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OR TWO
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In the bitter street fighting around a ruined chapel, a Space Wolves Predator "Annihilator" lives up to its nickname.

WHITE DWARF

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Over the last few weeks, what with the imminent release of Warhammer and all, there's been a lot of talk in the White Dwarf Bunker about collecting new armies. And among the many claims and counter-claims as to which army would be first, best or even ever finished, Steve and Ian came up with some interesting points which I thought you might like to hear.

Steve's idea was the first, and was explained as a good way for me to decide which army to go for. As I've mentioned before, I have a chronic inability to decide which miniatures to paint 'cos I like so many of them! Trying, as I was, to work out whether to paint more Empire, Undead, Bretonnian or Lizardmen, we talked about why I liked each of the armies. The Empire have always been a favourite of mine, and I've led them to victory in several battle

reports. I'd like to do a proper Undead army sometime as my experimental one has been trounced on nearly every outing. I also really like the two new armies. Last weekend I fought several battles with the Bretonnians, and their battlefield prowess greatly impressed me.

Finally there are the Lizardmen who are the inheritors of the Slann imagery which always appealed to me (as does its "real, historical" inspiration: the Aztecs and Incas of ancient America).

Having worked out why I liked the different armies, Steve's answer to my problem was swift and decisive: "paint the Lizardmen", he said.

Why? Well Steve's plan is that you should only paint and model armies that you really like the miniatures for and "feel" of. There's no point in trying to collect something that you don't really like the look of. So, for me, the Empire and Undead models have been lying around my house not being painted for ages. If Steve is right, then I'm obviously not sufficiently inspired by them to get down to painting them. The Bretonnians are difficult to paint and I mainly like them for their tabletop prowess. This, professor Steve asserts, means that I'll never get round to finishing them either. So, it's the Lizardmen with their exciting background and interesting new miniatures. Incidentally, this newness is another advantage that the Lizardmen have. I don't have boxes of old miniatures to nag at me, they are a clean slate to start from. Well, we'll see.

Ian's notion is part of the philosophy he's adopted to collecting his Bretonnian army: don't plan the whole thing out first! We often suggest planning out your army before you buy, but for some people it's more of a daunting prospect than an encouragement. Because you can't paint a thousand points overnight, it can seem like an impossible goal.

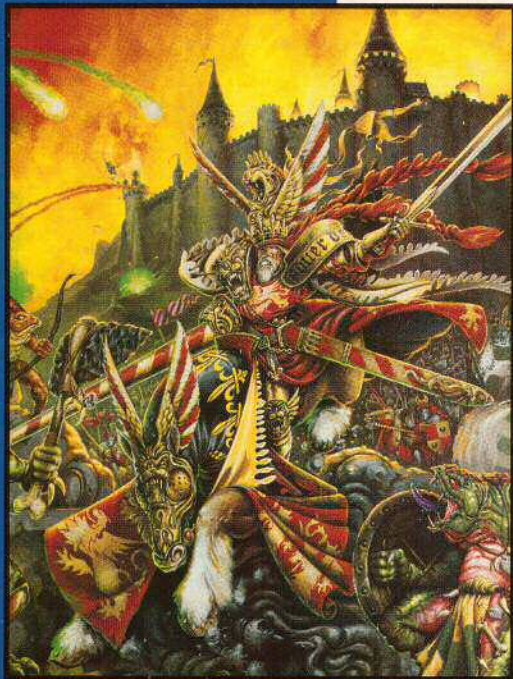
I think that these ideas complement each other nicely, and I'm going to try putting them into practice with the Lizardmen. What this means in reality is just painting up the miniatures that appeal to me, converting up bits and bobs as I fancy, and generally not worrying about how the army will function on the battlefield until after I've got some stuff painted. Whenever that is. As I finish a reasonable number of any given troop type I can form them into regiments, filling in the gaps in their command sections and adding to their ranks when I feel inspired. A nice plan. Maybe it'll even work!

PS: What was even more intriguing was that the day after explaining to me that I really needed to paint up a Lizardman army, Steve came into work and told me that he'd applied his theory to himself. His Wood Elves now lie discarded, and Steve has set his sights on the might of the greenskins. Warlord Anastasoff here we come!



Jake





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Andy Chambers

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33 **LOST IN THE WARP**
Jake Thornton & Friends

The forces of Chaos are the most mutated and warped troops to stalk the battlefields of the 41st millennium. They offer endless converting opportunities for creating great looking miniatures, even for novice modellers. We've gathered together some of the wackier creations from around the Studio, to give you a few ideas.

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'Eavy Metal team

Chaos Space Marine squad.
Saurus.
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Look out, Sir!



With the release of the new **Warhammer**, we take a look at one of the mightiest rulers of the Old World – the king of Bretonnia!

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Owen Branham

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Nigel Stillman

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Mike McVey

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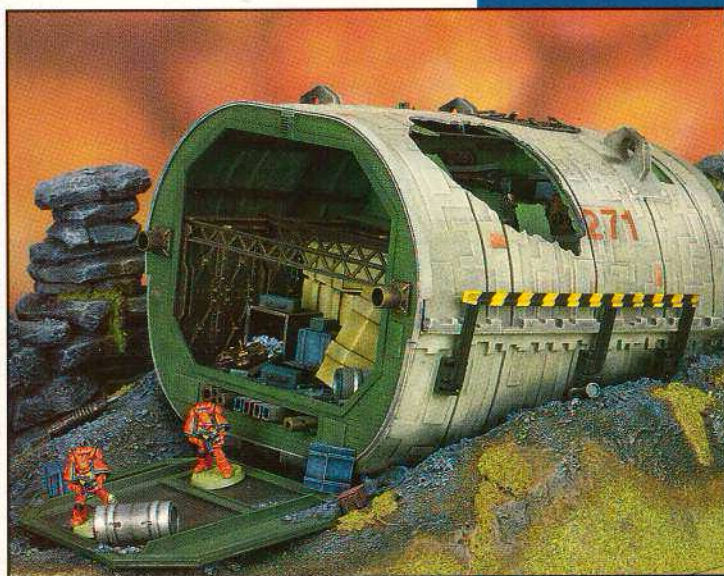
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Ian and Adrian fight again in our **Warhammer 40,000** battle report. Can the elite forces of the Eldar prevail, or will they fall to the massed ranks of the Imperial Guard?



**WHITE
DWARF**

WARHAMMER

40,000

THIS MONTH'S RELEASES

Ahriman £5.00
(One miniature per blister)

Chaos Space Marine Squad £12.00
(Boxed set of seven miniatures)

Chaos Space Marine Terminator Champion £4.00
(One miniature per blister)

Space Marine Bike £5.00
(One miniature per blister)

Space Marine Predator Annihilator £15.00
(Boxed set of one model)

HAIL TZEENTCH!

The Traitor legionaires of the Thousand Sons are rightfully feared for their mastery of psychic powers. Foremost amongst these warrior-

wizards is Ahriman, the leader of the cabal of Sorcerers which wove the Rubric of Ahriman and scattered the Thousand Sons. And now with the release of the great new Jes Goodwin model he can join your army!

Ahriman carries the *Black Staff of Ahriman*, a potent focus of psychic power. His bolt pistol is loaded with *Inferno bolts*, and his life is guided by the *Destiny of Tzeentch*. I'll give you nine guesses (that's the holy number of Tzeentch) for who will be joining my Chaos army next! Full rules and background for

Ahriman can be found on page 17 of this issue and his wargear cards can be found on this month's card section.

People have laid claims that my Chaos Army is almost wholly dedicated

to Khorne. With Ahriman proudly leading my Thousand Sons, I show just how false these claims are. Hail Tzeentch, the Changer of Ways!

Tuomas

FREE MINIATURES!

By the time you read this, you've probably noticed (and painted) the free miniatures on the front of this issue.

Both the Skinks and Bretonnian Bowmen are examples of the plastic miniatures which are included in the new Warhammer. We think that they're some of our best to date, and as usual with our games, form the basis for two opposing armies which enable you to start your gaming straightaway.



