing light briefly illuminating the dark battlefield. Newt One-eye wasn't having much success with her stub gun, as she





Gav celebrates in typical style as the Escher heavy is shot down.

although only a single hit managed to wound the veteran fighter. This was enough, however, and as he reeled from the attack she moved in with her swords poised for the killing blow...

I had a couple of fighters down now, Fonn C'Ya and Newt One-eye, but neither of them showed any change during the recovery phase.

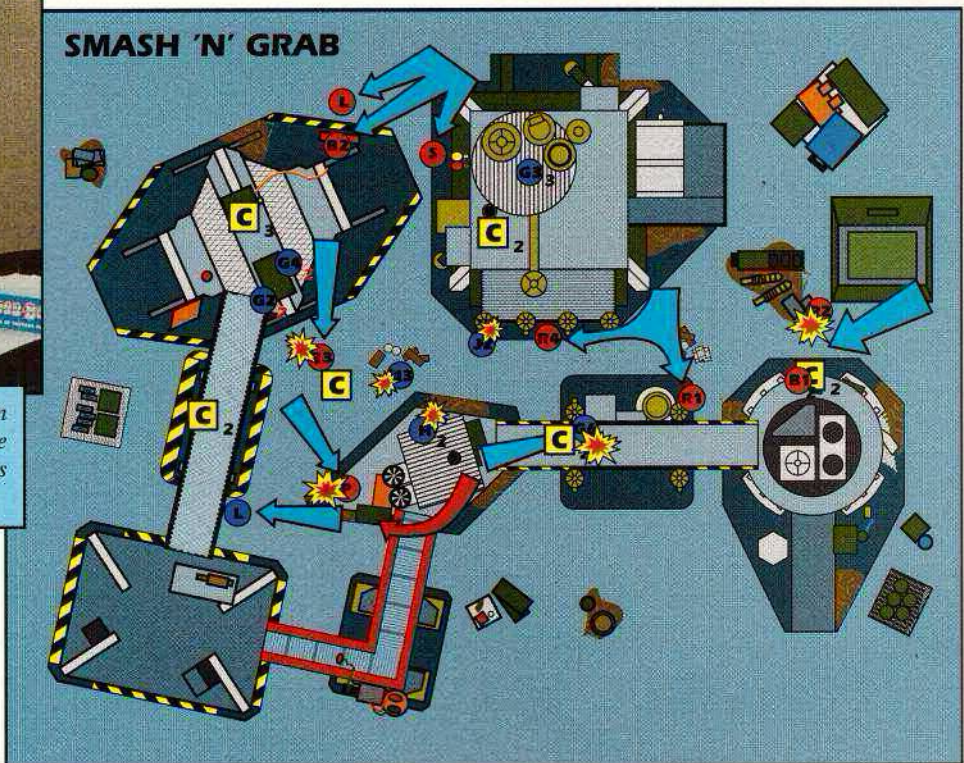
THE FINAL BLOW

Gav: Following Spitting Snake's barked order, the Ratskins unleashed their vengeance on the despoiling hags of House Escher! It was make or break time – if this turn came good, there would be insufficient defenders left to stop me. If it failed, my gang would be sitting ducks...

Hissing Rat fired a solid shotgun shell at Jelika, missing the Escher member by mere inches (but still missing, drat!). Dripping Pipe had more success with his scatter gun shot at Slim Molly, a cloud of pellets rattling through the supports of the Underhive. The Escher ganger managed to avoid the worst effects of the shot, as the hit failed to wound. However, as she ducked back in shock, the female fighter stepped backwards and gasped in horror as she stumbled over the edge of the gantry. Her screams were like the sweetest music as she plummeted to the ground! She had fallen six inches (about 35 feet in real terms!) and suffered a Strength 6 hit that would inflict D6 Wounds. Neither of us were at all surprised when she was taken out of action by this painfully long fall.

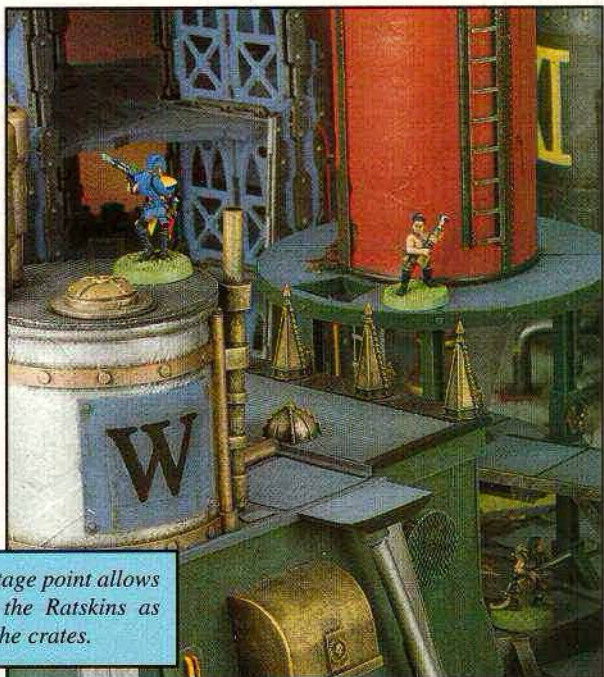
Newt One-eye was still safely ensconced in her makeshift den behind the barrels, so Spitting Snake and Wakonda moved in to have a crack at her with a couple of scatter shells from their shotguns. Much to my disappointment, they both missed, leaving no one except Howling Spider to tackle the persistent Juve. For his part, Howling Spider's short range autogun shot was dead on target, but failed to inflict a Wound on the youthful

