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WHITE DWARF

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

IN THIS ISSUE

FOUR PAGES
OF CARD

GLADE
RIDERS
AND
WARHAWKS

CHAOS IN
WARHAMMER®
40,000

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RELEASES

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REPORT,
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Though attacked from all sides and assailed by foul magics, the valiant Dwarfs refuse to give way to the advancing Undead horde.



After allying with a Pyromaniac, the Goliaths find themselves relentlessly persecuted by the zealous House Cawdor.



Ice Warriors of Valhalla lead the assault to clear a mountain pass held by sneaky Blood Axe Kommandos.

WHITE DWARF™

Product Code: 0915
Ref. No: 009152
ISSN: 0265-8712



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Pirinen

Know your foe, they say, *that's the way to beat 'em.* And they're right. If you understand your enemy you can avoid his strengths and exploit his weaknesses. But how do you find out these weak spots? Sure as Dwarfs have beards, he ain't going to tell you! So, you sneak a look at his army book, examine the stat-lines of his troops and read every battle report we've printed. You're a little wiser, but you still can't quite get a grasp of what makes them tick. Well the answer is simple: try leading that army yourself.

Leading an army and fighting against one is as different as winning and losing. And as a way of learning how a particular army works, there is really no substitute for commanding it yourself.

So, I had a think about which of the many Warhammer armies I dreaded fighting most. That would be the one I'd learn next. It wasn't hard to decide though – it had to be the Undead.

Why Undead? Of all the armies in Warhammer, the only one I was worried about fighting was the Undead. That's not to say that I think they're harder than any of the other armies, it's just that they're so strange that the tactics you use against other armies don't always apply. Having seen several of my glorious Empire armies run away wholesale from the fearsome Undead, I also wanted to be on the other side of the terror for a change...

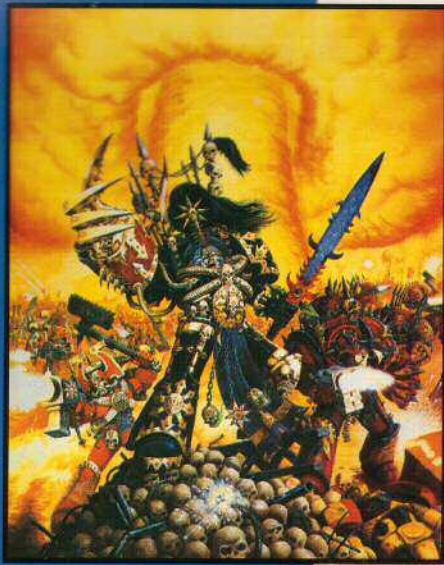
Now, having painted up a small (but growing) legion of Undead, I'm in the process of learning how they work. I've won and lost, mostly lost, as I've explored their weirdness, but the main point of the exercise has been a resounding success. Having seen

them crushed, and understood why they lost, I can see the weaknesses in the Undead army. They are no longer the dread horde they once were and I fear them not!



Jake





"Firstly, I have to dispel some myths about how hard it is to paint horses. Rubbish! It's easy. Thinking about it, why should they be any harder to paint than anything else?"

Mike McVey on page 89

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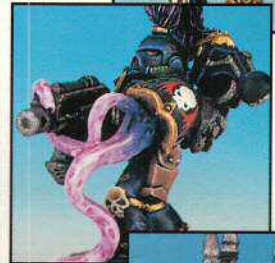
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85 ZOMBIE MASTER
Andy Chambers

The ancient Wyrd, Karloth Valois, has haunted the Underhive of **Necromunda** for many years, and now you can use him to fight alongside your gang.

89 'EAVY METAL MASTERCLASS
Mike McVey

After last month's distraction with his Wood Elf diorama, Mike gets back to talking about horses. This month he shows us the different colour schemes you can use to paint great-looking mounts for your troops, as well as a full stage-by-stage painting guide.



"Although many people may turn their noses up at card buildings (you know who you are!), I think they're excellent additions to the hobby."

Gav Thorpe on page 53



94 AWAKENING OF THE WOODS

Steve Anastasoff and Tuomas Pirinen

The Wood Elves of Athel Loren go to war to combat the insidious invasion of Skaven raiders led by Grey Seer Thanquol and the lethal Deathmaster Snikch.



WHITE DWARF

WARHAMMER

THIS MONTH'S RELEASES

- Glade Riders £10.00
(Boxed set of four miniatures)
- Glade Rider Archer £3.00
(One miniature per blister)
- Glade Rider Champion £3.00
(One miniature per blister)
- Wood Elf Warhawk Riders £4.00
(One miniature per blister)
- Undead Transfers £3.50
(Ten sheets per blister)

these troops can be in this month's battle report, in which I take on Tuomas and his huge horde of chattering Skaven warriors.

OH, THE SHAME!

On another note, on Sunday the 10th of May, we had a mini Warhammer staff tournament. After a full day of battle and bloodshed, one player emerged head and shoulders above the rest. Giuseppe Principe, from our

Italian sales department, took the title by almost annihilating every one of his four opponents with his Orc and Goblin army. Our very own Tuomas Pirinen came in second with his High Elf army. And the White Dwarf master tactician himself, Jake Thornton? Well, jealous of Tuomas' second position, Jake fixed himself on a second position of his own... second from last! (*Well, I, erm... - Ed*)

STEVE ANASTASOFF

SWIFT AND DEADLY

I'm the first to admit that I've gone a little bit Wood Elf crazy (*just a little bit? - Ed*) over the past few months. But looking at some of the new releases I think that I can hardly be held to blame!

The Wood Elf Glade Riders and Warhawk Riders are amongst the fastest and most manoeuvrable of all the troops in the Warhammer world. You can see just how effective



WHITE DWARF™

CORRESPONDENCE

We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: The Editor, White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

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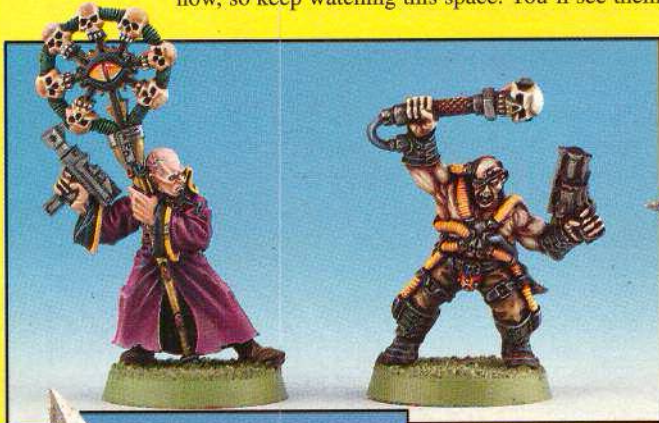
CITADEL MINIATURES

FIGURE DESIGNER RELEASED!

A few issues ago we announced the arrival of a new designer for the Citadel Miniatures team. Brian Nelson has been turning out some really great models since then, and the first of these is hitting the shelves this month.

As you can see from the examples below, Brian's miniatures are really dynamic and capture the feel of the Warhammer and Warhammer 40,000 universes perfectly. We'll think you'll agree, Brian has sculpted (and hopefully will carry on sculpting) some truly memorable models.

Brian's other Wyrds will be released next month, but you'll have to keep reading future issues of White Dwarf for details of the Chaos Sorcerers and Orc Big Uns. Brian's working on some Top Secret projects right now, so keep watching this space. You'll see them here first!



Above – Telepath, Telekinetic and Pyromaniac Necromunda Wyrds.

Left – Warhammer 40,000 Chaos Space Marine Sorcerer of Tzeentch.

Below – New Orc Big Uns for Warhammer.



SPACE HULK



Four arms are better than two when it comes to playing Genestealers!

TILEANS IN SPACE!

I recently had the enormous pleasure of visiting Italy, as a guest of *la Tana del Troll* games shop in Rome. The occasion was the *Expo Cartoon* game and comic convention, the largest event of its kind in Rome. One of the main events,

as far as Games Workshop fans were concerned, was the release of the Italian version of Space Hulk. Over the past few months, our Italian studio has been hard at work producing this, the first Games Workshop game to be translated into Italian.

As well as playing loads of games of Space Hulk, and crushing the hordes of Chaos in a massive game of Warhammer, I was also treated to boundless amounts of wonderful Italian food and hospitality. Many thanks to all the staff and customers of *la Tana del Troll*.

The new version of Space Hulk is available now from good game shops across Italy, as well as from our own Mail Order department. Keep your eyes open for more translations of other Games Workshop games and supplements coming soon.

STEVE ANASTASOFF

ANDY CHAMBERS GOES TO KISLEV

Andy Chambers will be venturing out from behind his desk once more to attend Ropecon in Finland on the 2nd, 3rd and 4th of August. He assures us that he will be there to conduct seminars and answer questions on the Games Workshop hobby, but we know he'll just be swanning about having a good time. More details on Ropecon will be in White Dwarf 200.

And speaking of games conventions...

GAMES DAY AND GOLDEN DEMON '96

Golden Demon and Games Day '96 is the gaming event of the year. You can play games all day and meet all the games designers, artists and sculptors who produce your favourite hobby. Not only that, but you can enter the Golden Demon painting competition as well. Tickets cost only £10 and are available from your local Games Workshop or from Mail Order.

TICKETS
ON SALE
NOW!

WHITE DWARF

Next month White Dwarf is 200 issues old! As you would expect, we're going to try our hardest to make it the best issue ever (but then again we always try to do that...).

As part of the celebrations, we've produced a great poster which will appear only in issue 200, so best start queuing now, eh?



WHITE
DWARF
200

There will also be the rules and background for a new celebratory Special Character (*guess who - Ed*), which won't be printed *anywhere* else!

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...



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Converting Chaos Miniatures

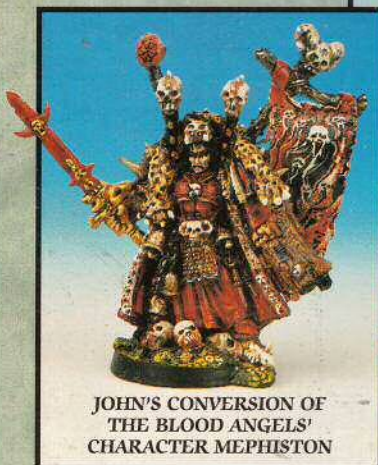
The background of the Chaos Forces is vast and covers an enormous timescale. Given the nature of Chaos it would be impossible for us to make all the models to cover all the wildly variable manifestations. Any models we release can only scratch the surface of all this. However, a Warhammer 40,000 Chaos army provides the hobbyist with an unrivalled opportunity to have a go at all sorts of converting and modelling projects. All of the miniatures shown on this page are conversions, which we've included as examples of what can be done!



All miniatures marked with this symbol are one-off conversions, you can't buy them in shops or from Mail Order, so please don't ask for them!



Lots of the models in our Chaos army are conversions of one sort or another. Many are very simple adaptations, such as swapping weapons or heads and arms for those from other models. Some of the models shown are more complex and involve the use of parts from a number of other miniatures. Likewise, vehicles offer an excellent opportunity to go completely overboard adding chains, spikes, blades and a thousand other pieces of detailing.



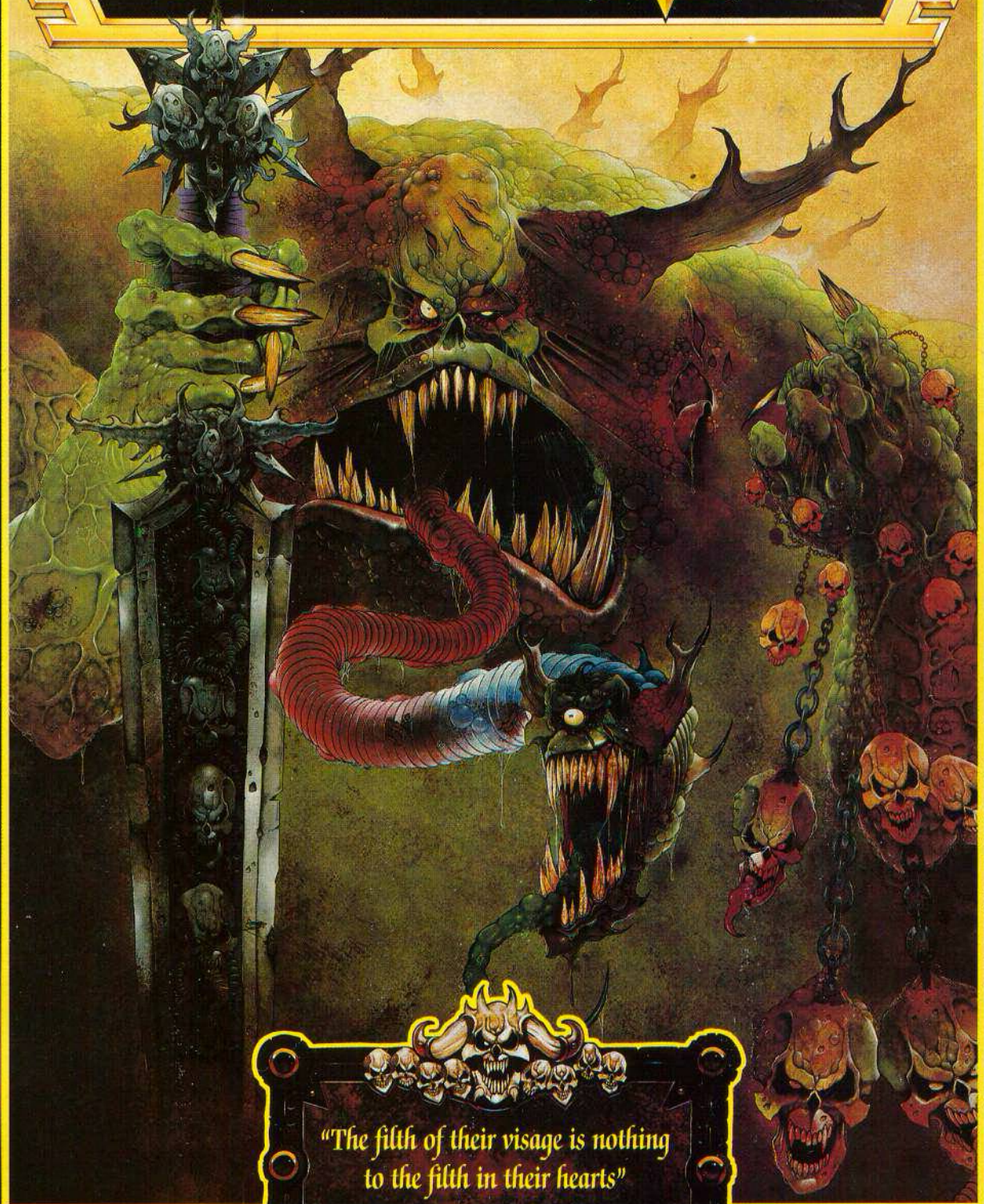
JOHN'S CONVERSION OF THE BLOOD ANGELS' CHARACTER MEPHISTON



John Blanche, Games Workshop artist and renowned miniature painter, is a past master at converting Citadel miniatures. Shown above is John's extensively converted Chaos army. This force mostly comprises Imperial Space Marine miniatures that have had their Imperial eagles replaced with the icons of Chaos! They're certainly inspiring, we think you'll agree.



CODEx CHAOS™



*"The filth of their visage is nothing
to the filth in their hearts"*

Inquisitor Vantis on the 'Traitor Legions

DESIGNER'S NOTES

By Andy Chambers

"If I have seen further than other men it is only because I stood upon the shoulders of giants." – Isaac Newton

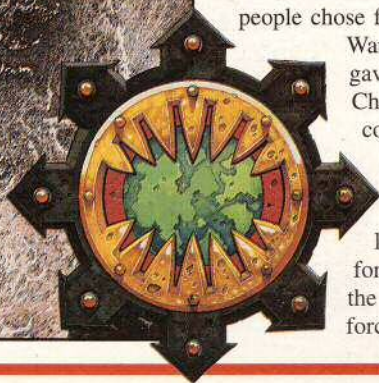
I've always loved Chaos. My corruption began with the first Realm of Chaos book, *Slaves to Darkness*. The second book (*The Lost and The Damned*) was still being worked on when I joined the Studio and I actually exercised some of my crude paste-up skills helping to lay it out. These two books fascinated me – all that baroque brutality and renaissance savagery created a unique sense of atmosphere and all-pervasive threat even in the twisted, futuristic universe of Warhammer 40,000.

With eyeball-snapping suddenness it's 1995 and the lord high torturers are telling me and Jervis that it's time to write *Codex Chaos*, somehow summarising two 200+ page books into around a quarter of that space. Hmm... First of all we began by looking at the original Realm of Chaos books. We concluded that they evoked an atmosphere with the way they looked and the plethora of excellent quotations in them (many of which we've lovingly requested in *Codex Chaos*). The hard information they actually contained was split across the Warhammer 40,000 and Warhammer Fantasy Battle (as it was) games. Unfortunately, by now it was somewhat dated and massively over-detailed with numerous random tables with no real application in the game itself. While it is always painful to take things out of a publication, some of it just had to go.

ARMIES OF CHAOS

The biggest bugbear was how to supply army lists for the manifold armies of Chaos in one handy Codex. In the originals there were separate army lists for each of the major Chaos Powers in Warhammer and Warhammer 40,000, but they repeated a lot of troop types in each one. We decided that we could turn these into a single all-singing and all-dancing list. Players who wanted to create forces dedicated to particular Powers would have the capacity to do so, but other players who wanted to sample the full Chaos experience would be happy too. The other problem was that the Realm of Chaos lists used to create rather, erm, eclectic armies which didn't really have a focus. This was carried across into the short "Black Codex" Army List in the Warhammer 40,000 game, where you have Beastmen, Cultists, daemons and Chaos Space Marines all squashed together. This is fine in principle, but when turned into a 1,500 point army it tends to look rather bitty on the tabletop.

We wanted Chaos forces to have a strong theme so we looked at what had gone before and what people chose for their Chaos armies in the 1995 Warhammer 40,000 tournament. This gave us one overwhelming answer: Chaos Space Marines. Every army contained Chaos Space Marines and nearly all included daemons as well. Working with this we decided to make the main army list in *Codex Chaos* depict a raiding force of Chaos Space Marines from the Eye of Terror. Any daemons in a force could be summoned up from the





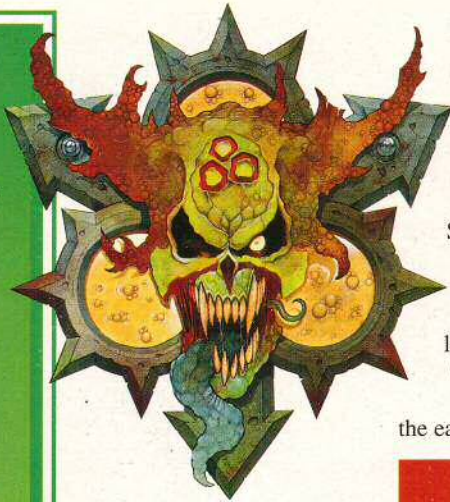
THE BLACK LEGION

NURGLE

Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract his daemons like flies to a rotted corpse. For his amusement he devises foul and diverse contagions that he inflicts upon mortals. Many of the most horrible diseases are Nurgle's proudest creations. Mortals who perish in their grip are claimed by the Plague Lord so that their souls are caught in the eternally bubbling foulness of his realm.

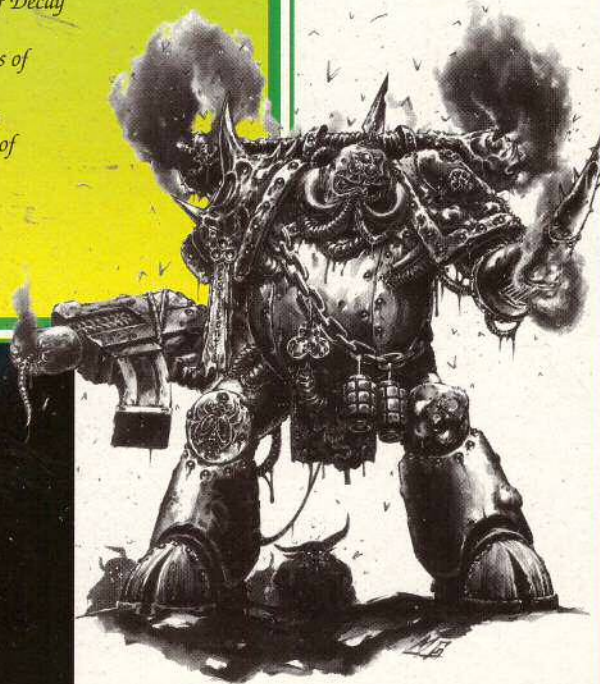
The god's immense body is bloated with corruption and exudes a sickly, diseased stench. His skin is greenish, leathery and necrotic, its surface pock-marked with running sores, swelling boils and infestations. His inner organs, rank with excremental decay, spill through the ruptured skin to hang like bunches of scrofulous grapes around his girth. From these organs burst tiny daemons which chew and suck upon the nauseous juices within. This then is the appearance of the Chaos God Nurgle, though mere words cannot do justice to his truly monumental foulness.

Although Nurgle is ranked behind Khorne and Tzeentch the truth is that his power is more variable than that of the other gods. His passion is to unleash ghastly pestilences into the material universe and when he does his power rises to a peak. Like a plague his power waxes greater and greater, reaching epidemic levels as it temporarily overshadows all of the gods put together before waning again. At these times the great corrupted legions of the God of Decay are swollen by the uncountable millions of plague-struck dead, rusting war engines thunder out a dirge of destruction and the tattered banners of Nurgle are raised against life itself.



warp during the game using special rules. Hawking this idea around quickly proved players were very taken with the idea of using an army of evil Space Marines. We were in business.

The next things to worry about were how to make the Chaos Space Marines different from Imperial Space Marines: was it to be simply a case of different coloured power armour or something more than that? Obviously something more. And what about the people who like



armies of Cultists, daemons and Beastmen? Ignore them and we could end up being lynched.

Jervis cannily suggested that we could put two "appendix" army lists into the Codex. These would cover the scions of Chaos which weren't present in the Chaos Space Marine section. These two extra lists (for Daemon World armies and Chaos Cults) proved to be an excellent way of showing what the forces of Chaos could be like. They could also be allied together with Chaos Space Marines to create the kind of armies you got with the Black Codex and the early Realm of Chaos books.

DARK THREAT

To me the Chaos Space Marines needed to be characterised as a threat reaching back from the Imperium's past, a threat which had refused to lie down and become part of history. This is in part why the gods of Chaos are less pivotal in Codex Chaos; we felt that the motivations of Chaos Space Marines should remain their own, no matter how debased and vile. Though the corrupted Space Marines of the Traitor Legions make excellent champions for the gods of Chaos, they are not pawns and have their own agendas of vengeance, empire-building, vindication or arcane study which give them purpose.

The Chaos special characters have all been written and designed with this idea very much at the fore. Hopefully they succeed in reflecting the different aspects of obsession which have driven them onward, and how these powerful individuals



The Daemonic leads to two crimes. You turn from the path of righteousness and you abandon the Emperor as the object of your devotion. For the first, death is merely a just retribution. The second is a Heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.

*Malleus Daemonicus,
The Declaration of Ecclesiarch Issus XCVII*

have reformed their existence in the service of darkness. The insane devotion of Khârn to the Blood God illustrates one extreme, the adamant refusal of Ahriman to accept his damnation quite another. Even the daemon princes have not been created as an exercise in creating mega-monsters, but to give an insight into the way daemons can be personalities too, with their own idiosyncrasies and foibles which make them unique.

TRAITOR LEGIONS

This idea was also carried across into the character of the Traitor Legions themselves. In the original Realm of Chaos books four of the Legions (World Eaters, Emperor's Children, Death Guard and Thousand Sons) had been written up in detail and the others were ignored. To carry this through we made the four Legions already detailed the ones which had become completely dedicated to Chaos Gods, and had (naturally) received the physical rewards of those Gods. It was easy to imagine that some of the most deranged and fanatical individuals from all of the Legions would dedicate themselves entirely to the Chaos Gods and so Khorne Berzerkers, Plague Marines, Noise Marines and Tzeentchian Sorcerers were spawned.

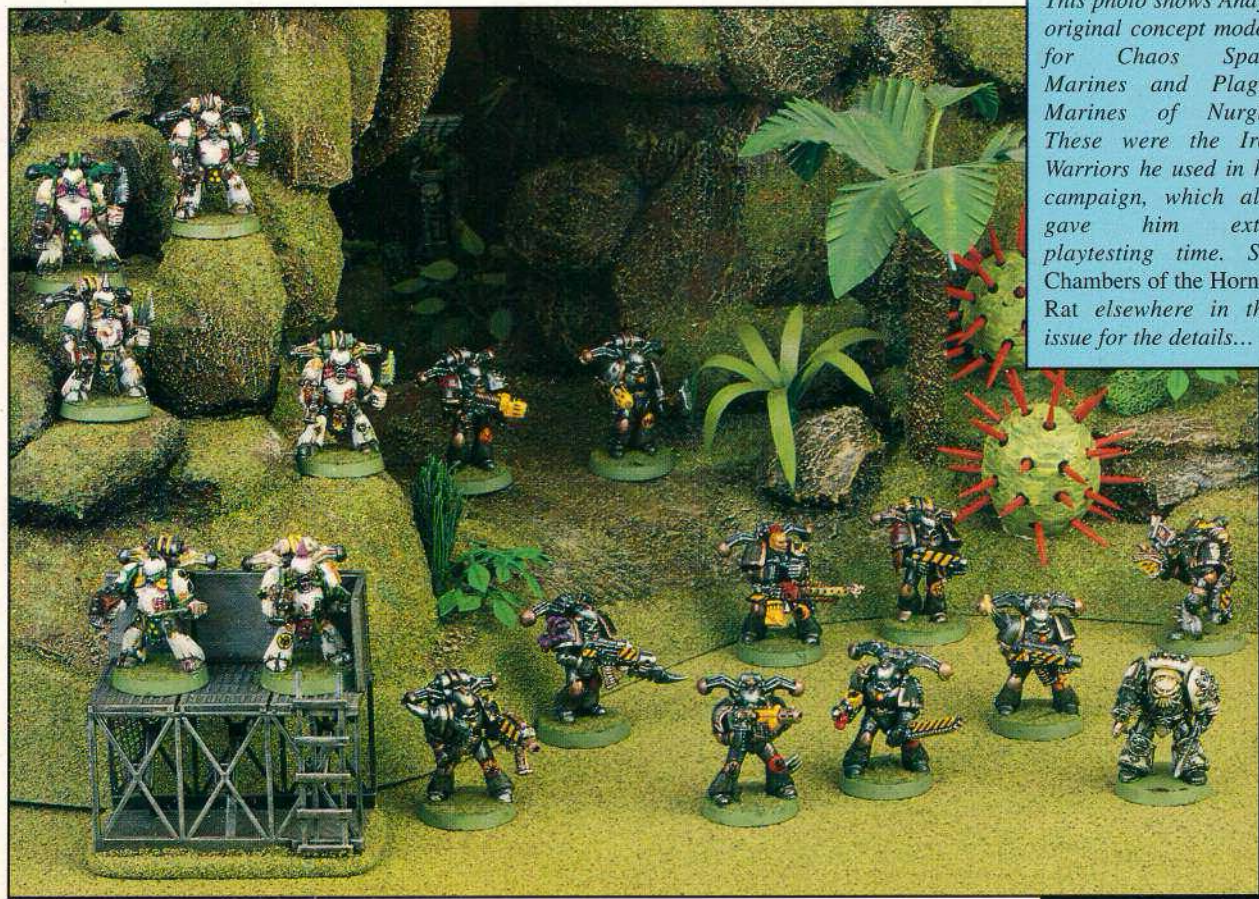
Another interesting spin we came up with was to make Chaos Space Marine forces feel as if they had been exiled to the Eye of Terror ten millennia before the Imperium's "present" day. Though the

technological advancement of the Imperium moves at the speed of an aged tortoise, ten thousand years was bound to bring some changes. This suggested limiting the Traitor Legions' weaponry to some of the "older" types and making others dangerous, experimental precursors of the guns used by Imperial Space Marines. This, combined with the older patterns of power armour the designers have used, gives the Chaos Space Marine miniatures a dark, archaic feel which contrasts well with the clean, upright loyalist Space Marines.

Well, that's probably enough babble from me. Before you go I should emphasise that although I've talked about the ideas that went into Codex Chaos the talented individuals who made this all work are the miniature designers, the artists, production guys and the figure painters. Their enthusiasm for Chaos in general and Codex Chaos in particular has made it a real pleasure to be a part of and they are the ones who have carried the whole book far beyond my wildest expectations. I'd also like to thank my hairdresser and wardrobe department, my mother and all the little people...



This photo shows Andy's original concept models for Chaos Space Marines and Plague Marines of Nurgle. These were the Iron Warriors he used in his campaign, which also gave him extra playtesting time. See Chambers of the Horned Rat elsewhere in this issue for the details...



THE LONG WAR

After the Heresy, in the light of the Warmaster's treachery, vast structural changes were made to the fighting forces of the Imperium. Titan Legions and Imperial Guard regiments were forbidden their own transport vessels so that in the event of rebellion they could not leave their own star system without wholesale treachery on the part of the navy as well. In the so-called

Second Founding, the mighty Space

Marine Legions which had been tens of thousands strong in the Great Crusade were divided up into "Chapters", each no more than a thousand strong. Never again would one man wield as much power as Horus and the other Primarchs of the Space Marine Legions.

The events of the Horus Heresy have long since passed into myth within the Imperium. Ten thousand years of history have obscured those dark days when Horus almost enslaved mankind with the shackles of Chaos. Indeed, records of the

full horror of the Heresy are only preserved now by the daemon-hunting Inquisitors of the Ordo Malleus, and perhaps within the memories of the Emperor himself. The involvement of Chaos in the Heresy has been carefully concealed by the High Lords of the Imperium, fearful that others might tread the same path of damnation as the renegade Warmaster.

But within the Eye of Terror time flows differently and the same traitors who howled their praises to the gods of darkness before the Imperial palace still live to this day. Their defeat gnaws at them like a cancer and their hatred of the Imperium which they helped to forge burns undimmed. These deadly warriors who were tall, powerful Space Marines, proud warriors clad in plasteel and ceramite armour, have become cynical and embittered reavers determined to destroy what they once protected.

Within the Eye, the Traitor Legions fight constant wars amongst themselves for gene-seed, slaves, resources or martial honour. New Chaos Space Marines are recruited from the most dangerous heretics that are drawn into the Eye by the lure of

Chaos Space Marine Terminators lead the charge as the forces of Chaos clash with the Deathwing of the Dark Angels Chapter.

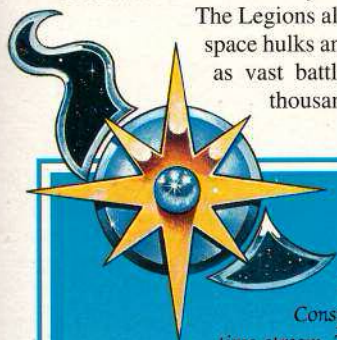


Chaos, or else selected from the masses of slave-warriors who fight eternal battles for the amusement of the Dark Gods. The implantation of recruits is a brutal affair, quite unlike the carefully measured program of development used by Imperial Space Marines. Whether the candidate lives or dies is left to the will of the Chaos Gods. Initiation rites are similarly debased and savage, ensuring that only the toughest of the initiates ever survive.

Millennia of jealousies and infighting have broken down the Legions into companies and warbands of varying size, each led by their own Captain or Champion of Chaos who pursues his own destiny. The most fervent individual worshippers of the Dark Powers have banded together to form squads blessed by their patron gods: Plague Marines of Nurgle, Berzerkers of Khorne, Slaaneshi Noise Marines and Tzeentchian Sorcerers. Others have given themselves over to possession by daemons, allowing the monstrous spawn of the warp to venture out into reality clad in the flesh of a powerful host.

In the ever-changing delirium of the daemon worlds most Chaos Space Marines have survived the worst of the warping influence of Chaos by keeping their sense of purpose. They have not forgotten, nor forgiven, the mortal universe which exiled them and still exact a bloody vengeance when the tides of the warp carry them back there. They are carried forth by ancient warships that have survived from the time of the Heresy, but are now encrusted with millennia of baroque decoration and scarred by old battle wounds.

The Legions also capture drifting space hulks and refit them to use as vast battle barges carrying thousands of troops.

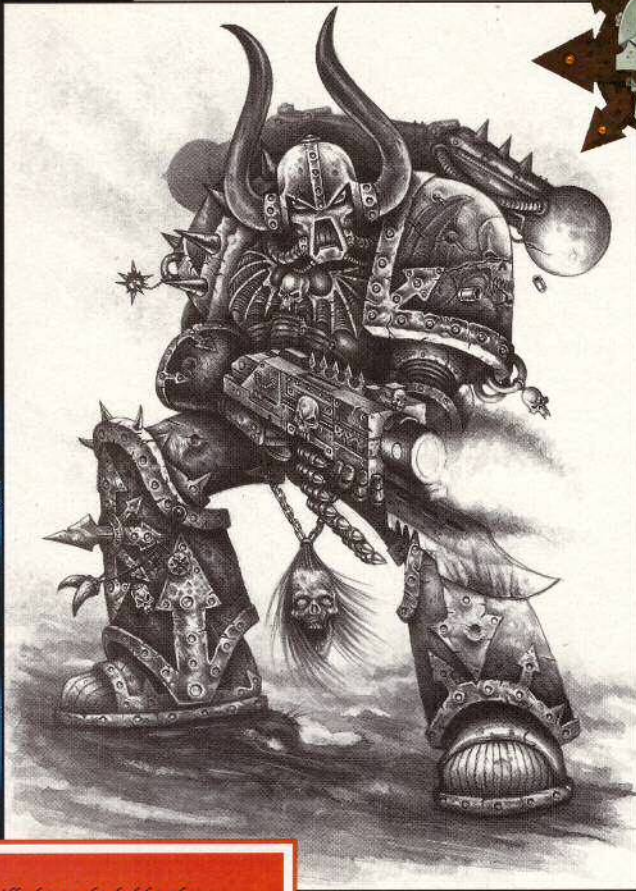


TZEENTCH

Tzeentch is known by many titles including Changer of the Ways, Master of Fortune, Great Conspirator and the Architect of Fate. He is the Great Sorcerer, the god of magic and master of the mutable time-stream. Tzeentch guides unwitting mortals along paths destined to increase his own power, though they never realise their part in his plan. He shows favour to those who plot and scheme, especially sorcerers and politicians. He favours the cunning over the strong, the manipulative over the direct, the spin-doctor over the plain-speaker, and the liar over the truthful.

There are many Chaos Cults dedicated to Tzeentch throughout the Imperium, despite the attempts of the Inquisition to suppress them. A large number of these Cults are formed specifically to practice sorcery, conduct psychic experiments, or spread the influences of arcane forces in some other form. Tzeentch Cultists, guided by the master manipulator himself, are notoriously difficult to discover, while the complex multi-layered plots they conspire to carry out are diabolically cunning and supremely, insidiously, evil.

Tzeentch is the most weirdly and disturbingly formed of all the Chaos Gods. His skin crawls with constantly changing faces which leer and mock those who look upon him. As Tzeentch speaks these faces repeat his words, often with subtle but important differences of meaning. Tzeentch is almost as powerful as Khorne but his power takes a very different form. Tzeentch is the master of magic and subtlety. It is Tzeentch who holds the Realm of Chaos beyond time and space and it is he who watches over the destiny of the material universe. His plots are complex and interwoven, and he is the principle architect of the secret alliances amongst the Dark Gods.



But even bloody conquests like these are little more than pinpricks against the galaxy-wide Imperium of Mankind, the blows which shake its very foundations are the dreaded "Black Crusades".

THE BLACK CRUSADES

Perhaps once or twice in a millennia a truly great Champion of Chaos will arise in the Eye of Terror. Through the power of his implacable will and the favour of the Dark Gods this Champion can weld together an unsteady alliance between the infernal regions of the Eye. How the Champion brings the crusade together depends on his nature and his patron god. Some use manipulation, others extortion, others domination, others intimidation. Most simply use all of the considerable powers at their disposal.

Preparations for a Crusade can take years, or weeks depending on the whims of the gods. The forges of the hell worlds belch out armour and weapons for the chosen one's followers, daemon engines are aroused from their dark slumber with blood sacrifices, factions vie for command of the massed ranks of crusaders or are mercilessly crushed into obedience.

When the Black Crusade is launched the Eye of Terror vomits forth the diabolic hordes of Chaos: armies of daemons, rank upon rank of huge, twisted monsters; numberless masses of Cultists; wild tribes of Beastmen; ancient and terrifying Chaos Titans. Spearheading it all are the Chaos Space Marine Legions, united in their lust for booty and their desire to bring destruction upon the hated Imperium.

The Imperium keeps strong forces stationed around the Eye to fend off these invasions. Entire Titan Legions, Space Marine Chapters and massed regiments of Imperial Guard defend the most vital systems in close proximity to the Eye. But even powerful fighting formations like these cannot guarantee victory over the infernal throng. All too often the black tide of Chaos expands and recedes leaving entire systems ravaged and burned. Whole planetary populations are irrevocably tainted by Chaos, cities and industries are crushed by the thunderous pounding of diabolic engines of destruction, uncounted citizens are dragged away to serve as slaves and playthings to the damned souls and their daemonic masters at the edge of reality.

Every city ruined, every planet burned brings the Imperium a little closer to dissolution. In an Imperium of a million worlds how much can a single world matter? Enough to have to defend each one against the infernal host, enough to bring the curse of Exterminatus upon those that bend the knee and bow down to daemon-kind. A Black Crusade may come crashing forth from the Eye only once in a thousand years, but the damage it inflicts can never be undone.

The weak will always be led by the strong. Where the strong see purpose and act, the weak follow. Where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak and many are their temptations. Despise the weak for they flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence – it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon.

– The First Book of Indoctrinations

The ships of the Traitor Legions are driven by the fickle tides of the warp and can appear anywhere in the galaxy at any time. The Chaos Space Marines descend upon an unsuspecting Imperial planet, plunder it and raze anything they cannot take with them before retreating into the Eye of Terror. Though local defence forces may struggle against the invaders they are doomed unless Space Marine reinforcements are on hand. Then the Chaos Space Marines have a joyous opportunity to visit woe and destruction on their weakling younger brothers, perhaps the true objective of these random raids.

Major invasions are instigated in one of two ways. Chaos Cultists may plunge a world into anarchy and revolt, generating a ripple of worship in the warp which attracts the attentions of the Chaos Gods. By casting auguries and making divinations Chaos Sorcerers can guide an invasion fleet to the Cultists' world. Once there the Chaos Space Marines will fight alongside the Cultists to capture the whole planet in the name of Chaos. Only then will the Cultists realise that they have summoned up entities who will enslave them as surely as the iron rule of the Imperium.



A SQUAD OF NIGHT LORDS CHAOS SPACE MARINES LED BY A CONVERTED CHAOS CHAMPION

Night Lords

Unlike most of the Traitor Legions, the Night Lords serve no particular Chaos God. They regard their fellow Chaos Space Marines with the same cynicism and contempt they feel for those loyal to the Emperor. Power and material gain are the only things the Night Lords worship.



DETAILS OF THE CHAOS CHAMPION TERMINATOR

Night Lords Veteran Squads

Veteran Chaos Space Marines are the most experienced, battle-hardened warriors in an entire Legion. Night Lords veterans are no exception, and like those in fellow Traitor Legions often fight in small, elite squads, equipped with the choicest weaponry available. As well as being well equipped, veteran squads are also highly mobile and often act as lightning fast strike teams, charging into the fray and cutting a swathe of destruction about them whilst their brethren follow on in their wake, dispatching whatever poor unfortunates managed to escape the carnage wrought by the veterans.



A VETERAN SQUAD OF NIGHT LORDS CHAOS SPACE MARINES (Note, heavy bolter not yet released)

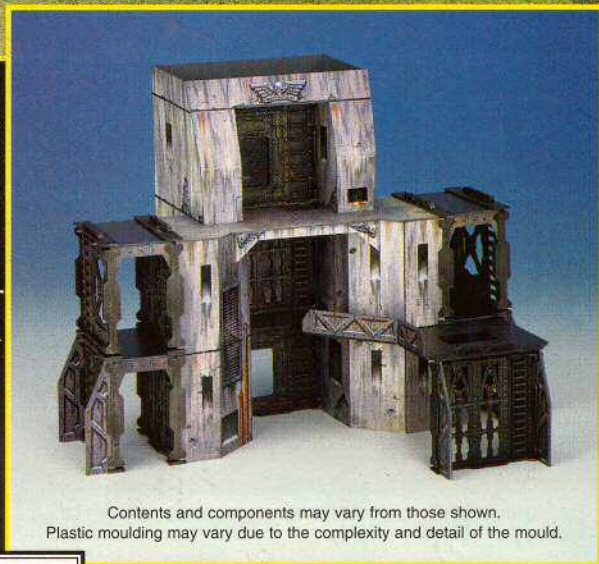


WARHAMMER 40,000

IMPERIAL BASTION



Citadel Miniatures not included.



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

Few are those who do not know the power of the Imperial Bastion. From the barren plains of the Necromundan Ash Wastes to the frozen 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. Its thick, ceramite walls can repel the blasts of the heaviest weapons, and many a frenzied assault has broken against its armour without inflicting any damage. The corpses of those who have tried to gain entrance to the Bastion invariably end up as grotesque ornaments adorning its walls. They are a grim reminder of the fate of those who would oppose the Emperor's will.

This boxed set contains a complete Imperial Bastion plastic and card model including detailed assembly instructions. The highly detailed plastic components are moulded in a hard styrene compound which is particularly suited to modelling and painting. This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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WINNING AT GOLDEN DEMON '96

GAMESDAY
GOLDEN DEMON '96

By Mike McVey

Well it's that time of year again, the date has been set, the categories listed and everyone is raring to go. That's right, Golden Demon fever is spreading like wildfire! The Design Studio is already full of half-finished projects for the Open Competition and everyone is dying to see what Golden Demon itself will bring. I usually write an article for White Dwarf a few months before the event, hopefully to spur you on and tell a few arcane secrets that may help you on your way to fame and fortune (well a Golden Demon trophy and a trip round the Design Studio). Interested? Then listen closely, I will say this only once...

I'm going to take a selection of winning entries from last year's competition and subject them to the full glare of my super-critical eye, pointing out the good bits as well as the not so

good. Before I start, let me stress that all of the models shown here are winners of gold, silver or bronze Golden Demon awards, and there is no higher accolade. I just want to demonstrate that when you're competing at this sort of level, your models are going to be subjected to very close scrutiny. The overall point of this article is so that you can avoid these pit-falls this year and waltz away with the sword!

For the sake of this analysis, I've divided the categories into four groups – single miniatures, multiple miniatures, vehicles and dioramas, rather than going through each category separately. After all, whether you enter a single High Elf or a single Space Marine, the challenge is the same. We'll start by looking at single and multiple miniature entries. Next month, I'll look at vehicles, dioramas and entering on the day.



It's Golden Demon time again and Mike McVey's here to give the low-down on how to put together that winning entry.

1st place Warhammer single miniature by Matthew Piper.



The single miniatures are always difficult ones to judge and the standard last year was extraordinary. In the Warhammer 40,000 category there were about twenty models battling for the three places. Let's have a look at the first and second place models and see what we can see...

Looking at these two models, I'm sure that you will have one you prefer. I had to make the difficult decision as to which

won, and here are the reasons I chose as I did.