WHITE DWARF

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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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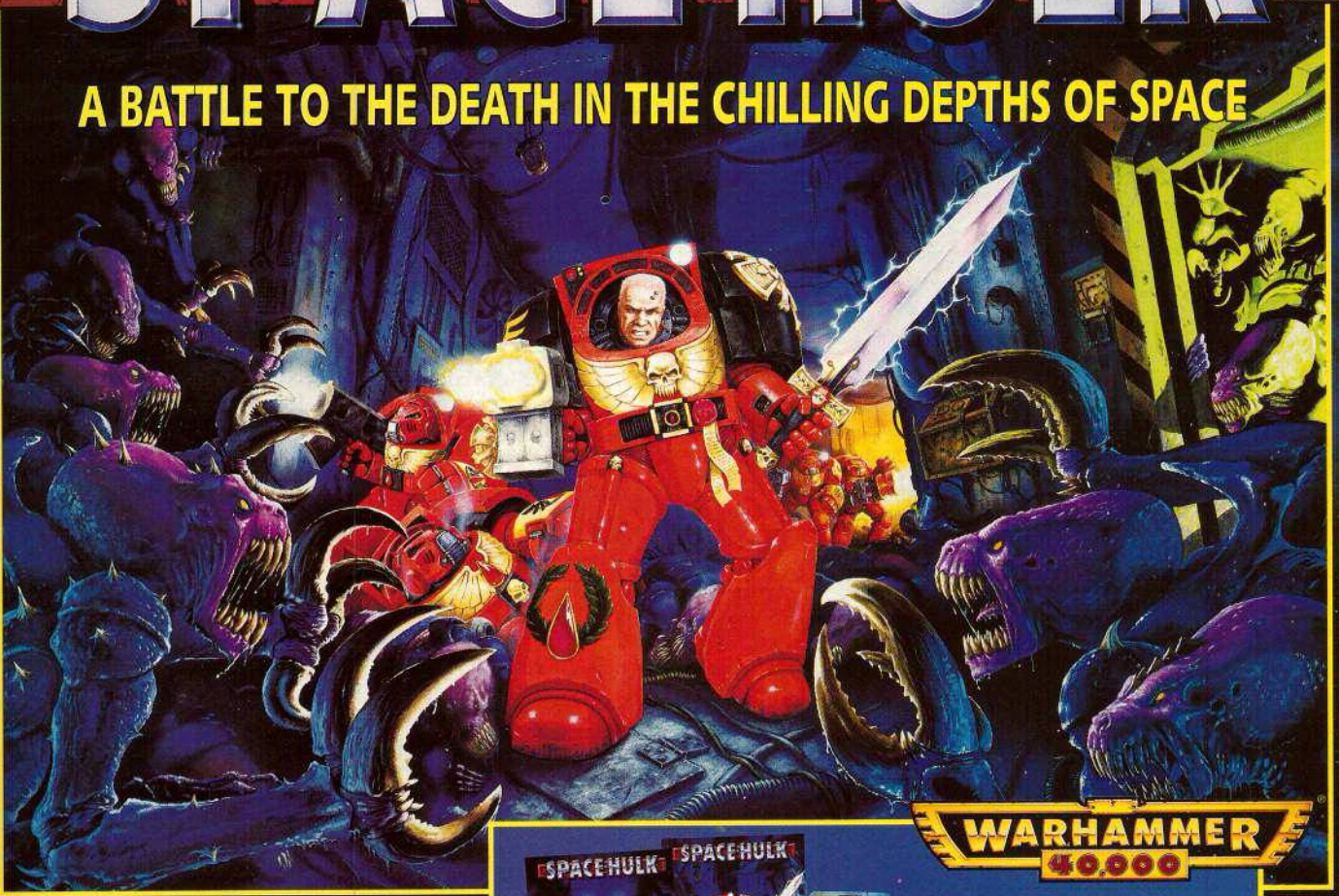
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WARHAMMER
40,000

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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.

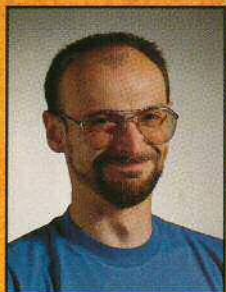
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HERE COMES...

WARHAMMER



By Rick Priestley

'ERE WE GO AGAIN...

Never mind Euro '96, the Olympics, Sex Pistols reunion and all that, the BIG news of '96 is the NEW WARHAMMER is out in October. So put down your knitting and read on to discover what's happened, what's happening, and what lies in ambush in the years ahead.

FROM A HOLE IN THE GROUND

As everyone knows, Warhammer has been around for hundreds of years, and was first published on rat skin, written in toad-spit and produced from a hole in the ground by escaped galley slave and part time pig-sorter Rick Priestley (ie yours truly). Happy days. Since then a modernistic obsession with improvement has seen Warhammer gain refinements such as colour covers, then colour inside, plastic models, card templates, and so forth. Such has been the steady course of progress that it seems hard to imagine what we could do to make Warhammer better.

AS IT HAPPENS

As it happens we managed to find plenty of room for improvement. At first, when we sat down to plan the new Warhammer, we weren't exactly

sure how much to change and how much to keep. We were pretty sure about one thing: having spent the past four years building up our armies and writing Warhammer Armies books there was no way we were going to make all that effort redundant. Any changes would have to be for the better, and, so far as possible, would have to be compatible with the existing supplements. More about this as the plot unfolds.

OPEN THE BOX

No matter if you're the most rabid Warhammer player on the planet, whether you've just started your first army, or even if you have yet to make the inevitable leap, you'll want to know what's in the new Warhammer box. The brilliant new cover by Mark Gibbons offers the first clue, but the real give-away, the clincher as it were, is the picture on the back. This is reproduced here for your immediate perusal in glorious no-expense-spared White Dwarf enhanced technicolour.

The box is home to two separate books, namely the Rulebook, and the Battle Book. The Rulebook contains the game rules as you might rightly expect given its endearingly straightforward title. The Battle Book contains a Bestiary section plus



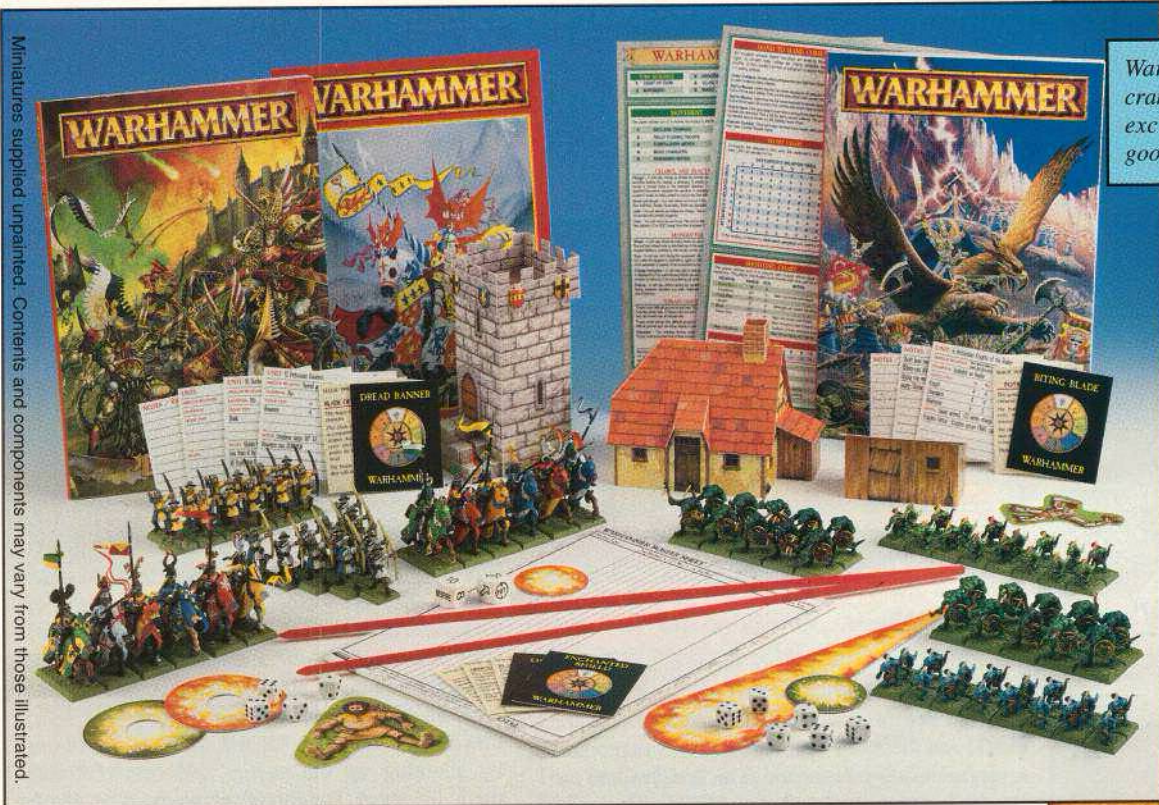
BRETONNIANS

There are no other men whose martial prowess can equal the Knights of Bretonnia, dedicated as they are, body and soul, to the pursuit of excellence in honour of the Lady of the Lake. Indeed, it is often said that the Knights of



Bretonnia could conquer the world, were it not for their vows which bind them to protect their own domain and shield the poor and innocent from unwanted hostility. If the Knights of Bretonnia were ever to fail in their sacred duties, then the whole Human race would surely be doomed.

Minatures supplied unpainted. Contents and components may vary from those illustrated.

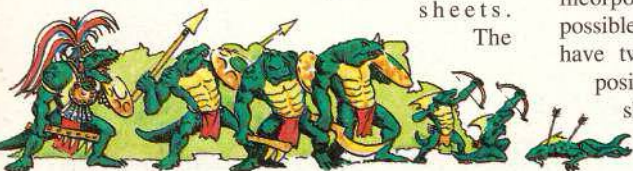


Warhammer – crammed full of exciting new goodies!

a whole lot of new material on setting up games, including ten scenario options, discussion on competitions, campaigns, painting, modelling, scenery, organising armies, as well as the Warhammer World and army guides. Both books are printed in colour throughout, and include numerous diagrams and photographs to illustrate the rules and accompanying descriptions.