SMASH 'N' GRAB

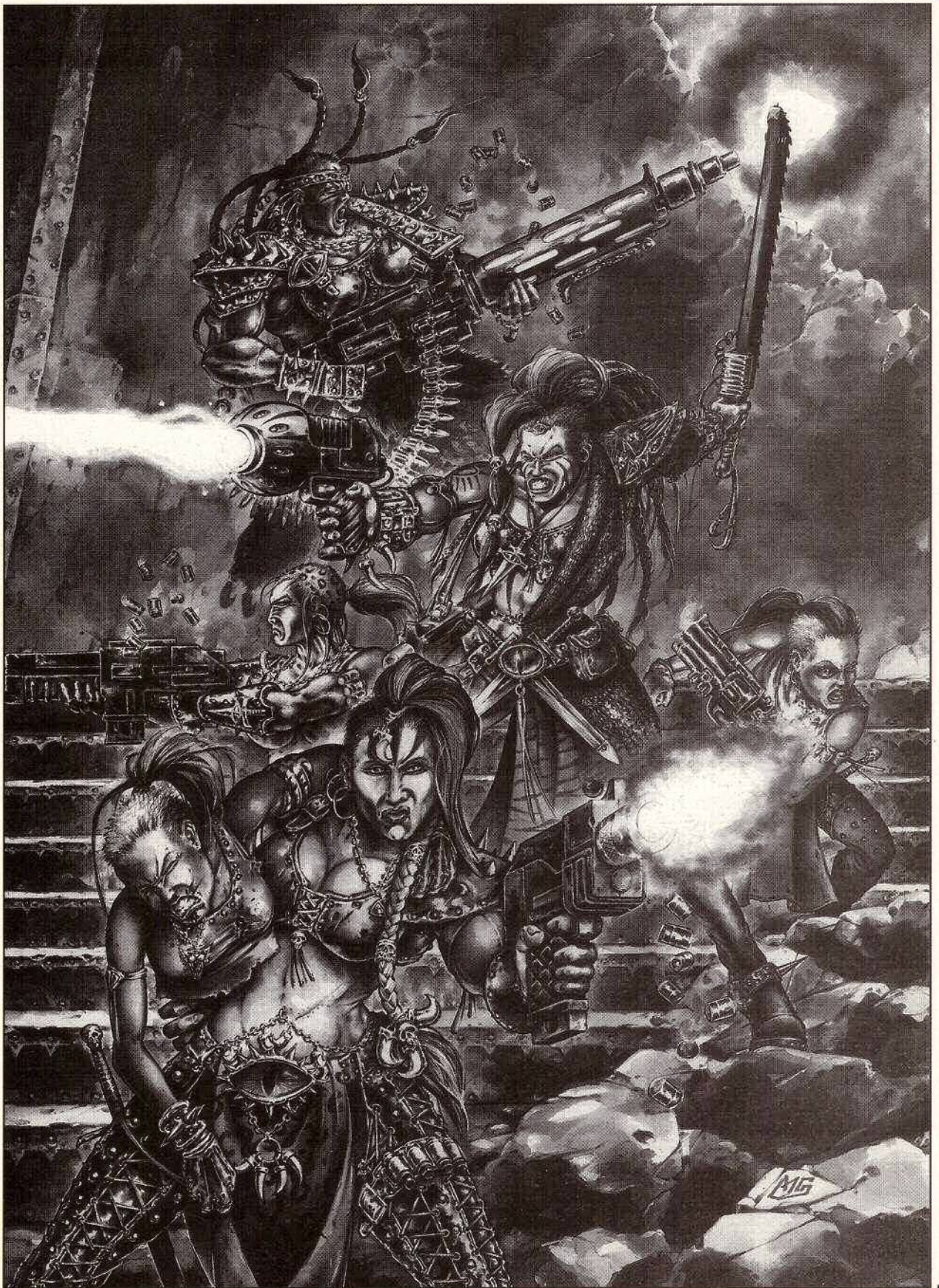


Escher fighter! This thorn in my side was turning into a major pain in the neck (to mix metaphors, or something like that...).

This turn's shooting phase had gone quite well, all things considered, and another really bright spot came in the recovery phase. Leaping Rat groaned a lot before pulling himself together, his injuries lessening to become a flesh wound. However, he was lying out in the open and I didn't fancy his chances of surviving another turn.



Jelika's high vantage point allows her to snipe at the Ratskins as they try to steal the crates.





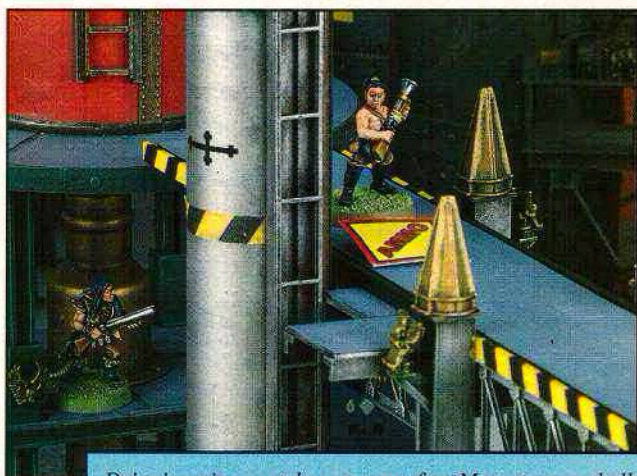
As he starts to take bottle tests, Warwick carefully considers his next move.

Warwick: Even with the special rules for the scenario, I now had to start taking bottle tests (Gav had been taking them for the last couple of turns, and had passed them, the fink!). My Leader was still up and running and I passed the test quite comfortably. Now, what to do about those pesky Ratskin Renegades swarming all over my gang...

My movement was pretty straightforward, with most of my gang pinned, down or out, it was just a matter of maximising the few fighters I had left to fire. Yseult-Khan made a break to her left and would, if I had enough time, work her way around that side of the battlefield to charge the Ratskins and engage them in hand-to-hand combat.

My shooting for the turn was pretty abysmal – in fact it was downright terrible looking back. Jelika, Sakura and Nuala could all draw lines of sight to the enemy, and scored no hits between them. There was a ray of hope though, as Fonn C'Ya managed to stem the flow of blood from her injury and improved to suffering from a Flesh Wound. Jesse failed to follow this heroic example and stayed down.

Gav: After passing yet another bottle test (my war party was determined to make the vile Underhivers pay for despoiling their homes) it was time to deliver what would hopefully be the killing blow.