There is not much to choose between the level of painting on these two, both have achieved a beautiful smoothness in the blending and finish. Maybe Neil just has the edge here, but there again I love the sharp highlights that Ruth has added to the tips of the wings. I felt that the banners let both entries down slightly. While Neil's was superbly rendered I thought it was a bit too fey and romantic for an Eldar Phoenix Lord in his full war aspect. I thought Ruth went to the other extreme and her banner was just a little too plain. The colour schemes were both fairly unusual, but carried off very well. Hats off to Ruth for choosing such a complex scheme and balancing it beautifully, just look at the number of colours on that model! Overall it was Neil's attention to detail that won it, the conversion of the symbol on the chest, the surface crackling on the guns, and I really liked the runes on the inside of the

SINGLE MINIATURES

cloak. These features probably swung it for Neil, better luck in this year's competition, Ruth!

Matthew Piper's vampire was the winning Warhammer single miniature, another hotly contested category. It suffered a little in the photographic process, but was a finely painted model with some great touches.

The extra detail on the base was particularly welcome as this area is often neglected.

2nd place Warhammer 40,000 single miniature by Ruth Hollerbach.



1st place Warhammer 40,000 single miniature by Neil Thomason.

MULTIPLE MINIATURES

1st place Warhammer 40,000 Squad by Mark Boardley.



Neil's models feature again in this category, but this time beaten into second place by Mark Boardley's Space Marines. So how did Mark gain an edge where Neil couldn't? For a start, look at the impact of the two squads. Which jumps off the page at you more? Without any doubt it's Mark's models.

The Space Wolves Scouts are fairly dark overall, and while this isn't necessarily a bad thing, there are too many colours on these models in the same range. Look at the head, hair, sleeves and trousers on the Scouts, they are all very similar. I think it's the face paint that really lets them down, the face is the focal point of a model, and by painting them dark in this way Neil has detracted from the impact, the

thing that you see first is the mouths. In contrast Mark has used a bone colour to set off the black areas. notice how lighter faces draw your eye towards them. Both scored excellently on attention to detail, but Mark probably had the edge again, look at the individually painted Terminator honours and the feathers on the Sergeant's gun. The only thing that I felt let Mark's (and for that matter most peoples) entries down was the bases, while I'm aware that this is the way that we base up the Studio armies, on competition-standard miniatures I'd like to see a little more attention to detail.

2nd place Warhammer 40,000 Squad by Neil Thomason.



Garry Taylor got third place for his Warhammer Command group. The miniatures hang together very well, though I thought the level of individual detail could have been a little higher (the detail on the first and second placed groups was astounding, see White Dwarf 193). I loved the banner though, an original rendition of the Orc moon design.

3rd place Warhammer Command Group by Garry Taylor.



It's Golden Demon 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, pick up your brush 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.

Commended Open Competition Entry by 'Eavy Metal painter Paul Muller.



PIT FIGHTER

Young Bloods winner by Danielle Hannah.



OPEN COMPETITION AND YOUNG BLOODS

Just a quick word about the Young Blood and Open competitions. These were both a great success last year and we got some worthy winners. There are some very promising young painters coming up throughout the ranks, who should be up there collecting Golden Demons in the next few years. The response was brilliant in the Young Bloods, I hope that the battle will be as closely contested this year. The Open was pretty much dominated by Games Workshop staff last year, I really hope that some of you lot will show them how it's done this year and sneak off with the prize! This is really a great opportunity to let your imagination run riot, in fact any ideas you have that don't fit into the normal categories can be entered in this competition. And remember, you'll be battling it out against the best in the world, what better satisfaction could be gained than beating them!



HOW DO YOU ENTER?

On this page you'll see a Golden Demon '96 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. remember to fill in an Official Entry Form (below, photocopies are allowed) for each of your entries.



**GAMES WORKSHOP®
OFFICIAL ENTRY FORM**

Please fill-in a separate entry form for each entry

Name

Address

Postcode

Telephone Number

Category Name Category Number

Description of entry

FOR OFFICIAL USE ONLY

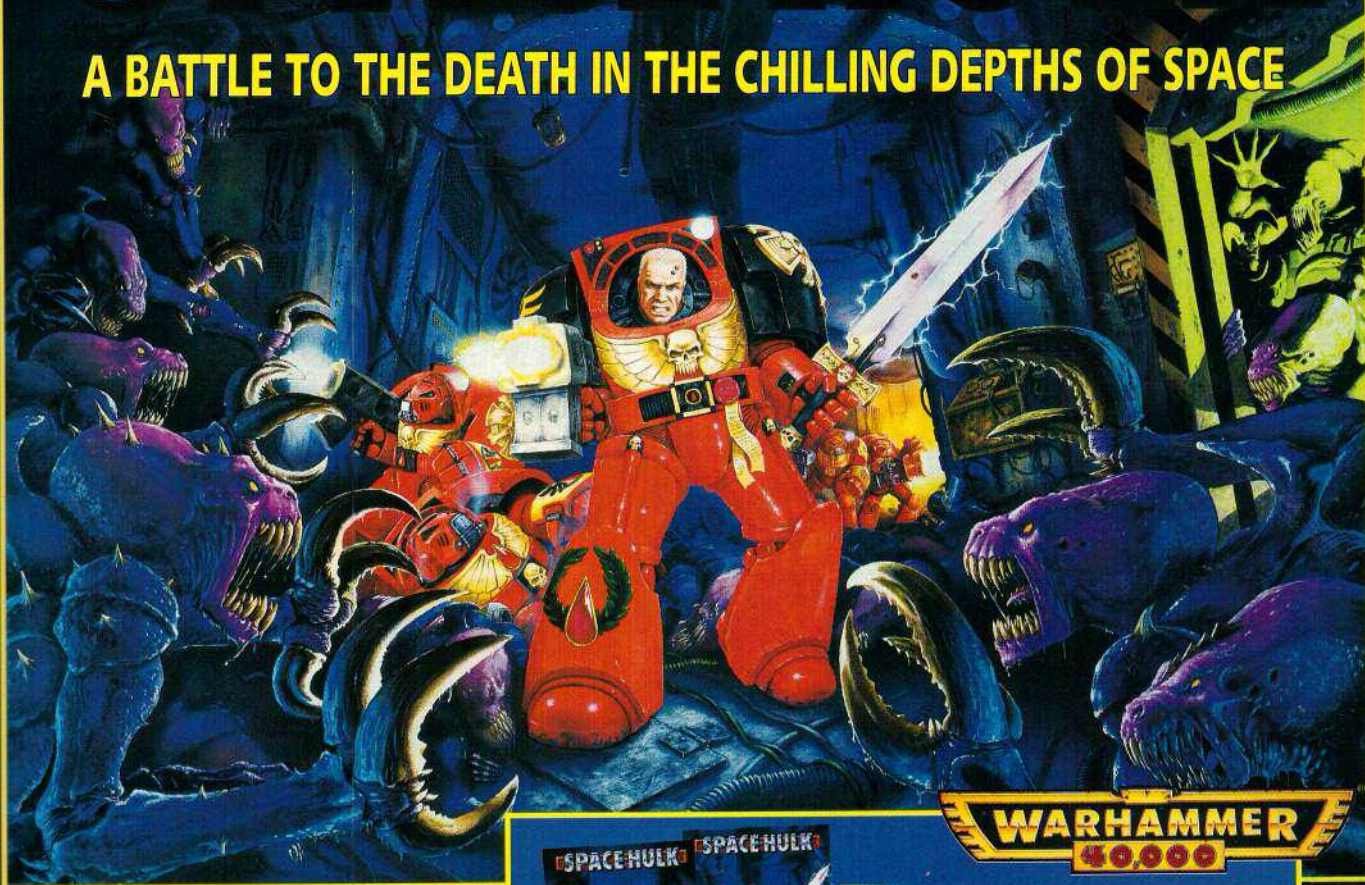
Category Number

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 Entry Number

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.

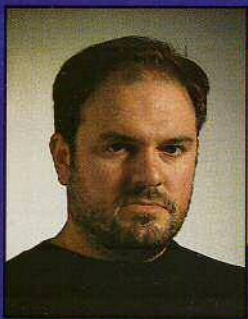
In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

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

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GAMES
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FRED MARCARINI

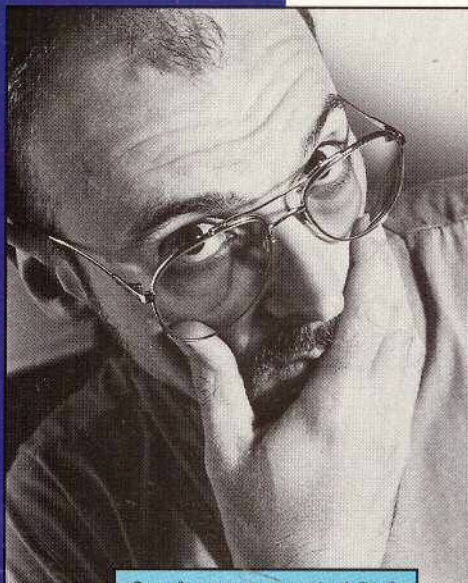
by Ian Pickstock

Fred Marcarini

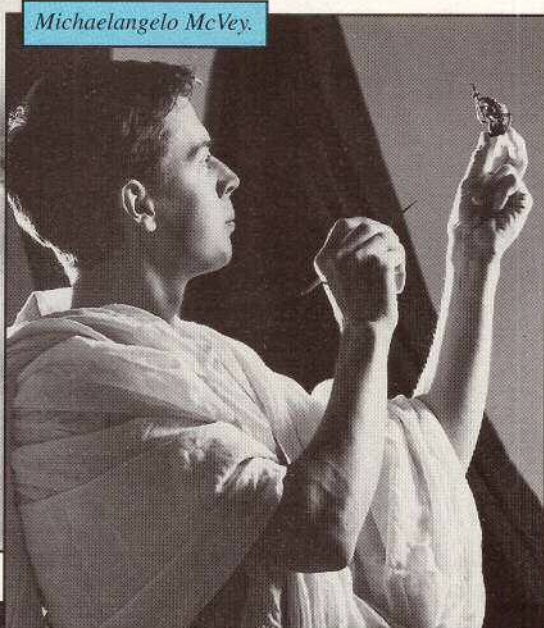
is the talented photographer who is responsible for many of the mugshots you see of our staff every issue.

Games Workshop is expanding into Italy, but the country already has a large number of committed fans. Actually, committed probably isn't the best description of them – they're all barmy! They hold annual conventions, such as the Warhammer IV Torneo Nazionale seen in last month's news, and there are many thriving Games Clubs all over the country. Many gamers travel the length and breadth of the land (and overseas) to meet each other. Last year, at the First International Warhammer Tournament, I met one of the maddest gamers around – Fred Marcarini.

Fred Marcarini has two great passions and in the summer of last year he had the opportunity to combine them both together. By day Fred is a mild-mannered professional photographer of a very high calibre, his portfolio features work for many Italian magazines and famous celebrities such as Formula One World Champion Michael Schumacher (no Damon Hill, though...). By night Fred loves to play our games, and he has amassed several armies for both Warhammer and Warhammer 40,000. He is, we are told, one of the principle people responsible for the growth of the Games Workshop hobby in Italy.



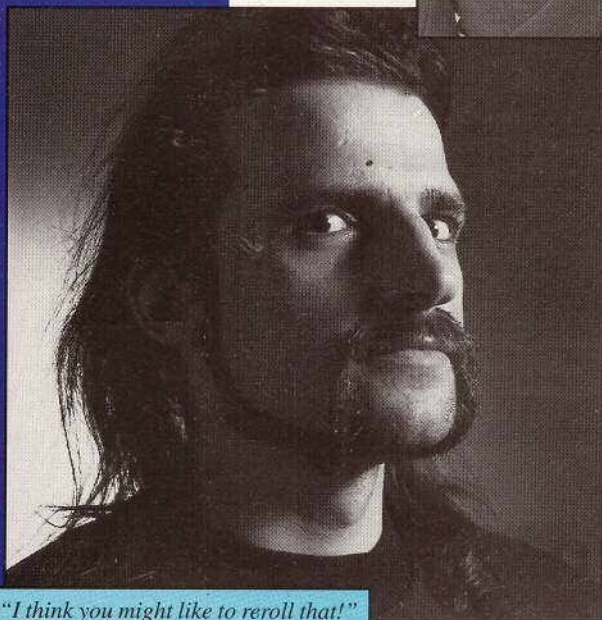
One for your memoirs! Rick.



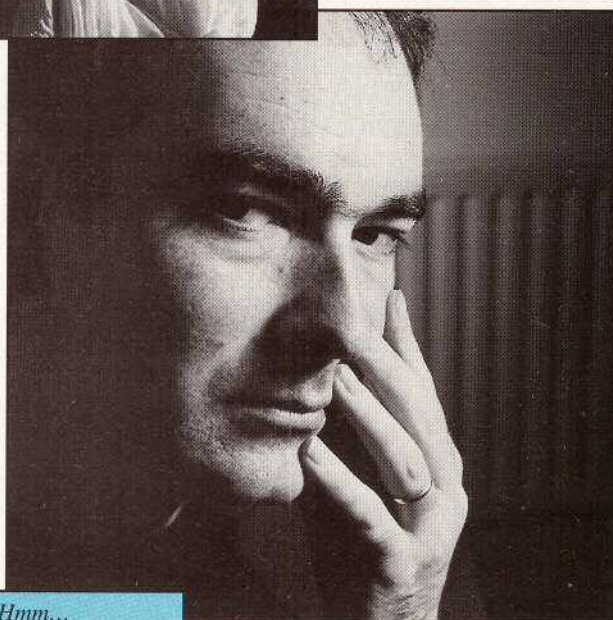
Michaelangelo McVey.

So, when the opportunity arose last year to take part in the First International Warhammer Tournament, Fred couldn't resist and led a delegation of half a dozen Italian gamers to the tournament which was held in Nottingham.

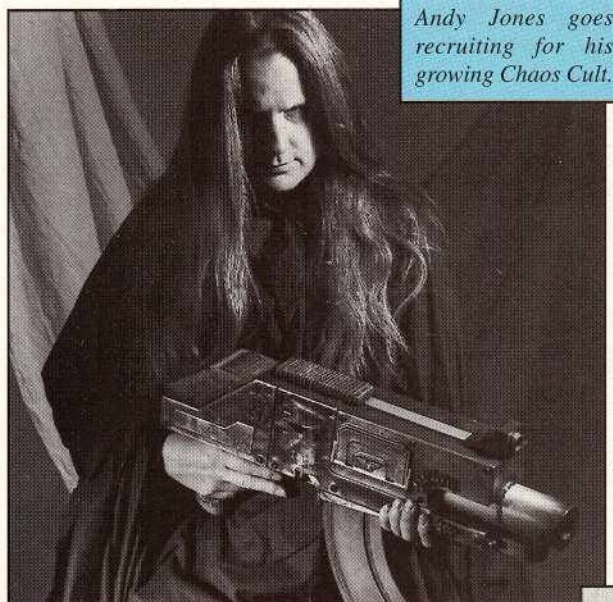
It was at the First International Tournament that Fred's talents came to the attention of us here at the Studio and this is where we cut an impromptu deal for Fred to come over to England and take photographs of all our staff in exchange for as many lead figures as



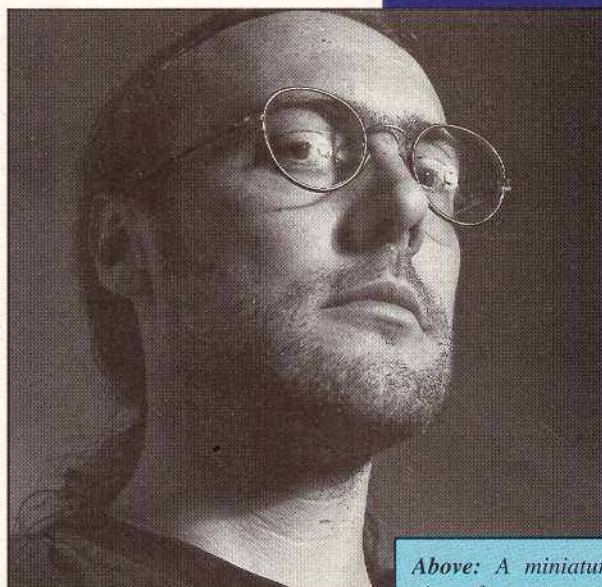
"I think you might like to reroll that!"



Hmm...



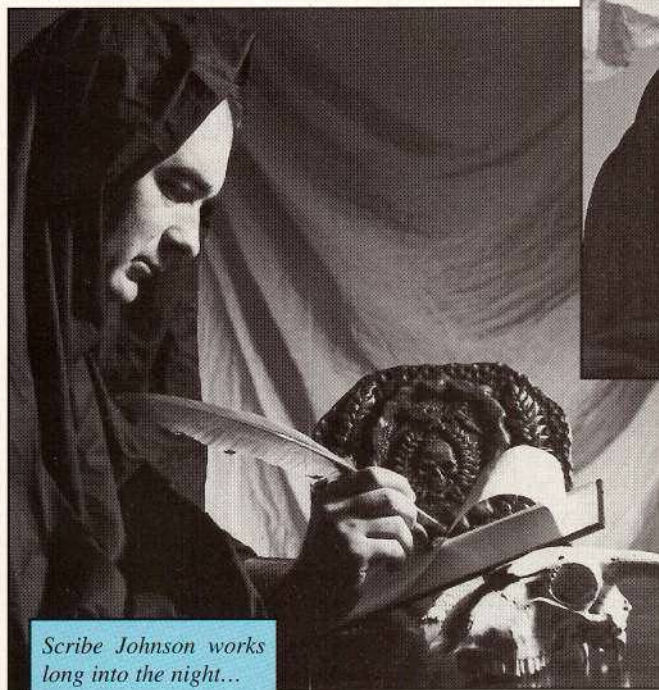
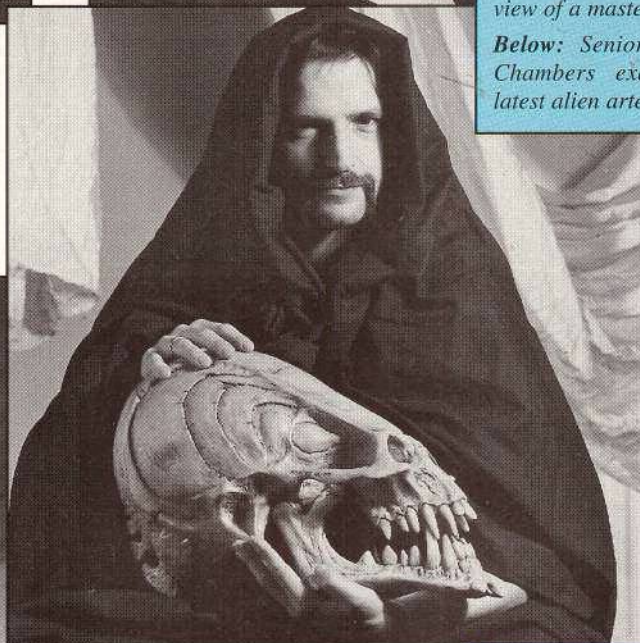
Andy Jones goes recruiting for his growing Chaos Cult.



Above: A miniature's eye view of a master sculptor.

Below: Senior Inquisitor Chambers examines the latest alien artefact.

ROGUES' GALLERY



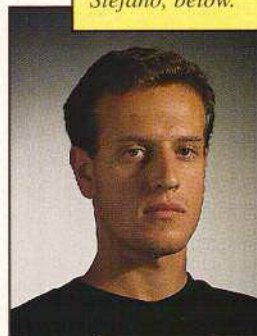
Scribe Johnson works long into the night...

increased the resolve of Fred and his friends to do even better in this year's Grand Tournament!

Fred has one medium which he favours over all others – black and white photography. So, after he and Stefano Gemi, his assistant, had spent the whole

morning photographing all the staff in colour for us to use in White Dwarf, Fred loaded up the black and white film. Then, with the addition of some costumes and props, he took a series of impressive shots of some of our more famous staff members. And here they are: a veritable Rogues' Gallery, filled with characters of ill-repute!

I'm sure you'll recognise Andy Chambers, Jes Goodwin, Jervis Johnson, Andy Jones, Mike McVey and Rick Priestley in some familiar and not so familiar guises. Fred took these photos with the assistance of Stefano, below.



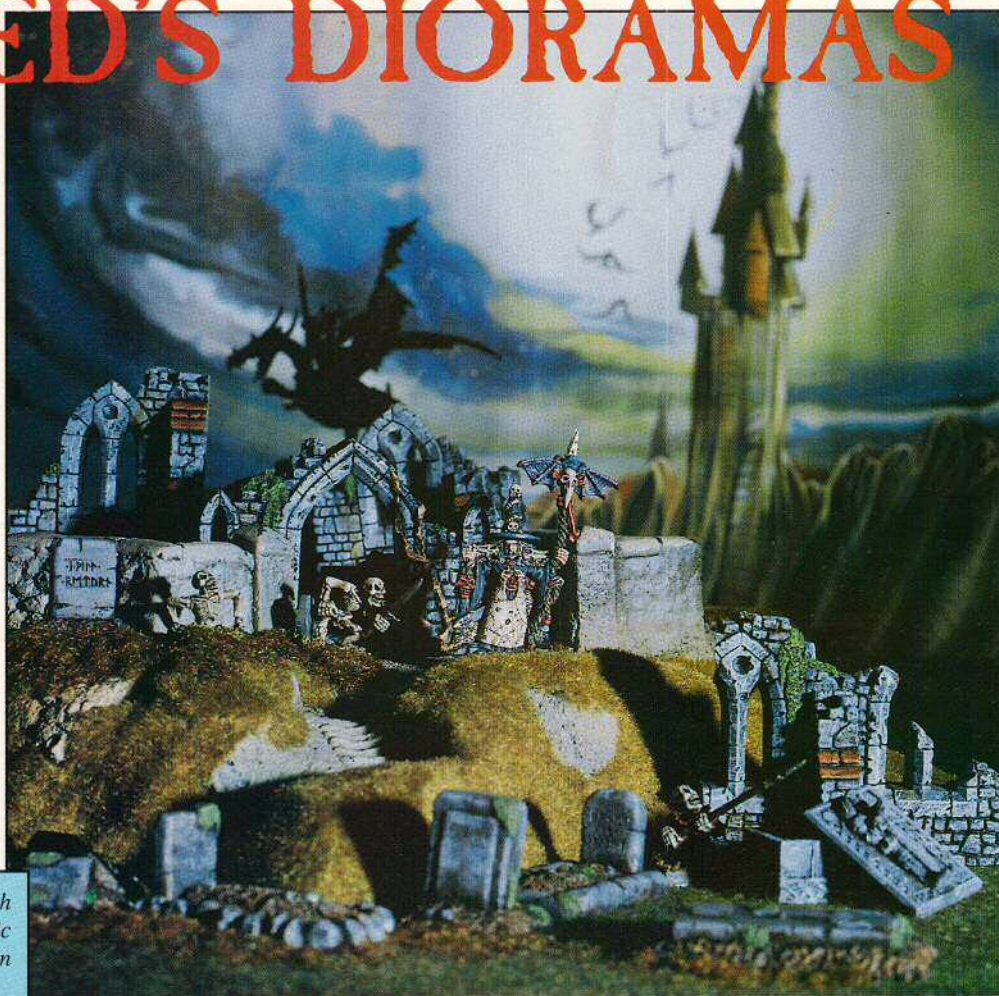
he could stuff into his suitcase! You've probably seen some of Fred's portraits at the beginning of many of the White Dwarf articles, over the issues.

Needless to say, Fred and many of the Italians featured very highly in the final positions, getting lots of second and third places for Army Selection, Best Painted Army, Generalship and the overall tournament. Unfortunately, those first places remained elusive, but this has only

FRED'S DIORAMAS

Only very rarely do we get photographs of miniatures from outside the Studio that we can use in *White Dwarf*. It is even rarer for us to get good photos of dioramas or battles. However, with his vast photographic experience, it is hardly surprising that Fred has turned out some cracking shots.

The evil Heinrich Kemmler chants horrific rites of summoning in the dead of night.



Arbaal the Undefeated marches across the Wastes in search of fresh blood for Khorne.

These dioramas differ from the ones that Mike McVey makes, in that they are temporary set ups, more like the battle shots we do to illustrate battle reports and such. Each shot has been put together for the camera, using a selection of superbly painted miniatures, scenery and terrain pieces.

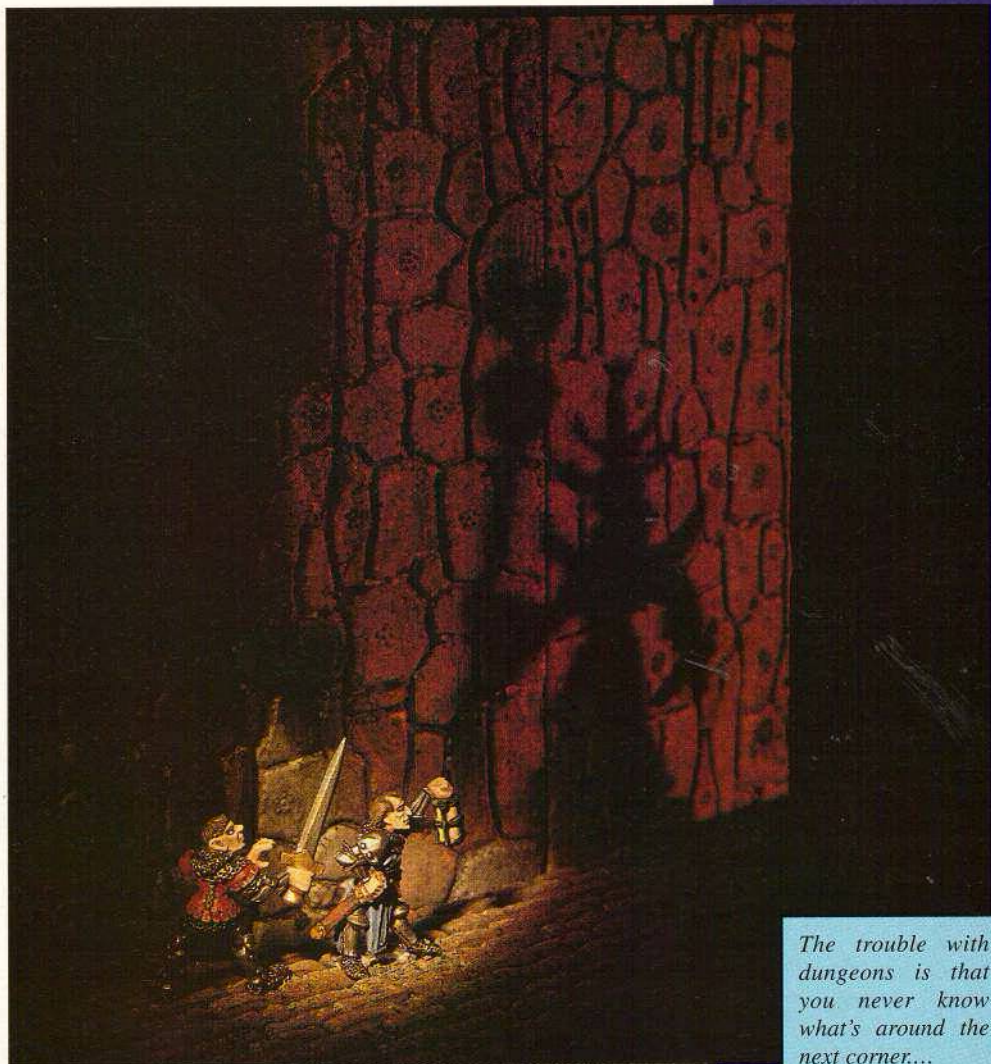
If you look over the page, you'll find that some of the miniatures featured in these shots actually have gaming bases which Fred has cunningly concealed from the camera. Fred uses everything from special lighting techniques to smoke blowing across his dioramas to create some very atmospheric images and scenes.

One of the best things about Fred's dioramas are their themes. Most of the shots we use in *White Dwarf* are of whole armies (or large parts of them) clashing across the battlefield. Fred's pictures, on the other hand, have a few well placed models which emphasise a particular theme or story.

If you're thinking of entering the Golden demon '96 Battle Scene or Open categories this year, you could do worse than look at Fred's work for some inspiration and an idea of how to illustrate a story with miniatures. Of course, we don't expect you to supply a whole lighting rig and smoke machine!

Although we'd dearly love to feature photographs like this with the Studio miniature collection, we simply don't have the time. We're sure Fred isn't going to stop photographing these brilliant displays and hopefully we'll be able to show you some more of them in future issues.

If you have anything similar you think would look great in these pages, why not write in and let us know about it?



The trouble with dungeons is that you never know what's around the next corner...



Wary villagers defend their home against the depredations of a Giant.

CHAOS SPACE MARINES



Fred has converted these Chaos Space Marines to be Khorne Berserkers, each with the head of a Daemon Bloodletter modelled in Milliput (a two-part epoxy modelling putty). Both Fred's conversions and Lorenzo's powerful colour scheme fit the Khornate theme perfectly, making this squad instantly recognisable on the tabletop.



Fred knew that his own painting standard would never do his models justice, so he asked Lorenzo Palla if he would paint the figures for him. Lorenzo is well known around Italy as one of the best miniature painters in the country and when he saw the finished conversions he was only too happy to spend some time painting them.

As well as being a great gamer, Fred is also a crazy modeller. As you can see on these pages, his latest passion, Chaos, has produced some very impressive models. The miniatures are based on Imperial rather than Chaos Space Marines, but the addition of Fred's own Chaos iconography and impressive head swaps and sculpting, make each of the models unique. Having spent so much time modelling his squads, Fred wanted the paint job to be the very best.

The army commander has been seriously mutated by the warp, possessing a monstrous head on an elongated neck, a scorpion tail and carrying a daemon weapon. This squad of Chaos Space Marines has also been rewarded with bestial faces by their Chaos Gods. Fred has obviously scoured the Citadel Annual to find these different heads and the squad is a terrifying sight.





More Chaos Space Marines, this time equipped with jump packs and close assault weapons. Notice the skeletal breastplate of their sergeant.

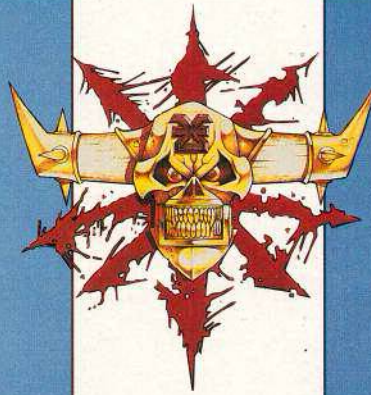


Lorenzo has let his imagination run wild and yet all of the models still retain a strong common theme that clearly marks them out as members of their squad and as followers of Chaos. He has painted all of them to an amazing standard and has really brought out the wealth of detail of Fred's conversions.

Chaos is a perfect vehicle for inventing and modelling a chapter of Space Marines, with no limitations for conversions, new paint schemes and symbols. Fred's conversions are an impressive example of this, with the

incredible attention to detail and the faithful following of the Warhammer 40,000 background making the whole project work brilliantly.

"Lorenzo is well known around Italy as one of the best miniature painters in the country."



Fred's Warhammer Chaos conversions are as crazy as those for Warhammer 40,000. On the right is his version of Arbaal the Undefeated, and as you can see his vision of the Champion of Khorne is completely warped. The Hound of Khorne has been fused with a giant, twisted Bloodletter, forming a hellish creation truly fit to carry the terrifying Arbaal the Undefeated.

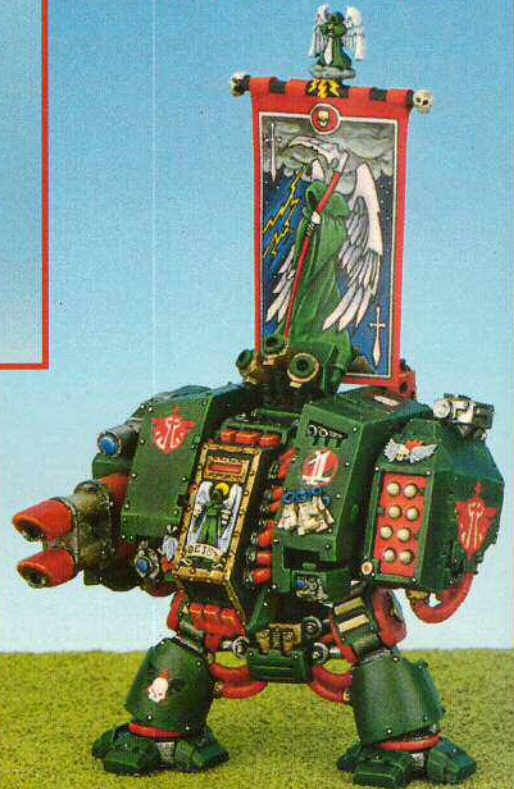
WARHAMMER

40,000

DARK ANGELS RAVENWING LAND SPEEDER



DARK ANGELS DREADNOUGHT



DARK ANGELS[®] SPACE MARINES[®] BOXED SETS

The Dark Angels were the very first Space Marine legion and are regarded as the epitome of valour. In battle, these troubled warriors fight with grim determination, seeking absolution for their dark and terrible sin through the purity of war.

SPACE MARINE TERMINATORS DEATHWING



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. The Dark Angels Dreadnought and the Ravenwing Land Speeder are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. All these boxed sets include waterslide transfers. The Dark Angels Dreadnought and Deathwing boxed sets also include self-adhesive banners.

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

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Angels of Death and Ravenwing are trademarks of Games Workshop Ltd.

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Terminator, Basic & Pistol Weapons

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Reaper autocannon	0-20	20-40	-	-	8	D6	-3	2D6+8	Sustained fire 2D, re-roll 1D
Mk 1 Plasma Gun	0-6	6-24	+1	-	7	1	-2	D6+7	Sustained fire 1D, overheats
Mk 1 Plasma Pistol	0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained fire 1D, overheats, close combat
Combi-Weapons: Twin Bolter – Bolter & Melta-gun – Bolter & Flamer									
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Linked weapons
Melta-gun	0-6	6-12	+1	-	8	D6	-4	2D6+8	
Flamer		Special Rules			4	1	-2	D6+4	See flamer rules

Close Combat Weapons & Grenades

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Axe of Khorne	Close Combat Only				As user +1	D3	As user	variable	Close combat
Chain Axe	Close Combat Only				As user +1	1	-2	variable	Close combat
Hellblade	Close Combat Only				As user +1	D3	As user	variable	Close combat, parry
Power Mace	Close Combat Only				5	D3	-2	2D6+D3+5	Close combat
Plague Knife	Close Combat Only				As user	1	As user	variable	Close combat, always kills on a 6
Plaguesword	Close Combat Only				As user	1	As user	variable	Close combat, always kills on a 4+, parry
Blight Grenade	Special Rules				D6	1	0	Special	Grenade, see main rules

Noise Marine Weapons

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Sonic Blaster	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained fire 2D
Blastmaster	0-20	20-40	-	-	D6+4	D6	-3	3D6+8	2" blast marker, move or fire
Doom Siren	See main rules				Special	1	Special	Special	See main rules

Plasma Weapon Overheating Table

When firing a plasma pistol or plasma gun, if a jam is rolled on the sustained fire dice, roll it again to see what happens.

Dice Roll	Result
Jam	Explode with same effect as a plasma grenade, destroyed.
3	S6 hit, 1 wound, -3 save modifier. Weapon jammed.
2	S4 hit, 1 wound, -2 save modifier. Weapon jammed.
1	S2 hit, 1 wound, -1 save modifier. Weapon jammed.

Chaos Targets

- Monstrous Creatures:** All Greater Daemons, Beasts of Nurgle, models riding Juggernauts or Steeds of Slaanesh, Chaos Dreadnoughts.
- Vehicles:** Land Raiders, Rhinos, Predators, Chaos Space Marines riding Bikes.
- Man-sized Creatures:** These include any models not included in the other categories.
- Smaller Creatures:** Nurglings.

Daemonic Aura

Daemons are permitted a 4+ unmodified save on a D6. Daemonic aura offers no save against psychic attacks or force weapons.

Post-Heresy Weapons

Post-Heresy weaponry, vehicles, Wargear cards and vehicle cards included in the Chaos Space Marine army cost +50% points.

Mark of Chaos

Maximum of one per model, with the exception of Chaos Lords who can have more than one. **Mutations** are considered purely cosmetic and have no effect on the game.

Nurgle: +1 Toughness.

Slaanesh: Immune to psychology and will never break.

Khorne: Chaos Armour (2+ armour save). Subject to *Frenzy* and can parry even when frenzied.

Tzeentch: Nullify psychic powers targeted against them on a 4+.

Daemonic Animosity

Roll below if rival daemons are within 12" at start of turn: daemons of Tzeentch and daemons of Nurgle are rivals, daemons of Slaanesh and daemons of Khorne are rivals.

Dice Roll	Result
1-2	The daemons and their rivals vanish back to the warp.
3-4	The daemons will not move or do anything else this turn.
5-6	The daemons tolerate the presence of their rivals.

Daemonic Psychic Powers

Greater Daemons receive all 4 psychic powers at a mastery level of 4.

Daemonette

Unit Size	Mastery Level	Power
1-5	1	Acquiescence
6-10	2	Beam of Slaanesh
11-15	3	Pavane of Slaanesh
16+	4	Fleshy Curse

Plague Bearer

Unit Size	Mastery Level	Power
1-5	1	Aura of Decay
6-10	2	Miasma of Pestilence
11-15	3	Stream of Corruption
16+	4	Plague Wind

Horror (Only Pink Horrors count)

Unit Size	Mastery Level	Power
1-5	1	Pink Fire of Tzeentch
6-10	2	Bolt of Change
11-15	3	Tzeentch's Firestorm
16+	4	Boon of Tzeentch

CHAOS SPACE MARINE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	4	1	4	1	8
Aspiring Champ.	4	5	5	4	4	1	5	1	9
Mighty Champ.	4	6	6	5	5	2	6	2	9
Exalted Champ.	4	7	7	5	5	3	7	3	10

Special Rules: Rapid Fire.

CHAOS SPACE MARINE SORCERERS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	4	4	4	5	1	5	1	8
Sorcerer Champ.	4	5	5	5	5	2	5	1	8
Master Sorcerer	4	6	6	5	5	3	6	2	8
Sorcerer Lord	4	7	7	5	5	4	7	3	9

Special Rules: Rapid Fire, Psyker (primary discipline: Slaanesh, Tzeentch or Nurgle. Tertiary disciplines: Librarian and Adeptus powers).

CHAOS SPACE MARINE TERMINATORS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Terminator armour.

CHAOS SPACE MARINE VETERANS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Veteran	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Infiltrate, Dispersed Formation.

KHORNE BERZERKERS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Berzerkers	4	4	4	4	4	1	4	1	8
Bzk. Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Khorne, Ferocious Charge.

PLAGUE MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	5	1	4	1	8
Aspiring Champ.	4	5	5	4	5	1	5	1	9

Special Rules: Rapid Fire, Mark of Nurgle (included on profile).

NOISE MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	4	1	4	1	8
Aspiring Champ.	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Slaanesh, Psychic Cacophony.

THOUSAND SONS MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
T.Sons Marines	4	4	4	4	4	1	4	1	8
T.Sons Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Tzeentch, Spirit Warriors, Immune to Psychology.

DAEMONS OF KHORNE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

Special Rules: Daemon, No Daemonic Aura, Terror, Fly, Chaos Armour, Axe of Khorne, Bloodthirster's Whip.

Bloodletter	4	5	5	4	3	1	6	2	10
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Special Rules: Daemon, Fear, Hellblade, Regeneration, Furious Charge.

Flesh Hound	10	5	0	5	4	2	6	1	10
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Special Rules: Daemon, Collar of Khorne, Fear, Blood Scent.

Juggernaut	7	3	0	5	5	3	2	2	10
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Special Rules: Daemon, Fear, Crush, Riding Beast.

DAEMONS OF SLAANESH

Troop type	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	6	9	10	7	7	8	7	6	10

Special Rules: Daemon, Aura of Slaanesh, Terror.

Daemonette	4	6	5	4	3	1	6	3	10
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Special Rules: Daemon, Fear, Huge Claws.

Fiend of Slaanesh	6	3	0	3	3	1	3	3	10
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Special Rules: Daemon, Fear, Soporific Musk, Huge Claws, Scorpion Tail.

Steed of Slaanesh	12	3	0	4	5	1	6	1	10
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Special Rules: Daemon, Fear, Tongue Attack, Riding Beast.

DAEMONS OF NURGLE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Gt. Unclean One	4	7	7	7	8	10	4	7	10

Special Rules: Daemon, Terror, Stream of Corruption.

Nurgling base	4	3	3	3	3	3	4	3	7
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Special Rules: Daemon, Fear, Infestation.

Plaguebearer	4	5	5	4	3	1	6	2	10
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Special Rules: Daemon, Fear, Plaguesword, Cloud of Flies.

Beast of Nurgle	3	3	0	3	5	3	3	D6	6
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Special Rules: Daemon, Fear, Special Attacks, Slime Trail.

DAEMONS OF TZEENTCH

Troop type	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

Special Rules: Daemon, Terror, Fly.

Flamer	9	3	5	5	4	2	4	2	10
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Special Rules: Daemon, Fear, Shoot Flame, Bound, Flame Attacks.

Pink Horror	4	5	5	4	3	1	6	2	10
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Blue Horror	4	3	3	3	3	1	7	1	10
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Special Rules: Daemon, No Daemonic Aura, Split, Fear.

Disc	12	3	0	3	3	1	3	1	10
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Special Rules: Daemon, Fear, Special Move, Riding Beast.

SUMMONING CHAOS DAEMONS

Summon Greater Daemon: 10 summoning pts.

Summon Daemon: 2 summoning points.

The summoned daemon is placed within 6" of a model bearing its Mark.

Daemon Victory Points

Victory points are earned for Greater Daemons as if they were characters. Other daemons are worth 1 victory point for every 3 models slain or banished.

Banishment: Daemons are banished back to the warp as soon as the last model bearing their Mark is removed.

Earning Summoning Points

Khorne: Each hit scored by a Chaos model in hand-to-hand combat scores 1 point.

Nurgle: Each Wound inflicted on an enemy model by shooting or in hand-to-hand combat scores 1 point.

Slaanesh: Every time an enemy unit takes a Leadership test score a number of points equal to half (rounding up) of the Ld of the unit.

Tzeentch: Each force card used by either side in the psychic phase scores 1 point (Ultimate Force is worth 3 points).

Double the summoning points if they are earned by a model bearing the Mark of the appropriate Chaos God.

Possessing Models

A daemon model can replace any other model in the Chaos Space Marine army which bears its Mark of Chaos. Greater Daemons can only enter play by possessing a Chaos Champion, Chaos Sorcerer or Chaos Lord.

Possessing Teleporting Troops

Roll a D6 each time a model that does not belong to the Chaos army teleports. On a roll of 1 the model is killed and replaced by a daemon model chosen by the Chaos player.

Grey Knights and Inquisitors of the Ordo Malleus are not affected by this rule.

With two extra sheets of card this issue, there's even more stuff for you to use in your games. As well as Abaddon the Despoiler's Wargear cards, there are Blight Grenade markers to use with the new Plague Marines, and a Chaos reference sheet. Also included are five new Space Hulk board sections for the *Bringer of Sorrow* campaign in this issue. Have fun!