The box also contains the core of two new armies – Bretonnian and Lizardmen models. At first, people were surprised when we said that Warhammer would feature Bretonnians and Lizardmen rather than a repeat of existing races. Obviously, the opportunity to do a whole new army was just too much for us to resist, and so we set about inventing the Lizardmen as adversaries for the Bretonnians. As for the Bretonnians themselves, well we've always wanted to make a plastic Knight, but until now it's not really been possible. Both Bretonnians and Lizardmen take advantage of new plastic moulding expertise, enabling us to produce characterful multi-part kits, more of which below.

The game comes with two sizeable card buildings and one small one, plus templates for war machines, and reference sheets.



new card buildings by staff artist Richard Wright are up to the high standard we've come to expect from the maestro, and auger well for the projected range of campaign/building supplements (read on). There are also some sample index cards, usefully providing game profiles for the models in the box, and several magic items designed to give the novice a taste of the full magic system.

A pad of roster sheets has also been included, and there's the usual bucketload of dice including special scatter and artillery dice, and... (please check this bit and make sure I haven't missed anything important out, Mr White Dwarf person – hello – hello – wake up please – yes you – that's right – stop picking your nose and double-check I've got everything right!).

BRETONNIANS

Included in the box are two types of Bretonnian troops – Knights and Bowmen. Both the Bretonnians and Lizardmen represent a new step forward in terms of plastic models, in that they incorporate far more variety than has been possible in the past. So, the Bretonnian Knights have two different lance arms which can be positioned to give a variety of poses. The shields are separate and have embossed heraldry, and are intended to be glued

“...written in toad-spit and produced from a hole in the ground by escaped galley slave and part time pig-sorter Rick Priestley.”

in place as you wish. Each Knight has a choice of two different heads. The head designs are mixed on the mouldings, and there are six designs in total incorporating different crests and other details. By mixing different heads and arms, and by adjusting the arm poses, you can create a varied and interesting unit with every model different.

The Knight rides a new barded horse which is beefier and more dangerous looking than the current version which players will be familiar with. Like our other horse, wolf, and boar models, the horse's body comes in two parts with alternative left and right halves, and so can be assembled in several different poses. We've gone to some trouble to design as robust a tail as possible after enduring endless complaints from Games Workshop Sales Supremo John Stallard who he is always breaking his. What is it you do to them John?

The Bretonnian Bowmen are single piece models, much like the Warhammer regiment sets, but two different designs have been incorporated onto the mould and these can be mixed together to produce a very pleasing unit indeed. The Knights and the Bowmen were sculpted by Mike Perry who enjoys nothing more than putting on tights, strapping on armour, and bashing like-minded people about the head with a sword. We think the experience definitely shows in his work.

LIZARDMEN

The Lizardmen are not just new models, but also the first of a whole new range. There are two types in the Warhammer box, the larger Saurus Warriors and smaller, bow-armed Skinks. The Saurus are slightly larger than man-sized, and hunched low, with menacing reptilian heads projecting sharply from between their shoulders.

As with the

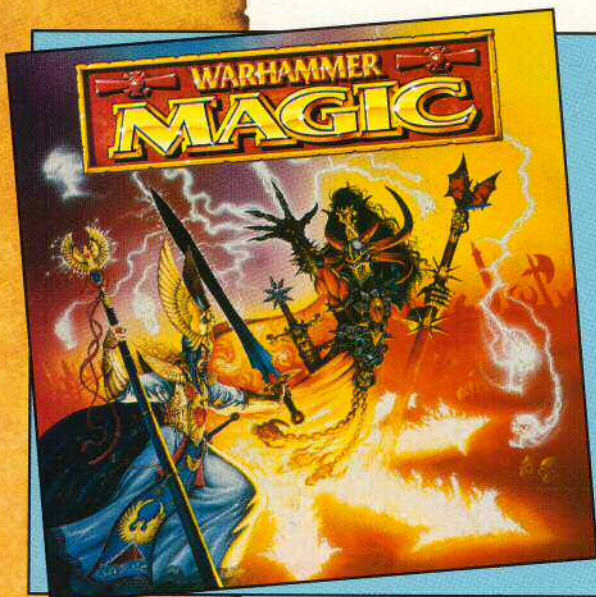


Knights we wanted the Saurus to have as much variation as possible, so each model is constructed from a small kit comprising separate body, right arm, head and shield. The arm holds one of four different weapons and can be adjusted into a position of your choice. There are also four different interchangeable head designs, along with separate shields bearing four different Lizardmen symbols.

The Saurus are big critters, brutal but not too bright. They are vicious (2 attacks, strength and toughness of 4) and rarely fail leadership based tests because they roll 3 dice and disregard the highest throw! The smaller, sneakier, Lizardmen are called Skinks and they are armed with short bows. Their role is to support their larger cousins by shooting up the enemy and overwhelming them by sheer weight of numbers. The Skink models are single piece mouldings, like the Bretonnian Bowmen, and, like with their human counterparts, we've produced two different designs that can be mingled together to make a varied looking regiment.

The Lizardmen have been developed by Nigel Stillman who has just completed the Warhammer Armies book, inventing huge dinosaurs, flying reptiles, fire-breathing beasties, and lots of other amazing things along the way. Old comrades will remember the Slann range which Citadel used to produce years ago... well they are not forgotten but re-emerge as the Mage Priests of the Lizardmen, ready to lead the reptilian hordes to

"...refused to enter into the spirit of things by dressing up as a crocodile."



WARHAMMER MAGIC

Warhammer Magic is already well on its way, combining all the essential elements previously published in Battle Magic, Arcane Magic and Chronicles of War. It also includes a fully revised, and much improved spell-casting system for you to blast your enemies. However, if you just can't wait, the old magic system is still fully compatible with new Warhammer.



THE BOOKS

Although the contents of the Rulebook remain essentially the same as the previous edition of Warhammer, everything is now presented in glorious full colour.

The Battle Book contains further information about the Warhammer hobby including ideas for scenarios, scenery, fighting campaigns and choosing, painting and modelling your own armies. Most importantly, this book includes the Warhammer bestiary, which provides a gaming guide to all the fighting races of the Warhammer World.



new conquests in distant and foreign lands. The plastic models and Lizardmen metal range have been designed by Alan Perry who, despite considerable encouragement on our part, has so far refused to enter into the spirit of things by dressing up as a crocodile.

THE RULES

From the start, it was decided that we were pretty happy with the way the Warhammer rules worked. We didn't want to introduce sweeping changes because this was felt to be unnecessary. Also, we wanted the rules to be fully compatible with the existing Warhammer Armies books, which would stay on in the range unchanged. So, rather than a re-write, we decided to basically represent the game, whilst taking the opportunity to tidy up loose ends, resolve points of confusion, and add in more explanation and examples.

If you're already a committed Warhammer player you'll want to know what changes have been made to the existing rules – so we've added a summary of the revisions at the end of this article. This encompasses all the major points of difference and either explains the new rule, or describes which sections are changed where the rules are too long to explain fully. Many changes have been suggested by other players and some are derived from the informal discussions held after the various Warhammer tournaments. In many cases we've simply recognised a common interpretation (such as the 4 models = a rank rule), or covered a gap in the old rules (such as the rules for shooting at the crews of war machines).

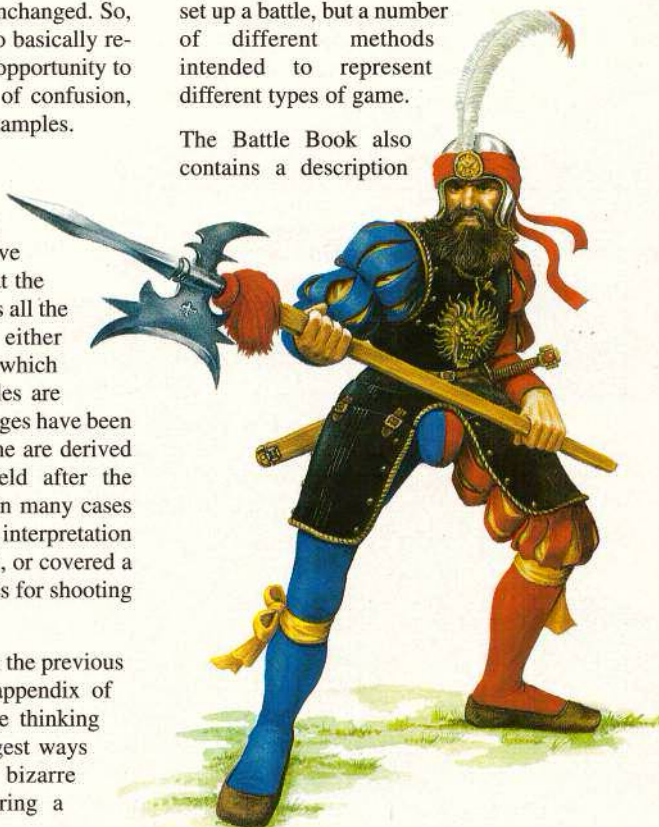
The most significant departure from the previous Rulebook is the inclusion of an appendix of designer's notes. These explain the thinking behind some of the rules, and suggest ways of dealing with the more bizarre circumstances that can occur during a

game. This enables the rules themselves to be kept reasonably concise, whilst providing discursive material for digestion later.