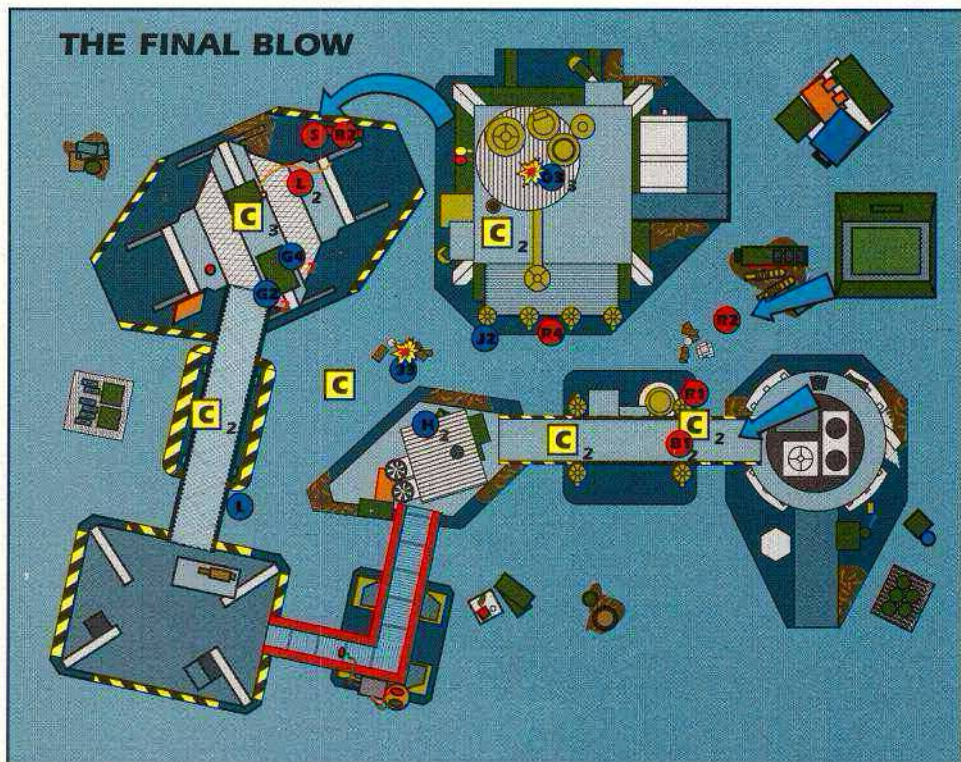


Dripping pipe snatches up some free Man-stopper shells

Hissing Rat moved further from the power generator to get a better shot at the Escher sniper who was concealed in the very top of that structure, while above and to his right, Dripping Pipe dashed forward to grab a crate. My Leader and Shaman made a dash for whatever cover was available. Hissing Rat's scatter shot at Jelika was at maximum range, but the sure-sighted Ratskin warrior managed to score a hit (though he ran out of ammo doing so)! Unfortunately, the pesky Escher sniper was only pinned, as I failed my roll to wound. Howling Spider also managed an easy hit on Newt One-eye with his autogun, but the Juve was only pinned – again!

Dripping Pipe gave up his shot to open the crate he had snaffled, to find it contained a reload of shotgun Man-stopper rounds. This would go to Spitting Snake or Wakonda, I wasn't sure which one yet.

THE FINAL BLOW



Warwick's turn was pretty uneventful, as Sakura and Nuala set overwatch to catch the attacking Ratskins (although I was confident that their Blindsnake Pouches would see them through). There was no shooting and Jelika and Fonn C'Ya recovered from being pinned automatically in the recovery phase. That heavy stubber was ready to fire again!

The sight of this awesome weapon pointing at them again was too much for my fur-clad gang, who finally failed their bottle roll and promptly fled for the hills, carrying a single crate of Man-stopper shells with them...



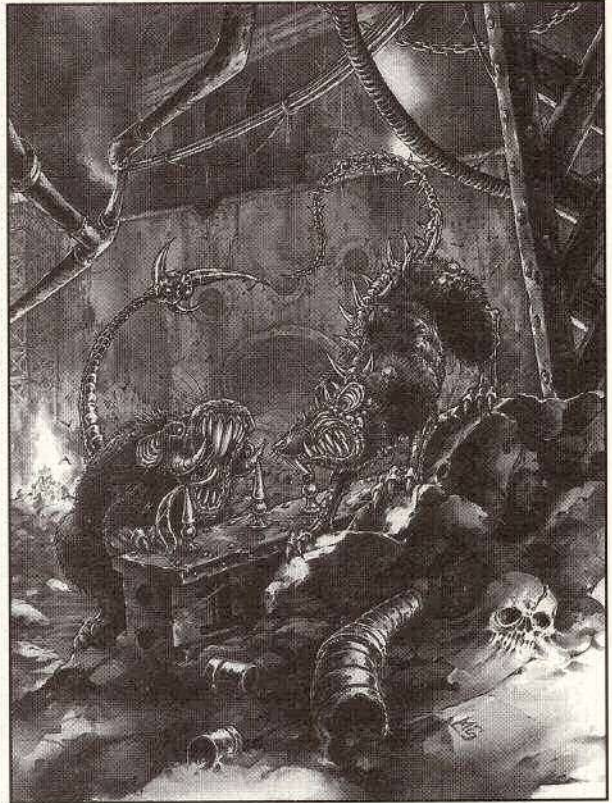
ANOTHER TIME, KINRADE!

Gav: So, we ran into the darkness, licking our wounds and cradling our highly prized Man-stopper rounds. Hmm, not much to show for such a hard-fought battle, is it?

I've decided that the basic premise of my plan (divide and conquer) was fatally

flawed. Rather than splitting the enemy, this allowed him to take on each part of my gang as it advanced, before turning their attention on somebody else. In future, I'm going to mass my gang into a single hammer blow that smashes through the foe and heads straight for the biggest concentration of crate counters on the table. I may have got slightly distracted by the enemy, rather than concentrating on the crates, which is why I ended up with only a single counter. In my defence, I must say it's a lot safer to drive the enemy off than to grab the crates in the face of heavy enemy fire (the crates are bound to be placed in the open, offering you no cover at all).

The post-battle sequence wasn't too painful either, well not for some of my gang anyway! Garant, Falling Stone and Odin Verminking made full recoveries from their injuries, whereas



Deathfist and Sleeping Snake had to use their special *Resilient* ability to avoid death (instead they suffered a leg wound and an arm wound respectively).

Perhaps the most important event of the battle took place afterwards. Deathfist had another Leadership increase, taking his characteristic above that of Spitting Snake. This is resolved by using the new Leadership Disputes rules in *Outlanders*. Dissatisfied by Spitting Snake's miserable record (one win and two losses, so far) Deathfist challenged my existing Chief to a knife fight to settle their differences. The fight lasted for five rounds of hand-to-hand combat, as each fighter struck and failed to wound the other. Finally, Spitting Snake fumbled his knife and was wounded by a low thrust to the stomach, but then only suffered a Flesh Wound! Bravely fighting back with a vengeance, Spitting Snake struck back, but again failed to wound. Deathfist saw his opponent tiring and leapt in for the kill, driving his knife deep under the shoulder blade of the old Chief, winning the duel and becoming the new Chief. Strangely enough, Spitting Snake's result on the Serious Injuries table was Bitter Enmity, which meant that he would now *Hate* Deathfist!

FIRST BLOOD!

Well, that was a close-run thing. I can't really claim it as a total victory, my gang was just as badly mauled as Gav's. The scenario started badly, with me rolling a 66 on the hazardous conditions table --





Hive Quake! I lost a Juve and my best close combat ganger to the falling debris – the Juve was killed outright as it turned out. In the ensuing chaos my *Infiltrator* was also bitten by a Giant Rat. I got lucky when Gav lost his Beastmaster in the Hivequake, and therefore his Ripper Jack, or it could have been a real problem for my sniping gangers.

Things really didn't go to plan. My close combat unit became split-up which was a mistake, but my leader did heroically dispatch the Pit Slave before he rampaged into my Juves. My Heavy was exposed to a lot of enemy fire and as a result spent most of the game pinned or down. This left the Juves doing a thankless task and waiting for support fire that never came. I was surprised at how well they did, but by the end they had been badly shot up by overwhelming numbers. Talk about learning the hard way!

It was my sniper unit which really won the game in the end. They dealt with four Ratskins between them, even dispatching one Brave in hand-to-hand combat. They kept up a constant rate of fire and did a fine job of protecting the crates. One almost downed the Ratskin Shaman in the first turn!