ORK WAR BUGGY

VEHICLE DATA

CREW:
ONE ORK DRIVER
ONE ORK GUNNER

RAM VALUE:

STRENGTH 6

D6 DAMAGE

-3 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 16"

FAST SPEED: 30"

TYPE: WHEELED

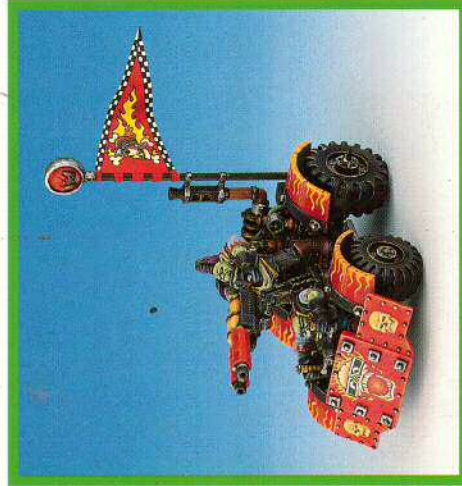
WEAPONS:

The war buggy is armed with twin-linked heavy bolters with a 360° field of fire. These may be replaced with a single heavy plasma gun for +5 points, a single multi-melta for +20 points or twin-linked autocannons for +15 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	MOD.	SAVE	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG						
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5		Sustained fire 2D
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	-8	2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9		
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8		Sustained fire 2D
Heavy Plasma Gun	*one turn to recharge after firing on max power									
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7		1 1/2" Blast Marker
Max power*	0-20	20-72	-	-	10	D10	-6	D6+d10+10		1 1/2" Blast Marker

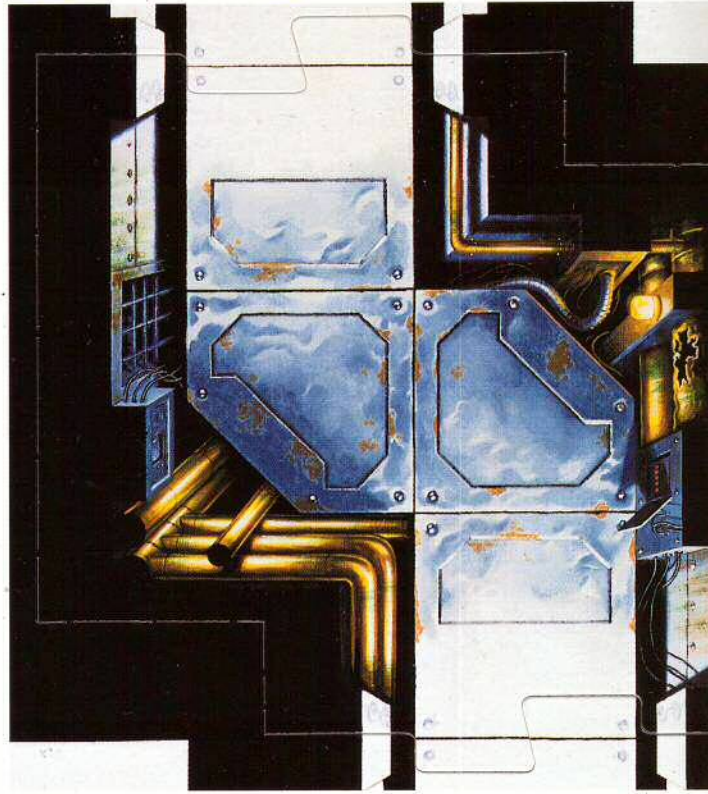
POINTS COST: 45 points



CHAOS TERMINATOR ARMOUR 70 Points

Abaddon's Terminator armour has been blessed by the fickle Powers of Chaos so that it is far stronger than the earthly materials it was once made of. The armour affords Abaddon a 2+ saving throw on 2D6 and will nullify any psychic power used against him or which includes him in its area of effect on a D6 roll of 4 or more.

ABADDON ONLY





WARGEAR CARD

D6	LOCATION	ARMOUR FRONT	SIDE/REAR
1-3	Crew*	see below	
4-6	War Buggy	10	10

* Hit the one nearest to the attacker

D6

War Buggy Damage Table

- 1 The war buggy's weapon is destroyed and may no longer be used.
- 2-3 A wheel is blown off. The buggy moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 4 The war buggy's controls are damaged making it difficult to control. Roll a D6 at the start of each of the war buggy's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the war buggy moves out of control for that turn.
- 5 The war buggy's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The war buggy's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the buggy will move out of control for the remainder of the game or until the gunner takes over, the buggy hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. If the gunner is killed then the war buggy's weapon may no longer be used.



SPACE HULK™



BRINGER OF SORROW

by

Dean Bass

Bringer of Sorrow is a new campaign, using the five extra board sections from this month's card. In it the might of the Dark Angels is pitted against a horde of vicious 'Stealers.

Relief Force Ares was dispatched when deep space auguries in the Ultima Segmentum detected the approach of the Tyranids. This ravaging threat was nearing the colony of Corinthe and the Dark Angels were notified of the situation. The transport ship *Vengeful Blade* dropped out of warp space a mere two days travel from the colony, with the Space Marines on board chanting their *Catechisms of War* as they prepared to reinforce the meagre troops of the Corinthean Planetary Defence Force.

However, as the *Vengeful Blade's* vast engines powered it towards the outpost, reality was torn apart again as another, much larger ship dropped out of the warp. It was a space hulk, an immense monstrosity almost fifty kilometres long and half as wide – a horrific conglomeration of alien ships which scans showed to contain a swarm of Genestealers.

Captain Ares considered his position. Which was the greater threat, the space hulk, dubbed the *Bringer of Sorrow*, or the imminent attack by the Tyranids? The *Vengeful Blade* would take a least a day, maybe more, to destroy the space hulk. The *Vengeful Blade* was built for speed rather than strength and to smash the hulk would really require a dedicated battleship, which could take weeks to arrive, by which time the hulk could be lost again.

News then arrived that the Techmarines under Ares' command had found another way of demolishing the *Bringer of Sorrow*.

Preliminary scans had located a massive reactor, remnants of some ancient alien starship of huge size. If it could be made to overload, the resultant detonation would destroy the hulk. More information would have to be gathered first, but if the Dark Angels acted swiftly they could destroy the hulk within a matter of hours rather than days.

The few squads of Deathwing Terminators on board donned their armour, checked their weapons and prepared to board the *Bringer of Sorrow*. As the boarding torpedoes powered across the ether, word arrived from Corinthe – the first Tyranid ships were just outside the system. Speed was of the essence and the Space Marines could not afford to fail.

The following three missions can be played either as a series of separate games or linked together to form the *Bringer of Sorrow* campaign. In the campaign, you play through each mission and record the result, adjusting the next mission with the rules given in its background. In this way, the missions build up to form an overall story.

If you are playing *Bringer of Sorrow* as a campaign, then the Space Marines must win the final mission to win the campaign. In addition, if the Space Marines also win the first two missions they will have enough time to reach Corinthe and help in its defence – if they take too long all may be already lost when they arrive. The Genestealers win the campaign if they win the third mission, but they can greatly increase their chances of doing so if they win either of the first two.





Mission 1

PIERCE THE DARKNESS

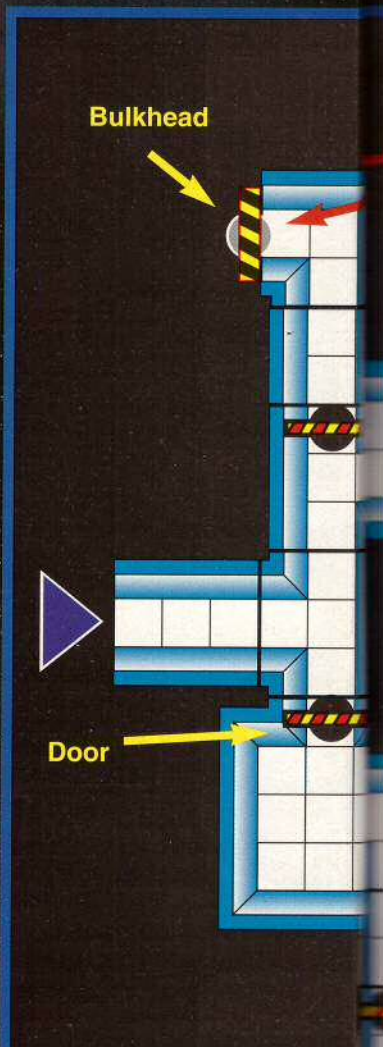
The Techmarines needed more information before they could devise a way of detonating the alien reactor, thereby destroying the *Bringer of Sorrow*. The quickest way to gather this data was to send in cybernetic scouts – C.A.T.s. These would be able to slip past the Genestealers without detection and transmit the vital information the Space Marines needed. However, first of all a beachhead needed to be established and a route opened for the C.A.T.s to proceed towards the reactor.

Sergeant Gabriel of the Deathwing was charged with the responsibility of locating the master controls for the reactor with the three available C.A.T.s. Should this be achieved in time, the Space Marines would be able to shut down the failsafe systems, killing all the aliens as the hulk exploded into a plasma fireball a hundred kilometres across. A veteran of several campaigns against these foes, Gabriel knew full well how dangerous his opponents were. Yet there was no time for subtlety: he would have to simultaneously blast a way through the bulkheads which barred the way, and fight off any Genestealer attacks!

BACKGROUND

The C.A.T.s have 3 APs each and are moved by the Space Marine player. Their AP costs for movement are the same as Space Marines and they can open a door for the cost of 1 AP, but not a bulkhead. A C.A.T. can pass through, or occupy, a square containing a Space Marine or a Genestealer. Each C.A.T. must leave the section by a different exit point as marked on the map.

The Space Marines must open the bulkheads to let the C.A.T.s into the rest of the hulk. If you are playing this mission as a part of a campaign, record the number of C.A.T.s that manage to get through.



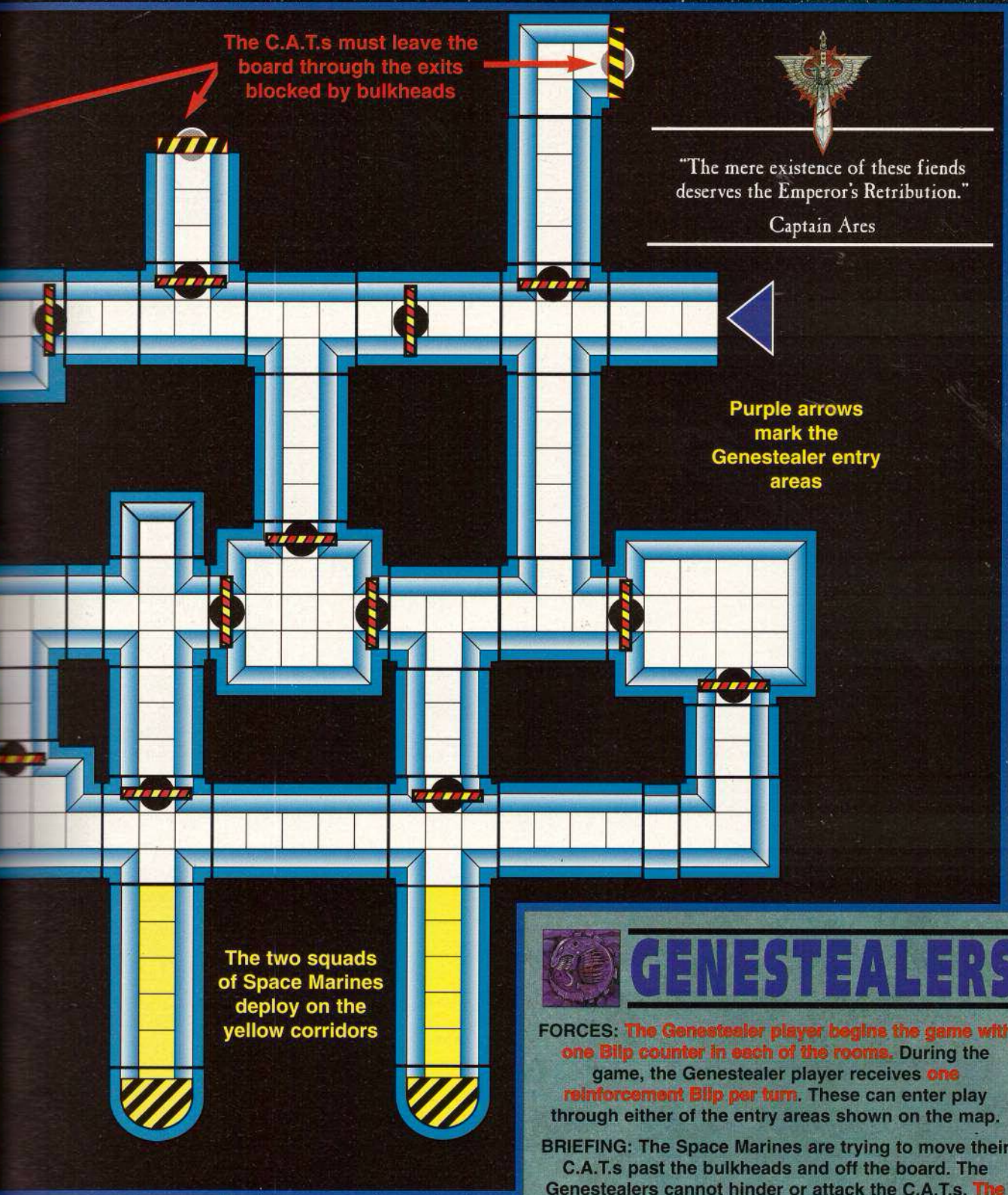
SPACE MARINES

FORCES: 2 squads of Space Marines – Squads Gabriel and Squad Michael (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads and the three C.A.T.s are deployed on the yellow corridors. C.A.T.s do not block a square and can be placed on the same square as a Space Marine.

BRIEFING: The Space Marine player wins by getting at least two of the C.A.T.s off the board. If all the Space Marines are killed, any C.A.T.s still on the board do not count towards victory, even if the relevant bulkheads have been opened.

The Space Marines move first in this mission.





GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter in each of the rooms. During the game, the Genestealer player receives **one reinforcement Blip per turn**. These can enter play through either of the entry areas shown on the map.

BRIEFING: The Space Marines are trying to move their C.A.T.s past the bulkheads and off the board. The Genestealers cannot hinder or attack the C.A.T.s. **The Genestealer player wins by killing all of the Space Marines before they achieve their mission.**



Mission 2

KNOWLEDGE IS POWER

Due to the heroic efforts of Sergeant Gabriel, the C.A.T.s were able to break through the bulkheads and locate the master controls of the reactor. Unfortunately, the energy leaks from the main reactor core of the *Bringer of Sorrow* (of unknown and highly volatile isotopes) were enough to damage even the radiation-shielded C.A.T.s. The Cyber-Altered Task spy robots were moving in an erratic manner and were not transmitting all the required data. Ares was left with little choice: he had to dispatch another strike force to find the C.A.T.s and manually transmit the location of the master controls, despite the inevitable resistance of the foul Genestealers. Squads Uriel and Chammuel were given the singular honour of running the gauntlet of rampaging Genestealers and finding this invaluable data. Time was running out. Chanting the Litanies of Hatred the Space Marines readied their weapons to perform this night-
on impossible task.

BACKGROUND

Genestealers are breaking through from the reactor section. This means that the Genestealers gain an extra reinforcement Blip per turn until two of the entry areas have been sealed by the Space Marines. The C.A.T.s have 3 APs each. Their AP costs for movement are the same as Space Marines and they can open a door for the cost of 1 AP (but cannot seal entry areas). At the start of each turn roll a dice for each C.A.T. on the board: on a roll of 1-3 the C.A.T. is moved by the Space Marine player, on a roll of 4-6 it is moved by the Genestealer player. A C.A.T. can pass through, or occupy, a square containing a Space Marine or a Genestealer, but it cannot leave the board. When a Space Marine is in the same square as a C.A.T., the Space Marine can spend 4 AP/CPs in one go to transmit the data contained within the robotic scouts.

Roll a dice to see where the C.A.T.s enter play.

1, 2

3, 4



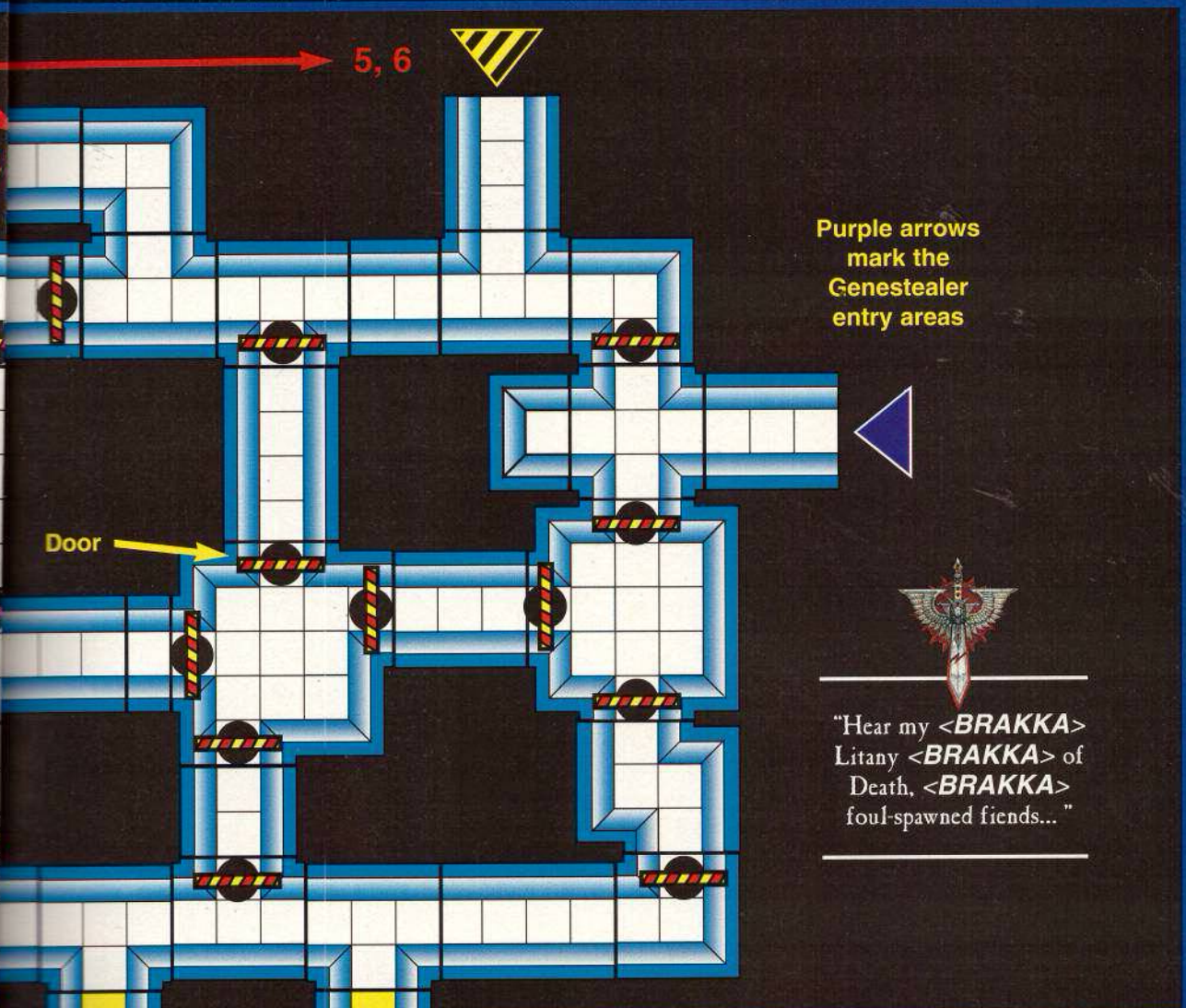
GENESTEALER

FORCES: The Genestealer player begins the game with one counter in each of the entry areas. On following turns the Genestealer player receives one reinforcement Blip per turn which may enter play through the entry areas shown on the

BRIEFING: The Space Marine player is trying to get a C.A.T. to transmit its data. The Genestealers cannot attack the C.A.T.s directly. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

The Genestealers move first in this mission.





Purple arrows mark the Genestealer entry areas



"Hear my <BRAKKA>
Litany <BRAKKA> of
Death, <BRAKKA>
foul-spawned fiends..."



SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Uriel and Squad Chammuel (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by transmitting the data from one of the C.A.T.s. At the start of turn 2 roll a dice to see where the first C.A.T. enters play and place the C.A.T. counter on the end square of that board section. At the start of turn 3 roll for the second C.A.T. and on Turn 4 roll for the last C.A.T. If you are paying as part of a campaign, you can only use as many C.A.T.s as you managed to get through in the first mission.

The two squads of Space Marines deploy on the yellow corridors



Mission 3

DEATHBRINGER

The data recovered by squad Uriel revealed the location of the main control computer near the reactor core. Now all that remained was to shut down the failsafes, melting down the reactor and destroying the hulk in the ensuing massive detonation.

However, once the failsafes were shut down and the nearby reactor went critical, it would destroy any Terminators who couldn't get clear in time. The leaking reactor was playing havoc with the teleporters and the squads sent in might still give their lives even if they defeated the Genestealers...

Squads Zadakiel and Jophiel, the most experienced Terminators in the relief force, volunteered to carry out this mission, and Captain Ares accorded them this high honour. Commanding Sergeant Zadakiel knew that the exploding reactor core might kill him, even if he survived the vicious attacks of the Genestealers. This could well be his last chance to serve the Emperor before meeting his ancestors. He performed the Rights of Absolution with his squad, checked his storm bolter and led the attack on the control room. He was determined to make sure that his name would be remembered as the man who destroyed the *Bringer of Sorrow*

BACKGROUND

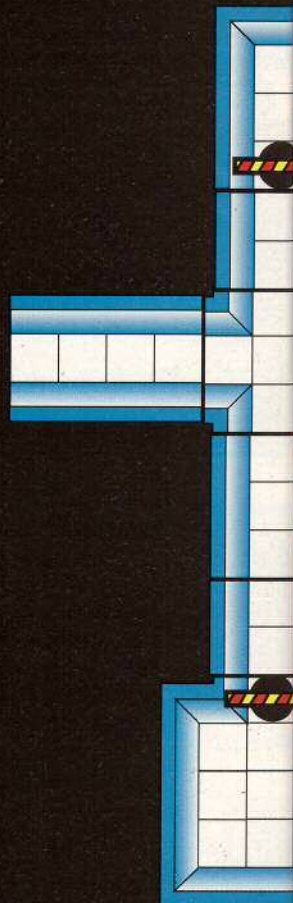
The Space Marines must disable the failsafe systems and overload the reactor.

If you are playing this mission as part of a campaign and the Space Marines lost Mission 2, then remove one Space Marine armed with a storm bolter and power fist from each squad. These brave warriors were killed by the Genestealers during the search for the computer's location.

To overload the reactor, a single Space Marine must stand in the indicated square, facing the console on the wall, and spend 4 consecutive APs or CPs without interruption. Keep track of the action points as they are spent and start over again if the Space Marine is killed or makes any other action.



Reactor control square,
face towards wall



GENESTEALER

FORCES: The Genestealer player begins the game with one Bilp counter placed in each of the rooms. The Genestealer player receives one reinforcement Bilp per turn which may enter play through any of the entry areas shown on the map.

BRIEFING: The Space Marines are trying to get to the reactor control room to detonate the reactor and annihilate the Genestealers. The Genestealer player wins by killing a certain number of the Space Marines before they achieve their mission.

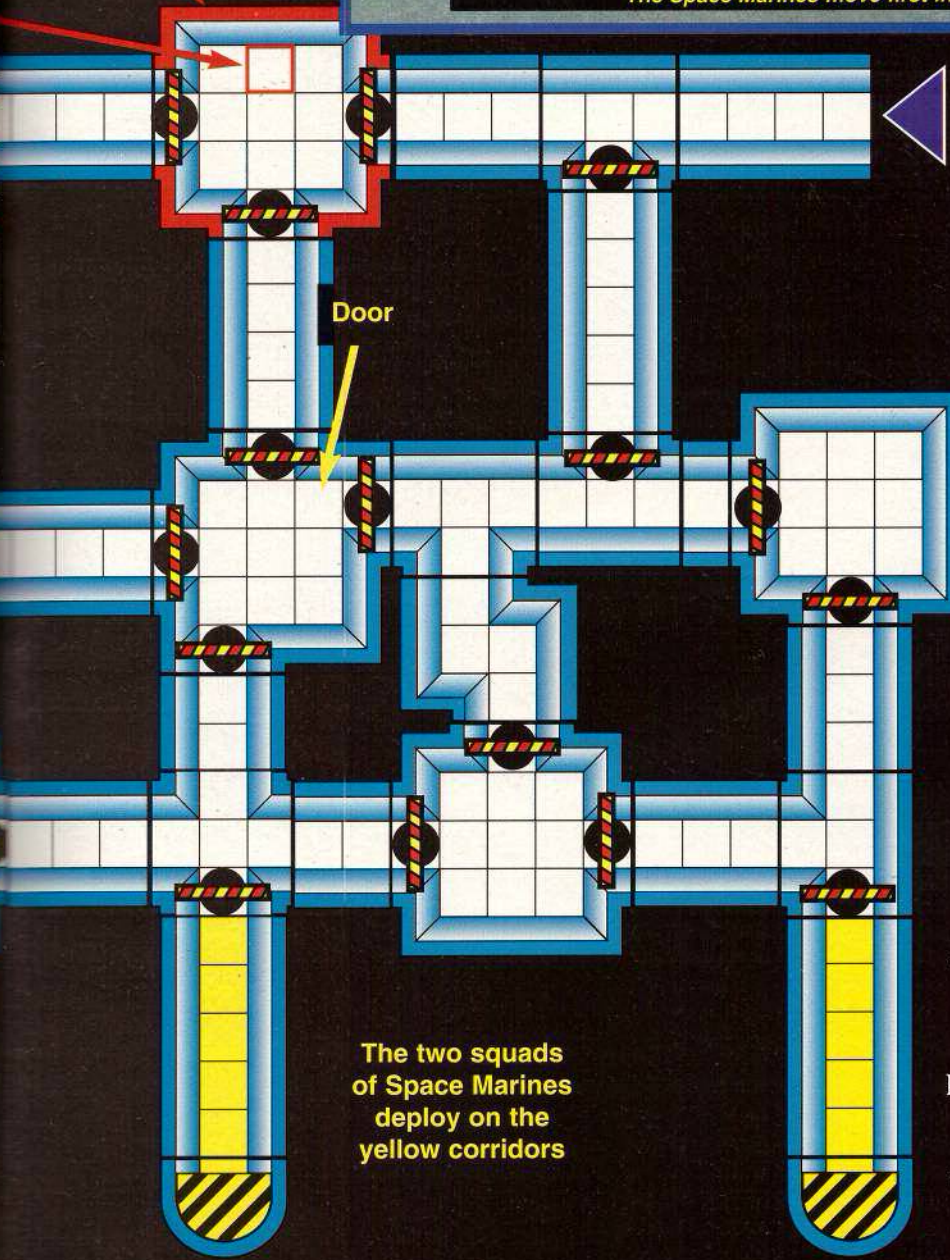


SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Zadakiel and Squad Jophiel (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors shown on the map.

BRIEFING: The Space Marine player wins by overloading the main reactor. A Space Marine may not fire a heavy flamer at the squares in the reactor control room.

The Space Marines move first in this mission.



The Purple arrows mark the Genestealer entry areas



The two squads of Space Marines deploy on the yellow corridors

"Even in death we shall live forever!"
Brother Zadakiel leading the final charge.

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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CHAMBERS OF THE HORNED RAT

Welcome to my Chambers! Well, it seems to be the in thing to do at the moment. Jervis has got the *J-Files* and Nigel has *Stillmania* (they reckon it's terminal – Ed), their irregular columns in *White Dwarf*, to have a general rant about life, the universe and everything. Jervis and Nigel like to talk about interpreting rules and whinge about the ways people abuse the army lists. This is not my thing. I get to do enough ranting at work, so I decided to do something completely different.

Although I do get to fight a fair number of battles during playtesting, you can rarely call these "real" games. Remember, playtesting is about trying out new rules. After a game it doesn't matter who won or lost, just how well the new model or rule mechanism worked. Occasionally, we might liven things up by fighting a narrative campaign. This usually provides us with some exciting angles for background material and special characters, like it did for the *Chaos Codex*, but it never feels quite the same as fighting a proper campaign with a bunch of mates in the comfort of your own home.



rules, they played round at my flat. Initially they just fought against me, but as their armies and confidence grew they began to battle against each other as well.

The various protagonists were: Slim with his Ork warband (which saw its first victories in the *Warhammer 40,000* Tournament last year), Jaime with his *Dark Angels Space Marines*, Rob with his (Mordian) *Imperial Guard* army, myself with my *Iron Warriors Chaos Space Marines* and, joining a little later, Big Pete with his *Harbinger Space Marines* (a Chapter of his own creation).

One particular evening, as Jaime and Slim came together for a 3000 point game which had my modest 6'X4' table groaning under the weight of Orks, a thought struck me. We're always going on

WHAT I DID IN MY HOLIDAYS

A while ago some friends of mine started collecting *Warhammer 40,000* armies. Since I was the one with a gaming table and a (reasonably) encyclopedic knowledge of the



This is Andy's gaming table. As you can see, he mixes commercially-made terrain hexes with his own creations.



In the pages of *White Dwarf*, you'll often read articles by people harping on about scenarios and campaigns, saying how wonderful they are and so on. Well, they're right, and to prove it I've written up my own, personal campaign to show just how easy and exciting it can be.

Listen well...

BATTLES FOUGHT SO FAR

Battle 1 (country)

Take & Hold vs Assassins: Orks (Ghazghkull) vs Dark Angels and Imperial Guard, 9 to 8 Ork win. Objective in truck held by one Gretchin. DA commander slaughtered many Orks. I.G. stuffed by flanking Warbikes and Gobsmaasha.

Battle 2 (city)

Assassins vs Take & Hold: Orks (Ghazghkull) vs Dark Angels. Dark Angels hold objective (barely). Dark Angel Dreadnought beset by failures. Dark Angels Captain consumed by squigs. Chaplain also killed. Bloody street fights.

Battle 3 (city)

Hold the line vs Engage & Destroy: Iron Warriors vs Dark Angels/Blood Angels, 12 to 8 Chaos win. Loyalists repelled by traitor bunkers. Death co. lost. Chaos Dreadnought reinforcement. Traitor Rhino KO, Ravenwing Land Speeder lost.

Battle 4 (country, 3000 points!)

Engage & Destroy vs Dawn Raid: Orks vs Dark Angels & Blood Angels. 16 to 34 Ork win. DA shattered by Ork fire. 2 Land Speeders & 2 Dreadnoughts lost, 1 damaged. Heavy Ork vehicle losses too. 70% Dark Angels casualties.

"I've played (and run) plenty of campaigns in the past which never got past the first move because they were overly complex and started having pretensions of being games in their own right. No, no, no, that way lay madness."

about playing narrative campaigns in White Dwarf, why not use this opportunity to run one amongst the people who came to my place to do their gaming? I talked the idea through with Slim and Jaime and asked them what they would want to get out of a campaign, and though they were pretty keen on the idea of playing they were not into doing any book-keeping or moving forces around on maps.

Pure laziness meant that I wasn't intending to do lots of homework either. I've played (and run) plenty of campaigns in the past which never got past the first move because they were overly complex and started having pretensions of being games in their own right. No, no, no, that way lay madness. The best campaigns are those which just give a theme and a sense of continuity to the battles you are fighting.

Basically, I concluded that background and continuity would be the important parts of the campaign, not supply and replacements. I decided that the best way to start would be to write down a few lines on all of the battles which had been fought so far and then try to weave them together into some kind of cohesive story. By this point there had been four battles, three involving Orks and one involving my Chaos Space Marines. I noted down, as

DA ORK'S BRIEFIN'

The Orks have come to the planet of Piscina, and now they're here to stay (as far as they're concerned)! How the Orks got to Piscina IV is a complete mystery to the Imperium, but it's really very simple. The notorious Ghazghkull has joined forces with the equally notorious Nazdreg and they have a plan so kunnin' it could play poker in Las Vegas and win. Nazdreg's Mekboyz have built an exceedingly large and exceedingly long-ranged telly porta which is mounted on Nazdreg's space hulk, *Scylla*. These two fiends are using Piscina as a testing

ground for this new weapon. If they are successful, Ghazghkull will be able to start a Waaagh! so big that the Imperium will quake before it!

By using the telly porta inside the Piscina system, Nazdreg managed to deposit Ghazghkull and a sizable warband close to Kadillus harbour. Unfortunately, the flaws of the telly porta only manifested themselves after it had been used. Firstly, the ferocious power requirements of the beast burned out nearly every generator and engine on the hulk (these are under repair at the moment). Secondly, even with the limited power left, all attempts to send more Boyz down to the planet have ended up with them being accidentally dropped down a volcano or into the sea!

After some serious application of boot leather, Ghazghkull has managed to kick the Meks he has with him into finding a solution. They have tapped into the Imperial power grid (with the help of a map recovered in Ghazghkull's first raid) and built a big beacon-cum-relay station which gives the *Scylla* a location to lock on to and beams power up to it. Ghazghkull has followed up his initial raid by driving the Dark Angels defenders back into Kadillus harbour, slaying their Captain in a bloody street fight.

Imperial reinforcements cut off Ghazghkull's warband shortly afterwards, but he has chosen to remain in position, secure in the knowledge that the operational telly porta will soon bring enough reinforcements to exploit his foothold in the city. The Orks hold two power houses at present (one in Kadillus and one near their telly porta site), though they need a third before they can start moving really big stuff like Gargants onto the planet.

The Dark Angels have tried to pull a counter-attack on the mesa where the telly porta is sited, but they were totally trashed by the latest bunch of reinforcements led by Nazdreg himself. Da Boyz chased the Dark Angels back towards Kadillus harbour, but Nazdreg went off to sort out some Chaos fings the Weirdboyz reckon were near the power house. Da Deathskulls Boyz chasing the Dark Angels ran slap-bang into a big ambush and got cut to pieces by Dreadnoughts and Land Speeders. Later on, some of the other Boyz fought off some Space Marine Scouts trying to get up the side of the gorge south of the telly porta. Things have been pretty quiet since then.

Having given the Chaos fings a kicking near Barrak Gorge, Nazdreg is now gathering his forces for a major assault on Koth Ridge to clear the way into Kadillus and link up with Ghazghkull.

best as I could remember, the sides involved, the missions they were playing, the outcome and the casualties. On the previous page you can see what I ended up with...

THE PLOT THICKENS...

How could I stitch these games together into one plot? The campaign would work far better if there was an underlying story running through it, preferably one which threw up some obvious (and not so obvious) reasons to fight battles. In the first game the Orks had been doing a *Take and Hold* mission on a pile of crates in a model truck. Nearby there was a pagoda/pylon-like structure I had put together out of plastic wheel covers from a ping-pong table (strange but true). I remembered the players had started referring to the truck as a power truck (it's amazing what proximity to something which looks vaguely like an electricity pylon will do) and this gave me my entire inspiration for the plot. If you don't believe me read the Ork's briefin' opposite – it all started there.

Once I had established "the evil plan" for the Orks, I wrote up some other briefings for the Space Marine players as well. I've used the briefings to lay out bits of the plot and updated them regularly, but the only place it exists in totality is inside my own head and that gets modified each time something new happens.

The next two battles we fought were over the course of one mad weekend with my Iron Warriors first taking on Pete's Harbingers and then Slim's Orks. It was a disaster, I lost both games, but the interesting part was that after my game with Pete I didn't have time to lay out a different terrain set-up. Instead, I decided to make the next day's fight against the Orks a continuation of my battle with Pete. When I picked my army to fight the Orks I kept in anything which had survived the wrath of the Harbingers, I also brought back some of the "injured" and drafted in some fresh squads which didn't fight the Harbingers. When we fought the battle I deployed in the areas I had occupied at the end of the game with Pete, giving us a battle fought along the narrow edges of the table.

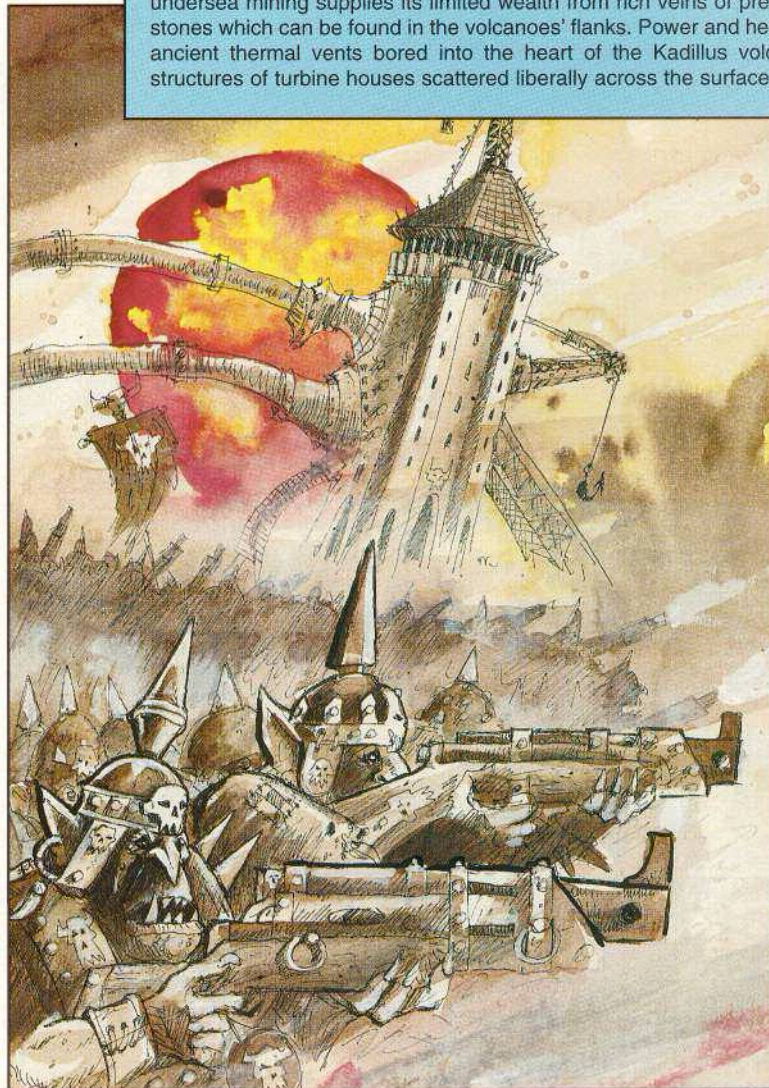
Though I got a kicking (and my all-conquering Chaos Lord Malorum charged into the

THE PISCINA CAMPAIGN

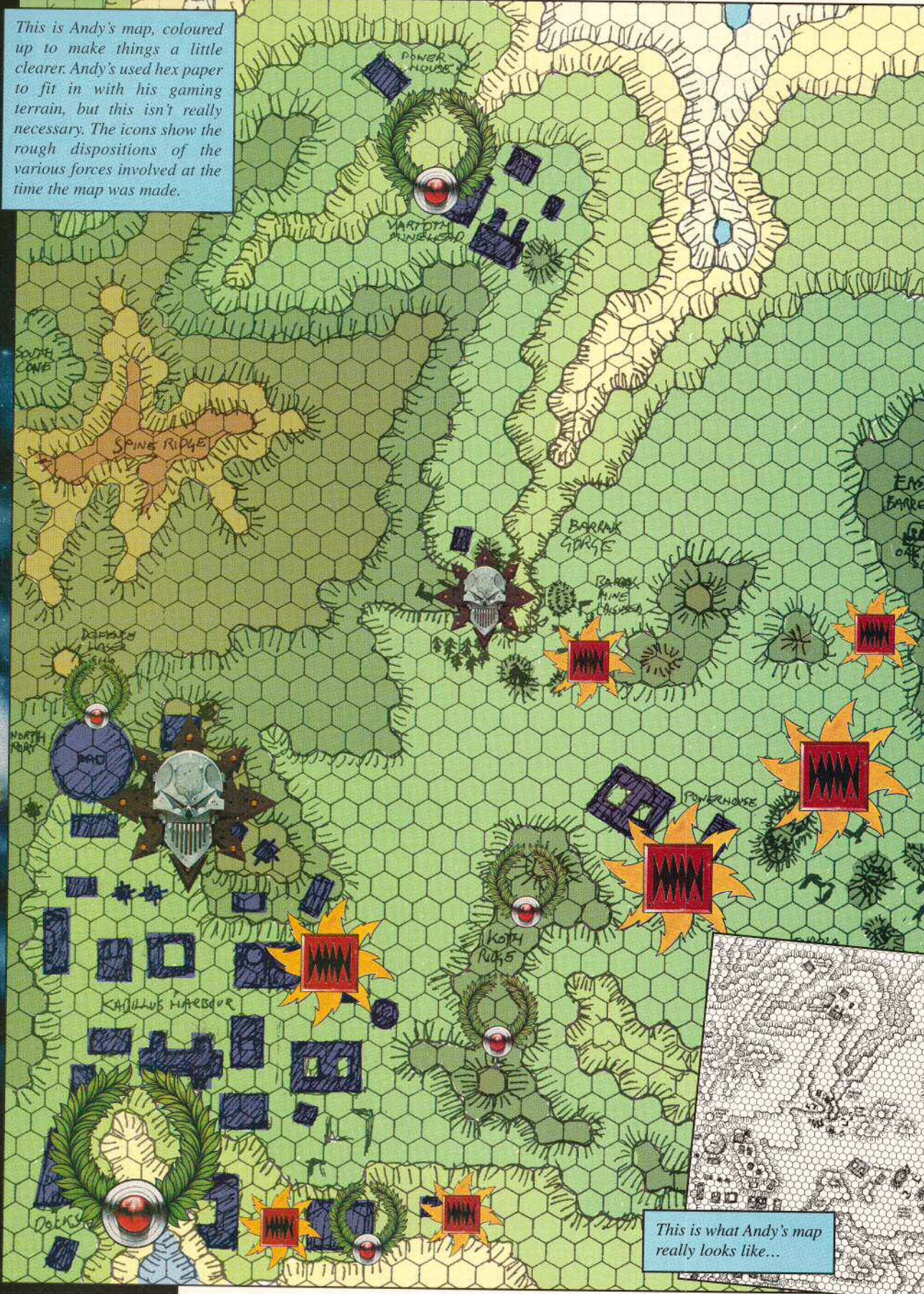
The Piscina system lies approximately 6,000 light years east of the Eye of Terror. The system revolves around a single primary, roughly comparable to Sol (our sun). There are 8 planetary bodies in the system, two of these are gas giants with a substantial number of satellites, four are small balls of rock alternately burned by the star or frozen by the void. The remaining two worlds lie within the habitable biosphere. Piscina IV and V both support native ecologies which have been widely supplanted by advanced imported lifeforms. Both worlds were originally colonised by man prior to the Dark Age of Technology though subsequent events mostly drove man from Piscina V after its thin atmosphere was polluted by industry and extreme vulcanism. Mutated life (both native and imported) has subsequently flourished on Piscina V, leaving it with equatorial jungles which are spreading towards the harsh desert regions which predominate toward the poles.

However, Piscina IV has ever been the more vibrant crucible of life in the system. Its surface is covered almost entirely by surging oceans and its few land masses are but the tips of vast volcanoes thrusting up from the ocean floor. The oceans support a huge array of different plants and creatures (including some truly voracious predators). The largest single landmass is Kadillus, a many-peaked volcano which covers an area of over 3,000 square miles. Under the pull of its three moons the tides can rise up to 1000 metres on Piscina IV, so all of the main settlements are set relatively high up on the mountain's flanks, near the rolling meadow land and forests which cling precariously to the rich but thin soil. Kadillus harbour is the capital, and from here the system's overlord, Sousan, rules in the name of the Imperium.

Piscina IV pays its tithes with the bounty of its oceans, which are worked by mile-long factory-ships and submersible harvesters. A combination of land-based and undersea mining supplies its limited wealth from rich veins of precious metal and stones which can be found in the volcanoes' flanks. Power and heat is supplied by ancient thermal vents bored into the heart of the Kadillus volcano, the squat structures of turbine houses scattered liberally across the surface.



This is Andy's map, coloured up to make things a little clearer. Andy's used hex paper to fit in with his gaming terrain, but this isn't really necessary. The icons show the rough dispositions of the various forces involved at the time the map was made.