THE BATTLE BOOK

The Battle Book is almost a handbook of the Warhammer hobby, spanning subjects as diverse as modelling and painting to fighting campaigns. The Battle Book contains sections on setting up the battlefield, and describes ten battle scenarios including pitched battles, meeting engagements, flank attacks, surprise attacks, ambushes, last stands, and so on. This is a new approach, providing not just one way to set up a battle, but a number of different methods intended to represent different types of game.

The Battle Book also contains a description



"We didn't want to introduce sweeping changes because this was felt to be unnecessary."

THE LIZARDMEN

The Lizardmen once dominated the world, but now live only in tropical zones such as Lustria – a hot and steamy fetid wilderness of swamps, jungles and mountains. Only the Lizardmen and their reptilian kindred can endure the stifling heat and humidity for long, other races soon sicken and die or go mad. The Saurus are brutish creatures with slow minds that register little emotion except a simple single-minded savagery. Skinks, although physically weak compared to the massive Sauruses, are a little more cunning and make competent archers.



of the Warhammer World and an overview of its combatant armies. By using photographs of our own armies we've managed to give a fair picture of what each is like. Hopefully, this is something which will prove useful to new and old players alike. It certainly looks pretty, as the sample pages that were printed in the last issue of White Dwarf evocatively demonstrate.

Another major new addition is the section on campaigns, a suggested set of rules developed from those used in our own campaign fought here at Games Workshop. These rules were inspired by those used in the Necromunda campaign, and owe quite a bit to our experience in developing that system. By introducing a campaign into the game itself, it is hoped that players will be encouraged to play different sorts of games and invent their own scenarios. One disadvantage of the previous Warhammer was that the game described was, in effect, one scenario played as a stand-alone game against a single opponent. There's nothing wrong with that, of course, but it isn't the be-all-and-end all, and we felt that players were depriving themselves of a great deal of the

enjoyment of the Warhammer hobby by restricting their gaming style.

If other players like the campaign basis for playing their games I'd like to have a crack at a full blown supplement, or at least a series of White Dwarf articles. I've had such a good time running and participating in our campaign that I've caught the Crusading Zeal (copyright Jervis Johnson – One Man Games Crusade Ltd). Grghhhh... Oh no... I feel a new game coming on... Nurse... Nurrrrse! (*Stick to the script please... – Ed*)

THE FUTURE BY MYSTIC RICK

A new Warhammer means more than just substituting one box for another – it has implications that run through the entire range of Warhammer supplements. Careful consideration was required at all stages. As I've already said, we decided that the existing Warhammer Armies books would stay in the range as they were. On the other hand, we were less favourably inclined to the splurging magic supplements: Battle Magic, Arcane Magic and Chronicles of War.

MAGIC

The thing about magic in Warhammer is that it's grown, each armies book adding more items and more complexity. We felt that with the benefit of hindsight, we could make magic work better. It was also felt to be a bad thing to have essential gaming material split over no less than three different supplements. So, one of the things we set out to do was to unite the whole magic system into a single boxed supplement.

The new Warhammer Magic is being worked on right now and will be available soon. It sets out to include all the magic items for the game, together with a revised and improved spell casting system, with slightly revised spells and magic items. Meanwhile, the new Warhammer is perfectly compatible with the existing magic supplements, so players who already have these supplements can continue to use magic as before.

*“Oh no... I feel
a new game
coming on...
Nurse...
Nurrrrse!”*





CAMPAIGN PACKS

An important feature of the new Warhammer is that it will be supported by a series of campaign packs – the first of which, the enigmatically titled “Grudge of Drong” – is now almost ready. The campaign packs provide all the information you need to re-fight the campaign described, with a number of battles and appropriate special rules and characters for each. The first pack involves a conflict between High Elves and Dwarfs, and is designed so that two players who already have these armies can use their existing forces to the full. Each campaign pack is intended to include an appendix giving optional forces, so that the same games can be fought with a variety of armies should players wish to do so.

The campaign packs also include card buildings representing the various places where the battles take place, so the campaign packs can also be regarded as building packs, and represent a good investment for anyone who wants more card buildings for their Warhammer battles.

WARHAMMER ARMIES BOOKS

We have new armies books in preparation for Bretonnians and Lizardmen, together with ranges of models to go with them. We have plans to produce a few more armies over the next year or so, including a book of mercenaries, but with twelve in the range already there seems no immediate urgency. Instead, we will be going back and releasing new models to cover some of the gaps in the existing ranges such as Goblin Wolf Chariots, Dark Riders for the Dark Elves, High Elf Lothorn Sea Guard, and so on.

ARMY BOOKS

All the armies that you’ve already collected will be one hundred percent fully compatible with the new version of Warhammer, so you won’t need anything else new to get stuck in and start fighting battles against your foes. And over the next couple of months we’ll be releasing two brand new Warhammer Armies books, the Bretonnians and the Lizardmen. Plans are to follow these with a book of Mercenaries sometime next year, so keep your eyes peeled!

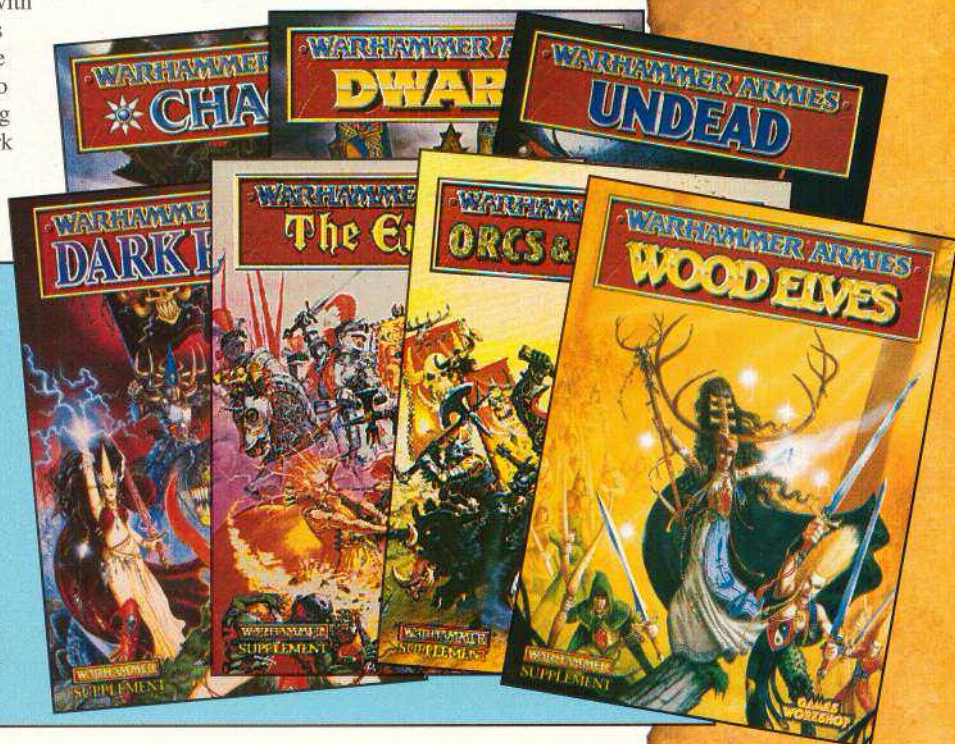
As existing Warhammer Armies books go out of stock and are reprinted we’ll be changing the pages that show the old Warhammer box and supplements, and replacing the catalogue pages with up to date models where appropriate. Such changes are, of course, purely so that future purchasers are in no danger of confusion. Similarly, we’ll also correct redundant page references to the old Warhammer and Warhammer Battle Magic. At the same time genuine mistakes in the text such as typos and contradictions will be corrected, as, in fact, we always try to do when we reprint books. Although you might notice these changes as books are reprinted, the appearance and content of the books remains the same, and there is absolutely no need to purchase a new book for your army.

BIT WHERE I SAY “THANK YOU”

Warhammer has grown up an awful lot in the last four years, with the release of all the army books and new model ranges to go with them. During that time we’ve seen the introduction of the International Warhammer Tournament, where die-hard players gather from all over the world to play and discuss the game. The new Warhammer owes as much to its many players as to its authors and model makers, and it seems only appropriate to give credit and thanks to everybody who has helped with suggestions, playtesting, and ideas.

Appropriate, but far too stomach churning... so I’ll just hog all the credit instead. It’s mine I tell you... all mine... mine! Now where’s that pot of toad spit?

“It’s mine I tell you... all mine... mine!”



WARHAMMER

SUMMARY

This section provides a summary of the changes which have been incorporated into the new version of Warhammer. It is provided principally for existing players who would like to try out the new rules immediately. All the important changes are covered, and where the changes are too extensive to describe fully, a broad outline has been given instead.

START OF TURN

A new phase has been introduced at the Start of the Turn, basically to remind players to take appropriate tests, such as Panic tests due to fleeing friends within 4".

MARCH

Units can now march if they start their turn more than 8" away from an enemy. Units can move to within 8" of their foe as they march, whereas before units were obliged to stop as soon as they got to 8" away. This speeds up play and obviates the need to measure out your approach distances.

CHARGE

The charge rules have been described specifically to forbid chargers from wheeling to deliberately reduce the number of models fighting – an annoying trick that defies the spirit of the rules... and now the rules themselves too! Any wheel you make has to bring more models into the combat, not less.