In the post-battle sequence the Black Orchid earned over 100 creds, so I set about spending it. I bought a telescopic sight and equipped my best sniper with it (Jelika), and my Leader gained a vest of flak armour. Having failed to get a free Juve from my settlement I thought it wise to replace my dead Juve whilst I could afford it. I equipped her with an auto pistol. After buying a few more odds and ends I had a stash of 14 creds, a net gain of 10 credits.

After three games, I can safely say The Black Orchid are developing nicely, gaining some history and picking up useful advances. The Underhive has not heard the last of these nasty girls.

The atmosphere at the campfire was subdued, as everybody tended to their myriad cuts and bruises, as well as the more serious injuries. Spitting Snake grinned through the smoke.

"Our great victory will be remembered for a thousand lives! We have dealt the Underhivers a blow they will never forget! We have restored our honour and the faith of our dead kin!"

Wakonda drew deeply on the pipe, wheezed slightly as the herbs inside took effect and his fingers started to tingle. His eyes slitted against the smoke, the Shaman looked around the assembled fighters and smiled faintly, as if to himself.

"Indeed, our victory has been great, wise Spitting Snake, although it was unfortunate that we only managed to steal some gun shells and not more of the nice, big guns I had seen while walking the Grey Paths..."

The others nodded in agreement, except Deathfist who shook his head and clenched a fist. Sleeping Snake stood up, leaning to one side to favour his good leg.

"Yes, it was a great victory, noble Spitting Snake, and it is a shame my leg has been crippled and I will never truly hunt like a warrior."

The circle of warriors shook their heads in sympathy for the young brave, saddened that such a promising warrior took

such a wound so early in his life. As the pipe came around to him, Hissing Rat laughed.

"Did you see the Verminking's face as the hive spirits shook the hive and rained thunder down on the foul bitch invaders? I thought he was soiling his breeches! Of course, the fight would have been easier had not that large block of stone struck him down."

"Shee-eh!" hissed the cabal of Ratskin fighters, showing their disapproval. How was it that the Underhivers never truly understood the ways of the hive spirits, no matter how long they lived in the depths of the Outlands?

The pipe was passed to Deathfist who winced slightly as he reached for it. Blood seeped through the bandage around his left arm and it was obviously causing him a great deal of pain.

"Perhaps we have won a great victory, but I don't think so! Spitting Snake is an old man and the death of his son has cracked his mind! Where was our great Chief when I was at the front, snatching our enemies' power from under their noses? He was skulking at the back like a crook-back cur!"

Spitting Snake leapt to his feet. "That's fighting talk!"

"Wrong again! There's talking and there's fighting. Which do you do?" bellowed Deathfist as he drew his long hunting knife and leapt across the fire...

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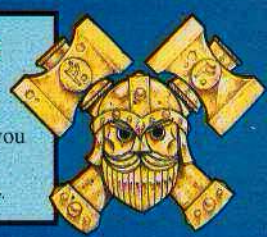
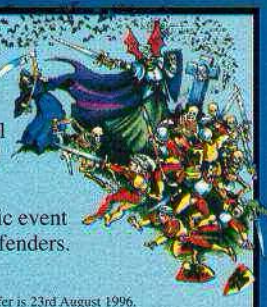
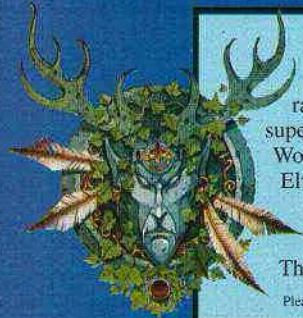
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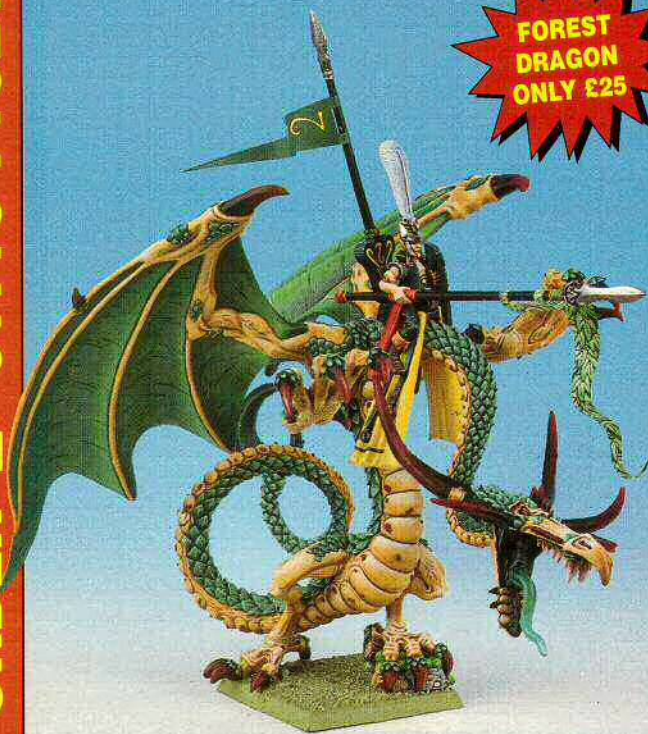
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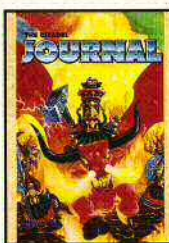
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STORM TROOPERS



**STORM TROOPER
SERGEANT 1**
72246/2



**STORM TROOPER
SERGEANT 2**
72246/7

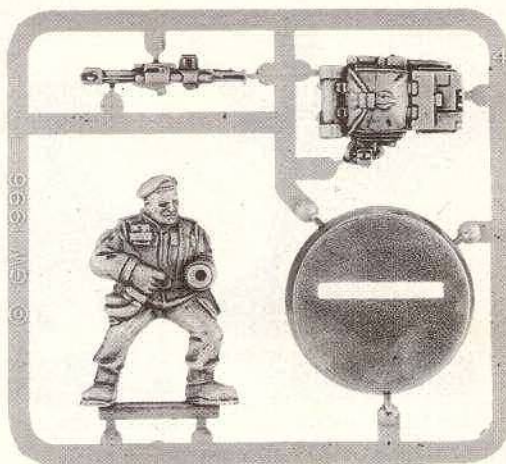


**STORM TROOPER WITH
MELTA-GUN**
72247/3



**STORM TROOPER WITH
PLASMA GUN**
72247/8

PLASTIC STORM TROOPER



PLASTIC STORM TROOPER
102726



**STORM TROOPER
POWER PACK**
72246/1

**A COMPLETE STORM TROOPER
CONSISTS OF:**
1 x STORM TROOPER
1 x STORM TROOPER POWER PACK

STORM TROOPER HEAVY WEAPON



**STORM TROOPER
AUTOCANNON LOADER**
72248/9



**STORM TROOPER
HEAVY BOLTER LOADER**
72248/6

**A COMPLETE
STORM TROOPER
HEAVY WEAPON
CONSISTS OF:**
1 x STORM TROOPER
GUNNER BODY
1 x STORM TROOPER
GUNNER LEGS
2 x STORM TROOPER
POWER PACKS
1 x STORM TROOPER HEAVY
WEAPON LOADER
1 x HEAVY WEAPON
1 x TRAIL
1 x SHIELD
2 x WHEELS