This is what Andy's map really looks like...

middle of the enemy and got cut down twice) playing the two games back-to-back really got me thinking. The way that playing on the same terrain from a different position gave a feeling of continuity appealed to me a lot. I also rather liked the terrain set-up so I made a map of it before I tidied up and then went on to expand this map to incorporate a large chunk of the area I envisaged being fought over. I soon found it was impractical to map out every rock and tree so I confined the map to detailing major features like hills and built up areas. I'm no Simon Smith (our Studio cartographer) but the map came out reasonably functional (see opposite page).

I named lots of the areas on the map because it made it easier to write about plus, of course, "The Battle of Barrak Gorge" sounds a lot cooler than "Battle 6". To put my map into context I wrote up some background information on the world being fought over, including all my favourite "battle cliches" so that it came out as something like a cross between the Falklands and Iwo Jima (a Pacific island the Japanese defended against the Americans in World War 2).

I also named the world Piscina, which is Latin for Fish Pond, the name of the real-life street where we were gaming.

INTO ACTION

The next battle coming up was a follow-on to Jaime and Slim's 3000 point slaughterfest. The situation at the end of the game had been pretty bleak for the Space Marines, but a quick look at my map showed that the best way for the survivors to retreat was down the Koth Gorge towards the Imperial defences protecting Kadillus along the Koth Ridge. I worked out the remnants of the Dark Angels' battleforce (which came to about 600 points) and asked Jaime, as their commander, what he wanted to do. He opted to deploy in a defensive line on the far side of the gorge and wait for reinforcements from the ridge. I said okay and gave him another 1000 points to spend on reinforcements. I worked out a little table to determine on what turn reinforcements would arrive, based on their top speed (assuming that infantry were running, vehicles were moving at fast speed and so on).

Assuming that the Orks would be pursuing, I decided that only really fast stuff like buggies and bikes should be deployed at the start of the game. All the slower Boyz units would move on as reinforcements later. By squashing this together with the Space Marines' reinforcements table I ended up with this...

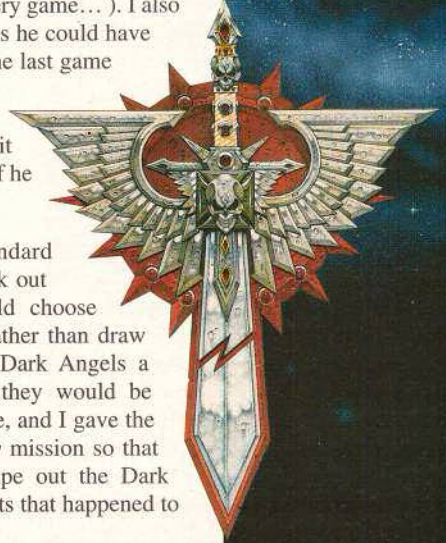
Move	Orks	Reinforcements
20"+	Deploy at start	Move on turn 1
12"+	Move on turn 1	Move on turn 2
8"+	Move on turn 2	Move on turn 3*

*May move on in turn 2 if the squad passes a Leadership test on 2D6.



Slim had 1500 points of Orks, but I restricted him to having no special characters with his force (mainly because I was a little tired of seeing Ghazghkull or Nazdreg in every game...). I also limited the number of vehicles he could have because he had lost a lot in the last game (three Battlewagons, three Warbikes and a Gobsmařa had all been wrecked!), and it would screw up the scenario if he had too many, of course.

I decided to use the standard victory points system to work out who won, but that I should choose missions for the two sides rather than draw them randomly. I gave the Dark Angels a *Hold the Line* mission, so they would be trying to halt the Ork advance, and I gave the Orks an *Engage and Destroy* mission so that they would be trying to wipe out the Dark Angels and any reinforcements that happened to come along.





THE FIRST BATTLE OF BARRAK GORGE

In the first battle of Barrak Gorge, the Iron Warriors Chaos Space Marines (red) attempted a *Dawn Raid* against Harbingers Space Marines (blue) with an *Engage and Destroy* mission. The Harbingers used a *Traitor Strategy* card to ensure that they deployed second, massing their Devastators on the east of Barrak Gorge. One squad of Iron Warriors was deployed further forward using the *Ambush Strategy* card. These Iron Warriors, supported by a Rhino, gained a foothold on the west edge of the gorge, but their daemon-supported attack on the east edge was eventually halted by the Harbinger's Librarian and Dreadnought. The Iron Warriors lost 13 to 18, suffering the loss of a Chaos Dreadnought to the Librarian's *Smite*, the Chaos Sorcerer Zerex being crushed in a *Psychic Duel*, and their leader, Lord Malorum, collapsing into a coma brought on by overuse of combat stimulants (oh the shame of it).

“Sergeant Namaan’s escape was played out as a little game using Necromunda rules and treating the searching Orks rather like sentries in the *Raid* and *Rescue* scenarios...”

The final thing I wanted to sort out was the Strategy cards for the game. In some of the previous games the Strategy cards which had come up were fiendishly appropriate to the forces involved, so I decided to deliberately limit the selection of Strategy cards to ones which fitted in for each side. Looking at the map I could see that the Space Marines reinforcements would be arriving on the Orks’ right hand table edge so I gave them the *Flank March* strategy card to represent this. I gave the Orks *Reinforcements* to help balance out the Space Marines’ advantageous deployment.

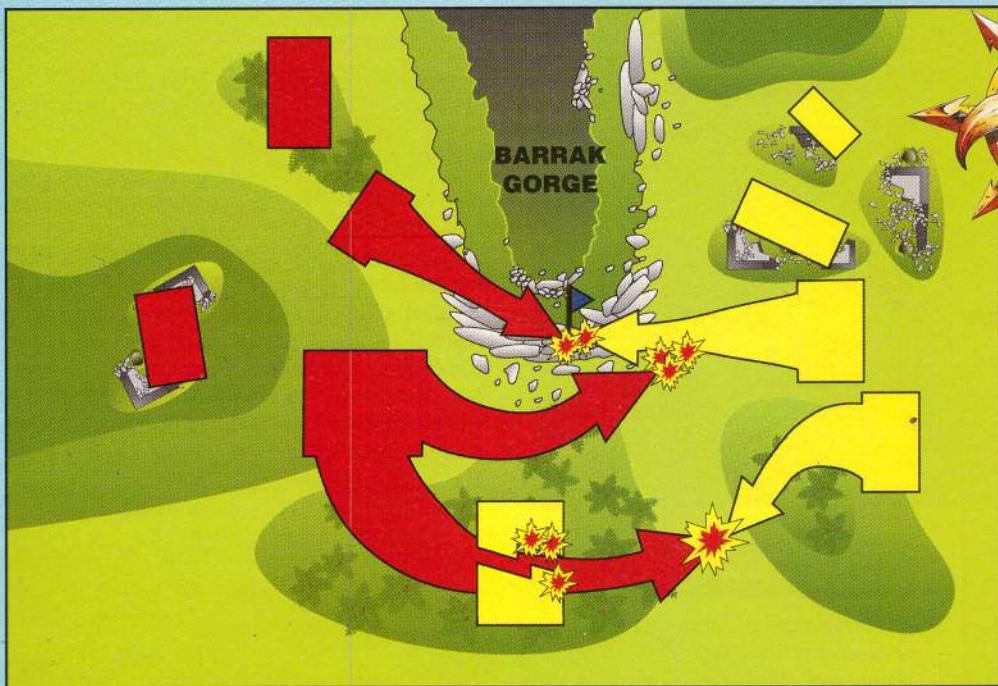
When I was considering what to give the Dark Angels as their second card I was about to rule out *Booby Traps* (’cos they had no Scouts to lay the traps) when I recalled the fate of the Dark Angels’ Scout squad in the 3000 point game. They had done remarkably well at first, hacking through a screen of Gretchin and killing off a squad of Deathskulls Lootas and some Nobz with heavy weapons. Ork reinforcements had eventually wiped the squad out except for the veteran sergeant who managed to survive until the end of the game, albeit on the opposite side of the table.

I decided it would be fun to play out a little scenario before the main game to see if the sergeant (dubbed Sergeant Namaan by Jaime) managed to evade the Orks and rejoin the rest of the force. If the sergeant returned then the Dark Angels would be able to use *Booby Traps* thanks to his expertise, otherwise I would draw another Strategy card for the Dark Angels.

Sergeant Namaan’s escape was played out as a little game using Necromunda rules and treating the searching Orks rather like sentries in the *Raid* and *Rescue* scenarios (so that they wandered around more or less according to the whims of the dice). We rolled randomly to see which elements of the Ork force were in the right place to hunt the sergeant and it turned out to be about a dozen Gretchin. In spite of more Gretchin turning up and eventually some Ork Nobz putting in an appearance, Sergeant Namaan evaded them all and linked up with a scout squad sent to find him. Slim was convinced his Gretchin weren’t exactly trying hard as they continually failed to go anywhere near the sergeant’s position, innocently wandering off in the opposite direction every time they stood a chance of finding him!



“...and their leader, Lord Malorum, collapsing into a coma brought on by overuse of combat stimulants (oh the shame of it).”



THE SECOND BATTLE OF BARRAK GORGE

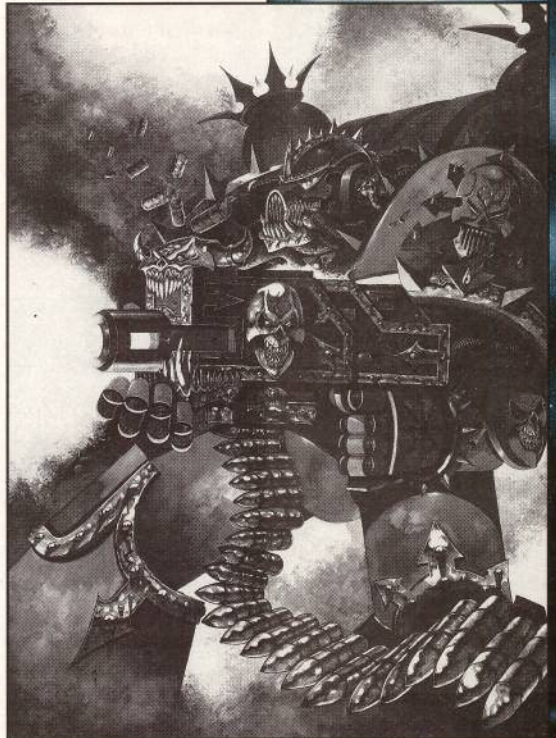
In the second battle of Barrak Gorge the (t)rusty Iron Warriors attempted a *Take and Hold* mission (seeking to recover a lost Chaos artefact) against an Ork force (yellow) led by Nazdreg who was attempting a *Witch Hunt* mission (normally Orks don't do *Witch Hunt*, but this was a special scenario!). The Iron Warriors deployed along the western edge of the gorge where they had finished the game against the Harbingers. The Orks, who were marching from the East Barrens, deployed facing them. This time a mob of Gretchin got *Ambush* and infested the large woods. An Iron Warriors' attack eventually cut its way through, but was halted on the far side of the woods by a mob of Ork Nobz in mega-armour and Nazdreg himself. Meanwhile, the Iron Warriors fighting across the gorge were shot up by Ork Nobz and Deathskull Lootas with 'eavy weapons. 11-18 to da Orks (ouch), but at least I got the artefact...

In the main battle, Slim used an army which consisted largely of Deathskulls Lootas and Nobz with *Kustom Shootas*, *Kustom Blastas* and heavy weapons. While this made it a ferociously shooty force, he was rather scuppered by the fact that he had to move onto the table, leaving his Boyz unable to shoot back initially. The Dark Angels raked the Orks with plasma missiles, and when their reinforcements arrived (two Land Speeders, two Dreadnoughts and Master Inquisitor I Cladius Repentos Basto mounted in a Rhino!) they started rolling up the Ork battle line with spectacular efficiency. Slim's Orks also suffered a horrendous number of malfunctions amongst his weapons when he did fire, and his Warboss got blown up by Sergeant Namaan's *Booby Traps*!

Amidst the chaos, Slim rightly pointed out that even if you counted the Space Marines' vehicles as squadrons, they were effectively using three *Flank March* Strategy cards, so I allowed him an extra two squads of *Reinforcements* to compensate. Not much help as it turned out, they were also duly hammered as they deployed and the Orks lost big time. Despite this, Slim was not too unhappy as he felt that luck had been stacked

against him and his army was all wrong for the scenario. Jaime was ecstatic with his first victory over the Orks!

They were both so fired up that they played another small scenario which I improvised around Sergeant Namaan and a small force leading Inquisitor Basto up the gorge for a closer look at the Orks' camp. Basto got his look, but at the cost of another Scout squad (though Namaan survived) and a Land Speeder. Time to start limiting Jaime's Scouts, I think...





This is the Defence Laser emplacement which Andy's Chaos force captured from Pete's Harbingers in a bloody battle. What the Iron Warriors plan to do with their deadly acquisition can only be guessed at...

MEANWHILE...

The last campaign battle we fought was between my Iron Warriors and Pete's Harbingers. When I'd originally drawn out the map, I'd popped a Defence Laser silo north of the landing pad my Iron Warriors were trying to gain control of, knowing that it would make an interesting game sooner or later. Pete volunteered to defend it and I knocked together a scenario by using the *Hold the Line* mission for the Harbingers and a *Take and Hold* on the Defence Laser silo for the Iron Warriors. I also threw in some extra victory points for damaging the laser or its controls if it couldn't be captured. Once again I narrowed the Strategy cards down to the most likely ones for each side, and then Pete and I drew from the reduced decks randomly. I got *Reinforcements* and *Brilliant Strategy*, Pete got *Special Issue* and *Insane Courage*.

We've got a few photos of the table set-up for this one, which is definitely the best one I've managed so far. The best bit is the Defence Laser, which was scratch-built by Simon Smith many years ago. I just happened to mention to him that I was fighting a battle

A force of Plague Marines move through the scrub to attack the Defence Laser silo.



to capture a Defence Laser at the weekend and he pulled it out of a box like a magic trick! Unfortunately, Pete's Harbingers have temporarily returned to their homeworld of Birmingham (aka The Black Planet) so you miss out on the full effect, but my Iron Warriors are more or less where they finished up.

As you can see, Bloodletters summoned by the Iron Warriors overran the silo, killing lots of Harbingers in the process, though they couldn't kill the Librarian in there and only drove him off at great cost. The Plague Marines also did a marvellous job of advancing through the bolter fire more or less unscathed and securing the area. My new Chaos Lord was also blessed by not getting vapourised by *Smite* or the (*Special Issue* Strategy card) *Vortex Grenade* that was thrown at him by that damned Librarian. Of course, getting the *Brilliant Strategy* card and rolling a 6 to add on to my strategy rating helped a lot, but I prefer to think of my victory as based on pure talent and nothing to do with automatically getting the first turn of the game! And nothing to do with Pete missing with virtually all of his heavy weapons either! Oh no. Pure talent. Honest.

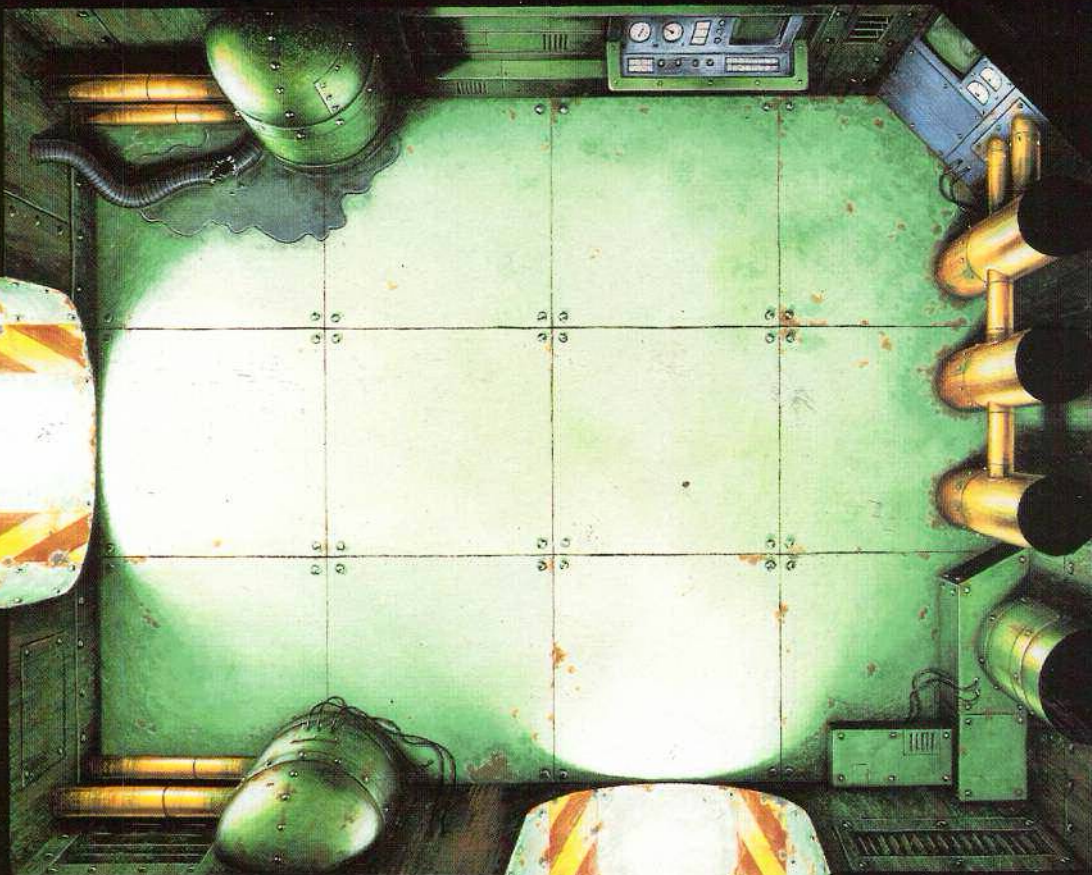
WHERE NEXT?

At the moment we are arranging the next few games, which comprise of:

- Dark Angels and Blood Angels Terminators teleporting down into the vicinity of the Orks' telly porta relay to reconnoitre the area, and then destroy it if they can.
- Harbingers attacking the Orks at Barrak Gorge to try and link up with the Koth Ridge defences.
- Orks assaulting the Dark Angels and Imperial Guard dug in along the Koth Ridge.

The fights around Koth Ridge should get interesting and I hope to get some multi-player games together for that (there's some Iron Warriors still lurking around in Barrak Gorge – Ork allies, perhaps?)

If you're interested in knowing what happens next, drop a card to Jake and I may write these battles up in White Dwarf. However, the main thing is not just what I'm doing around my games table, but hopefully that I've got you thinking too. Kicking off a narrative campaign needn't be hard work or even a bit of a chore – just keep notes, and maybe make a map, and interesting battles will start jumping off the page at you! Don't just limit yourself to one game system either, remember the Warhammer 40,000 universe is covered by no less than three games now, Warhammer 40,000 itself, Necromunda and Epic. In fact, I'm hoping to incorporate some Epic scenarios as things escalate – maybe that's how I should do the Koth Ridge battle, as an assault game in Epic scale. Hmm, now that's got me thinking...



THE TALON OF HORUS 30 Points

The Talon is an icon of evil incarnate to the Imperium, it causes *terror* in Imperial forces, except for Blood Angels Space Marines, which are affected by the psychology rules for *hatred* instead. The claw mounts an early custom storm bolter on its back so it can be used to either make a shooting attack or fight in close combat in a turn, but not both.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-24	+1	-	5	1	-2	D6+5	sust. fire 1D
close combat				8	D3	-5	D3+D6+D20+8	parry

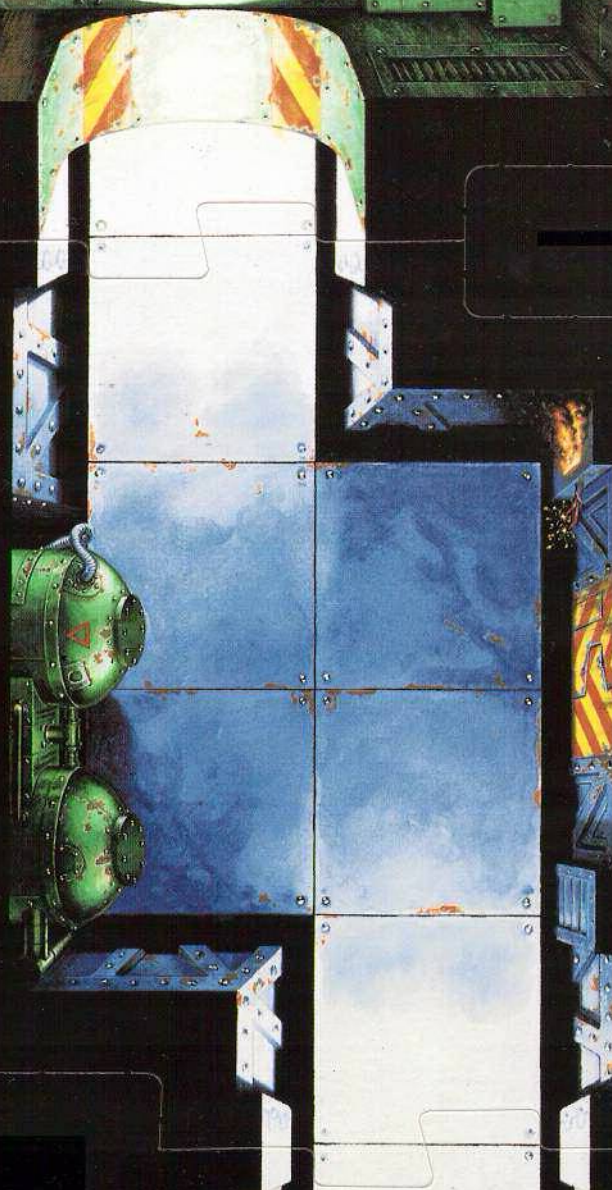
ABADDON ONLY

THE DAEMON SWORD DRACH 'NYEN 25 Points

Drach'nyen rips through steel, flesh and bone without resistance, making a mockery of physical armour. Any hits inflicted by the sword will wound automatically and the victim receives no saving throw for armour, though unmodifiable saves can be taken as normal. Vehicles struck by the sword have their armour penetrated automatically. Psykers and daemons which suffer a hit from the sword will take D3 wounds instead of 1.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Close combat only				-	1	auto	auto	parry

ABADDON ONLY

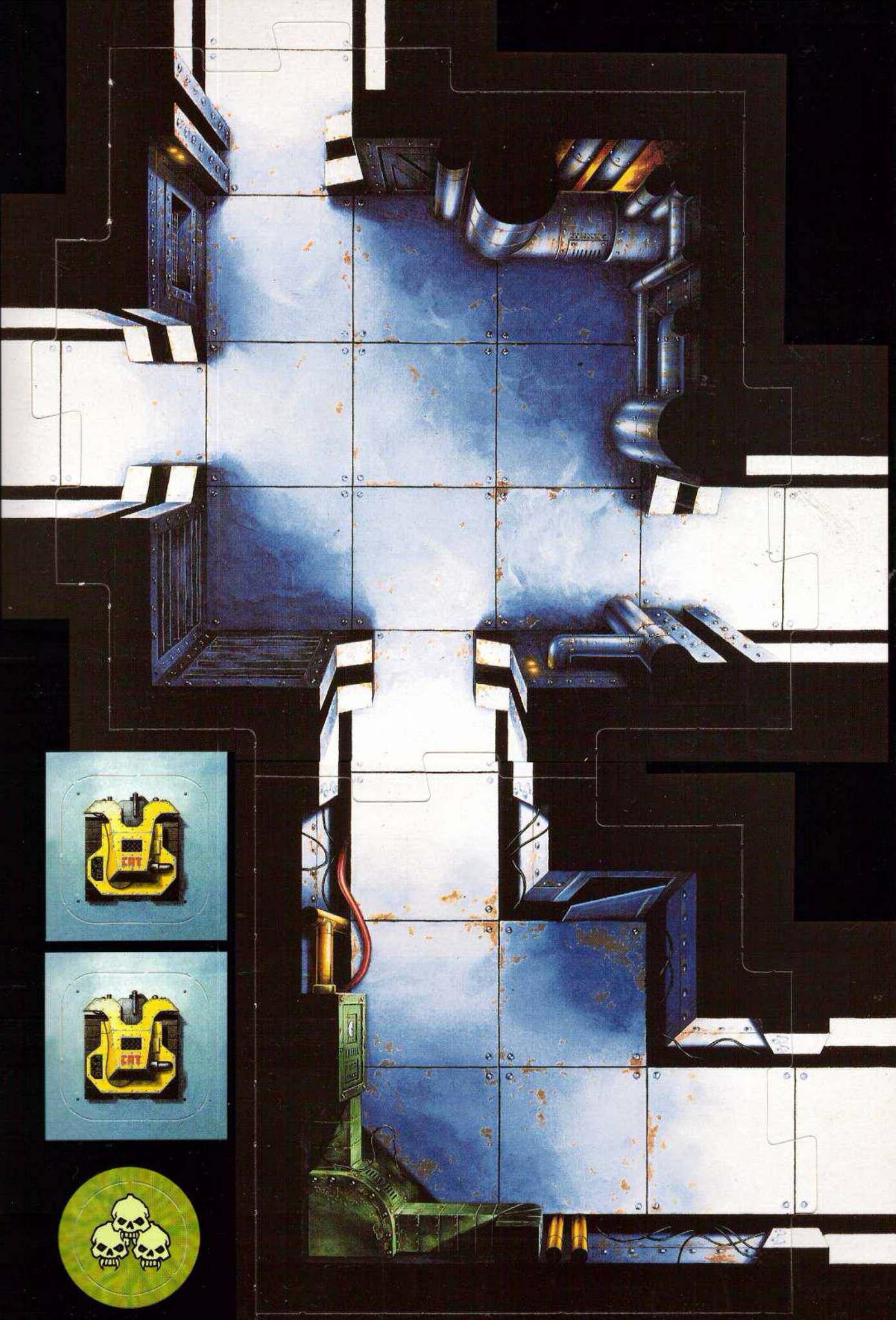


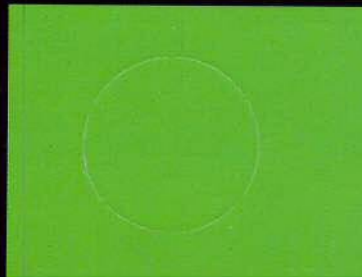
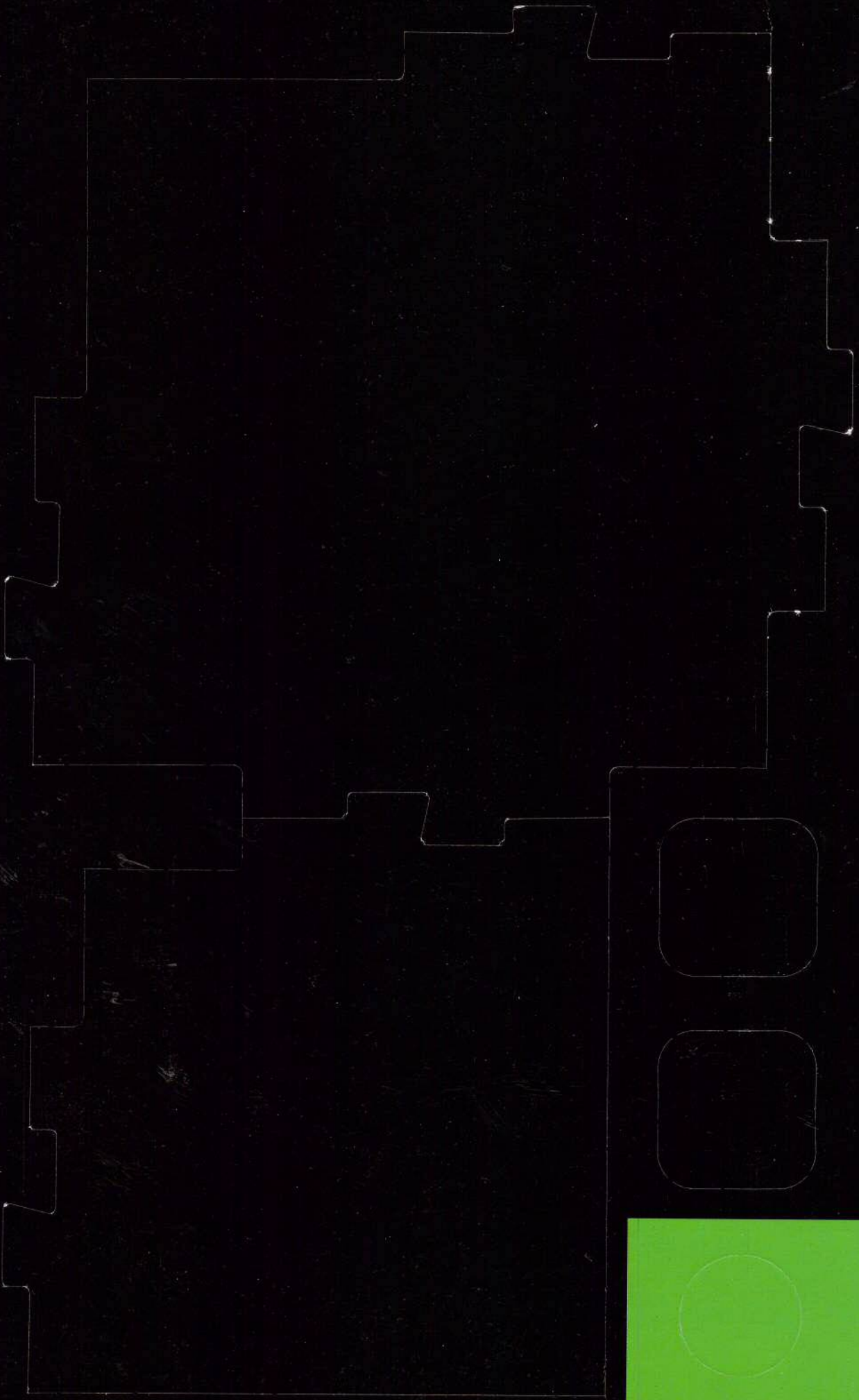


**WARGEAR
CARD**



**WARGEAR
CARD**





GAMES WORKSHOP

FRONTLINE NEWS

Games Workshop stores are much, much more than just shops. Each one is a hobby centre 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.

BIRMINGHAM

More good news from the front line is reaching us from the Birmingham store. The staff in Birmingham are gearing up for a frenzy of activity over the coming weeks with big battles featuring new armies and specially constructed scenery. This is definitely the place to be this summer! Not only do they have exciting gaming and hobby events, but they are the next recipients of the Genestealer Skull and Bolter display that was such a success in Nottingham. So if you're in the area why not visit our city centre store in Birmingham?

NOTTINGHAM

We're really excited about the latest attraction on display at the Nottingham store. You can now see the huge Thunderhawk Gunships from the Ultramarines Chapter featured in White Dwarf. If you didn't get a chance to see these magnificent models at Games Day '95, or would just like to see them close up, then pop down to the Nottingham store. Also on display are a few of the Design Studio's painted miniatures and some of the Open Category entries from Golden Demon '95.

You can now see the amazing Thunderhawk Gunship models at our Nottingham store, along with a selection of painted miniatures and dioramas from the Studio.





YORK

Games Workshop York holds a special place in everyone's heart here at Games Workshop, and it is with sadness that we have to say goodbye to the smallest store in the Games Workshop world. However, residents of York needn't grieve too long because we're going to re-open the store soon in brand new and much larger premises. So, if you want to witness the passing of a legend, visit the store now before it moves!

THOSE MAGNIFICENT MEN IN THEIR FLYING MACHINES

After years of playing with miniatures and tanks, seven staff members of Games Workshop actually got the chance to try things for real. Our Magnificent Seven were guests of RAF Leeming and got to try out their flight training simulator. As you can see they also got the chance to get a closer look at the real thing, though they didn't get to take the controls!

Thanks to Ken Robson and all the staff at RAF Leeming who took the trouble to show us round and make a wonderful day out.



The Magnificent Seven, clockwise from the back: Jim Butler, Rob Griffiths, Paul Murphy, Dave Holmes Martin Hutton, Martin Brown and Bob Graham.

GAMES DAY & GOLDEN DEMON '96

The Games Workshop gaming event of the year, Games Day/Golden Demon '96, is fast approaching and tickets are now on sale in our stores. So that you can get to the event easily, all our stores are organising coaches for you to travel on. Prices for these coaches vary, so call into your local store and ask them for details. Everyone is going to want to be there so remember, get your ticket early!

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GRAND OPENINGS

In June and July the doors open on the newest Games Workshop stores: Leamington Spa and Tunbridge Wells. The shops will be having some amazing deals on boxed sets, boxed games, army lists and paints – everything you need to build up a 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 by telephone if you win. The prizes are great: 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.

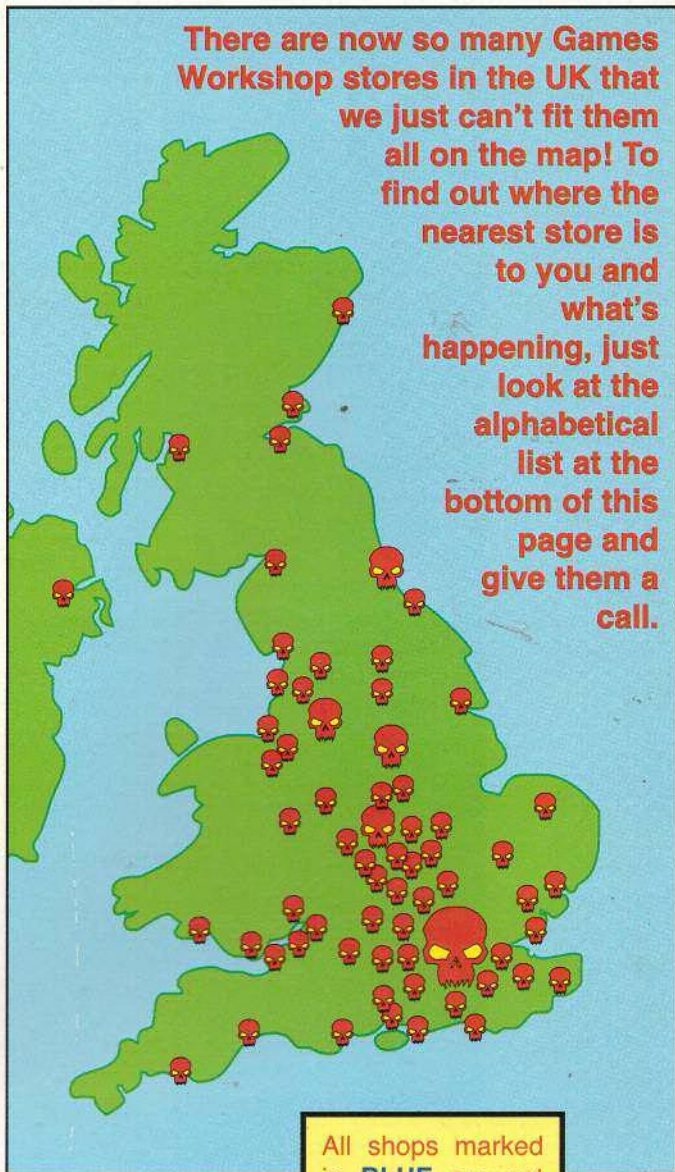
All you need to do to take advantage of these amazing offers is turn up on the day. So prepare yourself for the **Rescue at Leamington Spa** (Saturday 29th and Sunday 30th June), and the **Reformation of Tunbridge Wells** (Saturday 6th and Sunday 7th July).

SPACE HULK

SWORD OF HALCYON

As this month's issue goes to press, the last few games of our nationwide Space Hulk campaign, the Sword of Halcyon, are being played out to their deadly conclusion. We've been talking to our staff up and down the country about the games and have heard all sorts of tales of luck and bravery. Next issue, we'll bring you the overall results, as well as some of these tales of battle from around the UK.

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



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

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MODELLING WORKSHOP

BY GAV THORPE

With some help from various pals

PLAY YOUR CARD RIGHT

BUILDINGS

As much as we'd all like to have gorgeous terrain like that featured in these hallowed pages, many of us will be lucky to have even a few woods or hills to scatter about the table. I know that when it comes to the crunch, I'd rather spend my time painting up another ten Dwarf Thunderers and leave the wall for them to hide behind until later.

However, over the years a number of card buildings have become available, from the tower and cottage in the Warhammer box to the brand new, bright and spangly Firebase and Bastion models. These provide a quick and relatively painless route to a well-stocked terrain shelf.

Although many people may turn their noses up at card buildings (you know who you are!), I think they're excellent additions to the hobby. Of course, I usually say that they're just stand-ins until I get round to digging out the thick card and modelling tools, but who am I kidding?

Although the Bastion looks great in its basic form, you can make it even better by basing it up and adding a few extra "finishing touches". These could be as simple as painting the bulkheads, or as involved as modelling on all the painted detail!



"You can add extra spikes, gargoyles, little signs, chimney smoke, and lots of other things to give your cardboard building that special touch."

SIMPLE STUFF

Right, let's start with the real basics – stuff anybody who's been modelling for a few months will know about (or should do...). Many card buildings only have a design printed on one side, leaving the back of the card bare. This can sometimes show along the edges and on score lines, which detracts from the model. It takes a matter of moments to paint over the gaps, making the model look much better. If it's got an overhanging roof, paint the underside of the roof with black, or the same colour as the tiles.

BASES

The simplest thing you can do to a building, whether it's a Warhammer town house or a Warhammer 40,000 Firebase, is to mount it on a base. Not only does this look better, but it'll make the whole model sturdier as well.

The quickest way to add a base is with more card. Simply glue your model building onto the card, which you can then paint green (I said it was quick...). For added affect, glue some flock to the base (or sand painted to match your games table). If you want a slightly more elevated building, you can make a small hill out of polystyrene, layers of card or whatever. We've already covered this recently, so rather than go into details here I'll just point you towards the Modelling Workshop in White Dwarf 193 for more information.

BULKHEADS

The new Firebase and Bastion utilise the wonderful plastic bulkheads which first appeared with the Necromunda game. These allow a number of possibilities for creating monstrous hybrids. You can add extra gantries to your Bastion, or how about a service lift on the side of a Firebase? Of course, this doesn't just work one way – you can use these new buildings in your Necromunda terrain collection too!

You'll notice that we've painted the bulkheads on our models, and this can be done in a couple of ways. For a metallic effect, undercoat your bulkheads with black spray and then give them a drybrush with Tin Bitz. 'Eavy metal painter Mark Jones reckons that this is best done in a circular motion rather than straight up and down. He says it makes the highlights less even and gives a more, "pitted, beaten, weathered-type effect". You should then highlight the highest edges with Boltgun Metal, working lighter and lighter by adding Mithril Silver until the final highlight is Mithril Silver alone. For rusty bits, apply a mix of Chestnut and Orange Washes around rivets, handles and stuff like that.

For a "Codex Imperial Blue" finish, apply a drybrush of Shadow Grey over a black undercoat. Highlight this (by drybrushing) with Hideous Blue. Use a Hideous Blue/Space Wolves Grey mix for the final highlights.





This Battle Bunker has been put on a detailed base, with spikey bits added to the top of the walls. This didn't take very long at all, (the spikes were made out of little triangles of card) yet the model is significantly improved by these minor alterations.



EMBELLISHMENTS

You can add extra spikes, gargoyles, little signs, chimney smoke, and lots of other things to give *your* cardboard building that special touch. One easy way of doing this is to model on existing features. For example, with a Warhammer building, why not add strips of balsa wood over the wooden beams, then paint and drybrush them. You can do the same with the doors and window frames. It's not difficult and it'll teach you a few things to remember when it comes to making the real thing (if you want to go that far). In the same vein, you can cut out bunker vision slits, add radio antennae and other stuff to your Warhammer 40,000 buildings if you feel the urge.

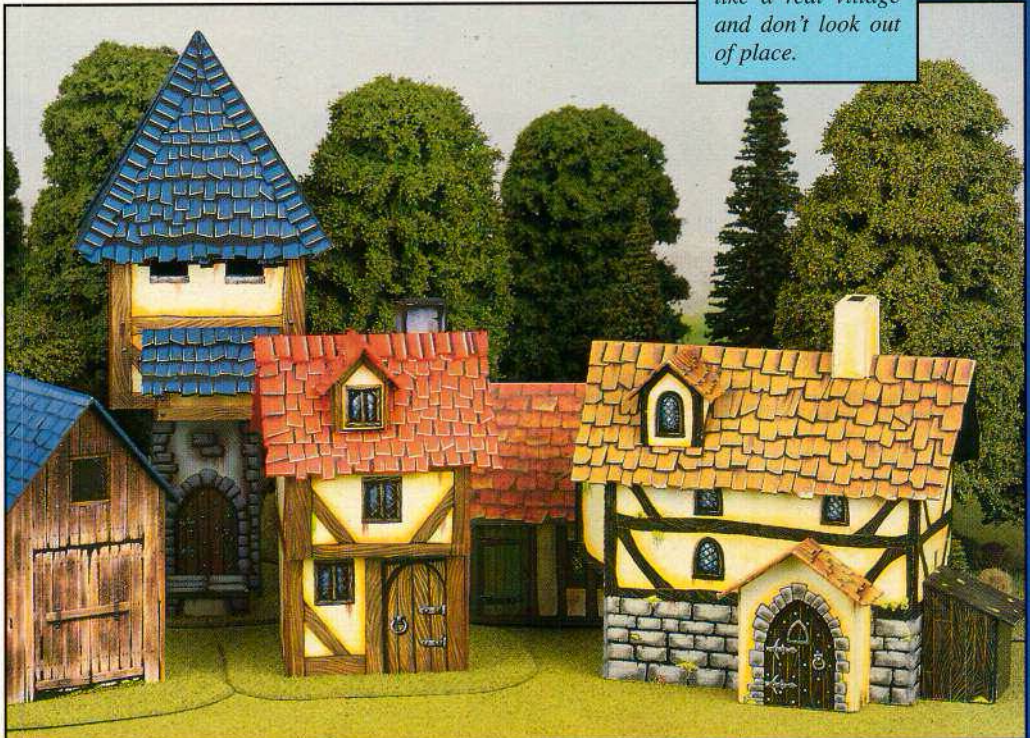
SURROUNDINGS

By careful positioning of other terrain you can make a card building look like part of the battlefield rather than something that's just been plonked down at random. If you have some fences, place them near to your building to make it look like the centre of a small garden or compound. Similarly, by placing a tower on a hill you can make it look like a watch-post rather than a really small fortress. When you're placing your terrain, remember that you're making an interesting battlefield to fight your game over, not trying to wrest some kind of subtle tactical advantage over your opponent!

finally decide that you want to make a "proper" building out of plasticard or whatever, look at one of your card buildings to see how they're constructed. Note which shapes work well together, as well as how they fit with each other.

I know I've not said anything too drastic and earth-shattering, but hopefully I've given you some inspiration to take a second look at those Battle Bunkers and Warhammer buildings lurking at the back of the cupboard. See ya later!

By placing them all together, these card buildings look like a real village and don't look out of place.