FLANK CHARGES

A unit which is charged in the flank or rear by an enemy unit of 5 or more models now loses all its rank bonuses for resolving combat.

7+ TO HIT

Shooters can now hit on scores of 7 or more by rolling a 6 followed by a 4+ (=7), 5+ (=8) or 6+ (=9) in the same way as Warhammer 40,000.

LAPPING ROUND

A unit which wins a combat can lap round models from rear ranks, lapping round up to 2 models per side. These lapping models now don't count as part of the unit's formation for purposes of rank bonuses, but they do get bonuses for flank or rear attacks if the entire unit amounts to 5 or more models. Flankers are returned to their rear rank if the unit is beaten.

RANKS

For purposes of working out combat results, a unit's ranks are counted at the start of the combat, and a rear rank of 4 or more models counts towards the bonus. The rank does not have to be a full rank necessarily, although the unit must be at least 4 models wide as before.

PURSUIT

The age old question of whether pursuers need to equal or beat the distance of fleeing troops is settled once and for all! Pursuers now have to outpace their enemies in order to overrun and destroy them – they have to roll more than the fleeing unit. If both units roll the same the pursuers are placed slightly behind and out of contact.

PANIC

Panic tests must now be taken for every unit if their General is killed. Panic tests are also required if a unit flees from a charge and is caught. Previously no test was required for this at all, although many players assumed the unit to be destroyed in hand-to-hand fighting and so tested anyway. Now units within 4" of the destroyed friends must test.

FRENZY

Frenzy is now automatic – troops start the game frenzied. As well as fighting with double attacks, frenzied troops must charge enemy within reach and must always pursue enemy they defeat.

LEADERS ET AL

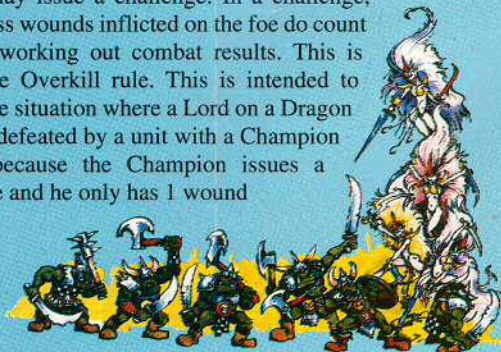
Leader models are always placed in the centre of the front rank, whilst standards, musicians and character models must be placed as close to the centre of the front rank as possible. Characters cannot be deliberately placed in rear ranks when there is space for them in the front.

CHARACTERS IN COMBAT

Characters who are part of a unit fighting in hand-to-hand combat, but who are stranded in a position that cannot fight, may swap places with an ordinary warrior in their own movement phase. This can mean they lose a turn's fighting if the unit is charged from an unfavourable direction.

CHALLENGES

Only models which are in base contact with an enemy may issue a challenge. In a challenge, any excess wounds inflicted on the foe do count towards working out combat results. This is called the Overkill rule. This is intended to rectify the situation where a Lord on a Dragon is easily defeated by a unit with a Champion simply because the Champion issues a challenge and he only has 1 wound to lose.





AERIAL COMBAT

These rules have been extensively re-worked as follows.

Flying troops beaten in hand-to-hand combat, but who do not flee as a result of their break test, are now driven off 3D6" rather than off the tabletop altogether. The victors do not pursue, but hold their ground.

Flyers can now fly high and attack a high flying enemy in the same turn.

When flying high, flyers can only strike glancing blows. Attacks are worked out as normal in your own turn, but no blows are struck in return. No magic or missiles can be used when flying high.

WAR MACHINES

War machines can fight in units of the same type called batteries, and when placed with 5" of each other are always considered to be a single battery. A character can be placed with a battery, as with any other unit, but he cannot help to operate a machine.

When crews are charged, all the crew in the battery can be positioned to meet the attackers, individual models moving up to a normal move to do so. This includes any characters who might be with the battery.

When shooting at war machines, hits are randomised as follows: (D6) 1-4 = machine, 5-6 = crew. Templates hit the models beneath them as with chariots, etc.

Surviving crew from one machine may be used to operate another of the same kind.

CAPTURING STANDARDS

Standard bearers cannot be slain in combat, as it is assumed an ordinary trooper will step in and take up the flag if its bearer is killed or wounded. The player can always choose to remove an ordinary model in preference, and only remove the standard bearer if there are no ordinary models left.

A standard is automatically captured if the unit breaks and its enemy pursues. The standard bearer model is placed behind or beside the unit that captured it. If pursued by several units the fastest wins the standard.

A captured standard is worth 1 victory point at the end of the game, and units which capture standards can gain elite status in future battles.

MUSICIANS

As with standard bearers, musicians are not removed as casualties as it is assumed the drum is picked up by some musically ambitious ordinary trooper.

If your unit includes a musician and the enemy unit does not, then you will win any tied combat result by 1. If both sides have musicians, roll a D6 for each, and the side with the highest individual dice roll wins the combat by 1. If both sides roll the same score, the combat is a tie after all!

SKIRMISHERS

The rules for skirmishers have been revised fairly extensively, and what follows constitutes a basic summary of the differences and clarifications.

Skirmishers can only reform into a close formation if they include a musician.

Skirmishers always move at double pace, ignoring movement penalties for terrain, but cannot shoot if they move further than their movement characteristic.

If the unit is engaged in combat, any skirmisher models which are not engaged in the fighting must move into the combat in their movement phase, moving up to their normal double pace to do so.

Skirmishers have no flanks or rear, and so cannot be attacked in the flank or rear. They have no ranks and files, and so derive no rank bonuses in combat and fight in only one rank even if armed with spears.

Casualties are removed from the back of the unit as normal, even if models are removed from amongst those not actually fighting. This represents individuals rushing forward into gaps in the same way as ordinary units.

Skirmishing units always test on their basic leadership value. They cannot test on the leadership of a character with the unit, nor on the leadership of a General within 12". They cannot re-roll a break test if the army standard is within 12".



BUILDINGS

Any units wishing to move into buildings, or into built up areas such as courtyards, fortresses, and suchlike, can adopt a skirmish formation as they do so.

BOUND MONSTERS

Many of the larger semi-independent monsters have been redefined as Bound Monsters in the Bestiary. Bound Monsters must be magically bound or carefully trained in order to fight without riders, but must take a Bound Monster test at the start of their turn. This is basically a Leadership test, and if this is failed roll a D6: 1 deserts the battle, 2-5 will not move or fight this turn, 6 fights on normally.

EMPTY GLASS

Should Warhammer players discover the author propping up the bar staring wistfully into an empty glass, the game rules now specifically state that they must buy him a drink (*funny, I don't remember this one - Ed*).

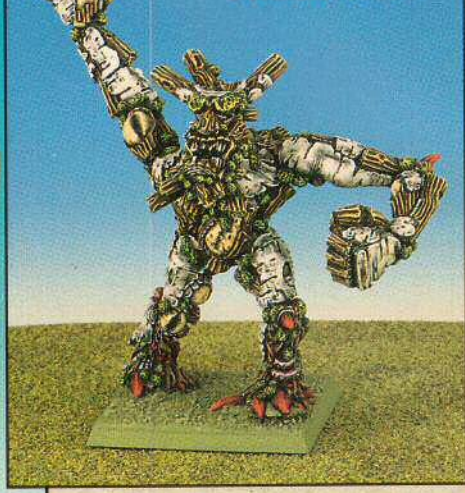


WARHAMMER

WOOD ELF
FOREST DRAGON



DURTHU THE
TREEMAN



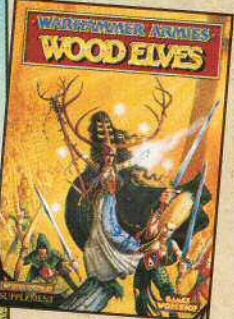
ORION THE WOOD ELF KING



WOOD ELVES



WOOD ELF GLADE RIDERS



Model designed by Trish Morrison and Gary Morley.

Model designed by Trish Morrison.

Model designed by Gary Morley.

Models designed by Gary Morley.



All models supplied unpainted. Durthu, Orion and the Forest Dragon 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! Durthu the Treeman, Glade Riders, Orion the Wood Elf King and the Forest Dragon boxed sets contain lead and may be harmful if chewed or swallowed. These Citadel Miniatures are not recommended for children under 14 years of age.

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THE SORCERER

MASTER OF THE OCCULT

Ahriman was among the foremost of the Thousand Sons when they set their feet upon the long path of learning the secrets of magic. Like his Primarch, Ahriman had become obsessed with arcane mysteries as he fought through the galaxy on the Great Crusade. He had encountered isolated cultures where magic had re-emerged as the dominant form of power after the machines had died. Magnus the Red's thirst for knowledge was imprinted into all of his sons and they pursued the quest with equal fervour.

Towards the end of the Great Crusade the Primarch compiled a truly monumental tome of sorcery called the Book of Magnus, sometimes

known as the Book of the Thousand Sons, filled with arcane lore from across the galaxy. As Chief Librarian, Ahriman was keeper of this book on the Thousand Sons' home world of Prospero and he studied its inner mysteries extensively. His power gradually grew and expanded as he grasped the subtle nuances of magic discovered by wise men across the galaxy over millennia of study. Like all of the Thousand Sons, Ahriman came to believe that the untapped power of the warp could be harnessed for the good of mankind. Only weakness of mind and spirit prevented ordinary men from controlling the warp utterly.