TRAIL
0443/11



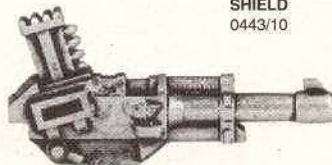
HEAVY BOLTER
0443/12



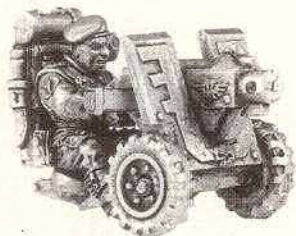
WHEEL
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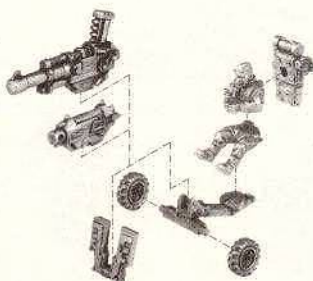
SHIELD
0443/10



AUTOCANNON
0443/12



**AN EXAMPLE OF A COMPLETED
STORM TROOPER HEAVY WEAPON**



**STORM TROOPER
GUNNER BODY**
72248/4



**STORM TROOPER
GUNNER LEGS**
72248/5



Storm Troopers designed by Michael Perry, Heavy Weapons designed by Norman Swales.

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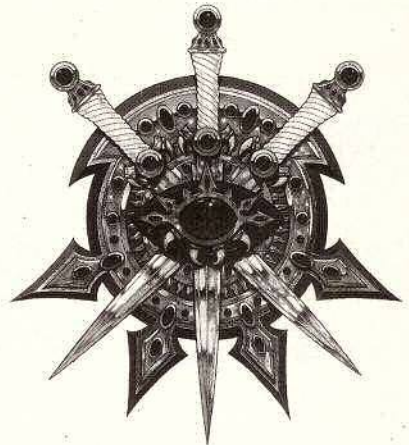
HOUSE ESCHER LEADERS



ESCHER LEADER WITH BOLTGUN
AND LASPISTOL
0050/10



ESCHER LEADER WITH AUTOPISTOL
AND POWER SWORD
72921/27



HOUSE ESCHER JUVES



ESCHER JUVE WITH
STUB GUN AND PICK
0050/5



ESCHER JUVE WITH
AUTOPISTOL
0050/6



ESCHER JUVE WITH
STUB GUN
72918/11



ESCHER JUVE WITH
AUTOPISTOL AND CLUB
72918/12

HOUSE ESCHER GANGERS



ESCHER WITH AUTOGUN
AND STUB GUN
0050/3



ESCHER WITH LASGUN 1
0050/1



ESCHER WITH AUTOPISTOL
AND SWORD
0050/2

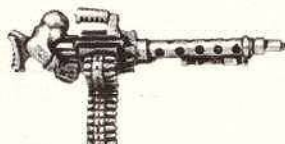


ESCHER WITH SHOTGUN
0050/4

HOUSE ESCHER HEAVY



ESCHER HEAVY
STUBBER BODY
0050/7



ESCHER HEAVY STUBBER
0050/8



ESCHER HEAVY
STUBBER BACKPACK
0050/9



A COMPLETED HOUSE ESCHER HEAVY
WITH HEAVY STUBBER

A COMPLETE ESCHER HEAVY
CONSISTS OF:

- 1 x ESCHER HEAVY STUBBER BODY
- 1 x HEAVY STUBBER BACKPACK
- 1 x ESCHER HEAVY STUBBER

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HOUSE ESCHER GANGERS



ESCHER WITH
LASGUN 2
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ESCHER WITH
TWO SWORDS
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ESCHER WITH SHOTGUN
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ESCHER WITH PLASMA
PISTOL AND CLUB
72920/19



ESCHER WITH
LASPISTOL AND FLAIL
72920/25



ESCHER WITH
AUTOGUN
72920/21



ESCHER WITH
AUTO PISTOL AND CHAINWORD
72920/26



ESCHER WITH
BOLT PISTOL AND GRENADE
72920/23

HOUSE ESCHER HEAVY



ESCHER HEAVY PLASMA
GUN BACKPACK
72919/15



ESCHER HEAVY PLASMA GUN
72919/14



ESCHER HEAVY
PLASMA GUN BODY
72919/13



A COMPLETED HOUSE ESCHER HEAVY
WITH HEAVY PLASMA GUN

A COMPLETE ESCHER HEAVY
CONSISTS OF:
1 x ESCHER HEAVY PLASMA
GUN BODY
1 x ESCHER HEAVY PLASMA
GUN BACKPACK
1 x ESCHER HEAVY PLASMA
GUN



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RATSKIN CHIEFS



RATSKIN CHIEF 2
72956/12



RATSKIN CHIEF 1
00054/1

RATSKIN SHAMEN



RATSKIN SHAMAN 2
72957/13



RATSKIN SHAMAN 1
00054/2

BRAKAR – THE AVENGER, HE THAT RAINS DEATH



BRAKAR BODY
72954/1

A COMPLETED BRAKAR CONSISTS OF:
1 x BRAKAR BODY
1 x BRAKAR HEAVY STUBBER



BRAKAR HEAVY STUBBER
72954/2



A COMPLETED BRAKAR

RATSKIN BRAVES



BRAVE WITH HANDBOW
00054/6



BRAVE WITH MUSKET
00054/7



BRAVE WITH STUB GUN
00054/8



BRAVE WITH BLUNDERBUSS
72955/11



BRAVE WITH AUTO PISTOL
72955/10



BRAVE WITH MUSKET
72955/9



Brakar designed by Gary Morley, Ratskins designed by Michael Perry

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RATSKINS



RATSKIN WITH SHOTGUN 1
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RATSKIN WITH LASGUN 1
72936/1



RATSKIN WITH AUTOGUN AND PICK
72936/2



RATSKIN WITH SHOTGUN 2
72936/4



RATSKIN WITH AUTOGUN
72936/5



RATSKIN WITH LASGUN 2
72936/6



RATSKIN WITH AUTOGUN 2
00054/3



RATSKIN WITH LASGUN 3
00054/4



RATSKIN WITH MUSKET
00054/5

UNDERHIVE SCUM



SCUM WITH AUTOPISTOL
AND PLASMA PISTOL
72937/1



SCUM WITH PLASMA PISTOL
72937/2



SCUM WITH HAND FLAMER
72937/3



SCUM WITH BOLT PISTOLS
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SCAVVY BOSS
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PLAGUE ZOMBIES



PLAGUE ZOMBIE 1
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PLAGUE ZOMBIE 2
00055/10