THE NEXT STAGE

Card buildings also make great templates. If you

WARHAMMER

CHRONICLES OF WAR

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

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

WHITE DWARF
PRESENTS



WARHAMMER CHRONICLES OF WAR



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GAMES
WORKSHOP

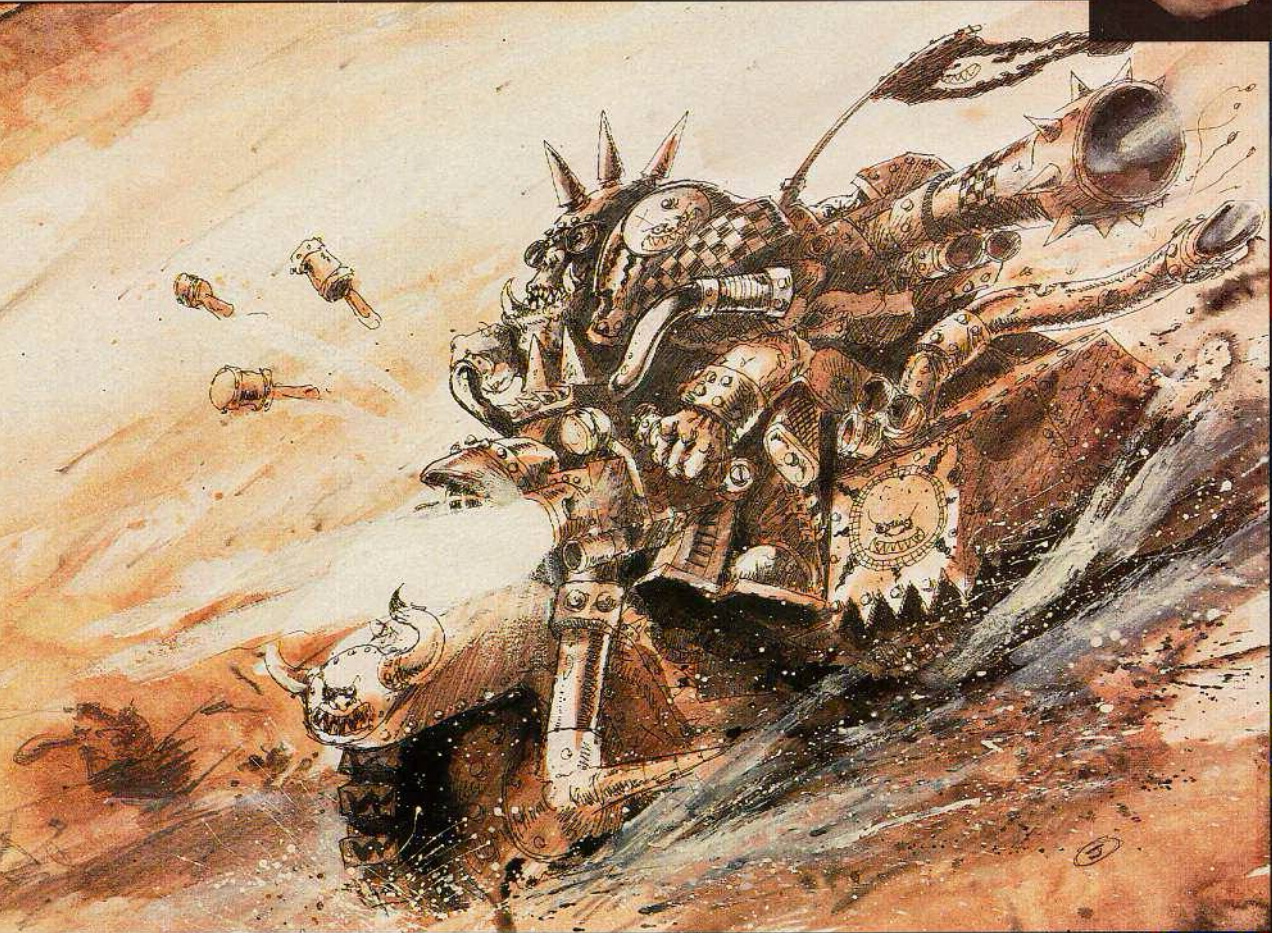
ADRIAN WOOD'S

WAAAGH!



The Orks are a hugely successful race who love nothing better than to crush their enemies underfoot in a never-ending battle stretching across the galaxy. The Orks are composed of six major clans, all of which are distinctly different from each other. For instance, the Goffs are the most warlike, they wear all black, no-nonsense armour and love charging across the battlefield, to bludgeon their enemies in close combat. In contrast the Blood Axes are more cunning, notorious for wearing camouflage uniforms and actually *planning* their attacks as well as trading for Imperial weapons. This makes them somewhat unpopular with all the other clans.

Taking into account the more obvious of the differences between the clans, you can tailor your Waaagh! to suit your personal style of play and battle plan. If you like to use lots of Big Gunz in your force, then Death Skulls are an excellent choice with their kustom kombi-weapons scavenged from the battlefield. If you prefer Orks with lots of special weapons like plasma guns or flamers, then the wealthy and ostentatious Bad Moons are your Boyz. All Orks have a great love for strange wargear, even the



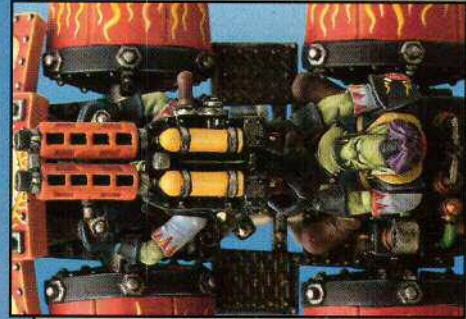


ORK WAR BUGGY



All Orks love fast vehicles, none more so than the fastest, most speed-freaked clan of them all: the Evil Sunz. These greenskins just can't help it! Not content to build the best light vehicles they can, they love to take them out to see what they can do! At every opportunity they put their foot down, perform the most hair-raising stunts, the sharpest breakneck turns, stretching their machines to the limit and far beyond. Evil Sunz Mekaniaks, Orks who really have the know-wotz about teknoology, spend their lives tinkering with their creations, adding a few nails here and taking a bit off there, in order to make the fastest machine possible. Once they've finished their modifications, all that's left to do is give their creation a final lick of red paint 'cos every Ork knows that "red wunz go fasta!"

Some of the most popular vehicles the Evil Sunz use are their War Buggies. As the manic driver guns the engine and hares off over the battlefield, the gunner hangs on for dear life, firing his multi-melta at anything that isn't green! Look out! Here come the Orks!



DA MEK'S WORKSHOP

"I've got loadz of diffrent gubbinz ya can take to da scrap, if yooze got da teef!"



I've jus' got dis in, brand noo, not a scratch onnit! The deluxe, top o' da range War Buggy GTX. Turbo-engines ta get ya straight inna fick ovvit. Nice big gun to blast all dem skumbos good 'n' proppa! Got Squig Fuel Injectas as an option, an' dere's no extra charge for da nice seat coverz ta keep ya bum cosy 'n' warm – easy ta wipe clean too in case it gqes too fast for ya, or da gitz' shellz gerra bit close!

Course, if ya can't decide wevver ya wanna drive or shoot, or y'ain't got a mate ta do da uvver bit, ya can always chooze da trusty Warbike. Twin autocannon for real dakka, dakka, dakka, dakka... erm, 'scuse me. Anywaz, as I woz sayin', reel fast an' shooty, with sheshul red paint job so's it goze dat bit fasta dan yer mates' bikes. Ya won't lose racez in dis little booty, I'll tell ya!



Da Skorcha is a variashun on da Wartrak. S'very pop'lar wiv Evil Sunz, 'cos it's ded fast an it burns ya. Like da sun duz, stoopid! Anyway, as I woz sayin', great fer gettin da yellow gitz wot 'ang about in da bushes where ya can't see 'em proper, 'coz da flames jus' burns 'em up anyway, jus' like toasted squig!

Finally, I can get togevver wiv my mate Chizzla da Painboy an' sort ya out a nice Dreddie. Yooze can have lotsa gunz and big grabby-clawz to tear da enemy into little bitz before dey can run away – an' believe me, dey does try ta run away! Ya can even stick yer banna onnit so's everybody knowz it'z yer Dred an' yer ded 'ard. Not as fast as da uvver onez, but ya can smash through wallz an' stuff, so ya can find da skumboz even wen dey tries ta 'ide from ya.

So, what'll it be, den?"



very traditionally-minded Snakebites, who charge the enemy on the backs of super-charged Cyboars. My personal favourite piece of Orky teknlology is the shokk attack gun, which fires whole herds of Snotlings through the warp to materialise inside vehicles and Terminator armour (ouch!). I always use one in my own army and it is the dread of all my foes.

Anyone who knows me can tell you which clan I favour in preference to all others. The Evil Sunz love teknlology and are complete speed freaks who like nothing better than to ride into battle on the backs of bright red Warbikes (red wunz go fasta!), armed with twin-linked autocannons, the bane of Eldar and Space Marines alike. The Warbike is a permanent part my own highly mobile army. I never take to the battlefield without a mob of them. I like to use them to take the battle to the enemy – particularly vital if your opponent has a habit of standing back and shooting you up as you advance. Normally, you have to remain stationary in order to fire a heavy weapon, but if a heavy weapon is mounted on a vehicle this is no longer a problem: you can move them about and fire every turn. Being able to manoeuvre heavy weapons around the battlefield like this is very advantageous and as a kunnin' Ork Warboss I need take full advantage of this ability.

Imagine the scene: as the Orks charge across the centre of the battlefield towards the enemy battle line, the Warbikes and War Buggies make a lightning fast pincer movement around both flanks. As the foe try in vain to split their fire between the advancing horde of tiny, laughing Gretchin and the fast moving vehicles, they find themselves attacked from three sides and unable to hide. The Warbikes soon outflank the enemy and blast them out of cover, whilst the War Buggies smash their heavy armour to pieces. Glorious victory is assured!



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DAWN OF THE RESTLESS DEAD II

The Blackheart returns!

By
Jonathan Green

This is the second part of Jonathan's article, in which he gives the details of a scenario based on one of his Wood Elf short stories.

Having created my two new Wood Elf special characters and their suitably worthy, or rather totally despicable, sworn enemies (see WD198), I now had to recruit two very different, 1000pt armies. As Nigel said in his *Stillmania* article about collecting armies in issue 193, an army needs a theme. I had already decided on the theme for the Wood Elf host and it didn't take me long to think of one for Laskar's Undead force as well, inspired in part by referring to my original story

The Wood Elf army protect the Cairn Glades and that became the theme of the army. I envisaged these guardians patrolling the many burial places within the woodlands, so to start with the army would probably include both Scouts and Glade Riders. I have always wanted to include a Unicorn in an army simply because I think the model of the animal is so excellent. As the Wood Elves were being led by a Master Mage what would make a better steed for the wizard than a Unicorn? Wood Elves being Wood Elves, no army of the forest dwellers

would be complete without at least one unit of Archers, and to lead them, a Wood Elf Archer Champion – Gwion Suresight.

I wanted to include one of the mighty Treemen in my army too. However, on closer inspection of the Wood Elf army list, and due to the limits I had set myself for the size of Medb's force, I decided that a Treeman would use up too much of my points allocation. Loathe as I was to do it, I resisted having one of Loren's ancient guardians in my army and instead settled for including a unit of the equally brilliant new Dryads. By leaving out the Treeman I would also have the opportunity to include more models in my army and be able to paint a wider variety of troops. The Treeman would just have to be the first on my list of troops to take in the next 1000 point division of my Wood Elf army, along with a unit of agile and deadly Wardancers.

The Wood Elves were now well covered against magical attacks with Medb's spell-casting abilities and Gwion's *Amulet of Fire*. The Archers provided the army with ranged attacks and good defence and the more mobile Glade Riders and the Scouts (with their special deployment rule) meant that the Wood Elves were well covered on the ground. However, I realized that the Cairn guardians lacked any aerial units, and so as a finishing touch I included one of the fantastic new Great Eagles.

Now it was time to resurrect the dead to fight for the black-hearted Necromancer Lord. The theme of Laskar's Undead horde was basically bones.

I imagined that if the Necromancer was raising the dead from ancient cairns, the occupants of those burial mounds would have long ago had their flesh devoured by hungry grave-worms and so would come forth as Skeletons. Therefore I started with a unit each of Skeleton Horsemen and Skeleton Warriors.

But if Laskar had only recently flown from the Duke of Quenelles' righteous Witch-hunters, the evil wizard might also have with him the remaining bodyguard of recent dead, exhumed from the graveyards of the town by himself and his followers. Hence a unit of Zombies now shambled into battle alongside the Skeletons.





The inclusion of a war machine would also provide contrast to the Wood Elf force, which did not contain such engines of destruction. Therefore a devastating Undead Chariot was assembled from the calcified remains of long-dead monsters and added to Laskar's force.

To provide some air support, and encouraged by Mark Gibbons' fantastic illustration in the Undead army book, I finished off the army with a unit of ghostly Carrion.

And so, with the two armies drawn up, I could at last determine what really happened when the Wood Witch met the Blackheart for the first time. In the original story from which this whole escapade arose, I had effectively already proposed one outcome for the battle, but when it came to fighting the scenario "for real", who knew what would actually happen?

It just remains now for me to list some pertinent points on deployment and the nature of the



The Necromancer cursed as yet another of his spells dissipated harmlessly into the atmosphere before the power of the archer's amulet. His Zombies lay all around him, their once more lifeless corpses impaled with feathered shafts. The

bones of his Skeletons littered the floor of the clearing, skulls crushed under the hooves of the Elven steeds of the Equos Kindred. Atop a blood-soaked mound the body of a Carrion twitched, one wing half torn from its scrawny carcass.

His army had been routed and now surely the only course of action left to him was flight. Reaching out with his mind on tendrils of Dark Magic, Laskar implanted his command inside the one remaining Carrion's decomposing brain. At once the undead bird swept down from the sky, evading the clutches of the Great Eagle and, grabbing the evil wizard in its talons, soared upwards again over the treeline.

As the bird carried him away, with a snarl of rage and frustration, the Necromancer sent one last blast of dark energy streaking towards the Wood Elf Mage. The Eagle, still in pursuit of the Carrion, was the first to suffer the spell's impact, dropping from the sky as the searing bolt burnt a hole through its wing. Yet still the cruel missile continued on its course, exploding in front of the Master Mage in a ball of black fire.

"Curse you, witch!" The Necromancer's voice could be clearly heard through the still night air. "You will live to rue the day you challenged the will of Laskar Noircouer of Quenelles!" and with that the Blackheart was gone.



The Dead of Quenelles

Laskar Noircouer 457 points

Laskar Noircouer "the Blackheart" is a Necromancer Lord and the Undead General. He is armed with the *Biting Blade* and carries the *Skull Staff*. He rides a Skeleton Steed.

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

Mordac "The Decayed" - Wight Champion 40 points

Mordac is armed with a *Wight Blade* and carries a shield. He rides a Skeleton Steed.

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

The Cemetery Riders

Skeleton Horsemen 200 points

The Cemetery Riders consists of nine Skeleton Horsemen including a standard bearer. They are mounted on Skeleton Steeds and carry spears. The unit is led by Mordac.

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

The Bone Guard

Skeleton Warriors 72 points

The Bone Guard unit consists of eight Skeleton Warriors including a standard bearer. They are armed with hand weapons.

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

Restless Dead of Quenelles

Zombies 40 points

The Restless Dead of Quenelles regiment consists of ten Zombies armed with hand weapons.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Zombie	4	2	0	3	3	1	1	1	5

Carrion 135 points

The Carrion regiment consists of three Carrion ridden by their ghostly riders.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Carrion	4	3	0	3	3	2	4	3+	7

Undead Chariot 56 points

The Undead Chariot is drawn by two Skeleton Steeds, with a crew of two Skeleton Warriors. The Skeleton Warriors are armed with hand weapons.

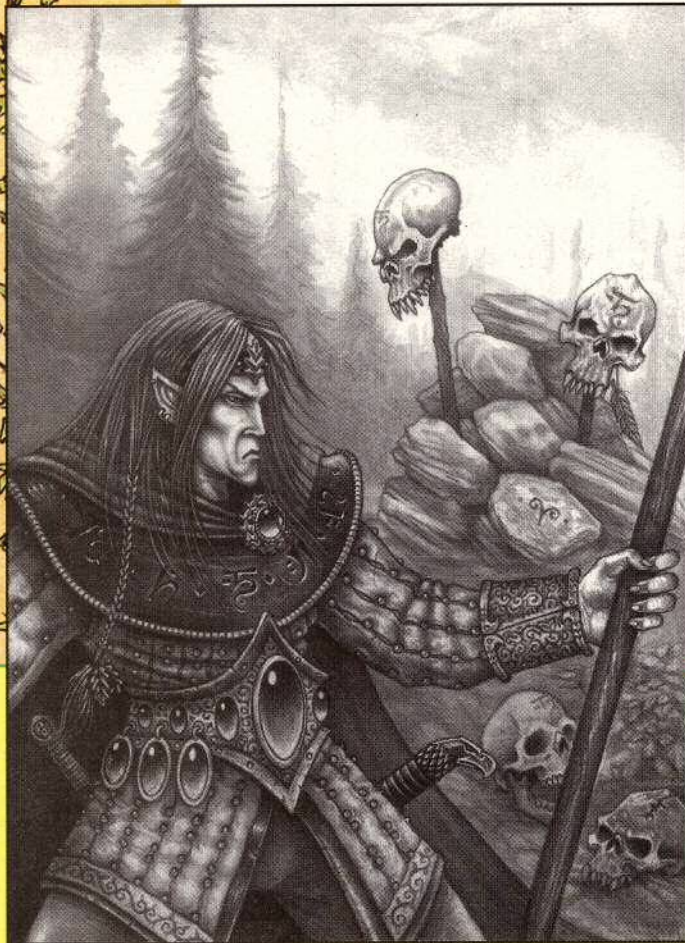
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skeletons	4	2	2	3	3	1	2	1	5
Skeleton Steed	8	2	0	3	3	1	2	1	5
Chariot	-	-	-	5	5	3	1	D6	-

battlefield. I have not specified a particular arrangement to the battlefield here, but will merely make some suggestions as to what you might like to include should you want to re-enact the battle between the Wood Witch and Blackheart, or fight a similar engagement.

As the battle takes place within one of the glades in the forest of Loren this provides an opportunity to include various kinds of terrain. Obviously there is the forest, which will cause the Wood Elves no hindrance in moving their troops. But there is also the large expanse of clear ground within the glade, providing the Undead with equally unrestricted movement. However, as it is a Cairn Glade there should be a number of interesting mounds and possibly standing stones to get in the way. And might not the ancient Bretonnian tribesmen have constructed their barrows on top of hills at the edge of the forest so that they would be visible from miles around as landmarks and places to be held in awe?

In terms of deployment, the Wood Elves are attacking from within the forest whereas Laskar Noircouer and his Undead are already in the clearing. They could either be directly opposite





GUARDIANS OF THE CAIRNS

Medb Tormalin
Wood Elf Master Mage 314 Points

Medb "the Wood Witch" is the Wood Elf General. She is armed with a hand weapon and rides into battle on her Unicorn, Silverhorn. Medb wears *Magic War Paint*.

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

Gwion Suresight
Wood Elf Archer Champion 76 Points

Gwion is armed with a hand weapon and longbow. He carries the *Amulet of Fire*.

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

Yew Groves Kindred
Archers 99 Points

The Yew Groves Kindred unit consists of seven Archers including a standard bearer and musician. They are armed with longbows and hand weapons and are lead by Gwion Suresight, Wood Elf Archer Champion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Archers	5	4	4	3	3	1	6	1	8

the Cairn Guardians or located among the barrows at the centre of the glade. Also, the Wood Elf Scouts could well be positioned within the glade already, hidden behind standing stones and amongst the grave mounds.

So what does all this demonstrate? Well, hopefully you'll like my scenario, but more importantly, it shows how you can take inspiration for a battle, a theme for your army, or even choose which army to collect by looking at the stories in *White Dwarf* and the Warhammer armies books. Just flick through the pages until you find something that really grips your imagination and use that as your starting point. Happy hunting!

Beech Glades Kindred
Scouts 96 Points

The Beech Glades Kindred regiment consists of six Wood Elf Scouts, armed with hand weapons and longbows.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Scouts	5	5	5	3	3	1	6	1	8

Kindred of Equos
Glade Riders 162 Points

The Kindred of Equos consists of five Glade Riders, including a standard bearer, all mounted on Elven Steeds. They are armed with hand weapons and carry shields.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Glade Riders	5	4	4	3	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

"Daughters of the Willow"
Dryads 175 Points

The Daughters of the Willow unit consists of five Dryads.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dryads	5	4	3	4	4	2	4	2	8

Corrawk Greywing
Great Eagle 75 Points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	7	0	5	4	3	5	2	8



WARHAMMER

40,000

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



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GAMES WORKSHOP

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

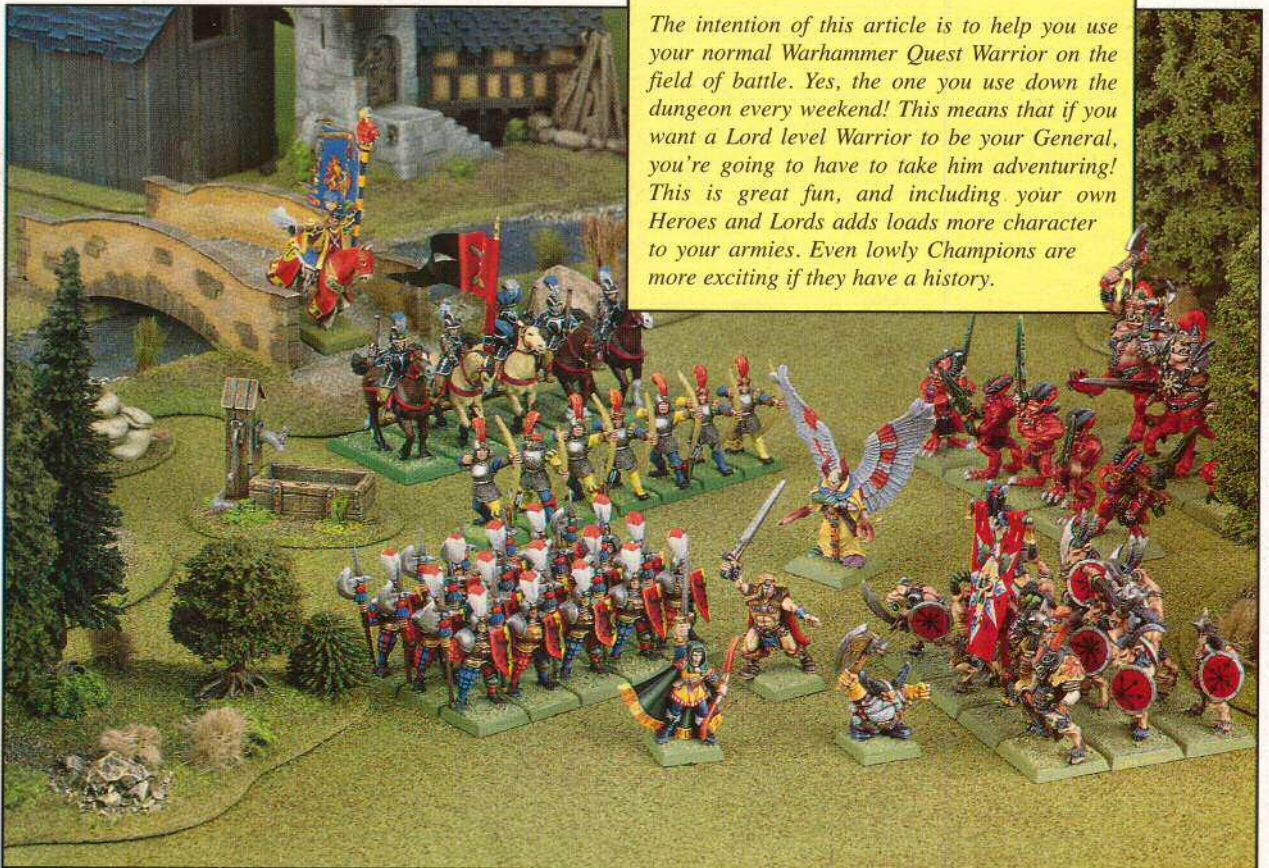
GETTING OUT ONCE IN A WHILE...

By Andy Jones

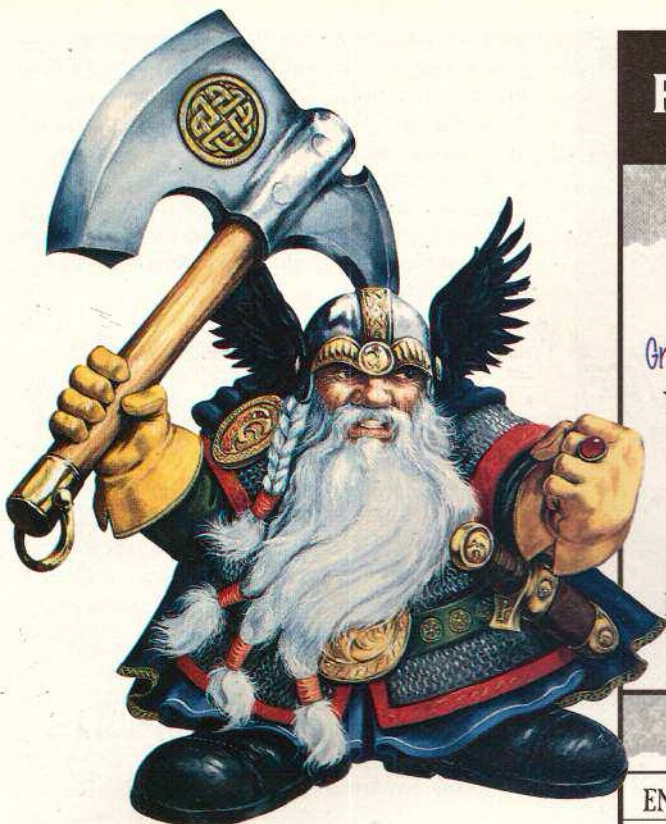
For a while now, I've been toying with the idea of taking my Dwarf Warrior from Warhammer Quest and trying him out in a Warhammer battle. This had raised no end of problems, so I'd never quite got round to doing it. However, you can only take so many hourly visits from the White Dwarfers menacing you with demands for articles, so I've spent a couple of days getting my thoughts in order concerning this rewarding, if somewhat prickly, subject.

Rather than working out endless tables to translate each and every skill, item, spell and so on, I've come up with some basic principles to be applied in as cavalier a fashion as your opponent will allow! Whatever your Warrior, this article should give you some hints and tips on how to shoehorn him into the vanguard of your Warhammer army. After all, even the most battle-hardened dungeon adventurers can always do with some extra practice...

The intention of this article is to help you use your normal Warhammer Quest Warrior on the field of battle. Yes, the one you use down the dungeon every weekend! This means that if you want a Lord level Warrior to be your General, you're going to have to take him adventuring! This is great fun, and including your own Heroes and Lords adds loads more character to your armies. Even lowly Champions are more exciting if they have a history.



ROLEPLAY ADVENTURE



PROFILE

NAME	WOUNDS: 36
Grimcrag Grunnson	MOVE: 4
WARRIOR TYPE	WEAPON SKILL: 7
DWARF	BALLISTIC SKILL: 2+
RACE	STRENGTH: 4
I said Dwarf!	TOUGHNESS: 5
BATTLE LEVEL	INITIATIVE: 5
10 (Lord)	-ATTACKS: 4
	WILLPOWER: 6
	PINNING: 4+
	LUCK: 3

COMBAT CHART

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	2	2	3	3	3	4	4	4	4

WOUNDS

36 32 ~~28~~ 25 18 20

STARTING WOUNDS

36

I've not tried Grimcrag in a game of Warhammer yet, but watch out for his first foray onto the field of battle. If Gav and Ian get their acts together, he might even be accompanied by his trusty comrades Keanu The Reaver (Gav's Barbarian), and Ian's Elf Jikiri (what kind of a name is that I ask you?). We shall see.

An overriding point to be made here and now is that this is just how I sorted these conundrums out. Before fighting a battle with one of your own Warhammer Quest heroes, you'll have to **agree on everything with your opponent**, and let him see how you have approached the translation of the relevant skills and so on. Otherwise, there'll be all sorts of arguments later on when you start to pull out the Death Runes and Stonebread...

Anyway, without further ado, here is:

GRIMCRAG GRUNNISON, SON OF UNGRUN GRUNNISON THE GRIMLY GLUM

Grimcrag is a Warhammer Quest Battle-level 10 Dwarf Lord, with the profile shown above. I started off by looking at his profile and adventure record sheet. By Battle-level 10, his sheet was pretty busy and there was an awful lot of information to take in. My first tasks were going to be sorting out the "Warhammer Quest only" parts and then establishing some ground rules for converting what was left.

A good anchor point was going to be the Dwarf army book, so I had a look to compare the profile of Grimcrag to some Dwarf characters from the book. The nearest I could find was the Dwarf General, but this isn't so surprising - Grimcrag is a Battle-level 10 Lord after all and no mean fighter!

1 GENERAL160 points

Your army must be led by a General. The General represents a mighty Dwarf lord, perhaps the head of an ancient clan, possibly even a Dwarf king.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Lord	4	7	6	4	5	3	5	4	10

EQUIPMENT: The Dwarf Lord carries a hand weapon. This will almost certainly be an axe, undoubtedly an ancient heirloom of his house.

WEAPONS/ARMOUR: The General may be armed with any of the weapons or armour indicated in the

Their two profiles are, as you can

see, pretty similar. However, there are some differences between Warhammer Quest and Warhammer which have to be reconciled. A Dwarf General in Warhammer with 36 Wounds would be all but invincible, simply out of sheer staying power! So, Wounds, Pinning, Damage Dice, Leadership, Ballistic Skill and Luck all need sorting before we can go any further.

Pinning, Willpower and damage are only needed in Warhammer Quest and can be dumped straightaway when playing Warhammer. Only Wounds, Ballistic Skill and Leadership are relevant in Warhammer battles, with Luck as an option, and you can work these out roughly like this:



WOUNDS

As a rule of thumb, one Wound in Warhammer is equivalent to somewhere between 1 and 10 Wounds in Warhammer Quest, as deemed appropriate through long winter months of endless playtesting. For example, in Warhammer Quest a Goblin has 2 Wounds and an Orc has 4. We could pretend that there is a cunning scientific formula at work here, rather than explaining that what we did was play the game until it felt right. In fact, the formula is so cunning that I couldn't possibly explain it now (multiple regression analysis and correlation coefficients of determination never were my strongest points). Anyway, this would imply that Grimcrag, in Warhammer terms, has somewhere between 3 and 4 Wounds. To decide this, you can divide the total Warhammer Quest Wounds by 10 and round off to the nearest number – in Grimcrag's case this gives a total of 4 Wounds. This is 1 Wound more than the Dwarf General, so Grimcrag is already shaping up to be very tough indeed. This, of course, will need to be reflected in his points value!

LEADERSHIP

If Grimcrag is, as his profile suggests, equivalent to a Dwarf General then his Leadership can be assumed to be 10.

BALLISTIC SKILL

In Warhammer Quest, Grimcrag has a BS of 2+, meaning that he needs to roll a 2 or more on his dice to hit with missile

weapons. Converting this for Warhammer battles is a breeze – just look at the “To Hit” table until you find the number 2 to hit. This cross-references with the BS line to give a value of 5 – so Grimcrag has a BS of 5 in Warhammer. This is not quite as good as the Dwarf General profile, reflecting the fact that in his dungeon adventuring career Grimcrag almost exclusively uses the Grunnson Family Axe, weapon of his forefathers, a mighty and hungry beast of war as we shall see.

GRIMCRAG IN WARHAMMER

	M	WS	BS	S	T	W	I	A	Ld
Grimcrag	4	7	5	4	5	4	5	4	10

So we now have a basic profile for our Warhammer Quest Dwarf in Warhammer. This is a good start, but now the tricky bit really starts. What equipment will Grimcrag take into battle? What is relevant? How will his skills work? Which Magic Items is he entitled to? This will then lead us to our ultimate goal... his points value!

As a guide, we can use the section from the Dwarf army book which tells us that a Dwarf General has a hand weapon (which is normally an ancient heirloom), any armour he likes and 3 Magic Items

GRIMCRAG'S CHOICE

In Warhammer Quest, by Battle-level 10 Grimcrag has a vast array of magical weapons, armour and other items at his disposal. He also has many more mundane dungeoneering tools and items of equipment, which really have no place on the massed field of battle. It would take forever to go through each possible item in Warhammer Quest, including all magical weapons, items, and armour, together with all the items which can be purchased in settlements. Remember that Grimcrag's equipment is just the personal effects of this one Dwarf Warrior. There are almost endless combinations in Warhammer Quest, so no two Warriors are ever the same.

All we can do then is to give some general pointers and tips. Think first of the two different situations we are playing in. Warhammer Quest is a game which represents the Warriors' sojourn into the dark, monster-infested caverns beneath the Warhammer World. The adventure can take days of “real time” and parties of Warriors have been known to vanish for years on end before reappearing laden with treasure, or bearing the bodies of their slain companions. Remember too, their adventures will be even longer when you include journey time to and from the dungeons, so in Warhammer Quest the Warriors usually need to be tooled up for a pretty long haul.

In your Warhammer battles, on the other hand, the “real time” is measured in hours. At the start of each Warhammer battle, you roll a dice to see how many turns of daylight are left. A Warhammer battle is a frenzied, hectic, cataclysmic event, with near constant action from start to end.

How this affects choice of equipment and so on is quite simple. In Warhammer Quest, there are no limitations, as you are assuming that the Warriors will have time to change weapons as each new event happens, and retire to lick their wounds before pressing on. To some extent the Warriors set their own

pace. It is appropriate and fun that well-prepared Warriors can always find the spell, skill or item of equipment to overcome the situations which come their way. However, the very fact that they have so much equipment can sometimes set the Warriors up for a fall. One of the most galling, yet strangely entertaining things in Warhammer Quest is when the Warriors fail dismally at one hazard or another, perhaps ending up losing their favourite magic items, or even losing a companion. Then, a few turns later, one of the players (scanning his endless list of myriad equipment) notices the lucky charm he had overlooked at that crucial point. Does he speak up? Keep quiet? A smug "I could have saved you after all, matey!" is not going to earn you any friends in this situation...

In Warhammer battles, time is of the essence. A Warrior chooses his armour and equipment and strides decisively into battle. Once in combat, time becomes a blur of sword and axe, blood and pain, anger and death. There is little enough time to issue orders to your troops, let alone to retire to your castle and

choose another sword or suit of armour! Hence the limitations on magic items. Apart from anything else, in Warhammer you have to pay points for the items you carry, and imagine the cost of a Warhammer General with all the items possessed by Grimcrag Grunnsion!

This takes us back to the position that for a Warhammer battle, a Warhammer Quest Warrior will have limitations as to what magic items he can take. The Warriors in Warhammer Quest have titles appropriate to Warhammer (Champion, Hero, Lord), which will dictate how many magic items they may have. The important point to make is that these must be taken from the items which the Warhammer Quest Warrior normally has in his possession – unlike normal Warhammer characters there is no looking through weighty rulebooks to select the most suitable item to use in the forthcoming battle.

So, now we know how many items Grimcrag will be limited to, we have to decide how to choose them. At Battle-level 10,

"Come on Grimcrag, doesn't your honour demand that you fight with your Empire allies?" The exasperated Envoy gesticulated wildly at the recalcitrant figure slumped at a table by the bar. "King Thorgrim will be there and everything. It'll be... fun. You know, like the Old Days. Loads of Orcs, Trolls too I'll wager, and everyone knows how much you like Trolls..."

"Raise yer five an' mine's a pint." Grimcrag glowered at his cards.

Keanu the Reaver, Barbarian Lord, beckoned at the Imperial Envoy with a gnarled finger, bedecked in priceless rings. Jewel-studded bangles clashed on his heavily muscled arms and Jikiri the Elf raised his eyes heavenwards at this ostentatious and tasteless show.

"Keanu, my friend, you don't have to be so vulgar with your riches."

The Elf flicked a lock of golden hair from his forehead and effortlessly caught the eye of the buxom serving girl at the bar. She blushed and dropped a flagon of Bugman's Troll Repellent '33.

"A bottle of your finest wine, if you please. No, make it two." he whispered, yet his voice carried across the crowded room with ease.

Johan Anstein, Imperial Envoy from General Sturmdrang of Nuln, sidled closer to the table, blinking nervously. He had just turned 18 and this was his first job. Go and get these three layabouts for the battle. We'll catch the greenskins in three weeks time at Mad Dog Pass. These three can never turn down a good fight, they'd said. At the time, Johan hadn't known who the three names on the scroll were, hadn't noticed the amused grins on the general's face as he had proudly marched off with the scroll in his hand. Three more warriors for the battle, who could possibly refuse such a glorious opportunity? Then he'd read the small print and done some background research in the library before setting off, and what he'd found had made his heart quail. They were Grimcrag, Keanu and Jikiri – Grunnsion's Marauders. Sorry, GRUNNSION'S MARAUDERS!

And here he was, a few days later, hopping nervously from toe to toe until the Reaver kept him still by pinioning one of his feet to the floor with a well thrown, very sharp dagger. The pain hadn't reached his brain yet, and he hoped nothing was seriously hurt. If anyone could pinion you expertly to the floor without seriously hurting you, if he wanted to that was, then Keanu could. It was strangely reassuring. Johan leant over towards the barbarian. His foot was starting to throb a little.

"Sir...?" His voice was a croak, the type a dry-throated frog would be proud of.

The Hulking barbarian cleared his throat, which was well lubricated by countless assorted libations.

"Lissen, sqvrit. Mista Grimcrag, 'e vonts ta know vot is da deal vis dis axe fing? Da Elf..." Keanu jerked a stubby finger at Jikiri "Da Elf 'e say is in zee small print dat Keeng Thorgreem gets zee best axe and arma and suchlike, ya?"

"Well, you see..." began Johan.

"Grunnsion Family Axe or no axe at all! Thorgrim can get as grudgesome as 'e likes but I'll pull 'is beard as soon as fight without..." a tear glinted in Grimcrag's rheumy eye, "Without ol' Slaughterer". The thought obviously upset him a lot and he gripped his cards with furious intent. One of them ripped.

"Ooops. Now look vot you is dun."

"Best cards them. Karak Azgal. Fifth Deep. Third door on the left. Just past the Dragon and them Ogreling things. Worth some gold I'll warrant. Ruined." Grimcrag scowled and looked up at the Envoy "You still 'ere, boy?" The Dwarf glanced at Jikiri and nodded towards Johan, "Got pluck, 'ave to 'and it to 'im. Killed better than 'im for less. Stop casting yer scrawny shadow at me boy or I'll cut yer 'air off at the knees!"

Johan was almost weeping. Almost. He was an Imperial Envoy though. Pulling himself together, trying to ignore the shooting pains in his right foot, he put the Imperial "Employmente for Battle Warrant" down on the table, stopping any further card play.

Life in the Dead Ogre Inn, probably the whole town, momentarily stopped. You could have heard a pin drop, but no one dared drop one. Something inside Johan snapped, almost with an audible twang.

"Look chaps, it's my first job. I can't move because I'm pinned to the floor. It's going to be a good battle, lots of killing – guaranteed in paragraph fifteen, I think. Please, can we just get on with it? Thorgrim says he has to have all the best gear, because, well, because he's King, after all... Can't we just get on with it?"

"Look pipsqueak, we don't go anywhere without our best stuff. Who d'ya think we are? We're Grunnsion's Marauders, not Grunnsion's Flamin' Annoyed People! We maraud, okay? If Thorgrim or anyone else thinks we're going to leave our best stuff at 'ome, 'e can think again. If 'is gear isn't up to the job, tough Stonebread on 'im!"

The Marauders all nodded sagely.

"Absolutely right!"

"Vel said!"

"And another thing, there is the huge and totally exorbitant fee that we have to charge these days, times being what they are..."

Johan sighed, "Gold no object, I have in my power..."

A crafty glint appeared in Grimcrag's eye.

"No object, eh? Foolish words them, lad. 10,000 pieces we agreed on, didn't we lads?" All nodded in agreement. "Assuming we'd take the job on, of course..." Grimcrag was picking unidentified black bits from under his nails with a razor sharp dagger that had a magical glint to it. "Cash in advance."

"Ya. Advanz!"

"I can authorise the payment from the city's coffers of..."

"And we get to use our best stuff?"

"Err... Okay, if that's what it takes." Johan sighed again, more deeply.

"Okay, let's go!" The Marauders shoved their chairs back and stood up. "By my reckoning that's 5,000 gold each?"

"Ya. Funf thouzan!" grinned the Barbarian, retrieving his dagger from the floor.

"Aargh!" screamed Johan, hopping around on one foot. "Hold on a minute!" The Marauders all sat down, looking immediately bored. Grimcrag beckoned for more beer.

"Oh, all right then, for pity's sake, can't we just get going?"

"Don't get all shirty lad, it doesn't suit." Jikiri reprimanded the Envoy with a stern if somewhat amused look.

Before he could reply, Johan was involuntarily shrieking with pain as a sturdy, heavily armed and armoured Dwarf stomped on his foot on the way out. "Banks close in 'alf an 'our, let's get going!"

Limping painfully to keep up, Johan headed off after the legendary warriors. He had a feeling that he hadn't heard the end of this.

The Barbarian's voice floated back to him from the street.

"Come on boy, and voich dat fut. Is nastee cut you got, ya?"

he is a Lord and entitled to three items from his expansive personal arsenal. Bear in mind that some of the tools of his trade are only available in Warhammer Quest, and their special rules will need converting to be of use in Warhammer battles.

USELESS ITEMS

Some Warhammer Quest items are clearly just for dungeon adventures. Lock tools, rope, door spikes and so on are clearly not going to be of much use on the battlefield. Common sense will win out here, but generally these sorts of items will not be taken into battle, unless perhaps you are playing a special scenario or campaign game.

WOUNDS

If you use the convention that an item which causes up to 6 Wounds in Warhammer Quest (this includes items, skills, and so on which cause 1d6 Wounds) causes 1 Wound in Warhammer battles, you will probably not go too far wrong. So, for example, the Warhammer Quest *Killing Blow* skill, which causes an extra 2 wounds every time the Dwarf rolls a 6 to hit, will cause a single extra Wound on a roll of 6 to hit in Warhammer. In order to cause 2 extra Wounds in battle, the equivalent Warhammer Quest skill or spell (or whatever) would have to cause an extra 7 or more Wounds. The Barbarian skill *Mighty Blow*, for example, means that for every attack the Barbarian gives up, he can cause an extra 1D6 Wounds on one of his remaining Attacks. In Warhammer this translates as an extra Wound caused per Attack surrendered.

ATTACKS AND STUFF

Items in Warhammer Quest which give extra attacks, can, well, give extra attacks... Likewise, items which boost Strength, Weapon Skill and so on can be translated directly.

TOUGHNESS AND ARMOUR

Toughness works differently in Warhammer Quest and Warhammer, and it's not uncommon for Warriors to have enough armour and magical items to boost their Toughness to 10 or more (and still get smashed to a pulp in minutes!).

The basic, unmodified Toughness profiles of the Warriors will translate fine into Warhammer. However, many items of armour add +1 Toughness here, +2 there, and so on. If a Warrior in Warhammer Quest has items which are easily transferable to Warhammer (light armour, shield, heavy armour, etc), then stick with the Warhammer rules. Anything else gets pretty complicated. This is because in Warhammer Quest, armour is deducted directly from Wounds caused – so if a Warrior has three points of armour, an enemy has to inflict 4 Wounds before any get through at all. Even then, Toughness is deducted. So, Grimcrag, with Toughness 5 and, say, 3 points of armour will have a total Toughness of 8. Anyone attacking him will have to cause a total of 9 Wounds with a hit just to hurt him. In Warhammer, on the other hand, each point of armour adds to the Warrior's saving throw. No armour – no save.



THE GRUNNISON FAMILY AXE

This mighty weapon had been handed down through generations of Grunnsons. However, each time the axe is passed on, a powerful Runesmith removes any enchantments placed on it – the new owner must prove his own worth and earn his own runes. Grimcrag has been very happy with ol' Slaughterer and has built up the following Runes:

FOUR DEATH RUNES

In Warhammer Quest, each of these adds +2D6 damage to a hit, which neatly converts into +2 Wounds in Warhammer. Each of these runes can be applied to a single hit in the battle. So Grimcrag may apply all 4 to one hit (causing +8 wounds), or to 4 separate hits, causing +2 wounds on each, or any other combination. He has to declare *before* rolling to hit that he is using a rune.