Over time, the most powerful and influential of the Legion's brethren began to think of themselves as sorcerers, and they devoted more



By Andy Chambers



THOUSAND SONS



The name of the Thousand Sons was taken from the initial series of genetic imprints made from the tissue of their Primarch, Magnus the Red. Magnus was a ruddy-haired and extremely large Primarch with a single eye set deep in his broad forehead. Because of this he was sometimes known as Cyclopean Magnus or the Red Cyclops. The truth was that his soul had already been touched by Chaos, and Tzeentch insinuated into him a fascination with the occult forces of the warp and the secrets that lay within its fabric. From his imprint a thousand Space Marines were created: the Thousand Sons of Magnus. An entire Legion of many thousands of Space Marines was subsequently raised to take part in the Great Crusade, but the Legion always kept the title of the Thousand Sons.

The path of damnation for the Thousand Sons Legion of Space Marines was longer than most. Even before the Heresy, Magnus led his sons in the study of arcane lore and the practice of sorcery despite the Emperor's warnings to stay clear of such matters. However, they remained loyal to both the Emperor and humanity despite their growing preoccupation with magic.

When Horus gathered his forces against the Imperium, the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons heretics and sent Leman Russ and the Space Wolves to devastate the Thousand Sons' home world of Prospero. The Thousand Sons were driven into a war against their Emperor and had to fight alongside Chaos

to survive and protect their accumulated wisdom. The Thousand Sons sought the patronage of the Chaos Power Tzeentch, Changer of the Ways, greatest wielder of magic among the Chaos gods. Tzeentch favoured them well and the Thousand Sons escaped from the aftermath of the Heresy into the Eye of Terror to find the daemon world which was promised them. This world became known as the Planet of the Sorcerers, where the Thousand Sons established themselves under the rule of Magnus the Red.

The former Primarch of the Thousand Sons was elevated to the rank of daemon prince of Tzeentch, and installed in a volcanic fortress-pinnacle called the Tower of the Cyclops. Like its master, the topmost tower of this fortress has a single living eye which peers over the surrounding landscape, watching over the minions of its lord: the eternal guardian and watchdog of the Sorcerer King. Beneath the gaze of the Cyclops the Thousand Sons continued their study of magic and many became mighty sorcerer-lords of Tzeentch.

But as time passed many of the Thousand Sons declined into mutation and madness under the warping influence of the Lord of Change. The sorcerers became increasingly disturbed by the degeneration of their brethren until a cabal lead by Ahriman, the greatest among them, risked the wrath of their daemon primarch by undertaking the drastic spell, the Rubric of Ahriman, and purging the Thousand Sons. This brought about a great schism within the Legion as the cabal was banished by the enraged Primarch and scattered to fight in different Traitor Legions across the Eye of Terror.

CHAOS SPACE MARINES



AHRIMAN, CHAOS SPACE MARINE SORCERER LORD
ARMED WITH THE BLACK STAFF OF AHRIMAN



CHAOS SPACE MARINE
TERMINATOR CHAMPION



AHRIMAN SUMMONS PINK HORRORS FROM THE WARP TO CRUSH THE ELДАР ATTACK

time to uncovering the mystical secrets of the universe than to fighting the Emperor's wars. But the Emperor could not tolerate the gradual shift of the Thousand Sons towards Chaos. He knew no man, or Primarch, could master Chaos. The Legion's warning that his most trusted Warmaster was plotting against him seemed to confirm the Emperor's worst fears that the forces of Chaos had insidiously corrupted the whole Legion and now sought to fragment the newborn Imperium.

The Emperor unleashed the Space Wolves Legion on the Thousand Son's tranquil home world of Prospero. Ravening, grey-armoured assault squads of Blood Claws seized Prospero's neglected orbital lasers and missile batteries within hours of their arrival. After that, the Thousand Sons were almost bombarded out of existence. Delicate towers of vast antiquity were smashed to rubble by energy beams from above, vast libraries of incalculably precious works burned beneath a rain of fusion fire. Stunned by the magnitude of their betrayal the Thousand Sons saved what they could and fled, breaking through the Space Wolves' blockade to seek sanctuary with the Warmaster.

The Thousand Sons soon dedicated themselves to Tzeentch, the Power of Chaos who is the greatest master of magic. He became their patron god, and as they fought their way through the Heresy, Magnus and the Thousand Sons used their



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.

dedication to Tzeentch to avoid the deeper corruption suffered by the other Traitor Legions. After Horus' defeat, the Thousand Sons escaped to the Eye of Terror. Only then did the other aspects of their patron's nature begin to impinge on the Thousand Sons.

The first visible signs were the grotesque mutations which began to manifest themselves among the battle brethren. Ahriman and the other Sorcerers were even more horrified when some of their own number began to warp and change. They had failed to master Chaos – instead Chaos was mastering them.

Ahriman was determined that the long path to knowledge they had



trodden would not end in madness and abomination. He formed a secret conclave consisting of many of the most powerful sorcerers that had resisted the insidious spread of mutation. Secretly, he began to study the Book of Magnus again, seeking some way to prevent the Legion devolving any further. In time he prepared the Rubric of Ahriman, a spell so potent that it would unleash forces far beyond the sorcerers' control. If it worked the Legion would be rendered immune to the terrible warping effects of Chaos.

The cabal of sorcerers refused to help Ahriman at first, but when Magnus himself was elevated to the ranks of Tzeentch's daemon princes it became clear that the last vestiges of humanity were being driven from the Thousand Sons. Soon they would be nothing but mewling Chaos Spawn robbed of all their hard-won knowledge and power. The destruction of their home world, the Heresy, it would have all been for nothing. At last the sorcerers agreed to join their power together and a terrible cataclysm of magic was summoned about the Planet of the Sorcerers.

It is said that even the daemons fled before the roaring maelstrom of magic Ahriman and the others sent against their world. Crackling clouds of multi-coloured energy descended from the skies and enveloped the great silver towers of the Thousand Sons, forking bolts of blue and yellow lightning struck down the corrupted Space

Marines one after another. No sorcerous protection or physical defence could keep the powers at bay. The storm of magic raged for an eternal night which could have been days or centuries until finally Magnus the Red himself used his unearthly powers to end it.

In the aftermath it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived, and had their knowledge and powers greatly augmented, or they had been utterly destroyed.

The battle brethren whose powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust, but their spirits remained, trapped inside their ornate battle armour for all eternity.

The battle brethren had been reduced to little more than automata, but Ahriman was satisfied. The physical corruption of the Thousand Sons had been halted, even if it was at a terrible price. The cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The daemon Primarch was furious and summoned



Ahriman's
Wargear and
Chaos Reward
cards can be found
in this month's
card section.

AHRIMAN

.....246 points

316 points including Wargear

Your Chaos force may include Ahriman. Ahriman may be placed in command of a Chaos Space Marine force if it is made up of only Thousand Sons Chaos Space Marines and daemons of Tzeentch.

WEAPONS Ahriman is armed with a bolt pistol, plus frag and Krak grenades.

ARMOUR Ahriman wears power armour which gives

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

him a 3+ saving throw on a D6.

WARGEAR & CHAOS REWARDS

Ahriman may have up to 4 Chaos Rewards or Wargear cards. He must take the Chaos Reward *Destiny of Tzeentch*, and the Wargear cards for the *Black Staff of Ahriman* and *Inferno Bolts*. The remaining Chaos Reward or Wargear card can be chosen by the Chaos player, subject to the normal restrictions.

MARKS OF CHAOS

Ahriman has dedicated himself to the twisting path of Tzeentch and bears his

Mark. If Ahriman is affected by any psychic attack he may nullify it on a roll of 4 or more on a D6.

STRATEGY RATING

Ahriman has a strategy rating of 5.

SPECIAL RULES

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

PSYCHOLOGY. Ahriman *hates* all members of the Space Wolves Chapter. Otherwise he is immune to all psychology and cannot be broken.

STRATEGY CARDS. If Ahriman is part of your Chaos force then you may discard any of the strategy cards dealt to you at the start of the game and draw replacements from the remaining cards in the strategy deck. The replacement card may not be discarded and drawn again.

THOUSAND SONS. If Ahriman commands a force it must be made up entirely of Thousand Sons Chaos Space Marines, characters with the Mark of Tzeentch and daemons of Tzeentch.

A Space Marine Codicier challenges the psychic might of Ahriman, but his efforts are to no avail.



And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from without while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties.

AHRIMAN

Ahriman and the others before him in order to destroy them utterly. But, as he raised his fist to crush the unrepentant sorcerers Magnus heard a distant, sibilant voice: "Magnusss, you would smash my pawns too readily."

Tzeentch, Changer of the Ways had guided the plot to its fruition for its own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the dark god's reasoning, Ahriman had been its unknowing puppet. Magnus was secretly pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to forever wander the Eye of Terror and beyond in an eternal search for perfect understanding.