SCAVVIES



SCAVVY WITH STUB GUN
AND KNIFE
00055/5



SCAVVY WITH SHOTGUN
00055/6



SCAVVY WITH STUB GUN
AND PICK
00055/7



SCAVVY WITH AUTOGUN
00055/8

SCALY

A COMPLETE SCALY CONSISTS OF :
1 x SCALY BODY
1 x HARPOON
1 x HARPOON PACK



SCALY BODY
WITH HARPOON GUN
00055/2



HARPOON PACK
00055/4



HARPOON
00055/3



A COMPLETED SCALY
WITH HARPOON GUN



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PIT SLAVES



PIT SLAVE BODY 1
72958/1



PIT SLAVE BODY 2
72958/2



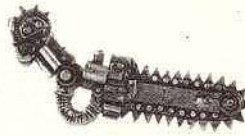
PIT SLAVE BODY 3
72958/3



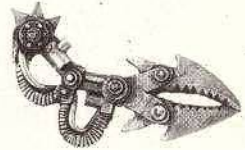
ROCK DRILL
72958/4



HAMMER
72958/5



CHAINSAW
72958/6



SHEARS
72958/7



CLAW
72958/8



BUZZ SAW
72958/9

A COMPLETED PIT SLAVE
CONSISTS OF:
1 x PIT SLAVE BODY
1 x PIT SLAVE ARM



AN EXAMPLE OF A
COMPLETED PIT SLAVE



Designed by Aly Morrison

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SAVAGE ORCS

SAVAGE ORC BOARBOYZ COMMAND



SAVAGE ORC
HORNBLOWER
75206/4



SAVAGE ORC
BOSS
75206/1



SAVAGE ORC
SHAMAN
75208/1

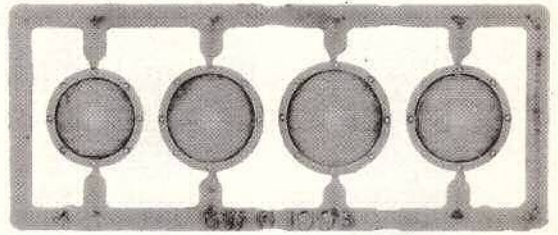


SAVAGE ORC
STANDARD BEARER
75206/2

A COMPLETED SAVAGE ORC
BANNER BEARER CONSISTS OF:
1 x SAVAGE ORC STANDARD
BEARER
1 x BANNER HEAD
1 x PLASTIC BOAR SPRUE



BANNER TOP
75206/3



ORC SHIELD SPRUE
111204

SAVAGE ORC BOAR BOYZ



SAVAGE ORC BOARBOY
WITH CLUB 1
75205/2



SAVAGE ORC BOARBOY
WITH CLUB 2
75205/1



SAVAGE ORC BOARBOY
WITH SPEAR 1
75209/1



SAVAGE ORC BOARBOY
WITH SPEAR 2
75209/2



Designed by Alan Perry

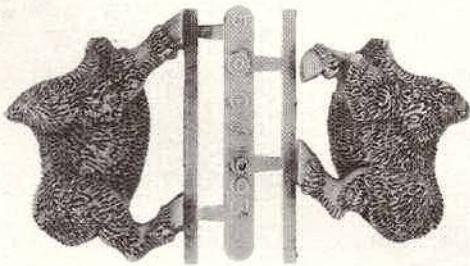
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SAVAGE ORCS

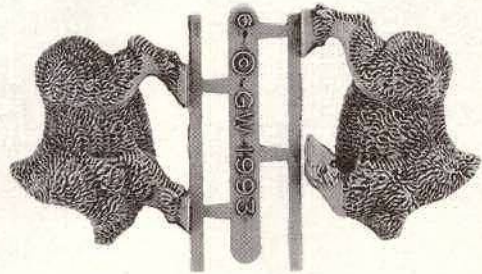
A COMPLETED SAVAGE ORC
BOARBOY CONSISTS OF:
1 x SAVAGE ORC BOARBOY
1 x PLASTIC BOAR
1 x ORC SHIELD SPRUE



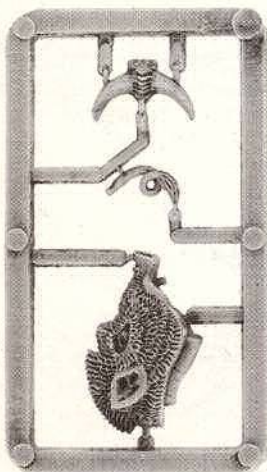
EXAMPLES OF COMPLETED SAVAGE ORC BOARBOYZ