TWO RUNES OF RESTORATION

I've come up with the following rule to cover the Axe's two Runes of Restoration. Every turn, if Grimcrag has suffered any Wounds, so long as he has one or more left, he may roll 2D6. If either come up with a 6, he gets a Wound back, up to his maximum wounds score (which is 4).

TWO RUNES OF DESTRUCTION

Each of these runes doubles Grimcrag's Attacks and can be applied to a single turn in the battle. So, Grimcrag may apply both to one turn (giving him a total of 16 Attacks!), or on two separate turns, giving 8 Attacks in each. He has to declare at the start of the turn that he is using a rune.

RUNESTONE

This is a runestone burned into his axe which has a permanent effect – every time Grimcrag hits an opponent with a 6 to hit, he causes an extra Wound.

Note that if he wants a turn of total destruction, Grimcrag could use all these at once – he could get sixteen attacks with the first hit in the turn causing +8 Wounds (with a possibility of doing +9 if he rolls a six to hit)! Once they're all used though, that's it for the battle.

Oh, and of course the axe is magical...



For example, with light armour, open helm and a shield we get a Warhammer Quest Toughness bonus of +3. This gives a saving throw of 5+ in Warhammer – just as you would expect for wearing light armour and shield!

Using this guide will keep you somewhere on track when converting armour values to Warhammer Battle from Warhammer Quest. There are bound to be some anomalies, which you will have to work out with your opponent. Remember too, that some of the items of armour in Warhammer Quest incur movement penalties and so on. These will all still apply in Warhammer, where appropriate.

IGNORING ARMOUR

Some spells or weapons in Warhammer Quest ignore armour.

In Warhammer, this still applies. Likewise, some items in Warhammer Quest ignore certain number of armour points. A *Rune of Smashing*, for example, ignores 1 point of armour every time the weapon it is engraved upon is used. The easiest way to resolve this is to apply the same formula as for working out saving throws – for every 2 points (or part) of armour that a weapon ignores, it inflicts an additional -1 saving throw modifier in Warhammer.

TO BE CONTINUED...

As you can see, converting a Warrior into Warhammer terms is no simple task, and I'm only just beginning to realise myself what's involved. Rather than take up half of this issue of White Dwarf explaining everything, I'll draw to a close now. Next month I'll finish up, with a discussion of skills, spells and the all-important points cost, as well as presenting the "finished" Grimcrag Grunnson. I'm sure it'll all seem worth it when the Gobbos start fleeing the Grunnson Family Axe!

Conversion and effect is understandably a bit tricky. A good place to start is the basic rules in Warhammer for armour, and what the different types of armour do:

	Warhammer Cost	Armour Save
Shield	1	6+ save or +1
Light armour	2	6+ save
Heavy Armour	3	5+ save

I use these as a rough guide for the armour available in Warhammer Quest. Sticking with the armour types from Warhammer, the best thing to do in Warhammer Quest is probably to lump the armour types into brackets. I use the guide that for up to 2 points of Toughness conferred by armour in Warhammer Quest, the Warrior gains +1 to his armour save in Warhammer. I fiddled around a bit with this guide to come up with the table below. This is about the only definite guide to any subject you're going to get in this article!

CONVERTING TOUGHNESS TO ARMOUR

Toughness/Armour	+1	+2	+3	+4	+5	+6	+7	+8	+9
Saving throw	6+	5+	5+	5+	4+	4+	3+	3+	2+
Saving throw mod.	-1	-2	-2	-2	-3	-3	-4	-4	-5

EPIC

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

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

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CITADEL
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THE WARMASTER OF CHAOS

Abaddon the despoiler. Abaddon the arch-fiend. Abaddon who has led endless Black Crusades against the horrified worlds of mankind's fragile Imperium. An inhuman monster whose name has become a tenfold curse for the ten thousand years of terror and desolation he has rained upon the galaxy he once helped conquer in the name of the Emperor of Mankind.

Long ago Abaddon was a great hero, a mighty warrior who battled in humanity's wars of expansion and retribution. He was captain of the Luna Wolves' 1st Company during the Great Crusade, and followed Horus from ancient Terra to conquer the distant stars. The Luna Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. He worshipped the Warmaster like a god and Horus treated him as his most favoured son, indeed some whispered that he was in truth the clone-son of the Primarch himself, product of the earliest Primogenitor experimentation. None were prouder than he when the Emperor renamed the Legion the Sons of Horus in honour of the Warmaster's accomplishments in the Ullanor Crusade.

HORUS HERESY

When the Heresy came it was clear that Abaddon's loyalty was to his Primarch and not the distant Emperor of Mankind. He led the Terminator armoured Sons of Horus in campaigns on Istvaan, Yarrant and in the siege of the Imperial palace on Earth. Abaddon fought Imperial Fists Terminators aboard Horus's battle barge in the final trap the Warmaster laid to destroy the Emperor, and his anguish at Horus's defeat in that final conflict drove him deeper into madness and hatred than any mortal should ever sink.

Abaddon led the Sons of Horus in a furious counter-attack that reclaimed the body of his beloved Warmaster and drove the Imperial forces from his battle barge. For himself he took Horus's lightning claw, tearing it from the Warmaster's armour with a howl of hatred which echoed through the great ship. As the rebel fleet scattered in confusion, Horus's great battle barge disappeared into warp space and set course for the Eye of Terror. Abaddon passed from mortal space and into legend.



BLACK CRUSADES

When Abaddon returned it was at the head of a diabolic horde which ravaged entire systems around the Eye of Terror before the Imperium could muster the strength to halt it. Planet after planet fell in an apocalypse of fire and steel before his traitor legionaries. The hordes of Abaddon were only driven back at a bitter cost by the combined efforts of Titan Legions and Space Marine Chapters and this was but the first of Abaddon's "Black Crusades" against the Imperium. Abaddon dreams of forging a diabolic empire of his own from the blazing ruins of the shattered Imperium. Each world, each city destroyed, each life crushed, is a step closer to wiping the canvas clean so that he can make his mark upon the galaxy.

During the first Black Crusade Abaddon made many bloody pacts with the infernal powers. In the crypts below the Tower of Silence on Uralan

**By Andy
Chambers**

"An inhuman monster whose name has become a tenfold curse for the ten thousand years of terror and desolation he has rained upon the galaxy he once helped conquer in the name of the Emperor of Mankind."

Abaddon's
Wargear cards can
be found in this
issue's card
section.

Abaddon recovered a daemon sword of prodigious power. He battled his way through the haunted labyrinth to the great inner chamber where the blade had languished in stasis for

millennia. With the howling daemon blade in his fist Abaddon became nigh on unstoppable. Whole cities were burned in sacrifice to the ever-hungry daemons of Chaos, and entire armies were torn apart by gibbering warp entities. Abaddon's power swelled to inhuman proportions as the gods of Chaos rewarded him lavishly and he undertook acts of fiendish bravery which horrified those who stood against him.

"There is no peace among the stars, only an eternity of carnage and slaughter and the laughter of the thirsting gods."

ABADDON VICTORIOUS

At El'Phanor he led the charge against the gates of the Citadel of Kromarch. The Kromarch had built his fortress well. It had only one gate and that was solid adamantium fully three metres thick. Only one in ten of those that followed Abaddon through the barrage of fire from the walls reached the gates and there they were trapped by heavy bolters to left and right. But Abaddon held aloft his daemon sword, black fires burning along its edges, and swept it down with a deafening bellow of fury. The gates were harder than diamond and stronger than steel but they split like cordwood before that blow and daemons feasted on the Kromarch and his kin that night.

When the Blood Angels joined battle against the horde at Mackan, Abaddon singled out the sons of Sanguinius with cold, implacable fury. He led a band of Khorne Berzerkers into the teeth of the Blood Angels' Devastator positions. Only a handful of the Berzerkers reached the hilltop strongpoint, but even the Blood Angels' own assault troops could not dislodge the frenzied warband and recapture the bodies of their fallen comrades.

Abaddon has led twelve Black Crusades against the Imperium. Some have been great invasions of whole Legions of the lost and the damned, others have been vicious raids with only a few companies of the the most deadly Chaos Space Marines at his command. Each attack has sent the Imperium reeling and ravaged worlds close to the Eye of Terror. The High Lords of Terra live in fear of the day that Abaddon unites all of the Traitor Legions into an unstoppable horde and returns to play out the last acts of treachery begun by Horus ten thousand years ago.





ABADDON WITH HIS BODYGUARD OF CHAOS TERMINATORS

Abaddon the Despoiler

Abaddon the Despoiler, most feared adversary of the Imperium, has slowly but surely marshalled the forces of countless Traitor Legions to the point where he stands on the brink of challenging the Emperor himself, as Warmaster Horus did before him.



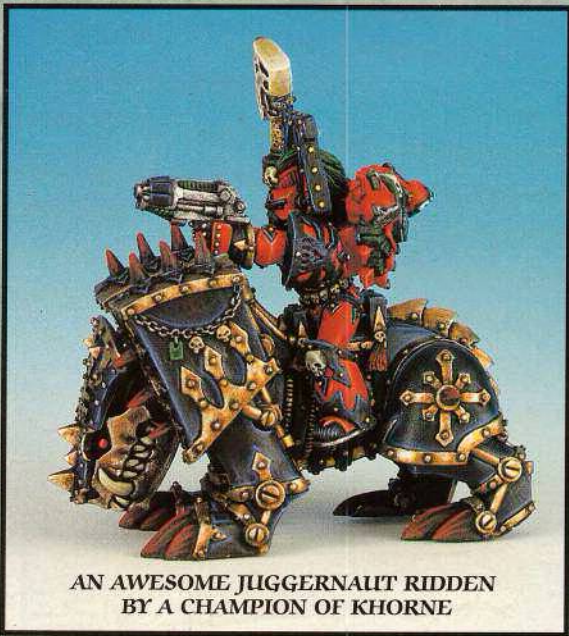
DETAILS OF ABADDON THE DESPOILER WITH THE DEADLY TALON OF HORUS



DETAILS OF ABADDON'S TERMINATOR BODYGUARDS (released next month) SHOWING THEIR LETHAL ARSENAL OF WEAPONRY

Juggernaut of Khorne

Nightmares given form, the Daemons known as Khorne's Juggernauts are terrifying to behold as they stride across the battlefield, crushing everything in their path. Neither machine nor beast, a Juggernaut is an obscene melding of both, whose flesh is brass and whose blood is liquid fire. Khorne's most favoured Champions are sometimes gifted the boon of riding a Juggernaut into battle.



AN AWESOME JUGGERNAUT RIDDEN BY A CHAMPION OF KHORNE



Leading his diabolic army of Chaos, the Warmaster Abaddon confronts Asurmen and his guard of Dire Avengers.



ABADDON THE DESPOILER, WARMASTER OF CHAOS 150 points
275 points including Wargear

Your Chaos force may be led by Abaddon the Despoiler, Warmaster of Chaos. If Abaddon is included in the force he must be its commander.

WEAPONS Abaddon is armed with the Talon of Horus, a single lightning claw with built-in storm bolter taken from the armoured suit of the Warmaster after his death. Abaddon also bears the daemon sword Drach'nyen.

ARMOUR Abaddon wears Terminator armour which has been blessed by the dark gods of Chaos (2+ save on 2D6).

WARGEAR As a Lord of Chaos Abaddon may have up to 3 Wargear cards. These must be the *Talon of Horus*, *Chaos Terminator Armour* and the *Daemon Sword Drach'nyen*.

MARKS OF CHAOS Abaddon has made infernal pacts with all of the gods of Chaos. His armour bears the marks of Tzeentch and Khorne so that it will nullify any psychic attack against him on a D6 roll of 4+ and adds +1 to its normal 3+ armour save to make it 2+ on 2D6. Nurgle and Slaanesh have also touched his body and mind, increasing his Toughness characteristic by +1 point (this is included in the profile below) and making him immune to psychology and Break tests.

Note that these Marks of Chaos are slightly different from those granted to more mundane Champions of Chaos (no frenzy or psychic powers for example).

STRATEGY RATING Abaddon has a strategy rating of 5.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Abaddon	4	8	7	5	6	3	7	4	10

SPECIAL RULES

CHAOS SPACE MARINE: Abaddon is a Chaos Space Marine and the usual Rapid Fire rules apply.

PSYCHOLOGY: Abaddon is immune to all psychology and cannot be broken. In addition, any unit led by Abaddon will be immune to all psychology and cannot be broken.

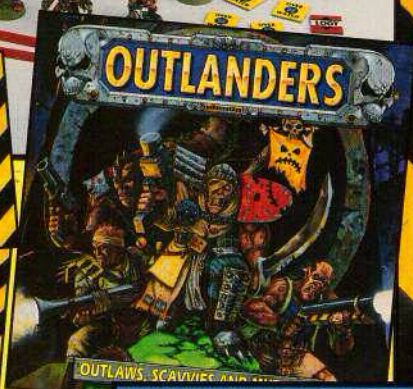
BODYGUARD: Abaddon may be accompanied by a bodyguard of up to four Chaos Space Marine Terminators chosen from the Chaos Space Marine army list. The Terminator bodyguard must maintain squad coherency with Abaddon, but they may use a dispersed formation if desired.

TELEPORT: Abaddon may teleport into battle at no additional points cost. If he is accompanied by a bodyguard of Chaos Space Marine Terminators they may also teleport with him at no additional points cost.

NECROMUNDA



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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.

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GOLIATH FIGHTER



CITADEL
MINIATURES

GLADE RIDERS

The Wood Elf Glade Riders belong to the Kindred of Equos. They patrol the Wild Heaths that surround the Forest of Loren, ready to chase away intruders. They ride Elven Steeds and keep herds of these swift and highly spirited horses in the secret Meadow Glades within the forest. Not only are the Glade Riders expert shots with the bow, but they are equally skilled at riding fast through thick scrub and between the trees of the forest.



SWIFT DEATH

GLADE RIDERS

The Forest of Loren is surrounded by open heath and downland with the occasional rocky crag, grove of stunted trees and plenty of scrub, bracken and heather. This belt of wild open land forms the outer border of the Wood Elf realm and is constantly guarded by the Glade Riders and charioteers of the Kindred of Equos.

When the Kindred of Equos migrated here from the coastal colonies they brought with them their herds of Elven steeds. They were the only one of the kindreds staying in the Old World who kept and bred horses. The other kindreds ventured deep into the woods but the Kindred of Equos made their home in the meadow glades and open heaths on the margins of the great forest, where their herds could graze and roam freely. In the scattered clumps of trees covering the hilltops they made their strongholds, hidden from view, but dominating the approaches into the forest.

Thus the Kindred of Equos assumed the role of guardians of the borderlands. The lords of the kindred ride out in chariots to challenge all comers. Their warriors are renowned as the Glade Riders, who ride down and harass any foes who dare to cross the open heaths and approach the Forest of Loren.

SPECIAL RULES

Move Through Woods

Glade Riders, like other Wood Elves, suffer no penalties for moving through woods. Note that in the Army List section of Warhammer Armies – Wood Elves, it states that Glade Riders must be in skirmish formation to benefit from this ability. This is incorrect, like any other Wood Elves, Glade Riders can always ignore the penalties for moving through woods.

Skirmish

Any Glade Riders may skirmish if you wish, as described in the Warhammer Rulebook.

Feigned Flight

Glade Riders may use a special tactic known as “Feigned Flight”. This means that they pretend to flee when in hand-to-hand combat, allowing them to escape destruction

by a more powerful enemy or even to lure the enemy pursuing them into a trap.

At the start of the hand-to-hand combat phase and before either side attacks, declare whether the riders are going to feign flight. They then test against their Leadership. If they fail, they stay and fight another round of hand-to-hand combat as usual. If they pass the test, they may attempt to flee out of combat.

Roll 3D6 to see how far they go. They get away the combined score in inches. Their hand-to-hand opponents think that they have broken and pursue as they would normally pursue fleeing enemy. If they catch the riders in the rear, they strike at them without the riders striking back, which means that the riders will probably lose the combat and the feigned flight will turn into a real flight. If the pursuers do not catch up with the riders, the riders may be turned to face the enemy and are ready to move again in their next turn.

Feigned flight cannot be used by riders who are trapped by a spell or fighting enemy to their flank or rear.

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5



By
Nigel Stillman

Elves are renowned for their speed and the Wood Elves are no exception. Their highly skilled cavalry can outpace almost any foes they face.



WOOD ELF WARHAWK RIDERS



Warhawk Rider with spear



Warhawk Rider with longbow



Warhawk Rider with spear



Warhawk Rider Champion



A patrol of Warhawk Riders surprises a band of Trolls and Goblins as they loot a burial mound



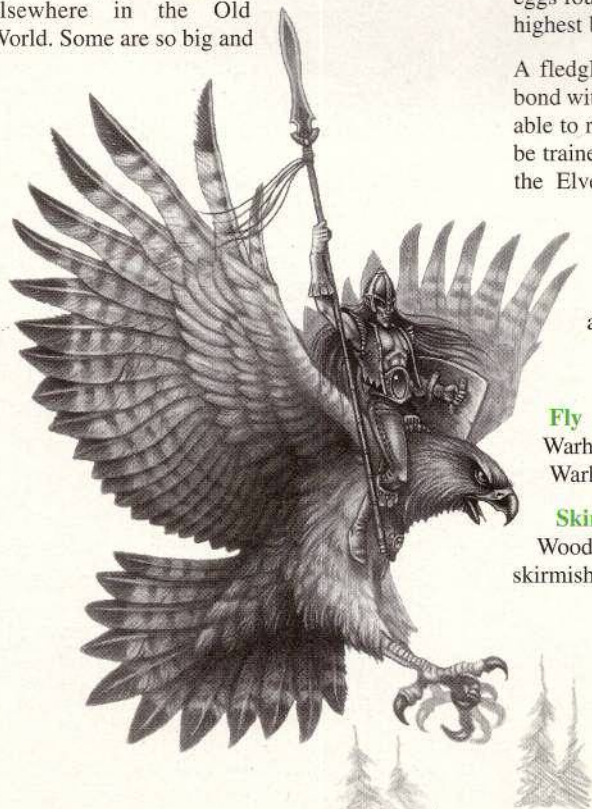
WARHAWKS

Many large birds of prey live in the forest, especially where it covers the foothills, ravines and crags of the Grey Mountains. These hawks and buzzards often grow to be far larger than similar species found elsewhere in the Old World. Some are so big and

have such a broad wingspan that they can carry a rider on their back. Some Wood Elves live among the crags inhabited by the great hawks and befriend them. One way they do this is by rescuing hatchlings or even hatching them from abandoned eggs found in nests among the pinnacles or in the highest branches of pine trees.

A fledgling raised by an Elf develops a strong bond with its master and eventually the Elf will be able to ride the fully grown hawk. The hawk will be trained to fight with its beak and talons. Since the Elves themselves live high up among the treetops in platforms of woven branches, it is a very useful skill to be able to fly above the trees. The Warhawk Riders can spot any intruders and swoop down to attack them.

Wardancers and Warhawk Riders close in on the Chaos Dwarfs as they invade the hallowed groves of the Forest of Loren.



SPECIAL RULES

Fly

Warhawk Riders can fly as described in the Warhammer rulebook.

Skirmish

Wood Elf Warhawk Riders always operate in skirmish formation.

	M	WS	BS	S	T	W	I	A	Ld
Warhawk Rider	5	5	4	3	3	1	7	1	8
Warhawk	2	4	-	3	3	1	5	1	7

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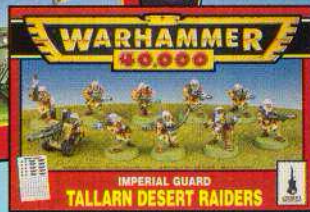
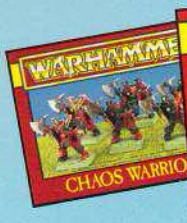


In June and July, Games Workshops Leamington Spa and Tunbridge Wells will have some crazy deals on miniatures, boxed sets, games, army lists and paints! What's more, there will be a **Grand Prize Draw**, free entry with any purchase! Just fill in a card, hand it in and we'll contact you if you win a prize. 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 is turn up on the day! Obviously, because there will be so much to do on each day we won't have any time to play games.

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Buy 3 boxed sets or blister packs for any one army and get the cheapest one absolutely FREE!



KARLOTH VALOIS AND PLAGUE ZOMBIES



Karloth Valois

Long ago the Redemptionist Crusade pursued the Zombie Master Karloth Valois into the darkness of The Abyss where he disappeared from the Underhive. However, there are those that maintain he is still alive, occasionally emerging at the head of a pack of foul Plague Zombies to wreak vengeance on those who persecuted and drove him out.

Karloth uses his special psychic abilities to draw sustenance from the souls of the living, leaving them an empty, lifeless husk. In this gruesome fashion he has managed to survive for far longer than any normal man, but his hunger constantly gnaws at him, reaching painful heights if he does not feed frequently.



Plague Zombie



Plague Zombie



Plague Zombie



Plague Zombie



Scawy Boss



Scaly with scatter cannon

SCAVVIES AND SCALIES

In pursuit of his own dark goals, Karloth has allied himself with the degenerate Scavvies on a number of occasions. In return for swelling their contaminated ranks with his enslaved Plague Zombies, the Scavvies and Scalies provide Karloth with fresh captives to feed his vast and unnatural psychic hunger.

WYRD PYROMANIAC

Many humans have latent psychic powers, but the Wyrds of Necromunda have learned to control their abilities and use them in a direct, conscious manner. They are ruthlessly hunted by the authorities, but this doesn't stop some gang leaders employing them to use their strange powers in battle.

The devastating energies Pyromaniac Wyrds can unleash make them a popular hired gun for the Underhive gangs of Necromunda. Whether he causes the enemy to spontaneously combust, conjures up a raging wall of flames or drives the foe out of cover with punishing goutts of fire from his fingertips, adversaries soon learn to fear the fiery power of the Pyro!



Wyrd Pyromaniac

ZOMBIE MASTER

By Andy Chambers

KARLOTH VALOIS

Karloth Valois is one of the many who fled into the Underhive to conceal some dark and terrible secret. In Karloth's case it was that he was a Wyrd, a human with latent psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City, he fled into the dark fastness of the hive bottom and headed into the wastes, as far from others as he could get.

Alone amidst the crawling horror of the badzones he soon weakened, and almost died many times. At the last, as Karloth foraged for a few miserable morsels of food he was pursued by relentless Plague Zombies, a pack of shambolic cadavers hungry for his flesh. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, worrying at his flesh like dogs. Karloth could sense the dim, sluggish minds of his devourers, their thoughts made jagged by instinct but still simpler than those of a child.

Fired by the strength of desperation Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the Zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little will remained to the Zombies so that he could maintain his own existence. In time the plague abated, and Karloth found that he still lived, after a fashion.

Somehow Karloth's powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance, firing their hunger or sharpening their wariness as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring: endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared throughout the Underhive as a soul-thief and life taker. Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favoured Valois and people became afraid of his very name. But the brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

WITCH HUNT

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of the Scavvies, but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned at bay and fought for his life. The Zombies and brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shrivelled husks, but the priests came on with the zeal of madmen and no Zombie could stop them. To evade them and avoid a heretic's fate Karloth cast himself over the brink into the mile-deep abyss below, shrieking his defiance of death.

Though the Redemption searched for weeks no trace was ever found of Karloth Valois' body. Underhivers knew they were mad to try, for nothing can ever be found in the Abyss unless it wants to be.



Karloth Valois leads his shambling minions into battle against the Spyrers.



Wyrd Power: Sense Thoughts.

Karloth can spot any hidden models within 18" if he can roll equal to or under his Leadership on 2D6. Karloth will be unaffected by the Perils of the Warp even if he rolls a 2 or a 12.

No Pain.

Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

No Fear.

Karloth ignores all Psychology and

never has to make Leadership tests to see if he loses his nerve. If the gang with Karloth bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

Black Crown.

Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy.

Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged or is in close combat, and he must have a line of sight to the target in order to attack. The Crown will affect one model within 9". Both players roll 2D6 and add their respective Leadership characteristics to the scores. If the scores are drawn or Karloth loses the attack has no effect, the victim is not even pinned.

If Karloth beats the victim's score he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically "down", do not make a separate Injury roll.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out of action must still roll on the Serious Injuries Table. The Black Crown will affect models that are already down, but it will not work on Plague Zombies.

Witch Staff.

The Witch Staff was a curious weapon used by Karloth, who claimed to have discovered it in a deep labyrinth. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound adding +2 to his Strength.

In addition to its function as a weapon, the staff is a potent protection against the Wyrd powers of others. If a Wyrd power affects a model within 18" of Karloth he can nullify its effect by rolling equal to or under his Leadership on 3D6.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

WEAPONS: Autopistol with red-dot laser sight, Witch Staff (see below), knife.

ARMOUR: Flak armour (6+ save, 5+ vs blast marker weapons).

SKILLS: *Sneak Up* and *Infiltrate* (Stealth skills).

WARGEAR: Black Crown (see below).

ALLEGIANCE: Karloth Valois will join any gang except Cawdor, Spyrers or Redemptionists.

RATING: Karloth Valois increases the gang's rating by +250.

PAYMENT: Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a *Rescue* mission to save their captured comrades, otherwise they're Zombie bait.

If Karloth is present in a gang he can summon Plague Zombies at a cost of 10 credits for each D6+1 Zombies. This cost is in addition to his payment.

BOUNTY: The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth Valois gives a -3 penalty to the roll on the Outlaw Table if the gang is reported.

SPECIAL RULES:

Wyrd Power: Zombie Master.

Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, you may add +1 to each dice roll for the number of Zombies summoned.

All Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, and then pick two dice for their move distance. Zombies in hand-to-hand combat within 9" of Valois also gain +1 to their Weapon Skill and +2 to their Initiative. This power works all of the time and doesn't need a Leadership test.



ME

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**GAMES
WORKSHOP**

EASY METAL MASTERCLASS

By Mike McVey

Sorry about the delay in getting out my second Masterclass on horses, but I'd just finished my Wood Elf diorama last month and I was dying to show it off! Promise I won't do it again! In the first article I concentrated on everything apart from the painting (assembly, and so on), pretty dull really. However, these are important stages, the preparation and planning play a large part in the finished look, so try not to skimp on them. All will be different this month as we're going to take a detailed look at colour schemes and markings.

IT'S EASY, REALLY!

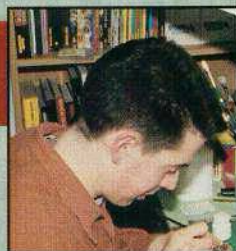
Firstly, I have to dispel some myths about how hard it is to paint horses. Rubbish! It's easy. Thinking about it, why should they be any harder to paint than anything else? They're highlighted, shaded and detailed in exactly the same way. The only potential problem arises when it comes to dealing with the large smooth surfaces, but there are ways round this too. Let's look at a couple of horses that I've painted, using two different techniques. Neither took longer than twenty minutes from start to finish. If you were working on several models at once for a unit, you could knock this down further by working on the other models while the paint was drying.

Chestnut: This model uses a wash technique to provide the shading, and varnish to give the coat a dull sheen. Use a white undercoat because the finished result needs to be nice and bright. The base coat is Vermin Fur, you'll need to give the whole model two coats to get a good even coverage. This is very important, if the colour is patchy it will show through later and spoil the model. When the base coat is dry apply a shading wash, this was mixed from chestnut and Brown Washes. When the wash is dry go back over the large areas with the base colour to smooth things out. The markings on the head and legs provide the finishing touches. To get the realistic sheen I used a satin varnish from a model shop. The problem with this is that you need white spirits or turps to clean your brush (and you won't be able to paint with it again, so keep it to one side).

Dark Brown: This horse was painted in a very different way from the chestnut, by using a black undercoat and drybrushing on the highlights. The overall effect is far darker, but still very striking, especially when coupled with a light mane and tail. A lot of people shy away from drybrushing as the effects are often too crude. In reality, drybrushing is a way to get fast and effective results if handled properly.

I prefer to use an old Large brush for horses rather than a Drybrushing brush as the results are a bit more subtle. The important thing is to build up the highlights slowly, making sure that there is a minimum of paint on the brush and it is applied lightly. I used four or five progressively lighter shades, gently flicking the tip of the brush over the model.

If you can see any brush strokes on the model, then you are being too heavy handed, wipe some more paint off the bristles and try again. Concentrate on the hind quarters, face and muscle definition on the legs. Don't expect too much on any one application of paint – you are aiming to build up the highlights slowly. When you are happy with the highlights there is no reason why you shouldn't apply satin varnish, as with the chestnut, to give the coat a vibrant sheen.



Following his brief diversion last issue, Mike gets back to horses. Most people baulk at painting horses, but as Mike shows, they're no different from any other model if approached in the proper manner.

Okay Mike, let us in on the big secrets...



Above: This chestnut horse was painted with layers of washes.

Left: The main colours on this darker horse were built up with several successive coats of careful drybrushing.

Each of these horses was painted in about twenty minutes.



These pages show a variety of attractive horse patterns, together with the colours and techniques that were used to paint them. All of the models shown here have been painted to a fairly high standard and are more suited to leaders and characters, rather than rank and file troops. Having said that, with a bit of practice you can usually find quick ways of doing things, and the techniques given on the previous page can quite happily be applied to any colour scheme. You just need to think a little bit about the different mixes of colour.

Please send your questions to:

**Mike's Masterclass,
White Dwarf,
Games Workshop,
Howard House,
16 Castle Boulevard,
Nottingham NG7 1FL**

Below: This Kislevite horse has been painted to look like it has actually been decorated. This is something that the historical Polish Winged Lancers used to do to their mounts, and if applied with a little subtlety can look really dramatic.



Left: White horses can be a bit tricky as they have a tendency to look grey. It is best to paint them in a colour that is just off-white first, then apply shading, and finally highlight with pure white. A good tip is to contrast the white with some brightly coloured reins and tack, as on this High Elf Reaver Knight.

PATTERNS AND MARKINGS



WHITE



STRIPED



**BLUE/
BLACK**

The colour of the hoof is dependant on the colour of the limb. Black hooves never appear on white limbs and vice versa. Striped hooves appear on any colour.



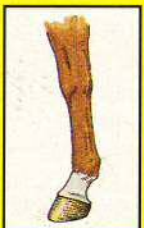
**ZEBRA
MARKINGS**

One of the best ways to get the horses in your army to look good is quite simple – make them look like horses! Look at real horses: their colours and markings work in certain ways. If you can capture this feel on your models, then you're a long way towards your final goal.

Try adding lighter coloured "socks" or "stockings" to a chestnut horse, or flesh-coloured markings to the face of a grey. I'm always harping on about this, but use reference sources – it makes life far easier and the end result much better. The diagrams in this box provide a start, but they're no substitute for looking at real horses (or at least some photos of them!)



**ERMINE
MARKS**



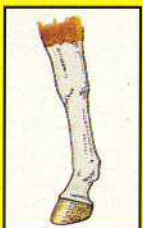
PASTERN



SOCK



STOCKING



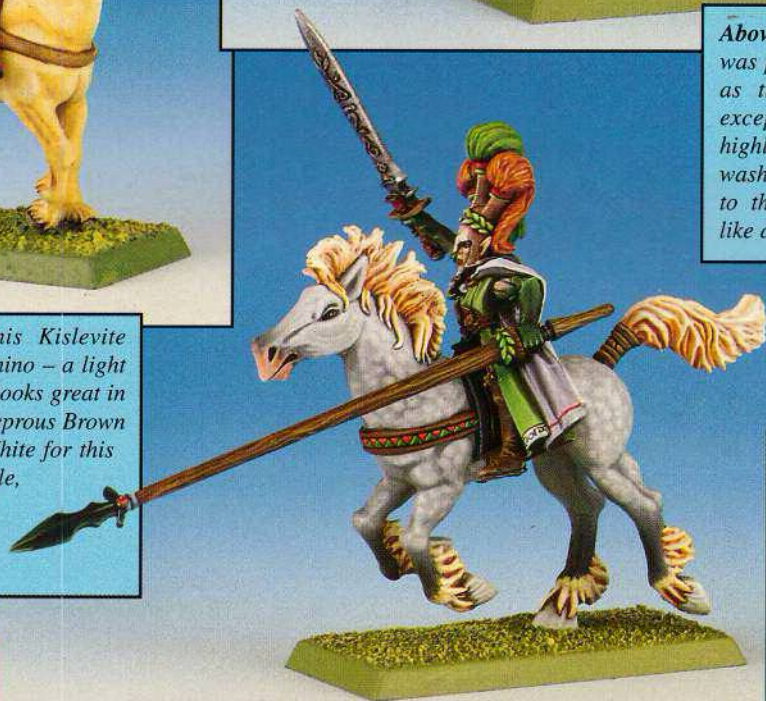
LEG



Above: The horse of this Kislevite standard bearer is a palomino – a light golden yellow colour that looks great in any non-evil army. I use Leprous Brown mixed with a little Skull White for this colour. Painting the muzzle, mane and tail in a warm light grey gives this a naturalistic look.



Above: This chestnut horse was painted in the same way as the one shown earlier except the coat was highlighted after the shading wash. A transfer was applied to the hindquarters to look like a branding mark.



Left: Whites and dapple greys are my favourite colour for Elven steeds, especially when contrasted with golden manes and tails as on this Wood Elf steed. The mealy muzzle was very easy to paint and really brings the face to life.



STAR



SNIP



LONG SNIP



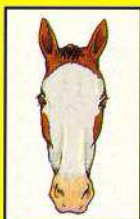
STRIPE



BLAZE



WHITE MUZZLE

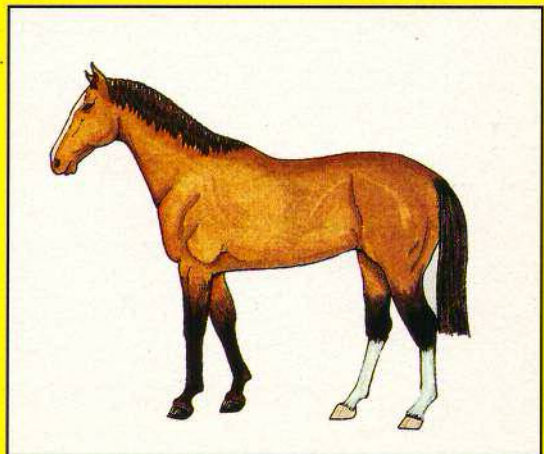


WHITE FACE



MEALY MUZZLE

This bright bay has black points (mane, tail and legs) with stockings on the rear legs and a white blaze on the head.



STAGE-BY-STAGE HORSE



1 After being undercoated with Citadel matt black spray, the horse's coat is painted a mid-grey mixed from Skull White and Chaos Black. The rest of the model is left black.



2 The next step is to add a bit of definition by applying shading. Mix a little black into the base colour and apply in the recesses. The mane and the tail are also shaded with this colour by thinning it down and applying it as a wash.



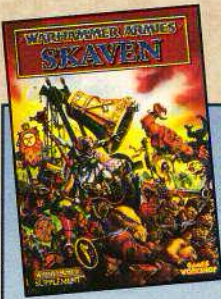
3 Highlights. Mix Skull White into the base colour and apply to the flanks and tops of the muscles. The mane and tail are given a light drybrushing with this colour.



4 The highlights are lightened with a little more Skull White. The hooves are painted Snakebite Leather, with a highlight of bleached bone. The snout is painted with Dwarf Flesh and highlighted with Skull White. Finally, the trim of the saddle is painted with Bestial Brown. The horse can be based up and varnished at this stage, or if you're feeling brave, go on to stage 5...



5 Dapples aren't as hard to paint as you might think, it's really just a question of patience and practice. Use a brush with a good point and paint-in roughly circular patches, working from the centre out. These colours are then highlighted with a spot of lighter colour – again working from the centre out, and so on. Good luck!



WARHAMMER

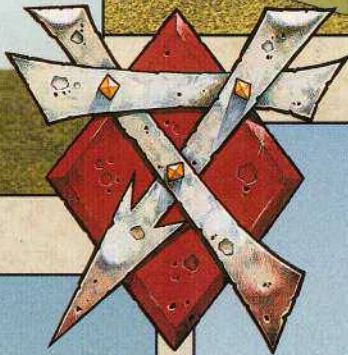
Model designed by Michael Perry.



VERMIN LORD



SKAVEN



Model designed by Jes Goodwin and Norman Swales.



SKAVEN SCREAMING BELL



Box contains self-adhesive banner

SKAVEN DOOMWHEEL

Model designed by Jes Goodwin and Norman Swales.

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



All models supplied unpainted. The Screaming Bell and Doomwheel are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. WARNING! Except for the Skaven boxed set, these products contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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AWAKENING OF THE WOODS

By
Steve Anastasoff
and
Tuomas Pirinen

Jake: Since arriving at the Studio, Tuomas, the newest recruit to the White Dwarf team, has been busily (and brutally!) carving himself a reputation as something of an impressive Warhammer General. With the Studio Wood Elf army growing larger and more awe-inspiring by the day, we thought that Tuomas might like the opportunity to prove his mettle against the warriors of Loren in a battle report, so here we are!

As usual, Steve and Tuomas fought the battle on an 8'x4' gaming table, making maps and notes to record the way the game went. These hastily scribbled ingredients, combined with in-game snapshots, were then all poured into the magical White Dwarf pot to produce the battle report you see on the following pages. OK, there's a lot of sweating under hot camera lights and cursing in front of keyboards, but who wants to know that?

In the darkness, a hundred red eyes glittered with malice as the Skaven sped along the roughly-hewn tunnel. Above their heads, the Forest of Loren slumbered in the pre-dawn glow, a few early rising creatures rustling through the undergrowth, blissfully unaware of the menace that crept a few yards beneath them.

The horde's progress was virtually silent – the odd hiss of breath as a tail was stamped on, or a weapon clinking against rusted armour were the only sounds to be heard over the almost inaudible patter of clawed feet on bare earth. Nothing lit the gloom, yet the Chaos ratmen moved forward with ease, their excellent vision piercing the darkness more effectively than any lantern or torch. The tunnel twisted and turned in its passage, as its excavators had encountered rocks or roots too large to move or cut through. As the army scampered onwards, it began to disperse, the Gutter Runners surging ahead of their brethren in eager anticipation. A narrow side entrance appeared ahead and the Skaven scouts split off, moving away from the bulk of the army, infiltrating deeper into the forest to poison its springs and streams, spreading disease and death through the Wood Elf camps.

The Skaven at the front began to quicken their pace even more, as a fresh breeze began to tinge the damp, still air with a hint of the overground. They were nearing the exit and within a few minutes they would reach their goal. They had so far evaded detection by the accursed Wood Elves and everything was going to plan. Then, suddenly, it all went drastically wrong.

It started with a hissed warning from the back of the horde, which came a second too late as the frontrunners encountered the mystical warding spells closing off the tunnel ahead. Green lightning coruscated across the dirt walls, leaping forth to strike down the unfortunate Skaven warriors. The magical energy arced from one ratman to the next, setting ragged clothing alight and burning flesh. The swarming Skaven broke out into panicked chittering as the screams of the dying resounded off the walls. As those at the

back crammed forwards to see what was happening, the smaller Skaven were thrust forward into the spells' effect, their bodies enveloped by the deadly lightning.

Soon the acrid smell of charred fur filled the tunnel and the horde froze, none daring to approach certain death. A massive dark shadow moved up from the back of the army, smashing aside the smaller creatures as it forged a way through the milling throng. The mutant Rat Ogre crushed aside its smaller cousins as Grey Seer Thanquol marched to the front of the column to investigate. More Skaven lay motionless, their spines shattered by Boneripper's heavy blows, their heads caved in by sweeps of his vicious claws.

"Fool-fools! Out of the way-way!" cursed Thanquol as he skittered forward in the wake of his massive bodyguard.

The Grey Seer slowed and sniffed the air, his eyes scanning the walls of the tunnel for the source of the spell. The gloom was briefly broken by a bright greenish glow which illuminated the Grey Seer's snarling face as he popped a small chunk of raw warpstone into his mouth. Shuddering slightly with the narcotic effect of the warpstone, the Council of Thirteen's agent gathered his power, seeking the obstruction. Above him he could feel the pulsing power of the Wood Elf ward-stone, his magical sight seeing the Jade magic seeping through the runes, channelling into the tunnel walls ahead.

Raising his claw, the Grey Seer extended his mind, feeling his way along the faint magical currents until he felt the surging power of the Lode-Rune. Exerting his will, the Grey Seer sent a blast of warp power writhing through the ground until it earthed itself in the Lode-Rune, overloading it with vile, dark, magical energy. The tunnel shook and part of the roof started to crumble as the watchstone began to vibrate with the disharmony raging through it. With a magical shriek and explosion of green flame, the stone shattered and the spell was broken.

"Quick-Quick, attack-attack! They will know we are here! Attack-attack now!"

WOOD ELF INTRODUCTION

Steve: For the past few months, I've been collecting my own Wood Elf army so it seemed reasonable that I should command the Elves. But against who? After a brief discussion we decided that they would face a horde of chattering Skaven, and so, armed with a copy of Warhammer Armies – Wood Elves, I set off to choose my savage defenders and come up with a clever plan.

My own Wood Elf host is themed around the Pine Crags of the Forest of Loren. Instead of painting it green, most of the units are done in sky blues and craggy greys, with lots of Warhawk Riders and Great Eagles. I decided that I would carry this theme over to the army I would choose for this battle. With this in mind I took a quick trip up to the figure cabinets to weigh up my options.

My first choice had to be the Wood Elf Lord mounted on his Forest Dragon. Reading the background of the Forest Dragons I discovered that they originate from the Chasm Glades, which fitted in well with my overall theme. And, of course, the model is just so beautiful that there was no way I could resist taking it. Building on my theme, I chose a unit of five Warhawk Riders armed with spears, and the four mighty Great Eagles we had painted.

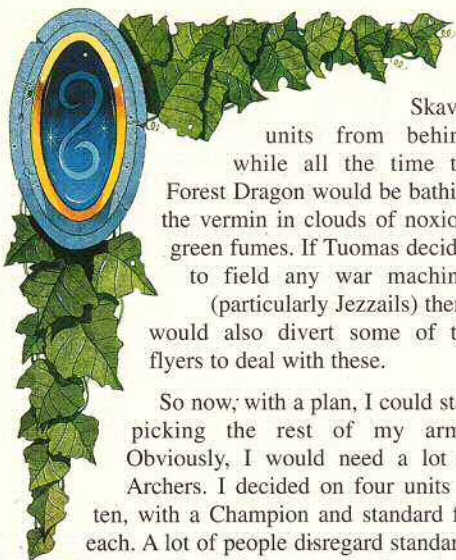
Before going on to choose the rest of my army, I decided to take a bit of time to plan out what tactics to use against the foul Skaven attackers, so that I would be better able to decide which troops would be most appropriate.

The Wood Elves and Skaven have two extremely different styles of fighting. While the Wood Elves are most happy keeping their distance to maximise the deadly effect of their Archers, the Skaven like to close as quickly as possible and overrun their foes with sheer weight of numbers. The Elves lack the strength, resilience or numbers to cope well in hand-to-hand combat, so I knew that once the Skaven reached my line they would quite easily be able to break me. My best chance would therefore be to annihilate as much of the enemy army as possible before they reached me.