Over the millennia Ahriman has sought out magical artefacts, ancient arcane books, talented psykers and

any aspect of sorcerous knowledge or power. He has led raids specifically to acquire such things, even going as far as to attack museums and the private collections of antiquarians, much to the mystification of his victims. In many instances magical artefacts are acquired by local Chaos Cults, and Ahriman merely comes to take them away together with any humans who might make promising servants. It often comes as an unpleasant surprise to a Cult Magus to find that his efforts to summon help from the Thousand Sons merely result in the loss of his sorcerous artefacts and most of his coven.

Untouched by the warping influence of Chaos these ten thousand years, Ahriman still believes that Chaos can be mastered with knowledge and cabalistic strength. Deep in his black heart Ahriman believes that he can find the final pieces of the puzzle within the hidden dimensions of the Black Library of the Eldar. The Eldar fear him greatly, and live in terror of him finding his way into the ancient labyrinth of the Webway. Somewhere within its secret ways lies the Black Library, a vast repository of arcana from across space and time which details the Realm of Chaos.

Most recently, Ahriman has been seeking the psychic spoor of Inquisitor Czevak, one of the few humans to have entered the Black Library and lived. Should Ahriman succeed in capturing Czevak his arcane powers would mean there was little the Inquisitor could do to conceal the path to the Black Library from him. Ahriman would hold the keys to the vast accumulated wisdom of the Eldar race about Chaos. Such knowledge would make Ahriman a new and deadly god.

SPACE MARINE BIKE



Dark Angels Ravenwing bike squadron



Chapter badge



Sergeant
Chapter badge



Bike squadron badge



Space Marine
Assault squad badge



Army badge



Honour badge



Space Marine on Space Marine bike

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

OUT OF THE DARKNESS

By Mark Brendan

This article introduces us to the idea of adventuring beyond the confines of those draughty, dark old labyrinths, and gives your adventurers a change of scene. If the notion of taking your party on a jaunt around, say, a castle, or a Wizard's tower, or maybe even outdoors in the woods appeals to you, then read on and discover how to escape that dungeon...

IN THE BEGINNING...

At the start of their careers, most adventurers are enthusiastic and wet behind the ears, young fellows who are very keen to earn a bit of loot with nothing more going for them than the

strength of their sword arm or the power of their spells. Their ambitions are to make their fortunes by liberating fantastic treasure hordes from the undeserving clutches of all manner of vile, subterranean nasties. What could be simpler? Make a stack of cash, and rid the world of evil into the bargain. Being

The interior of the galleys on board the Black Ark were humid and stank. Fully two thousand Human, Dwarf and Elf souls laboured over foul, menial tasks, stripped to the waist and perspiring freely in the cramped and unhygienic confines. They were arranged on three levels, cooking, cleaning bilges and other jobs vital to the running of the sinister stone vessel, kept afloat by the will of a powerful dark mage. There was not a single slave on board, who toiled in those halls, who did not realise the import of what they were doing. They were part of a Dark Elf war fleet, led by the immeasurably wicked Prince Mordrin Kain, coursing towards Erengard with every intention of sacking that great city port. From there, the Dark Elves would have unchallenged access to the north of the Old World, and could sweep southwards towards the Empire itself. Though they wept for the fate of their countrymen and abhorred the tasks they performed, they still bent their backs to it. Drachnas, the overseer, saw to that. Plying the lash with casual brutality, any back not straining at the oar soon became a patchwork of bloodied weals. Better to bide one's time working and waiting for an escape, than die in ignominy as a galley slave.

Uff, a hulking Norseman, eyed Drachnas with cold fury as once again he belaboured the shoulders of Ernst, a wizard and erstwhile travelling companion of Uff. Ernst looked grey and sickly, and Uff knew the mage couldn't last much longer in these ghastly conditions. The ultimate cruelty was that Ernst had within him the power to heal himself, but was prevented from doing so by the black gem literally burned into his chest by their Dark Elf captors. Fearing his magic, which had reduced several of their ambush

party to ashes before they were captured, the corsairs had burned the shard of obsidian into him to shackle his powers just as they had shackled his limbs. Uff knew that if they were ever all going to get out of this hellhole alive, then he had better act soon. He knew that behind them somewhere, equally miserable, were Corwen his Wood Elf friend, and Dwimril Silverlode the indomitable Dwarf. In the week, "Had it really only been a week?," he wondered, since their capture, he had chafed the ends of his strong fingers raw working at the shackles, and he reckoned they were just about loose enough now for one great burst of strength to tear them free. Feigning exhaustion, he slumped to the floor.

"You there, slave, work!", bellowed Drachnas at him, his words thick and malicious with the sibilant accent of the Dark Tongue.

Drachnas stormed down the hall and unleashed a vicious crack across Uff's back with the whip. It was just the jolt the Norseman needed. With a howl of fury, he yanked the chains from the deck, twisted them around his tormentor's throat and pulled. The single flex of the barbarian's massive muscles was sufficient to snap the overseer's neck like a dry twig and Drachnas fell to the squalid floor in a limp bundle.

In the ensuing pandemonium Uff freed more of the slaves, including his companions. Under the cover of the resulting pitched battle between slaves and captors, the team of four made their way to the upper decks. There, they knew, they had to chance to liberate their equipment and take control of the ship during the confusion...



On a precipitous walkway high in the forest canopy above Athel Loren, fiercely territorial Elves seek to drive off explorers.

new to the game, as they are, they inevitably opt for the tried and tested method of raiding ancient dungeons and ruins which have long since been overrun by the many foul denizens of darkness.

As a novice, this was brilliant. It had everything: excitement, danger, truly brain-melting sums of filthy lucre. Upon becoming a champion of your art the wealth was flowing nicely, thank you very much. Your abilities, combined with the amazing powers of ancient weapons and artefacts claimed from the coffers of vanquished foes, ensured your continued survival in the face of increasingly more hideous and terrifying enemies. So you sought out yet greater challenges and still more wealth to add to your coffers. Now they are calling you a hero, and you're starting to wonder, "What's it all about, eh?". You've got all this cash and you can get more any time you want it by taking a pot-holing expedition to slap a few Orcs about. But the jewels are losing their lustre and the acts of random violence on hapless monsters just don't cut the mustard anymore. Well, what you need is a theme, very possibly a different approach to doing what you do best, ie mugging baddies. Permit me to explain...

THE GREAT OUTDOORS

You can represent wilderness areas simply by making up a map of the area which is to be covered in the adventure, giving



the players a virtually limitless scope for directions in which to travel. However, you must ensure that their route takes them into the areas they must visit in order to complete their task. These places will have yet more maps showing their layout, and will have specific encounters taking place at them. Floorplans can easily be knocked up for them using gridded paper with the correct terrain marked on in place. You can even make this three dimensional by using Warhammer terrain or, if you are artistically inclined, making up your own, special Warhammer Quest terrain. A good thing to invest in for this sort of game is an A1 sheet of paper which has had an appropriate sized grid marked on it and then been laminated. This is quite an expensive thing to do, but well worth it in the end since you can mark the positions of objects onto it using a dry marker, then wipe it clean, ready for the next encounter.

ALTERNATIVE INDOORS

Of course you may, quite rightly, decide that you aren't prepared to give up entirely on the usage of all those rather snazzy floorplans contained within the Warhammer Quest box, But neither are you ready to give up your new found freedom from the random dungeon bash. What you therefore need is a properly themed adventure, which need not necessarily take place in a dungeon.



A vicious melee breaks out on board a Dark Elf Black Ark as a party of adventurous captives attempt to mutiny.