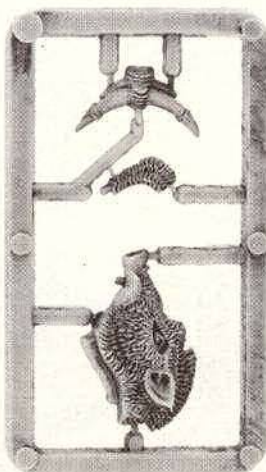
BOAR BODY 1
129844



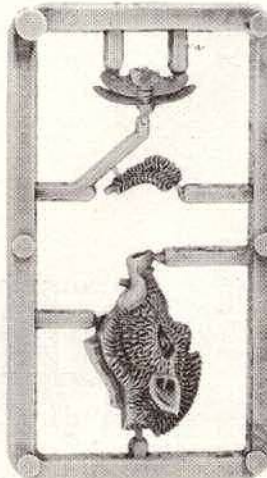
BOAR BODY 2
129844



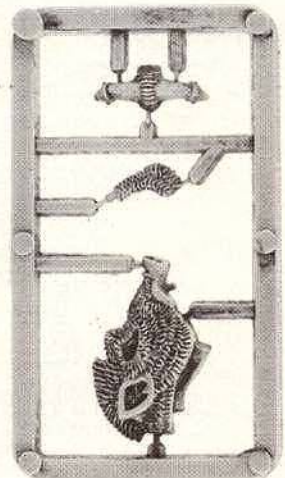
BOAR HEAD 1
129844



BOAR HEAD 2
129844



BOAR HEAD 3
129844



BOAR HEAD 4
129844

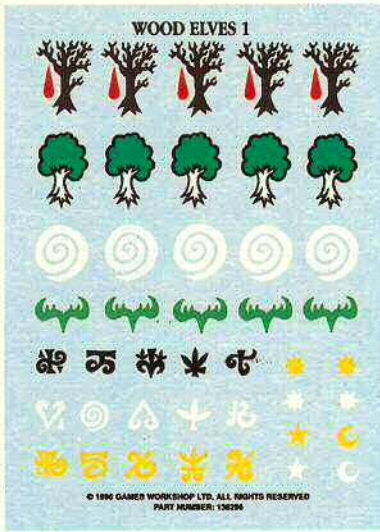
Designed by Alan Perry

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WOOD ELVES

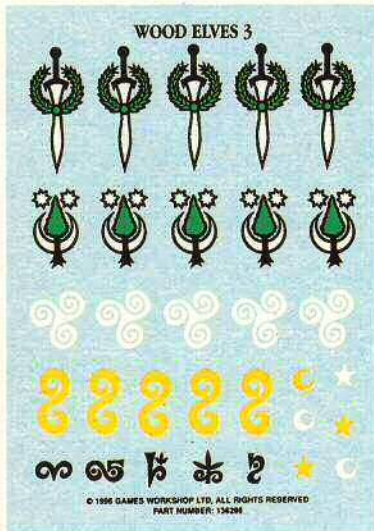
WOOD ELF TRANSFERS



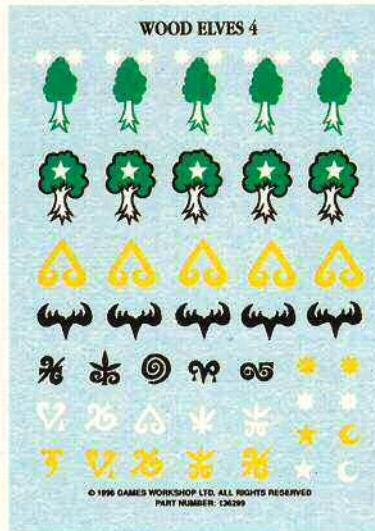
WOOD ELF TRANSFER 1
136296



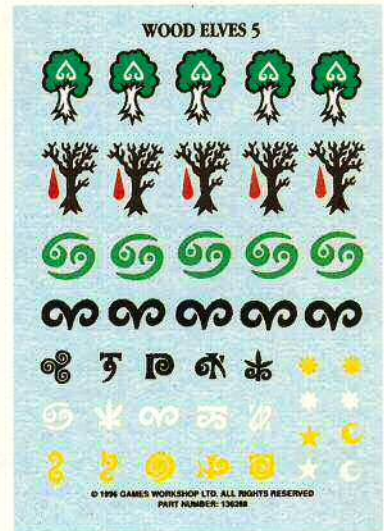
WOOD ELF TRANSFER 2
136297



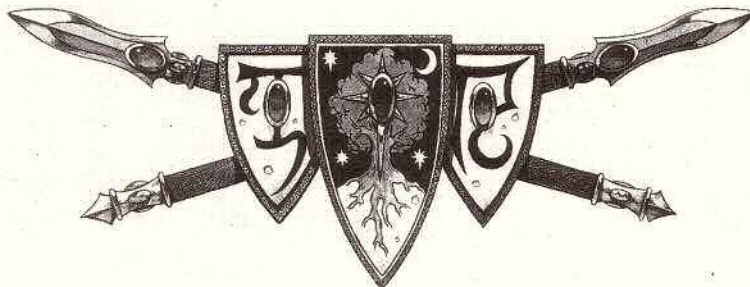
WOOD ELF TRANSFER 3
136298



WOOD ELF TRANSFER 4
136299



WOOD ELF TRANSFER 5
136288



WOOD ELVES

WOOD ELF GENERAL

A COMPLETED WOOD ELF GENERAL
CONSISTS OF:
1 x WOOD ELF GENERAL'S BODY
1 x WOOD ELF GENERAL'S LANCE
1 x PLASTIC ELVEN STEED



WOOD ELF GENERAL
74206/1



WOOD ELF GENERAL'S LANCE
74206/2



A COMPLETED WOOD ELF GENERAL

WOOD ELF MAGE

A COMPLETED
WOOD ELF MAGE
CONSISTS OF:
1 x WOOD ELF MAGE
1 x PLASTIC ELVEN STEED



WOOD ELF MAGE
72408/1



A COMPLETED WOOD ELF MAGE

Wood Elf General and Mage designed by Gary Morley, Elven Steed designed by Trish Morrison

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CITADEL
MINIATURES



CITADEL
MINIATURES

WOOD ELVES

WOOD ELF FOREST DRAGON



A COMPLETED WOOD ELF FOREST DRAGON



A COMPLETED WOOD ELF FOREST DRAGON CONSISTS OF:

- 1 x FOREST DRAGON HEAD
- 1 x FOREST DRAGON TONGUE
- 1 x FOREST DRAGON NECK
- 1 x FOREST DRAGON BODY
- 1 x FOREST DRAGON LEFT LEG
- 1 x FOREST DRAGON RIGHT LEG
- 1 x FOREST DRAGON FOOT
- 1 x FOREST DRAGON TAIL BASE
- 1 x FOREST DRAGON TAIL MIDDLE
- 1 x FOREST DRAGON TAIL END
- 1 x FOREST DRAGON RIGHT ARM
- 1 x FOREST DRAGON LEFT ARM
- 1 x WOOD ELF LORD BODY
- 1 x WOOD ELF LORD SWORD
- 1 x WOOD ELF LORD SHIELD
- 1 x WOOD ELF LEFT LORD LEG
- 1 x WOOD ELF RIGHT LORD LEG
- 1 x WOOD ELF LORD LANCE
- 1 x WOOD ELF LORD SEAT BACK
- 1 x LEFT PLASTIC WING
- 1 x RIGHT PLASTIC WING

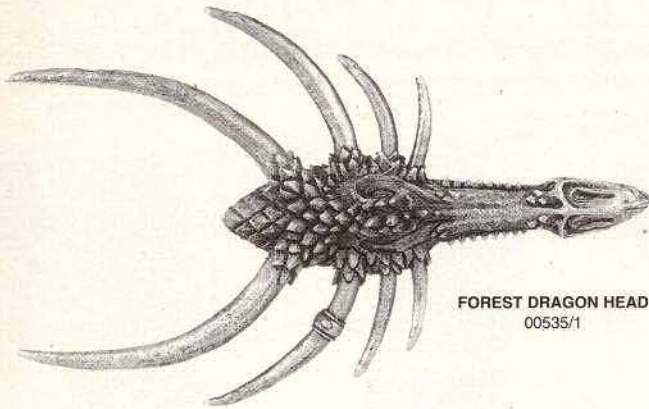
Dragon designed by Trish Morrison and Wood Elf Lord designed by Gary Morley