This would make for an interesting battle. My primary goal would have to be to slow Tuomas' army down as much as possible, to buy more time for my Archers to whittle his force down to a manageable size. Luckily for me I had the perfect tool for doing this – my flyers. An extremely cunning plan was starting to form in my mind. On my first turn I would send all my Eagles, Warhawks and the Dragon flying high. They would then drop down behind the Skaven horde as it advanced. This would serve a whole host of purposes. Firstly, by landing within eight inches I could stop the Skaven march moving. This would effectively double the amount of time it would take them to cross the table, giving me twice as much time to shoot them up. Further, I would be able to maintain a constant threat of charging the



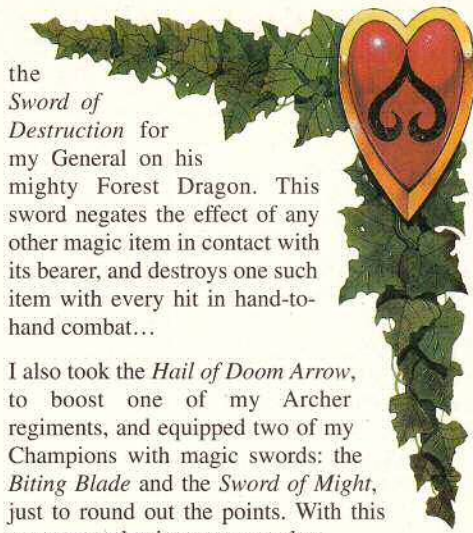
“A lot of people disregard standards for units of missile troops, but they don’t cost very much and can make all the difference if they get attacked in hand-to-hand combat.”



Skaven units from behind, while all the time the Forest Dragon would be bathing the vermin in clouds of noxious green fumes. If Tuomas decided to field any war machines (particularly Jezzails) then I would also divert some of the flyers to deal with these.

So now, with a plan, I could start picking the rest of my army. Obviously, I would need a lot of Archers. I decided on four units of ten, with a Champion and standard for each. A lot of people disregard standards for units of missile troops, but they don’t cost very much and can make all the difference if they get attacked in hand-to-hand combat. I also picked a unit of five Glade Riders, armed with longbows, to help them out. These would be able to ride around the flanks of the Skaven, helping the flyers with their harassment. It seemed unlikely that I would be able to completely destroy the Skaven army before it reached me, so I also wanted one or two hand-to-hand combat units to protect my Archers. A unit of ten Wardancers would do well – with their *Shadows Coil* war dance they could tie up an enemy unit for a turn until the flyers could charge in to finish them off. I also decided on a unit of Glade Riders armed with lances. They would be able to ride out and destroy regiments after the Archers had shot them up a bit. A Mage Lord would accompany this unit.

Finally, I had to pick my magic items. I’ve noticed recently that a lot of players tend to rely too much on magic items. To counter this I’ve started choosing my own items mainly to stop those of my opponent. The *Skull Staff* and *Ring of Corin* make a particularly effective combination for this. The *Skull Staff* identifies any magic items near the bearer, and the *Ring of Corin* then allows you to nullify those items. My mage took these two items, since the *Skull Staff* is for Wizards only, along with two *Dispel Magic Scrolls*. I then opted to take



the *Sword of Destruction* for my General on his mighty Forest Dragon. This sword negates the effect of any other magic item in contact with its bearer, and destroys one such item with every hit in hand-to-hand combat...

I also took the *Hail of Doom Arrow*, to boost one of my Archer regiments, and equipped two of my Champions with magic swords: the *Biting Blade* and the *Sword of Might*, just to round out the points. With this my army selection was complete.

Normally when we fight battle reports, we just get somebody to set up an interesting and balanced tabletop for us to fight over. However, with the Wood Elves having their own special rules for scenery placement, we decided to use these to determine the battlefield. As you can see from the map, this resulted in a very heavily forested table, which could only be good for me.

Before deploying we picked spells for our Wizards. Amber magic is very characterful for a Wood Elf army, as well as being very appropriate for my plan. Spells like *Tangling Thorn* and the *Curse of Anraheir* would be perfect for binding Skaven units while my Archers shot them up. For these reasons I took three Amber spells, as well as a single High Magic spell to allow me to trade in unwanted power cards. After exchanging unwanted spells, I ended up with *Tangling Thorn*, *Amber Trance*, *Awakening of the Woods* and *Coruscation of Finreir*. These would all be useful. *Awakening of the Woods* is my favourite spell in the game. The reason for this is that the spell is not cast directly on a unit, but rather on a section of forest nearby. This makes it a very difficult spell for your opponent to defend against, since magical protection on the unit itself (such as the *Amulet of Fire*) is useless.

Tangling Thorn would be great for slowing down his units, while I could use *Amber Trance* to deal with any of the powerful Skaven special characters that Tuomas might decide to take. *Coruscation of Finreir* would be useful for quickly moving my mage in close enough to use his *Skull Staff* and the *Ring of Corin*.

My deployment was straightforward. The Archers spread across the centre of my deployment zone, with both units of Glade Riders covering my right flank. The Wardancers started in the forest behind the Archers, ready to leap over their heads to engage the Skaven. The deployment of the flyers was less important, since they would be flying high as soon as possible, so I just placed them out of the way on my left flank.



CORMAC'S HOST OF LOREN

3000 point Wood Elf Army



Cormac Airt, Wood Elf General. He wields a lance and the *Sword of Destruction*, wears light armour and carries a shield. He rides the **Forest Dragon, Pren Draig**.



Taliesin, Wood Elf Mage Lord, riding an Elven Steed. He carries the *Skull Staff*, *Ring of Corin* and two *Dispel Magic Scrolls*.



5 Glade Riders with light armour and longbows.



7 Glade Riders with light armour and lances.



9 Archers with standard bearer, led by a **Champion, Eochaid**, who carries the *Hail of Doom Arrow*.



9 Archers with standard bearer, led by a **Champion, Bres**, who wields the *Sword of Might*.



9 Archers with standard bearer, led by a **Champion, Ossian**, who wields the *Biting Blade*.



9 Archers with standard bearer, led by a **Champion, Lir**.



5 Warhawk Riders with light armour, shields and spears.



4 Great Eagles



10 Wardancers.

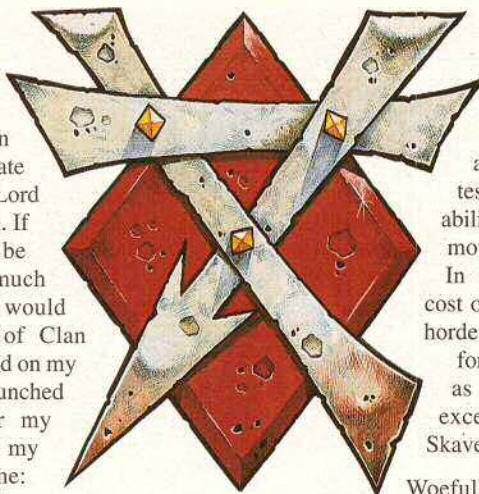


THE EVIL PLAN

Tuomas: The orders from the Council of Thirteen were clear: I was to eliminate the army of Wood Elf Lord Anastasoff once and for all. If I succeeded, I would be rewarded with much warpstone, but failure would surely bring the wrath of Clan Eshin. For hours I meditated on my choice of troops and munched warpstone to help clear my thoughts. I knew that my mission was a tough one: Wood Elves are Steve's favourite army and I would be facing the dreaded Wood Elf Archers, as well as the lightning-fast Glade Riders. As if this was not enough, I would also have to fend off the attacks of swift Warhawk Riders and Giant Eagles! But, as any wise Grey Seer will tell you (if he likes you), only a fool questions the Council of Thirteen...

The core of my army had to be Clanrats. They are cheap troops and form the natural backbone of most Skaven hordes. With 39 of them at my side, I was reasonably confident that they could survive the inevitable hail of arrows that the Elves were bound to unleash upon my troops. This is very important for Skaven, who rely on their massive numbers and the press of ranks to win the battle. The next biggest regiment in the cabinet was a 24-strong unit of Stormvermin. Although I rarely use the Stormvermin due their un-Skaven like points cost, I took a chance and fielded them.

I am a great fan of Clan Eshin troops – Gutter Runners and Assassins. Not only do the models really capture the feel of these particularly evil Skaven, but they are also amongst the best warriors the Skaven army can muster! The first of these troops I picked was a regiment of six Gutter Runners. I then decided to include two Skaven Assassins for each of my Clanrat, Gutter Runner and Stormvermin units. As if this was not enough, I decided that Deathmaster Snikch would join the army as well! I also picked three Rat



Swarms to soak up casualties and tie up any Elf regiments I did not fancy fighting. As the Swarms are immune to all psychology and break tests, I felt confident in their ability to stop Elven flanking movements for a turn or two. In addition, the Rat Swarms cost only 50 points for a Skaven horde (compared to 100 points for any other army), as long as their number does not exceed the number of the Skaven regiments in your army.

Woefully lacking in long-range attacks, I turned to magic for artillery of my own. I equipped my Plague Monk regiment with the *Banner of Wrath* to fend off those pesky Glade Riders. I decided to summon Thanquol the Grey Seer to deal with the opposition. Expensive though he is, he is also an extremely capable Wizard. He was equipped with the *Ruby Chalice*, *Sword of Fortitude*, *Crown of Command* and a *Power Scroll* to finish off.

My Battle Standard Bearer brought the magical *Scarecrow Banner* with him, for I was painfully aware of the numerous Giant Eagles that roost in the miniature cabinets. With this item I could be reasonably sure that my main Clanrat regiment would be safe from the unwelcome attentions of Steve's giant birds of prey. I feel that *Skavenbrew* is absolutely essential for any Skaven army, and thus I included a Champion in my Clanrat unit, equipped with this potent magical beverage. With a Champion and a Warlock Champion leading my Stormvermin, and an additional Chieftain for my Clanrats with a few minor magic items, I felt I had all the characters I needed.

With my troops chosen, it was time to devise a suitable plan to crush the puny Elf-things. Skaven are suited only for offensive warfare, but I would need to guard my flanks as I attacked, a job I gave to my Rat Swarms. I wanted to keep the Stormvermin regiment near my "main block", if at all possible, so the regiment could benefit from Thanquol's Leadership of 10 and the *Banner of Arcane Protection* could shield my Clanrats from spells in return. Otherwise, my regiments were to scuttle into combat with the Wood Elves as soon as possible – hopefully the sheer weight of numbers should crush any opposition.

The Gutter Runners were to engage the enemy as soon as physically possible, tying up the cursed Elven Archers wherever and whenever they could. My main regiments would surge forward, hopefully sped up by the *Skavenbrew* and spells like *Skitterleap* and *Death Frenzy*. I knew that the battle would be extremely hard-fought, but the eyes of the Horned Rat were upon me and I did not dare to show any fear. Attack-attack, death to the puny Elf-things!

"...I then decided to include two Skaven Assassins for the Clanrats, Gutter Runners and Stormvermin units. As if this was not enough, I decided that Deathmaster Snikch would join the army as well!"





THANQUOL'S RAIDERS

3000 point Skaven Army

39 Clanrats with light armour, shields and a standard. The regiment is led by **Grey Seer Thanquol**, wearing the *Crown of Command*, carrying the *Ruby Chalice* and a *Power Scroll* and wielding the *Sword of Fortitude*. He is accompanied by **Boneripper**. The unit contains **2 Assassins**. The unit also contains a **Champion, Lisk**, who carries some *Skavenbrew*, and a **Chieftain, Neekit**, with a *Strength Potion*, the *Power Stone of Le Marquis*, and wielding a halberd. **Thirkisk**, the **Battle Standard Bearer** is also present with the *Scarecrow Banner*.



Deathmaster Snikch, With the *Cloak of Shadows*, *Bands of Power* and *Boots of Flight*.



16 Plague Monks with additional hand weapons and the *Banner of Wrath*.



4 Plague Censer Bearers.



24 Stormvermin with light armour, shield, Halberds and the *Banner of Arcane Warding*. The unit contains **2 Assassins**. They are led by a **Champion, Barisk** carrying the *Battle Stone of Le Marquis*. A **Warlock Champion, Sneekit**, also accompanies the unit, with his *Mystic Maze* scroll and a *Warpstorm Scroll*.



6 Gutter Runners with additional hand weapons, nets, throwing stars, slings and light armour. The unit contains **2 Assassins**.



3 Rat Swarms.



Doomwheel.





Once in position, the Archers let fly – as one their arrows tore into the Skaven. Three regiments targeted the Clanrats, but no sooner had the first arrow struck home than a red mist closed over the enemy unit, clouding it from view.

The *Ruby Chalice* had been anointed with the blood of the first fallen rat-creature, clouding the aim of the Elven Archers. Several arrows still struck home, felling four of the Clanrats. The fourth Archer regiment, together with the bow-armed Glade Riders, let loose upon the Plague Monks. However, made tough and resilient through their exposure to disease and contagion, not a single Plague Monk fell.

WOOD ELF TURN 1

Steve: The sound of beating wings drowned out the chattering of the Skaven as the Wood Elves took to the sky. Warhawks, Great Eagles and the Forest Dragon all flew high, ready to swoop upon the tide of vermin that threatened their hallowed pine groves. On the ground, the Glade Riders swung around the right flank, the Archers closing the distance between themselves and their enemies to maximise the effect of their bows, while the lancers turned outside, moving to harass the Skaven flank. The main battle line held firm, with only Lir's Archer regiment on the far left flank wheeling to see their targets better.

The winds of magic blew strong, with eleven magic cards being dealt. To increase his mobility to that of his flying comrades, Taliesin the Wood Elf mage attempted to cast *Coruscation of Finreir* on himself, but this was swiftly dispelled by the powerful Grey Seer Thanquol. The Plague Monks then unbound the dark sorceries of their *Banner of Wrath*, targeting the energy at the Glade Rider Archers, but only managing to blast a single Wood Elf horseman with the magical lightning.

To weaken the great powers opposing him, my mage then engaged the Skaven Warlock in a *Mental Duel*. With a scream of pain, the Skaven's

The Wood Elves prepare their defence as the Skaven horde surges forth from the Under-Empire to attack the Pine Crags of Athel Loren.



mind was overloaded with the savage fury of the wood wizard. The *Putrefy* spell would be lost to him for the remainder of the battle. Grey Seer Thanquol began preparing to cast *Skitterleap*, but the verminous magic was swiftly dispelled by the Wood Elf Mage Lord, aided by his *Skull Staff*.

Drawing on his last power, my mage countered, calling on *Awakening of the Wood* to destroy the Gutter Runners, whose very presence defiled the woods in which they had concealed themselves. The Skaven had no protection against the unleashed rage of the forest, and with a double six rolled for the spell effect, the entire unit was swiftly and brutally torn apart!

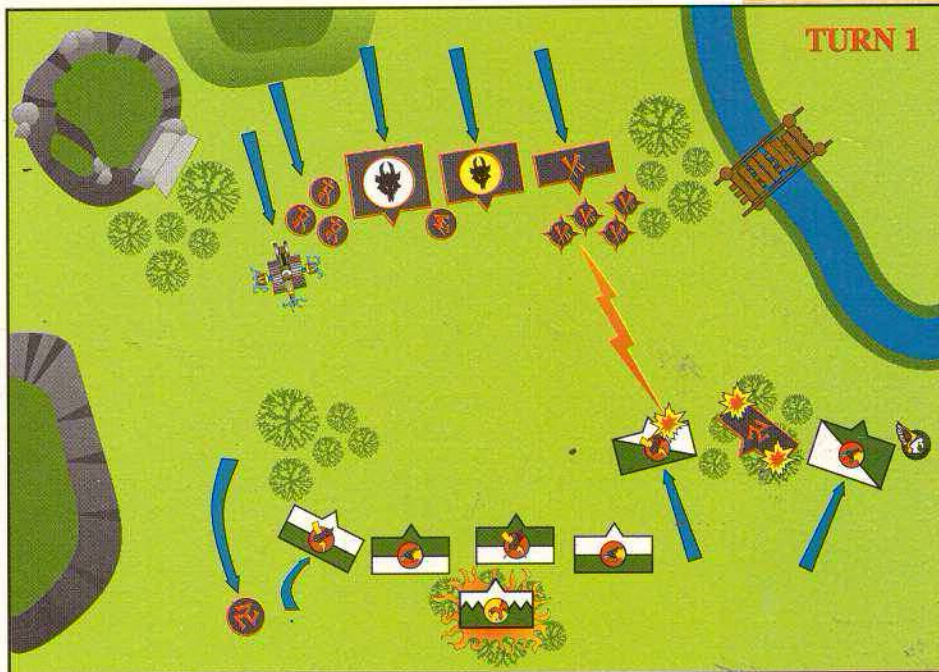
The Skaven then drew on their *Power Scroll* to cast *Death Frenzy* on the Clanrats. Taliesin had no choice but to expend a *Dispel Magic Scroll* to counter this magic. Still the corrupt sorceries of the Skaven kept coming, as they called on the power of a *Warpstorm Scroll* to bring down the Wood Elf flyers. Again, Taliesin had no choice but to use his last *Dispel Magic Scroll* to counter this. Finally, Deathmaster Snikch cast the spell locked in his *Bands of Power* to double his strength for the forthcoming combat.

SKAVEN TURN 1

Tuomas: Following the chattered commands of Thanquol, the Skaven army surged forward. The huge Clanrat regiment advanced, supported by the Stormvermin and Plague Monks. The Doomwheel rumbled forward, with the rats inside its wheels providing a tremendous momentum to move it a nice, long 15". The Rat Swarms moved up next to the monstrous machine, setting their beady eyes on the Archers on the left flank of the Wood Elf army.

Deathmaster Snikch sneaked up behind the Archer regiments, using his magical *Boots of Flight* to manoeuvre himself into position to charge the Elves next turn. He reached deep inside his cloak to produce a poisoned throwing star, a deadly weapon that he had acquired from his travels to distant lands. With unerring aim he picked out one of the Wood Elf Archers. Driven by the tremendous force of the *Bands of Power*, the throwing star struck the Elf, who quickly succumbed to the deadly, poisoned missile.

The magic phase started with the Plague Monks once again summoning the power of the *Banner of Wrath*, and the malevolent lightning wiped out



all of the Glade Rider Archers! Raising his hands towards the heavens, the Wood Elf mage called upon the *Coruscation of Finreir* to lift him high above the battlefield, safe from the milling Skaven below. Thanquol struggled to dispel this enchantment, but to no avail, and the Elf was lifted into the sky. Thanquol then attempted to cast *Skitterleap* once more, but the spell was dispelled by the mental powers of Taliesin.

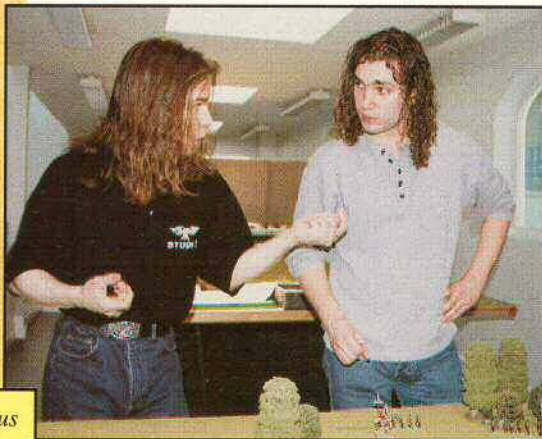
Furious because of this failure, Thanquol pointed his claw towards the forest directly opposite the Clanrat regiment, calling on the *Scorch* spell to flay his enemies. The forest caught fire, and the Wardancers hiding inside the woods suddenly found flames leaping up all around them...

WOOD ELF TURN 2

Steve: The flying host of Wood Elves dropped down behind the Skaven horde this turn, surrounding them. There would be no escape for the defiling vermin. The Warhawks charged into the Doomwheel, which turned and fled rather

Tuomas makes numerous saving throws as the Wood Elf Archers hit home with their customary deadly volleys of arrows.





Steve looks dubious as Tuomas explains one of the more obscure implications of the rules!

then face the elite riders in hand-to-hand combat. The Great Eagles and Forest Dragon landed just behind the Skaven, threatening to charge them from behind. This would also stop their march moves, buying valuable time for the Archers.

Meanwhile, the remaining unit of Glade Riders continued to swing around the right flank, moving into a position where it could threaten the Plague Monks. The Wardancers bounded out of the *Scorched* forest that they had been hiding in, to save themselves from certain death amongst the dark flames. They would seek revenge for this wanton destruction later! Finally, the mage rode out upon his *Coruscation of Finreir* next to the Plague Monks, probing the Skaven's magical defences with his *Skull Staff*.

All four units of Archers this turn loosed their flights of arrows against the Stormvermin, ignoring the Clanrats sheltering behind the bloody sorcery of the *Ruby Chalice*. Eochaid also let fly

The Warhawk Riders swoop down on the Skaven Doomwheel, driving it away before it can cause any damage.



with his *Hail of Doom* arrow, which multiplied in flight until eleven shafts fell upon the hapless rat-beings. Fourteen less Stormvermin remained standing after the volley reached its target, but those that were left held their ground, passing their panic test! The Forest Dragon then unleashed its deadly breath attack across the Stormvermin and into the Clanrats. Another of the elite regiment fell to the noxious fumes, as well as five of the Clanrats. Again there was no hand-to-hand combat to resolve and so we passed on to the magic phase.

This turn the fury of the forest was unbounded, with the Wood Elves being dealt the *Total Power* card. This was used straightaway to try and bind the Clanrats within the magical vines of the *Tangling Thorn*. However, the unit would still gain protection from the proximity of the Stormvermin with their *Banner of Arcane Warding*. Rolling for the effect of the banner, the spell was deflected... right onto the Stormvermin unit itself! Not quite the result I was looking for, but satisfactory nonetheless. There would be one less unit for the Elves to worry about, at least for the time being.

Once again the Plague Monks lashed out with their *Banner of Wrath*, this time at the remaining unit of Glade Riders, but to no avail. Not a single Wound was inflicted upon the Elven riders. However, determined to make this the last time that the Plague Monks would have the opportunity to use their magic standard, the Wood Elf mage called upon the power of the *Ring of Corin* to vanquish the *Banner of Wrath*. This was successful, and the magic of standard was drained for the rest of the battle. Thanquol again tried to cast *Skitterleap*, and this time was successful, transporting Boneripper into the unit of Archers covering the right flank of the Elven battle line! Finally, Thanquol again attempted to cast a *Death Frenzy* on his Clanrats, but still the Wood Elf mage was able to counter the spell before it could take hold.

SKAVEN TURN 2

Tuomas: The flames ignited by the *Scorch* spell died down and the Skaven army continued its advance (Steve's tactic of stopping me marching was really slowing me down). All except Deathmaster Snikch who charged the Wood Elf Archers in the rear! The Warlock Engineer driving the Doomwheel brought the grinding momentum of the machine to halt and turned it to face the Wood Elves again.

The Champion of the Archer regiment drew a deep breath and bravely challenged Boneripper to single combat. The mutant creature reached for the hapless Elf, disregarding the desperate slashing of his sword. There was a terrible crunching sound as Boneripper broke the back of the



The advancing Skaven are surrounded by the Wood Elves. They must fight their way free or die in the attempt!

Elf Champion and tossed the mangled body aside. But despite the horrific death of their leader the Archers held firm, taking courage from their standard and leaving the combat a draw.

The magic phase began with Thanquol furiously gulping down a piece of warpstone, only avoiding becoming a Chaos Spawn due to his innate resistance. He called upon the fury of the Horned Rat himself and cast *Death Frenzy* on his unit of Clanrats. Seeing the deadly danger that this represented to his force, the Wood Elf mage concentrated and dispelled the dreaded spell.

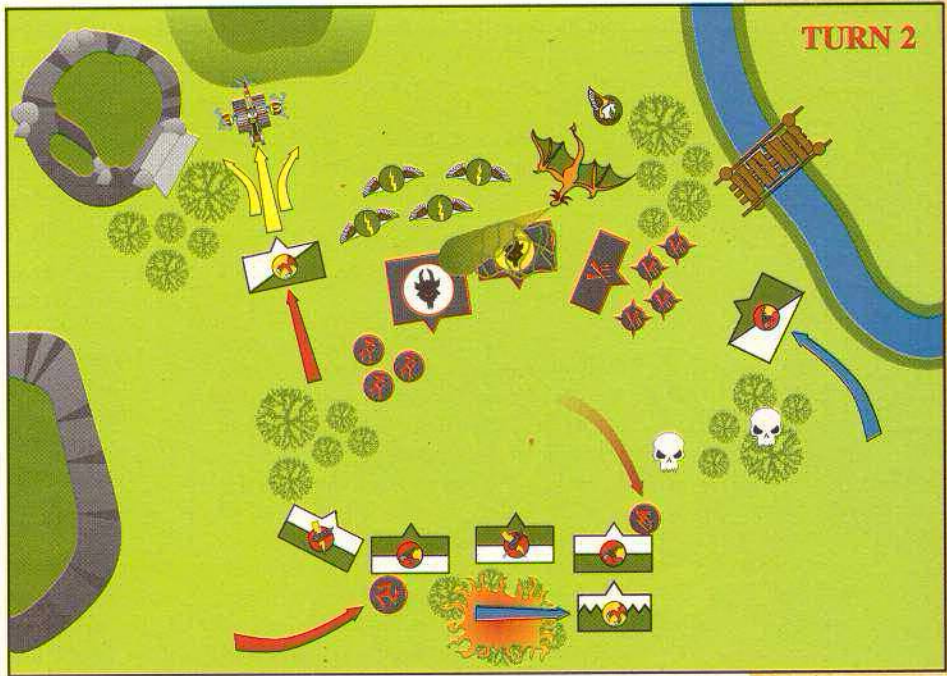
The Elf mage lifted one delicate hand and unleashed the destructive power of the *Ring of Corin*. However, the target, the *Banner of Arcane Warding* borne aloft by the Stormvermin, proved far too powerful for this cunning enchantment.

Riders backed away from the Plague Monks, the Great Eagles, Dragon and Mage Lord all continued manoeuvring behind the Skaven, slowing them down and maintaining the constant threat of an attack from behind.

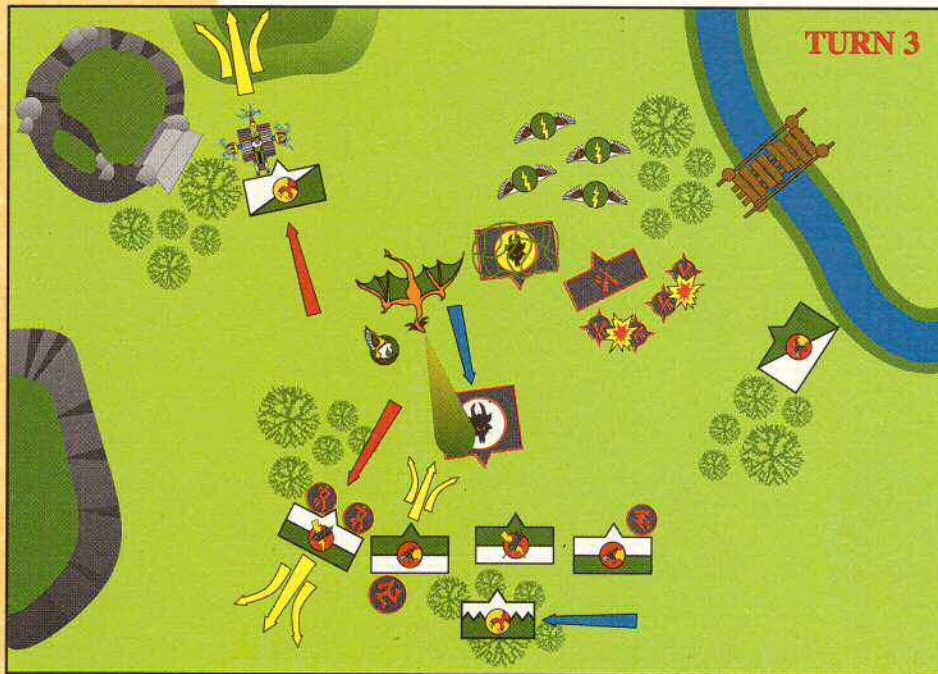
With half of the Archer regiments now engaged in hand-to-hand combat, only two were left to loose volleys at the oncoming enemy. On the left flank, the Archers managed to slay one of the Rat Swarms as it skittered towards them, while the central regiment slew another three Stormvermin with its arrows.

**WOOD ELF
TURN 3**

Steve: The Warhawks again charged the Doomwheel which this time held its ground and prepared to try and fight off the deadly riders. With the *Scorch* now extinguished in the woods, the Wardancers were able to bound back into the cover of the forest behind the central Archers regiment. As the Glade



TURN 3



To end the turn, the Wood Elf mage used the *Ring of Corin* to drain the power of the *Scarecrow Banner*, making the Clanrat unit more vulnerable to an attack from the Dragon, Great Eagles and Warhawk Riders, should they choose to charge.

SKAVEN TURN 3

Tuomas: The Rat Swarms charged the Wood Elf Archers, who stood their ground and unleashed a volley of arrows in response. Eight arrows found their mark and inflicted six Wounds, but as Swarms are immune to all types of psychology, there was no panic test to take. The Clanrats advanced, still hindered by the presence of

the Wood Elf flyers that forced them to move cautiously. The Plague Monks turned to face the Giant Eagles, with the Censer Bearers forming a shield against any charges by the Glade Riders.

The Rat Swarms tore into the Wood Elf Archers, killing two of their number. Horrified by this ferocious assault, the Wood Elves failed to cause any Wounds in return. Their morale broke and they fled blindly, outrunning even the swiftly pursuing rats. Deathmaster Snikch struck left and right, killing four Archers. This savage attack was too much for these Archers, who had already lost their Champion, and they broke and ran. The Deathmaster pursued, his magical *Boots of Flight* enabling him to catch the fleeing Elves easily. The Weeping Blades took their toll and soon the whole regiment lay dead all around the victorious Deathmaster, who raised his head and squeaked his triumph to the skies. Boneripper continued to punish the Archer Regiment, crushing two of them with his massive paws. But the rest of the Elves held their ground, and the struggle ended in another bloody stalemate.

The Doomwheel was not faring as well, however, with five Warhawk Riders harrying the Skaven war machine. The combined efforts of the Elves and their flying steeds killed three of the rats of the Doomwheel. The remaining rats and the Warlock Engineer fought back, but failed to kill any of the Warhawk Riders swarming around them. The Doomwheel failed its break test and was forced to flee, but was easily caught by the pursuing birds of war and torn apart.

In the magic phase Thanquol cast the deadly *Plague* spell against the Archers opposite the Clanrat regiment, but once again the Wood Elf mage proved to be the stronger as he scattered its vile power to the winds of magic. In response, the

The Dragon then breathed its noxious fumes over the Clanrat regiment, killing a further three of the verminous fighters.

The Warhawk Riders swooped around the Doomwheel, inflicting two Wounds on the rats and damaging the warpstone generator, but not without loss themselves. The Engineer managed to bring down one of the mighty birds and its rider. Meanwhile, on the main battle line, both Deathmaster Snikch and Boneripper only managed to kill a single Archer. However, with the regimental standards, both combats were held to unlikely draws.

And so we came to the magic phase. At this stage, it really seemed that Thanquol was the greatest threat, with his devastatingly powerful magic and the *Crown of Command* keeping his units in order. Taliesin, the Wood Elf Mage Lord, therefore set himself the task of eliminating the sorcerous foe with the *Amber Trance* spell. However, Thanquol was just too strong and easily managed to shrug aside the spell.

In reply, the Grey Seer once again tried to *Scorch* the forest in which the Wardancers lay in wait, but it failed to catch fire.

With a vengeance, the Wood Elf mage once again called upon the *Awakening of the Woods*, casting the spell on the forest near the Plague Monks. Its boughs and vines shook as a fierce wind ripped through the forest, hurling a storm of lethal debris at the Skaven. Seven hits were inflicted, and all of the Plague Censer Bearers were slain!

Thanquol then attempted to cast a *Plague* upon the Archers in front of him, no doubt hoping it might spread to the Wardancers as well. But the Wood Elf mage was easily able to counter this threat.

“The Weeping Blades took their toll and soon the whole regiment lay dead all around the victorious Deathmaster, who raised his head and squeaked his triumph to the skies.”





The Clanrats find themselves attacked simultaneously by the Wardancers from the front and Cormac Airt on his Forest Dragon from behind!

Ring of Corin shattered the *Strength Potion* carried by Chieftain Neekit, who could only shake his fist in frustrated fury. The Wood Elf Mage Lord then challenged the Warlock Champion to another *Mental Duel*, ripping the last spell from the mind of the unlucky Skaven.

Thanquol summoned his power to dispel the *Tangling Thorn* preventing the Stormvermin from joining battle, but to no avail. The Elven spell proved too strong for him to break and thus the magic phase was brought to an end.

WOOD ELF TURN 4

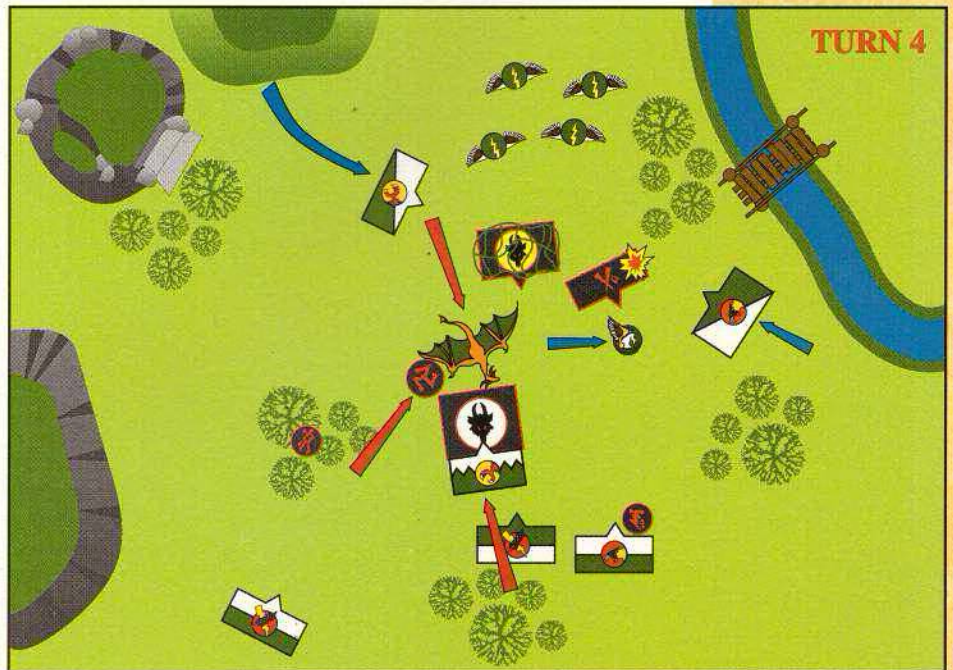
Steve: Well, it was make or break time this turn.

The dangerous unit of Clanrats was close enough to charge if I gave it the chance, and I knew that would spell the end for my Archers and probably the Wardancers as well. This only left one option – charge them first! The Wardancers leapt and bounded over the heads of the Archers in front of them to engage the Skaven unit in the front, while Cormac Airt charged into their rear on his Forest Dragon, Pren Draig.

Meanwhile, the Glade Riders and Great Eagles moved into position to launch a coordinated charge against the Plague Monks next turn, with the Warhawks positioning themselves to be able to help wherever needed. The Archers on the left flank had rallied and were now facing back against the remaining Rat Swarms. The

central Archers just wheeled slightly to improve their fire against the Plague Monks. Loosing another volley, this time against the Plague Monks, the regiment was able to slay three more of the pestilent vermin.

Now was the critical moment: the hand-to-hand combat phase. As Cormac Airt charged, two shadowy forms emerged from the Skaven regiment – a pair of Assassins leaping to attack him! Although they scored several hits, they still only managed to inflict a single Wound before being torn apart by the fangs and claws of Pren Draig. The Wood Elf Lord himself slew two of the Clanrats with his lance. Tumbling and spinning in



a frenzied dance of destruction, the Wardancers utilised their *Whirling Death* attack, which coupled with their two hand weapons gave them three attacks each, for a grand total of thirty attacks! More than twenty of these hit, but altogether only eight more of the Clanrats fell.

Steve rolls a veritable bucket-full of dice as the Wardancers unleash their deadly Whirling Death attack.



It was then the Skaven turn to fight back, which they did with a vengeance. Even the near supernatural speed and agility of the Wardancers was insufficient to save them from the sheer brutality of the Skaven characters, and seven of their number fell. This had been a bloody round of combat indeed, with nineteen dead littering the ground around the combatants, but the Wood

Elves had emerged on top, at least for the time being. However, inspired by the *Crown of Command* worn by Grey Seer Thanquol, the remaining Skaven stayed with the fight. Meanwhile, Boneripper had managed to kill one more of the Archers, but once again the combat was a stand off, due to the regimental standard.

The mage Taliesin was lucky enough to draw upon *Total Power*, calling yet another *Awakening of the Wood*, which this time slew three Plague Monks. All that Thanquol could manage in return was to *Skitterleap* himself into hand-to-hand combat with Cormac Airt.

SKAVEN TURN 4

Tuomas: Deathmaster Snikch, the scourge of princes, charged the Forest Dragon locked in combat with the Clanrat regiment, his magical *Boots of Flight* easily allowing him to reach the huge creature. Feeling no fear he readied all three of his weeping blades, eager to test them on the Elf noble. The Rat Swarm that had broken the

Wood Elf Archers scuttled inside the woods to their right, needing a safe hiding place from the Elven arrows. The Plague Monks turned to face the threatening Elf cavalry, still unable to charge any of their opponents.

In the huge battle between the Clanrats, Wardancers and the Wood Elf General riding his Dragon, the Deathmaster waited for the right moment, seized his chance and struck. Despite the power of the *Sword of Destruction* carried by the lord of the Wood Elf host, his poisoned swords slashed the Wood Elf General's throat wide open. The wound was mortal and the Elf noble tumbled down from his lofty perch. With a triumphant shriek the Deathmaster raised his weapon and licked it clean of the Elf's blood.

Thanquol struck the great Dragon with his blade, but the woodland monster proved too tough for him to wound. The Dragon, enraged by the loss of its master, unleashed a furious assault of claws and fangs against the unfortunate Grey Seer. Two of Thanquol's followers suffered an unfortunate fate instead of the Grey Seer (because of his special ability), but he still lost three Wounds.

The Wardancers performed their *Shadows Coil* war dance, so no blows were struck between them and the Clanrats. Inspired by the *Crown of Command*, the Skaven passed their break test and prepared for another deadly exchange of blows. The winds of magic provided five



cards and the spells started with Thanquol casting *Plague* once more against the Archers in front of the Clanrat Regiment. But the Wood Elf mage could already follow the formula of the spell and easily dispelled the Grey Seer's dark sorcery.

Deathmaster Snikch again summoned the magic contained in the *Bands of Power*. The presence of the *Sword of Destruction* had broken their enchantment before, but this time the Wood Elf mage simply dispelled it.

WOOD ELF TURN 5

Steve: It was time to deal with the *Plague Monks* and *Stormvermin* once and for all. The *Great Eagles* and *Glade Guard* charged the former of these two, while the *Warhawks* engaged the latter, still bound by the *Tangling Thorn*. The Archers on the left flank, who rallied last turn, advanced back into better firing positions, while Taliesin closed in on the *Clanrats*.

With no shooting, we passed straight into the hand-to-hand combat phase. Once again, Boneripper only managed to kill a single Elven Archer, so inevitably the unit held fast, the last survivors gathering tightly around their standard. The *Warhawk Riders* managed to slay three of the *Stormvermin* with their spears, but the unit passed its break test, saving itself from total destruction, at least for the time being. The *Glade Riders* and *Great Eagles* easily managed to tear apart and ride down nine of the *Plague Monks*, cutting down the remaining few as they fled.

Pren Draig, enraged by the death of his lord, vented his rage against Grey Seer Thanquol. Despite his uncanny survival ability, the Skaven General was torn asunder by the mighty claws of the *Forest Dragon*. The *Wardancers* slew one more of the *Clanrats* with their *Whirling Death*, before all three of the remaining *Elves* were brought down by the fierce Skaven characters they faced. Overall, the combat was won by the Skaven, and, with his mighty bestial anger spent, Pren Draig was driven off, out of the battle for the last turn.

Yet again the flow of magic through the forest gave

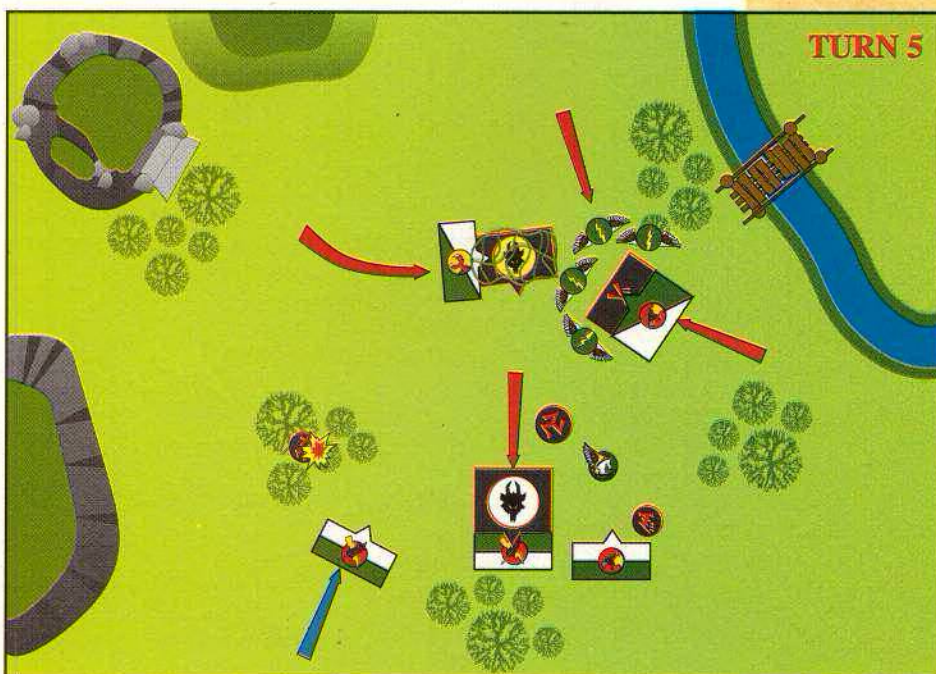


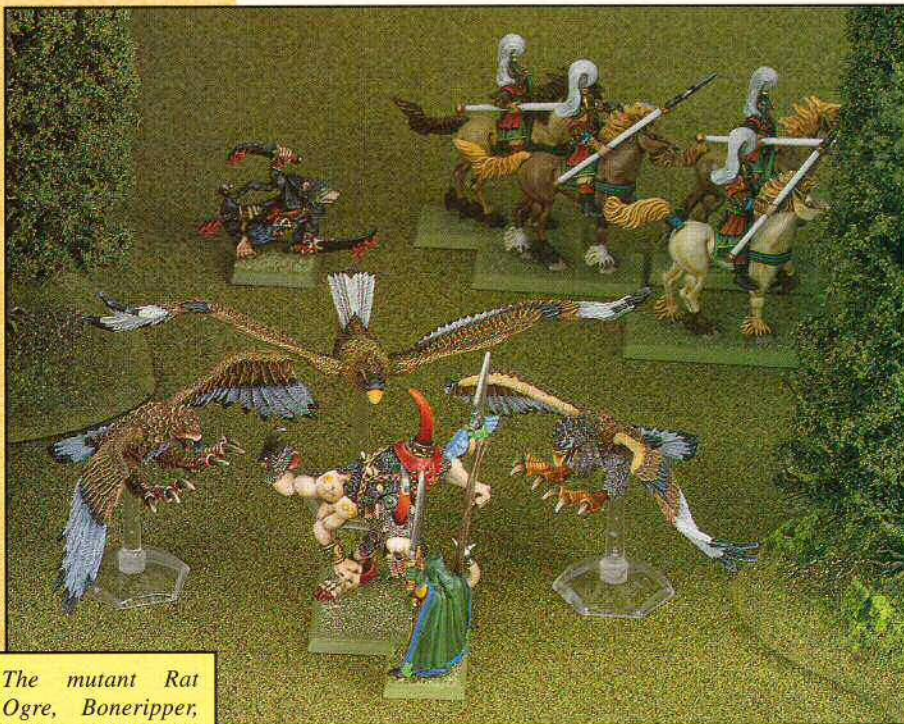
Great Eagles and Glade Riders combine forces to attack a beleaguered regiment of Clan Pestilens *Plague Monks*.

Total Power to Taliesin, which he used to summon the *Awakening of the Woods* to destroy the last of the *Rat Swarms*. With the Skaven unable to cast any more spells, Deathmaster Snikch called again on his *Bands of Power* to strengthen him. Taliesin attempted to immobilise the Deathmaster with the *Amber Trance*, but the innate resistance of the Skaven was too much this time. And so, finally, to negate the *Bands of Power*, Taliesin used *Drain Magic*. By the time I noticed how serious a mistake this was, it was too late... Firstly, I'd removed *Coruscation of Finreir*. Worse still, I'd freed the *Stormvermin* from *Tangling Thorn*, and they could now fight back against the *Warhawks*...

SKAVEN TURN 5

Deathmaster Snikch, using his *Boots of Flight*, charged the *Glade Riders* like a daemon from





The mutant Rat Ogre, Boneripper, battles against the Great Eagles while Deathmaster Snikch hunts down the Glade Riders.

some dark legend. After witnessing the fate of their General suffered at the hands of the deadly Skaven Assassin, the Glade Riders turned and fled through the woods rather than fight him.

The remnants of the Clanrats crashed towards the Wood Elf Archers, disregarding the volley of arrows that the desperate Elves unleashed in response. Five Clanrats fell in combat, but the Skaven killed four in return. This was enough to break the Elves, who fled through the forest, the Skaven in hot pursuit. But the woods proved too difficult for the ratmen, who stumbled through the undergrowth at half speed, and the Elves escaped.

The Stormvermin, finally freed from the *Tangling Thorn* spell, struck with their wicked halberds. They left no Warhawks alive, a telling display of Skaven ferocity. The Giant Eagles near the regiment were filled with vengeance on witnessing the fate of their smaller cousins and passed their panic tests. Boneripper, bellowing with fury, tore one more Archer apart, but the last Elf rallied around his standard and the battle was once again a draw!

The Wood Elf mage summoned his power to call the *Awakening of the Woods* once again, but the fickle winds of magic robbed his spell of power and it was dispelled. The Elf then called on the power of *Ring of Corin* to destroy the *Banner of Arcane Warding*, but the magic bound to the ancient relic again proved too much for the ring.

WOOD ELF TURN 6

Steve: Now in the safety of the woods, the Archers were easily able to rally. The Glade Riders, however, were not so lucky, and continued fleeing towards the table edge. Three of the Great Eagles who could see Boneripper charged into the fearsome Rat Ogre, while the fourth just flew over to cover the far side of the battlefield. Taliesin also moved to cover the opposing side. The Archers on the left flank loosed a volley against the Stormvermin, hoping they might panic the unit causing it to flee the table, but their shots were in vain. Not a single Stormvermin fell to their storm of arrows.

The Great Eagles tore into Boneripper with their vengeful talons, wounding him twice. But this wasn't enough to save the final Archer, who despite the valiant stand he had made, hanging in for turn after turn, was finally killed. Boneripper, with his master slain and surrounded by mighty Great Eagles, at last gave in the fight and fled, being torn asunder by the great birds of prey as he tried to escape.

The winds of magic howled though the forest this turn, with the maximum twelve cards being dealt. Yet again Taliesin called on the *Awakening of the Woods*, which the Skaven failed to dispel once, then twice, then



a third time! The thorny branches of the forest groves rapidly engulfed the last of the Clanrats, leaving only the Army Standard bearer and Chieftain standing!

SKAVEN TURN 6:

Tuomas: With no enemies within charge range, the remnants of the Skaven army could do nothing except chitter their hatred to the skies and mill around the battlefield. The Stormvermin turned to face the Wood Elves and the Deathmaster silently crept nearer the Giant Eagles. Snikch produced a new throwing star from his secret pockets and aimed it towards a Giant Eagle. Although his aim was strong and true the deadly missile failed to wound the creature, glancing off its feathered hide.

The final magic phase allowed the Wood Elf mage to cast *Awakening of the Woods* one final time, but thankfully without causing any casualties. With this last attack the battle was finally over. The few survivors of both exhausted armies retreated from the field, leaving the glades full of twisted and broken bodies. Skaven and Elves lay next to each other, a mute testimony to the ferocity of the battle that had been fought here. But who had won?



VICTORY!

Steve: This had been a brutal and bloody battle. By the end there were hardly any troops from either army left standing on the battlefield. Despite having my General killed, and the loss of so many Elven lives, I was still quite pleased with the result.

For the most part my plan went pretty much as I'd hoped it would. With the Skaven unable to march move almost from the start, there was plenty of time for my Archers to rain lethal volleys of arrows down on them. Then the Great Eagles and Glade Riders were easily able to take advantage of the widespread disarray caused by this constant rain of arrows to tear apart and ride down much of the Skaven army.

Of course, not everything went well. Losing my General was probably the lowest point of the whole game, but there wasn't an awful lot I could do about that - Deathmaster Snikch is really deadly! And it was just plain stupid of me to play *Drain Magic* when I had the Stormvermin bound by the *Tangling Thorn* - that mistake cost me my unit of Warhawks.

But, at the end of the day, the Wood Elves were victorious, so I shouldn't complain too much, I suppose. I'm sure Tuomas will have plenty of opportunities to avenge himself upon my Wood Elves in the future!

BANISHED!

Tuomas: I sit holed up in a distant tunnel deep underground, hidden away from the wrathful Clan Eshin Assassins seeking me. So what went wrong? I think that, all things considered, I did reasonably well. Flying things are always troublesome for Skaven, as are large monsters like Dragons. Archers were bound to cause heavy casualties and once Steve's spells trashed my Gutter Runners there was little I was able to do about the Glade Riders either.

Luck was with Steve throughout the game. He managed to get *Total Power* three times and passed every single dispel attempt on the first roll! I was able to win back some of my honour by assassinating Steve's General with the Deathmaster, and the slaughter of the Glade Riders, Wardancers and Archers helped to nurse my bruised ego as well. As far as my plan is concerned, those elements of my army who made it across the battlefield did win most of the melee combats against the Elves. There just weren't that many Wood Elf regiments I could reach!

I made mistakes too. The Deathmaster could have served me better if he had been deployed near the Wood Elf mage instead of the Archers. Perhaps I should not have *Skitterleaped* Thanquol into hand-to-hand combat against the Forest Dragon and the General, but I had no guarantee that Snikch was able to deal with the Wood Elf alone. In the end, Thanquol got killed for his troubles and that pretty much cost me the battle. I think that fielding a Vermin Lord would have been a much better option for me than using Thanquol. A Greater Daemon of the Horned Rat is just as capable a spellcaster as a Grey Seer and Steve's Dragon would have stood little chance against it.

Steve fought well and used his flyers to slow down my advance, as well as destroying my Doomwheel (what on earth possessed me to field it against Wood Elves?), and he shot my poor regiments at every turn.

Well, at least I killed lots of Elves and with just a bit more luck I could have won the battle. Now I'll just bide my time and wait until the fury of the Horned Rat passes. Have no fear, I will return...

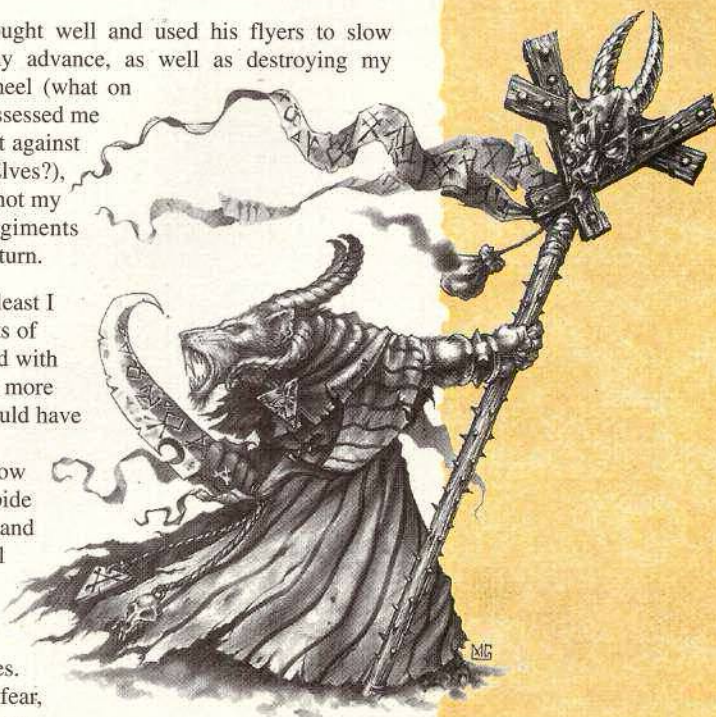


VICTORY POINTS

WOOD ELVES - 20

SKAVEN - 17

"I was able to win back some of my honour by assassinating Steve's General with the Deathmaster, and the slaughter of the Glade Riders, Wardancers and Archers helped to nurse my bruised ego as well."



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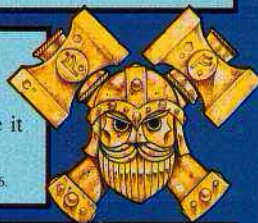
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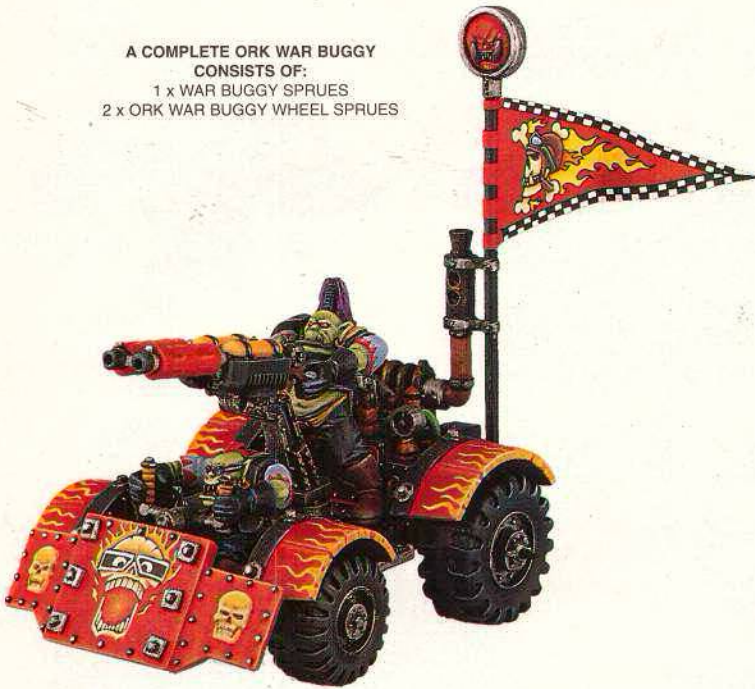
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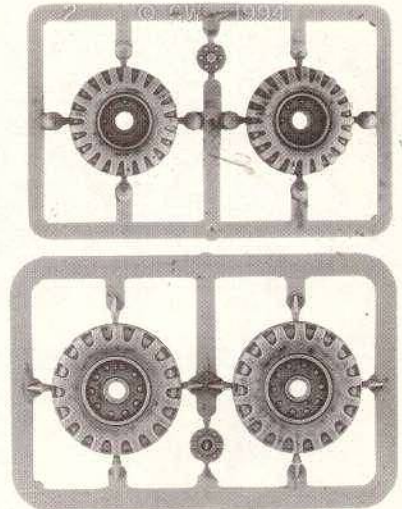
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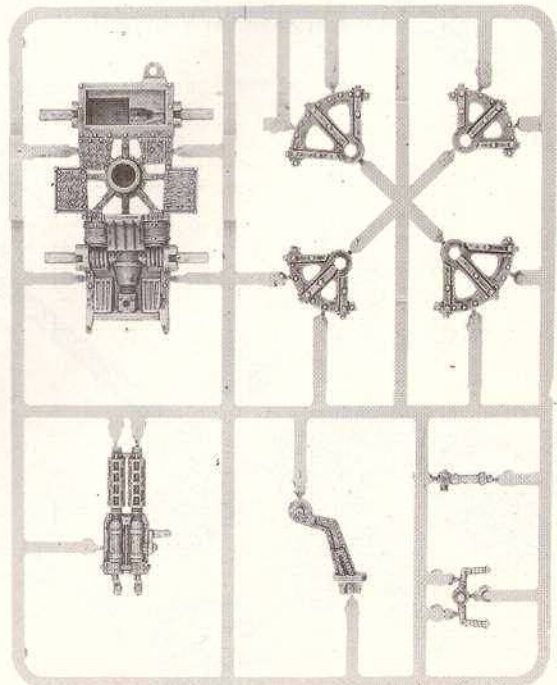
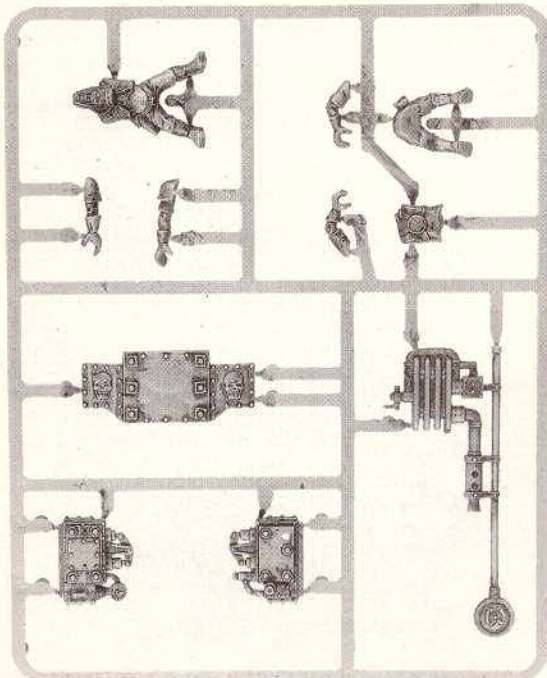
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SQUIG KATAPULT



RUNTHERD WITH WHIP
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**RUNT WITH BUZZER
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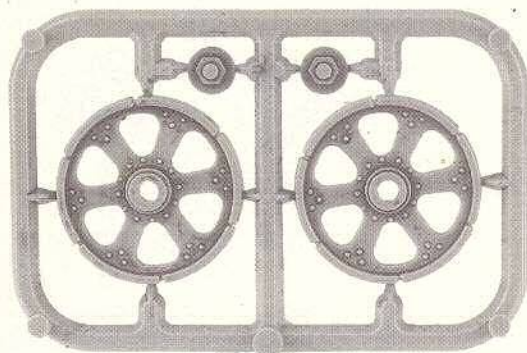
RUNT WITH DAGGER
70703/9



**RUNT WITH BAG OF
SQUIGS**
70703/7



PILE OF SQUIGS
70703/5



PLASTIC ARTILLERY WHEEL SPRUE
102737



KATAPULT FRONT
70703/1



KATAPULT BASE
70703/2



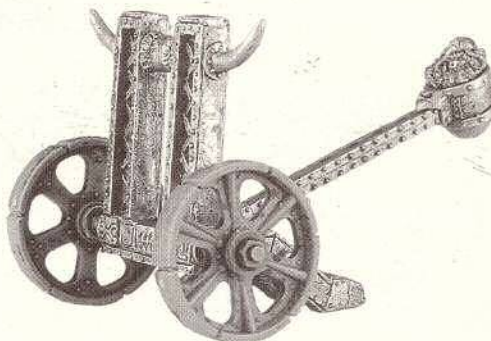
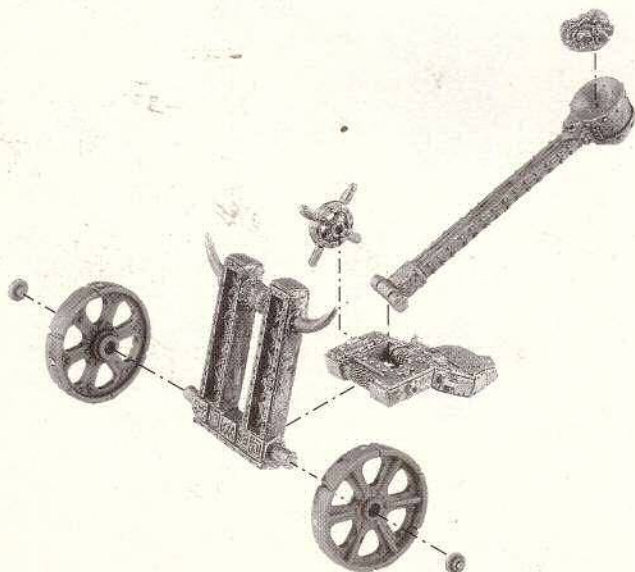
KATAPULT ARM
70703/3



WINDING HANDLE
70703/4

THE COMPLETE SQUIG KATAPULT CONSISTS OF:

- 1 x RUNTHERD WITH WHIP
- 1 x RUNT WITH BUZZER SQUIG POT
- 1 x RUNT WITH BAG OF SQUIGS
- 1 x RUNT WITH DAGGER
- 1 x PILE OF SQUIGS
- 1 x KATAPULT FRONT
- 1 x WINDING HANDLE
- 1 x KATAPULT BASE
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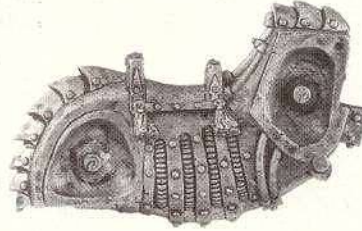
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CHAMPION OF KHORNE ARM
00460/2



JUGGERNAUT
HEAD PLATE
00460/4



JUGGERNAUT BODY
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JUGGERNAUT HEAD
00460/5



JUGGERNAUT
FRONT RIGHT LEG
00460/6



JUGGERNAUT
FRONT LEFT LEG
00460/7



JUGGERNAUT
REAR RIGHT LEG
00460/8



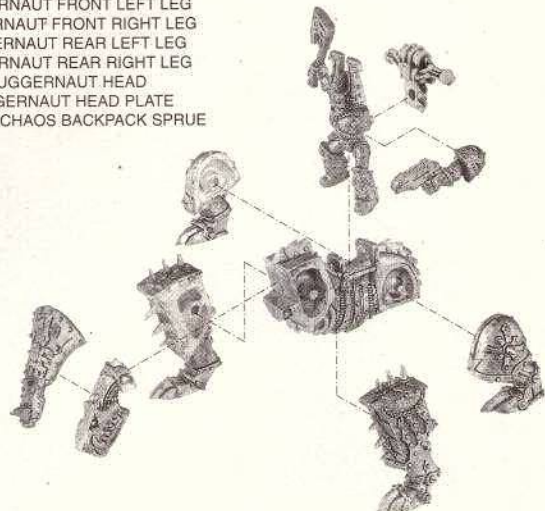
JUGGERNAUT
REAR LEFT LEG
00460/9

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- 1 x CHAMPION OF KHORNE ARM
- 1 x JUGGERNAUT BODY
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- 1 x JUGGERNAUT FRONT RIGHT LEG
- 1 x JUGGERNAUT REAR LEFT LEG
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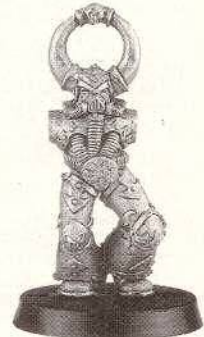
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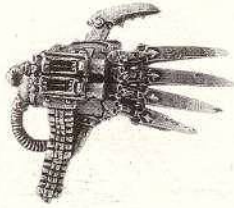
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CHAOS SPACE MARINES®

ABADDON THE DESPOILER, WARMASTER OF CHAOS



ABADDON HEAD
70303/2



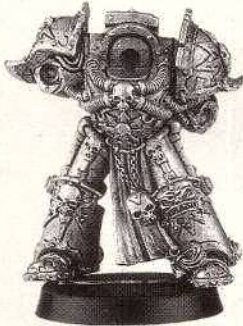
THE TALON OF HORUS
70303/5



ABADDON LEFT
TROPHY RACK
70303/4



ABADDON RIGHT
TROPHY RACK
70303/3



ABADDON BODY
70303/1

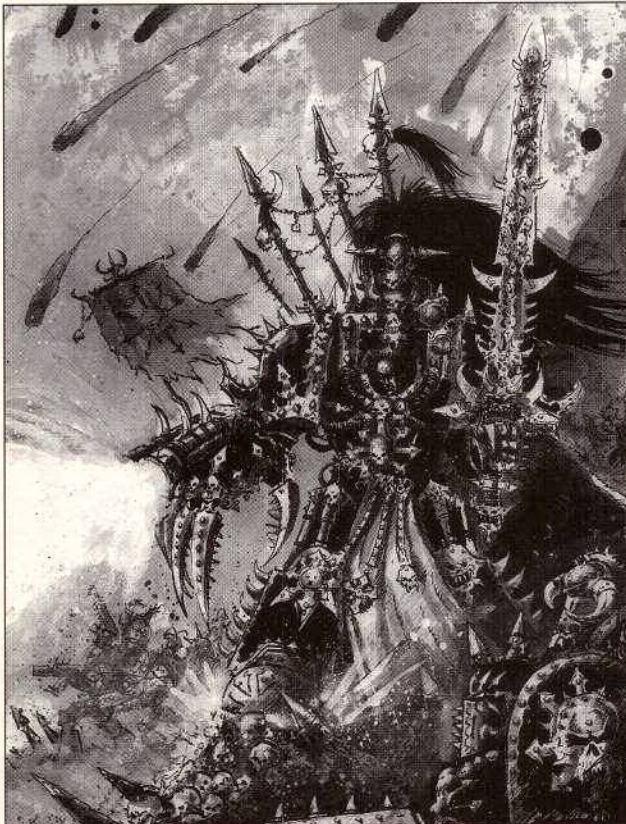
THE COMPLETE ABADDON THE
DESPOILER, WARMASTER OF
CHAOS CONSISTS OF:
1 x ABADDON HEAD
1 x ABADDON BODY
1 x ABADDON RIGHT TROPHY RACK
1 x ABADDON LEFT TROPHY RACK
1 x THE TALON OF HORUS
1 x DAEMON SWORD DRACH'NYEN



DAEMON SWORD DRACH'NYEN
70303/6



THE COMPLETED
ABADDON THE DESPOILER,
WARMASTER OF CHAOS



Designed by Jes Goodwin

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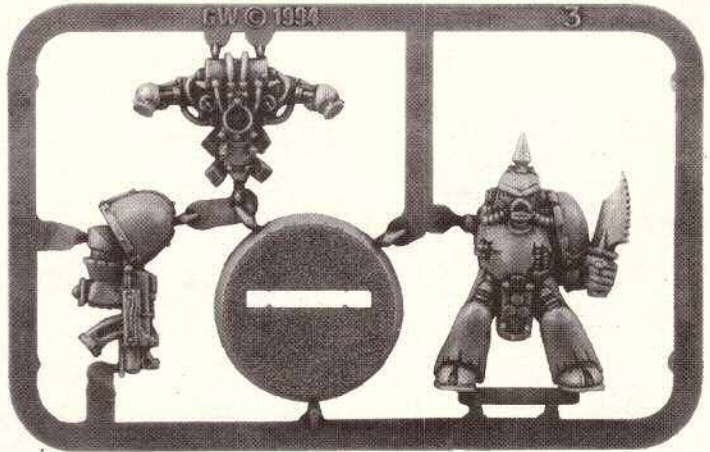


CHAOS SPACE MARINES[®]

NURGLE PLAGUE MARINES



A COMPLETED NURGLE PLAGUE MARINE

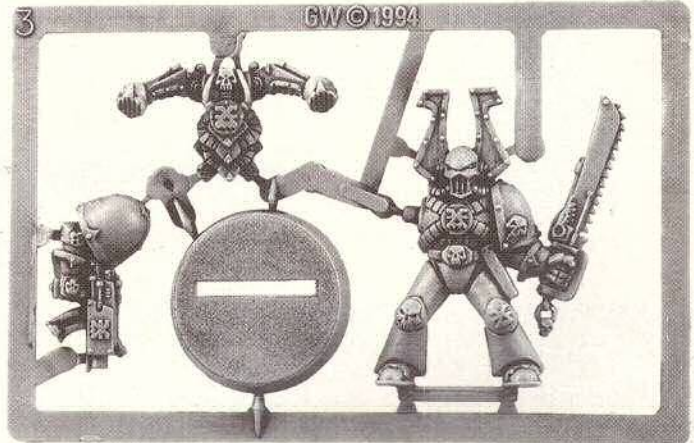


NURGLE PLAGUE MARINE SPRUE
102798

KHORNE BERZERKERS

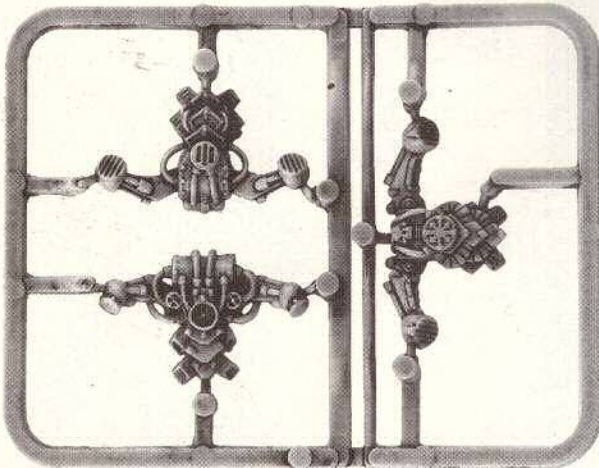


A COMPLETED KHORNE
BERZERKER



KHORNE BERZERKER SPRUE
102792

CHAOS SPACE MARINE SPRUES



CHAOS SPACE MARINE BACKPACK SPRUE
102794



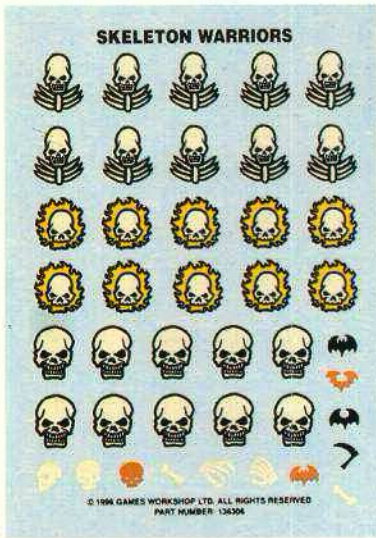
CHAOS SPACE MARINE
ARM SPRUE 1



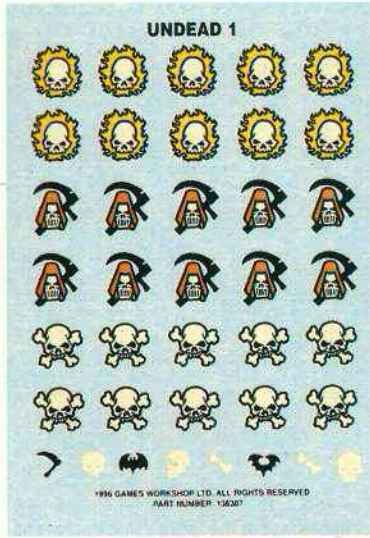
CHAOS SPACE MARINE
ARM SPRUE 2

UNDEAD

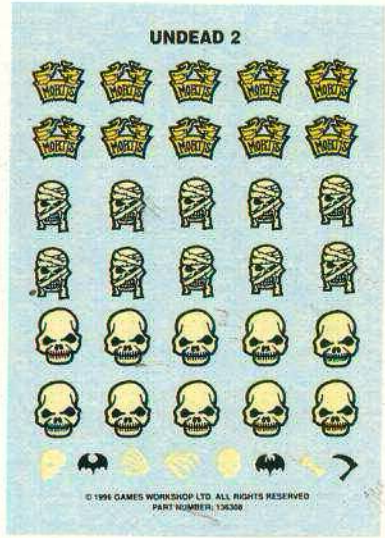
UNDEAD TRANSFERS



SKELETON WARRIORS TRANSFER
136306



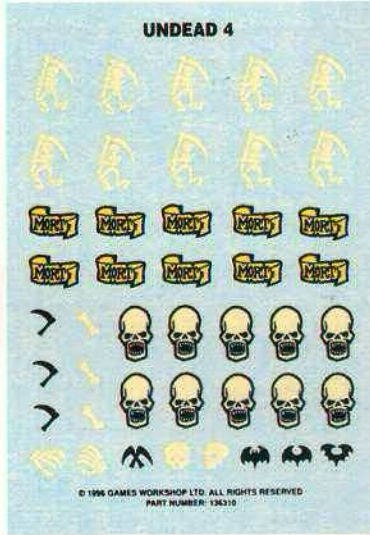
UNDEAD 1 TRANSFER
136307



UNDEAD 2 TRANSFER
136308



UNDEAD 3 TRANSFER
136309



UNDEAD 4 TRANSFER
1363010

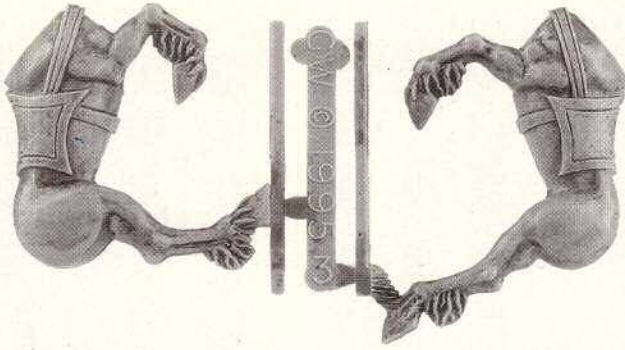


UNDEAD 5 TRANSFER
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WOOD ELVES

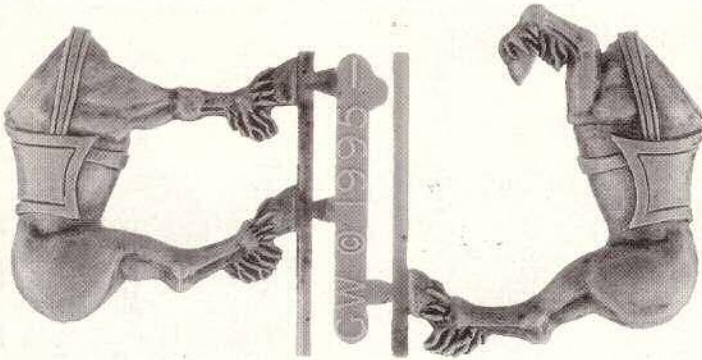
PLASTIC ELVEN STEED



ELVEN STEED BODY SPRUE 1
102727



ELVEN STEED HEAD SPRUE 1
102727



ELVEN STEED BODY SPRUE 2
102727



ELVEN STEED HEAD SPRUE 2
102727



Designed by Trish Morrison

Not suitable for children under 36 months due to small parts and essential pointed components. This kit is supplied unpainted. The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1996. All rights reserved.



WOOD ELVES

GLADE RIDERS



GLADE RIDER ARCHER BODY 1
74217/1



GLADE RIDER ARCHER BODY 2
74217/3



GLADE RIDER ARCHER LEGS 1
74217/2

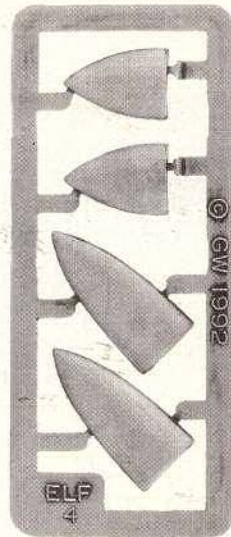


GLADE RIDER ARCHER LEGS 2
74217/4

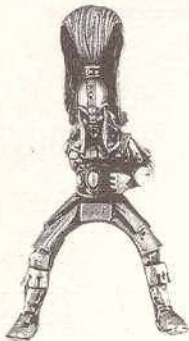


GLADE RIDER CHAMPION
74211/1

A GLADE RIDER CHAMPION
CONSISTS OF:
1 x GLADE RIDER CHAMPION
1 x PLASTIC ELVEN STEED
1 x ELF SHIELD SPRUE



ELF SHIELD SPRUE
101635



GLADE RIDER BODY 1
00536/1



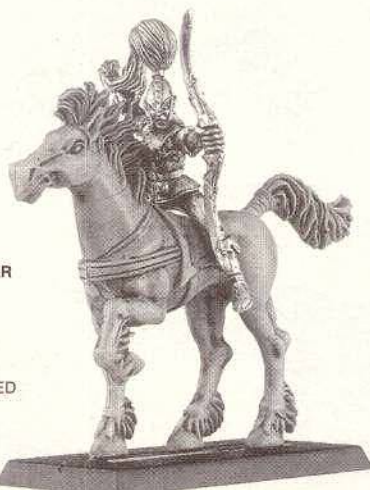
GLADE RIDER BODY 2
00536/3



GLADE RIDER LANCE 1
00536/2



GLADE RIDER LANCE 2
00536/4



A GLADE RIDER ARCHER
CONSISTS OF:
1 x GLADE RIDER
ARCHER LEGS
1 x GLADE RIDER
ARCHER BODY
1 x PLASTIC ELVEN STEED

AN EXAMPLE OF A COMPLETED
GLADE RIDER WITH LONG BOW



A GLADE RIDER
CONSISTS OF:
1 x GLADE RIDER BODY
1 x GLADE RIDER LANCE
1 x PLASTIC ELVEN STEED
1 x ELF SHIELD SPRUE

AN EXAMPLE OF A COMPLETED
GLADE RIDER WITH LANCE



Glade Riders designed by Gary Morley

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WOOD ELVES

WOOD ELF WARHAWK RIDERS



A COMPLETED WARHAWK RIDER

A COMPLETE WARHAWK RIDER
CONSISTS OF:
1 x COMPLETE WARHAWK RIDER
1 x WARHAWK LEFT WING
1 x WARHAWK RIGHT WING
1 x WARHAWK BODY
1 x WARHAWK TAIL



WARHAWK RIDER
CHAMPION BODY
74212/11



WARHAWK RIDER LEGS
74212/12



WARHAWK RIDER
74212/1



WARHAWK RIDER
ARCHER BODY
74212/13



WARHAWK RIDER SPEAR
74212/2



WARHAWK LEFT WING
74212/3



WARHAWK RIGHT WING
74212/4

WARHAWK A



WARHAWK BODY A
74212/5

WARHAWK B



WARHAWK BODY B
74212/7

WARHAWK C



WARHAWK BODY C
74212/9



WARHAWK TAIL A
74212/6

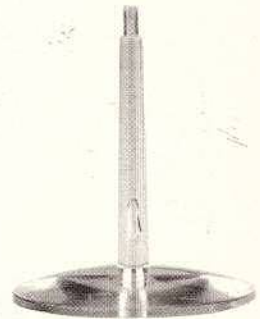


WARHAWK TAIL B
74212/8



WARHAWK TAIL C
74212/10

NOTE: THE WARHAWK HEADS
AND TAILS ARE NOT
INTERCHANGEABLE



FLYING BASE

Warhawk Riders designed by Gary Morley, Warhawk designed by Trish Morrison

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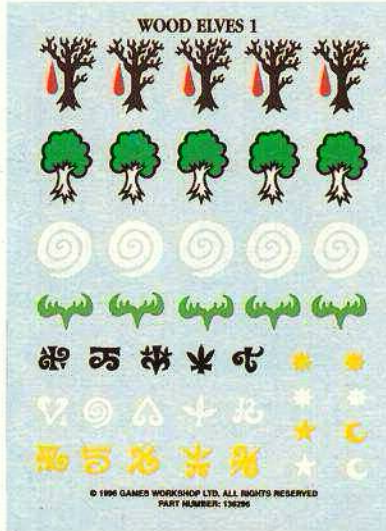


WOOD ELVES

WOOD ELF TRANSFERS



WOOD ELF GLADE RIDER TRANSFER
136300



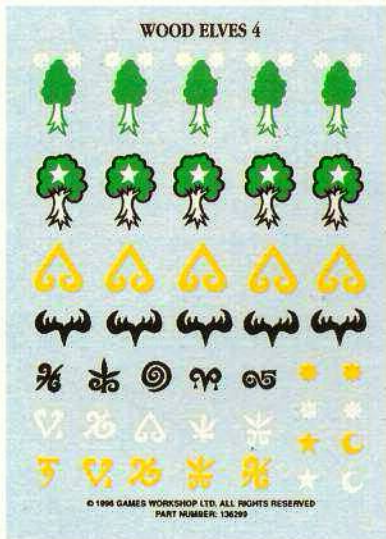
WOOD ELF TRANSFER 1
136296



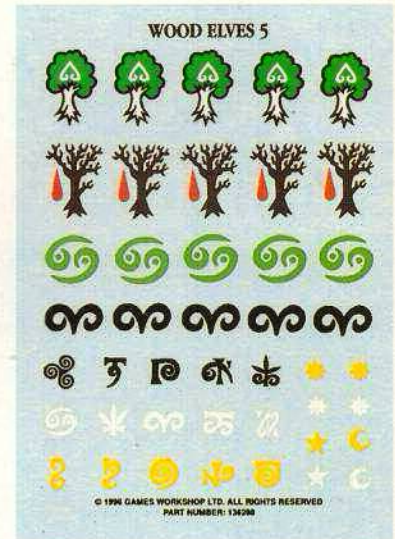
WOOD ELF TRANSFER 2
136297



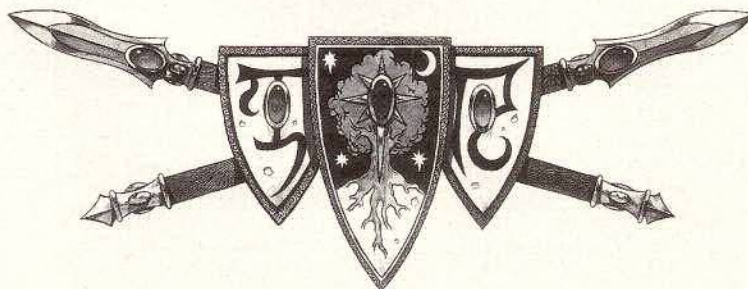
WOOD ELF TRANSFER 3
136298



WOOD ELF TRANSFER 4
136299



WOOD ELF TRANSFER 5
136288



NECROMUNDA™

SCAVVY BOSS



SCAVVY BOSS 1
00055/1



SCAVVY BOSS 2
72962/2



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 WITH HARPOON GUN
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



SCALY
WITH SCATTER CANNON
72963/1



Designed by Colin Dixon

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NECROMUNDA™

PLAGUE ZOMBIES



PLAGUE ZOMBIE 1
00055/9



PLAGUE ZOMBIE 2
00055/10



PLAGUE ZOMBIE 3
72961/3



PLAGUE ZOMBIE 4
72961/2



PLAGUE ZOMBIE 5
72961/4



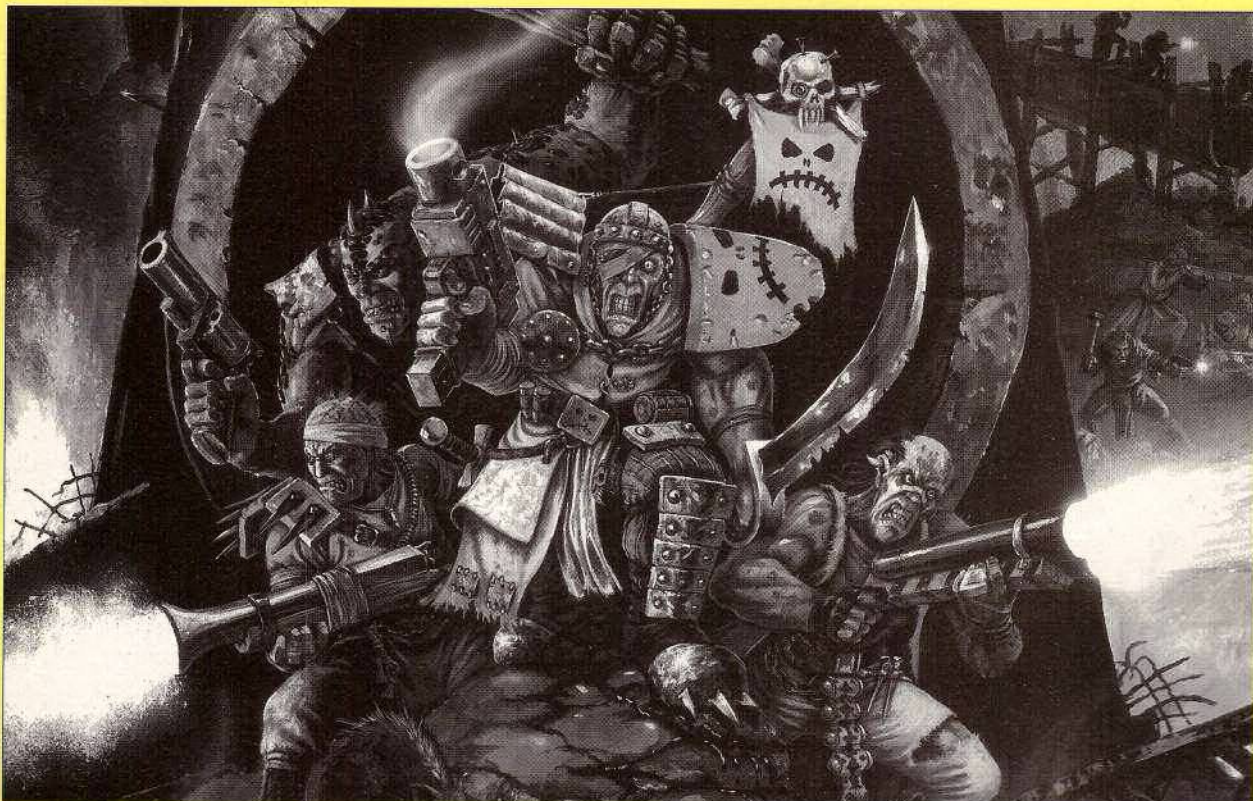
PLAGUE ZOMBIE 6
72961/1

KARLOTH VALOIS



KARLOTH VALOIS
72960/1

Karloth Valois designed by Gary Morley, Plague Zombies designed by Colin Dixon



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NECROMUNDA™

WYRDS



WYRD BEASTMASTER 1
72946/1



WYRD BEASTMASTER 2
72946/2



WYRD BEASTMASTER 3
72946/3



WYRD PYROMANIAC
72959/1



MILLIASAURS



MILLIASAUR 1
72946/11



MILLIASAUR 2
72946/12



MILLIASAUR 3
72946/10

RIPPER JACKS



RIPPER JACK 1
72946/9



RIPPER JACK 2
72946/8

NECROMUNDAN GIANT RATS



GIANT RAT 1
72946/4



GIANT RAT 2
72946/6



GIANT RAT 3
72946/5



RIPPER JACK 3
72946/7



Beastmasters designed by Aly Morrison, Pyromaniac by Brian Nelson, Creatures by Trish Morrison

Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed.

WARHAMMER

40,000

CODEX CHAOS



CODEX CHAOS

From the Daemon Worlds of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. As they march to war, the foul warriors of the Chaos Gods call upon their dark masters who reward their loyal minions with hordes of daemonic creatures to fight at their side. Meanwhile, on thousands of Imperial worlds, Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

This book contains everything you need to know about Chaos Space Marines, as well as Chaos Cult and Daemon World armies. The most infamous of the Chaos Space Marine Legions are described, together with the four mighty Gods of Chaos and their misguided followers. There are also special rules for the Marks of Chaos and Chaos Rewards, bestowed upon worthy Chaos Champions by the Gods themselves. In addition, there are new rules for the archaic weaponry used by the dreaded Traitor Legions.

The army list in this Codex allows you to assemble a Chaos Space Marine force based on the dreaded raiders who emerge from the Eye of Terror. It includes all the different types of Chaos Space Marines, as well as a selection of special characters such as Abaddon the Despoiler and Khârn the Betrayer. As well as the main army list there are two extra ones: Chaos Cult and Daemon World armies. These have been included to allow players to field special armies as part of a scenario or campaign.



CITADEL
MINIATURES

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