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WOOD ELVES

WOOD ELF FOREST DRAGON



FOREST DRAGON HEAD
00535/1



WOOD ELF LORD
BODY
00535/15



WOOD ELF LORD
SWORD
00535/16



WOOD ELF LORD
SHIELD
00535/17



FOREST DRAGON NECK
00535/3



LEFT WOOD ELF LORD LEG
00535/14



RIGHT WOOD ELF LORD LEG
00535/13



FOREST DRAGON BODY
00535/4



WOOD ELF LORD LANCE
00535/19



FOREST DRAGON LEFT LEG
00535/9



FOREST DRAGON RIGHT LEG
00535/5



FOREST DRAGON FOOT
00535/8



WOOD ELF LORD SEAT BACK
00535/18



FOREST DRAGON
TONGUE
00535/2



FOREST DRAGON TAIL MIDDLE
00535/12



FOREST DRAGON TAIL END
00535/10



FOREST DRAGON TAIL BASE
00535/11



FOREST DRAGON
RIGHT ARM
00535/6



FOREST DRAGON
LEFT ARM
00535/7



Designed by Gary Morley and Trish Morrison

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WOOD ELVES

WOOD ELF ARCHERS



WOOD ELF ARCHER 1
74201/11



WOOD ELF ARCHER
WITH SWORD 1
74201/9



WOOD ELF ARCHER
WITH SWORD 2
74201/10



WOOD ELF ARCHER 2
74201/12



WOOD ELF ARCHER 3
74201/13



WOOD ELF ARCHER 4
74201/4



WOOD ELF ARCHER 5
74201/7



WOOD ELF ARCHER 6
74201/2



WOOD ELF ARCHER 7
74201/6



WOOD ELF ARCHER 8
74201/3



WOOD ELF ARCHER
WITH SWORD 3
74201/5



WOOD ELF ARCHER 9
74201/8



Designed by Aly Morrison

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WARHAMMER

WARHAMMER ARMIES WOOD ELVES

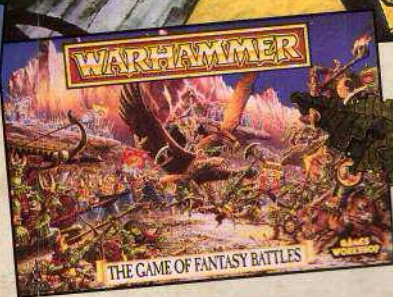
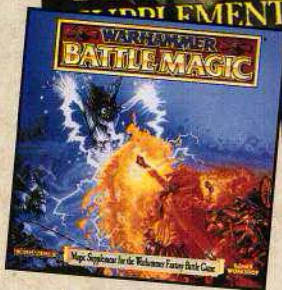
The Wood Elves are among the most ancient inhabitants of the Old World. Their secret realm, deep in the Forest of Loren, has remained hidden and free for centuries. Tirelessly the Scouts and Waywatchers guard the forest and no enemies have ever been able to conquer their land. The Wood Elves have tamed the savage beasts and giant birds of prey that inhabit their realm, and befriended the strange Treemen and Dryads who dwell in the depths of the forest. Their noble rulers are able to shape-shift into demi-gods to strike dread into the hearts of their foes.

SPECIAL RULES

The Bestiary describes the unique warriors of the Wood Elves and the strange creatures of the forest including Wardancers, Scouts, Warhawk Riders, Great Eagles, Treemen and Dryads.

ARMY LIST

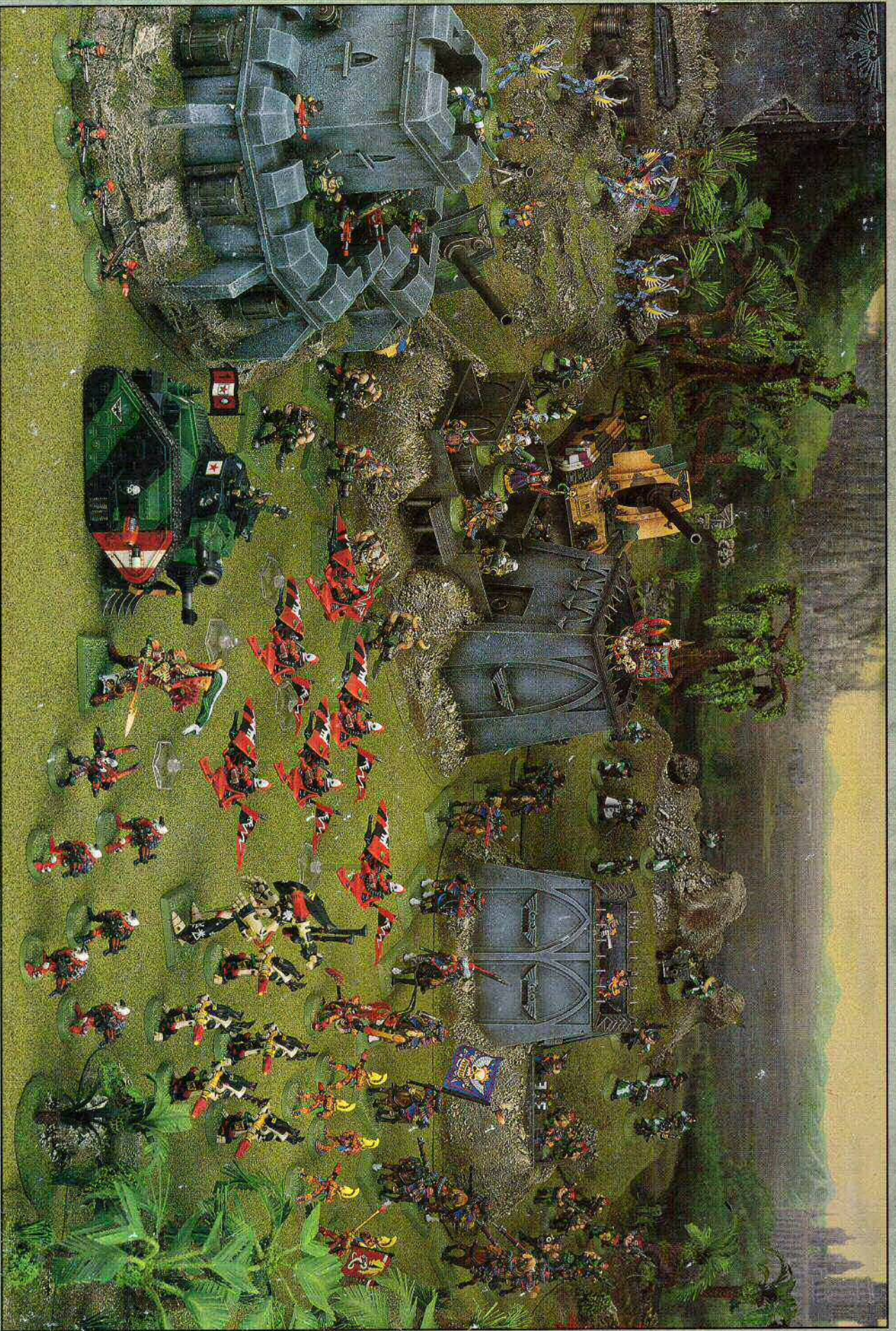
A complete army list for the Wood Elves includes Charioteers, Glade Riders, Warhawk Riders, Scouts, Wardancers, Glade Guards, Archers, Treemen and Dryads. A separate section introduces some of the awesome characters of the forest realm including Orion and Ariel in the aspects of Kurnous and Isha, Thalador Doomstar, Lothlann the Brave, Sceolan, Wychwethyl the Wild, Scarloc, Gruarth the Beastmaster, Skaw the Falconer, Durthu the Treeman and the Dryad Drycha.



WARHAMMER ARMIES – WOOD ELVES IS NOT A COMPLETE GAME.
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During the Scourging of Lannias, a vengeful Eldar warhost swoops down on a line of fortifications, valiantly defended by massed regiments of the Imperial Guard.