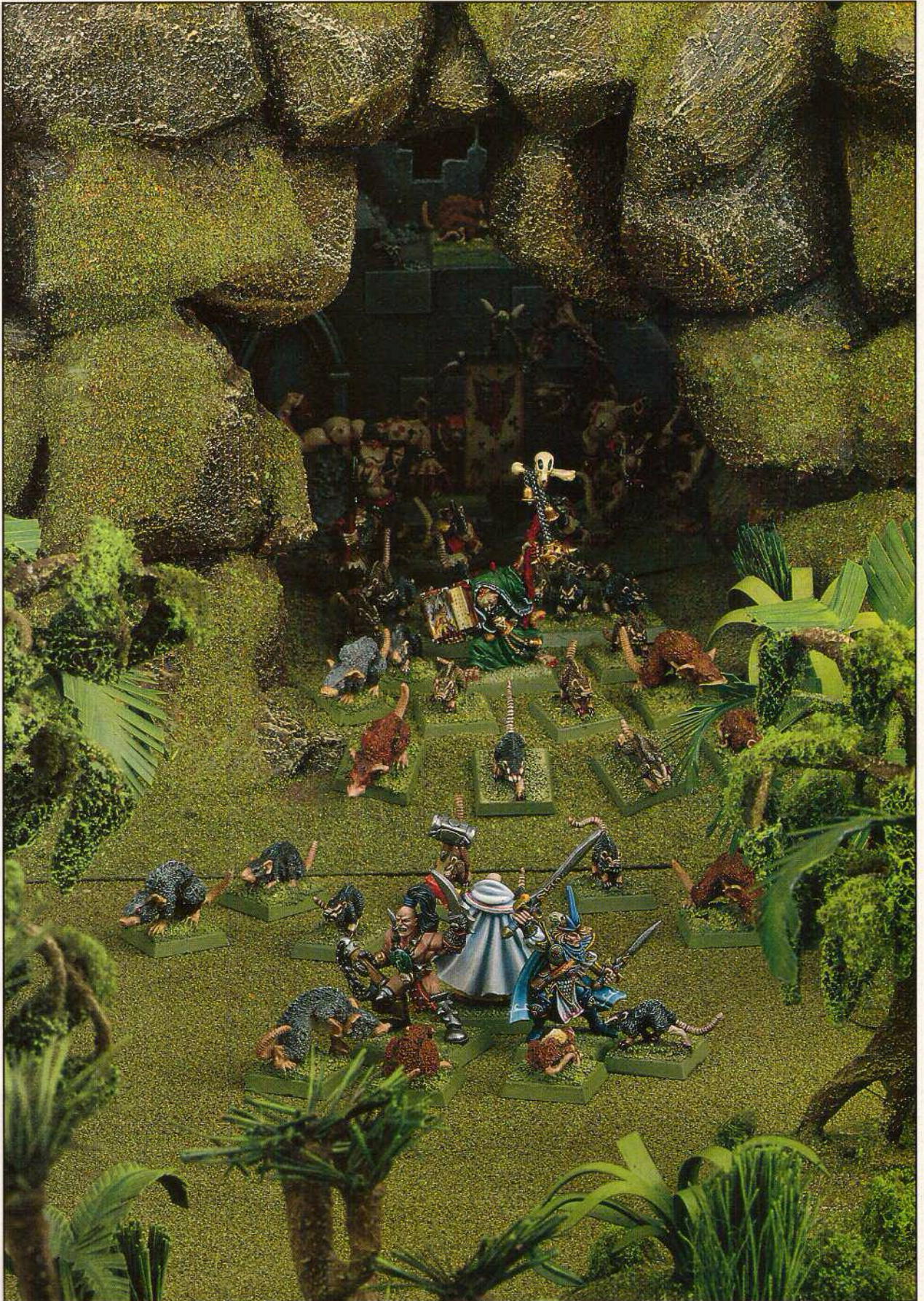
Those of you who own Warhammer armies are at a distinct advantage when it comes to turning out well-rounded, linked scenarios. Having a Warhammer army means that you should have a wealth of models at your disposal and be able to run games based around the particular race you field. From a background viewpoint, this is a considerably more desirable way to play games than the random dungeons, which contain the full gamut of nasties all crammed into the same small space, and also makes for good plot development. Consider, if you dare, the machinations of a Dark Elf prince bent on world domination. If that happens to be your army, then you have the

means to realise the adventures that ensue as the Warriors seek to foil his dastardly plot. It could be played out as several different games in correspondingly different locations, beginning, perhaps, with the adventurers being captured and enslaved upon one of the infamous Black Arks of the Dark Elf fleet and escaping to gain control of the ship. For the next scenario we could move the action to a town further down the coast invaded by the Dark Elves, where the adventurers must free the people. Next we infiltrate a castle which the wicked prince has taken, and is dug-in preparing for siege due to the brave actions of the party scuppering his war efforts in previous scenarios. We could run a final scenario dealing with the inevitable, climactic confrontation between the party and their nemesis as he attempts to escape through a warren of tunnels beneath the castle (back to basics I know, but think how much more exciting it will be after this build up).

RETURN TO THE LOST KINGDOMS

Take another case. Using the previously published rules for Lost Kingdoms adventures, you could reason that your adventuring party decide to join an expedition to far away Lustria. You have heard rumours of ancient temples containing fabulous wealth in the steamy interior of this mysterious continent. However, instead of finding your *El Dorado*, you stumble instead across the territory of Clan Pestilens. On your first adventure against the foul disciples of decay you uncover a sinister plot to brew a disease so potent that if it ever reached the shores of the Old World, the epidemic would all but wipe humanity from the face of the planet. Fortunately, the texts you uncover show the location where this vile project is being researched. This calls for another journey, deeper into to the jungle in order to destroy the nest where this hideous threat is being formulated. For the final confrontation with the Skaven, have the adventurers discover the seat of Skaven power in the area and eradicate this dangerous branch of Clan Pestilens once and for all.





Treasure hunters in Lustria find an unpleasant surprise outside the Clan Pestilens Temple at Yersema.



There is a wealth of source material and background information to be found in the Warhammer Army books, all just waiting to be harvested for your Warhammer Quest games. And to add the final touch, you should of course tailor your Event cards to suit the scenario you are playing. Obviously meeting a "Dying Dwarf prospector riddled with Orc arrows..." as you raid

the Temple of Clan Pestilens in Lustria is a totally undesirable result. Instead, you should have something like, "Huddled in the corner you see the limp form of a human slave. He is overcome with the vile infections the Plague Monks have exposed him to. His last action before being overcome by the fever is to thrust a key wrapped in grubby cloth into the Elf's hand, and gasp, "Portcullis..." With this in mind you should be able to produce events and encounters backed up with the sort of attention to detail that makes the game what it should be. Atmospheric and totally convincing. Also very important, you should consider tailoring the treasure decks to fit in with your game. More often than not, Warhammer Quest games result in a race to collect as much spectacular plunder as possible. While this is always a good motivator for the

Warriors, it should not become the be all and end all. Too often do we see Level 2 Dwarves stumping around dungeons, smiting Goblins and Bats with the *Hammer of Sigmar*. This is undesirable in a properly themed game the referee, if you have one, should avoid it by coming up with treasures to suit the level and background of the scenario. Those of you who possess "good" armies for Warhammer need not feel left out at all. With a bit of extra work, adventurers may find themselves as emissaries of the Emperor in the courts of allied powers. A position which could, with the correct plot, turn out to be every bit as dangerous as being stuck in a leaky tunnel upwind of a Troll's nest. For instance, how many Human envoys have you heard of seeing the centre of Athel Loren and living to tell the tale. Or even beyond that, it isn't exactly unheard of for the occasional internecine squabble to break out amongst the forces of light. For example, a highly trained group of mercenaries could hire themselves out to the highest bidder to steal state secrets, carry out assassinations, sabotage war efforts, you name it, it's possible. In the complex, intrigue-ridden courts of the Warhammer world, politics can be every bit as bloodthirsty as war.

Remember, the only limit to what you can do is your own imagination. Dungeon floorplans can become the halls and passages of border keeps, a Necromancer's mountain tower, a Skaven infested sewer beneath a village, the network of hollowed out roots beneath the domain of the Wood Elves, or indeed anything else you care to conceive of in the dark and many splendoured Warhammer world. Now you have the means at your disposal, so get out there and give your chosen enemy a taste of good old cold steel.

The journey had, all in all, been a strange and perilous one. They had been living it up at a small seaport in the Wasteland, feasting on the spoils of a raid on an ancient system of catacombs in the hills near Marienburg. It was there they had been captured, and since then they had endured many hardships at the hands of their evil foes, and many triumphs over them too.

Ernst had recovered both his magic and his health, but it had been touch and go whether he would ever enjoy either again. They had paid a physician in Erengard to remove the stone, and in his debilitated condition the operation had almost finished Ernst off.

They were being hailed as heroes, and their title in this part of the world had become the "Liberators of Erengard". Uff was frankly embarrassed by such adulation, but Ernst didn't seem to mind too much, Dwimril was too stoic to even notice though, predictably, the Wood Elf Corwen positively revelled in it. Since their break out on board the Black Ark, a tale now being sung of amongst the local bards, they had succeeded in all but completely ruining the plans of Mordrin Kain. Quickly gaining the helm of the ship and recovering their gear, the adventurers had valiantly pitched into the defending corsairs. All aboard the ship there was mayhem with slaves running amok, thus preventing the Dark Elves bringing their full might to bear against the party. During the battle Dwimril vanquished the Dark Elf captain single-handedly. An unwholesome creature with an eye patch called Captain Shendec, he had lashed out in fury at Dwimril with his powerful sword. But in his rage he had overextended his reach, and his diminutive opponent had easily stepped

under his guard to bring his great axe up to bury itself in the unfortunate Dark Elf's rib cage. Whilst Uff protected the weakened Ernst, Corwen had turned the natural hatred of the Dark Elves for his kind to good use. With a mixture of taunts and derogatory gestures, he goaded a large number of corsairs into chasing him. Quickly clambering up the rigging, he had let loose the mainsail on his pursuers. Confused and pinned under the suffocating weight of the cloth, Corwen was left at his leisure to shoot burning arrows, one after the other, into his trapped foes. The seagulls feasted royally.

Eventually, the day was won, and the adventurers assumed control of the ship. Catching up to the rest of the fleet, they arrived at Erengard in time to witness a ferocious sea battle already underway against a small and badly outmatched Kislev fleet.

But that soon changed. Moving to the Kislevite's aid, the new arrivals unleashed a crippling broadside at the nearest of the three Black Arks, then rammed it, smashing it aside. As it wallowed drunkenly in the water, the Kislev fleet struck too, sinking the stricken vessel. Sensing the tide had turned, the Dark Elf flagship prudently fled.

Shortly afterwards rumours began to tell of Dark Elf survivors who had put in at a small village down the coast some miles, and were terrorising the locals. Soon the party were heading down there to bring the villains to justice, but after a running battle through the streets and houses, the Prince escaped once more.

But there was more news. This time he was cornered, in an old keep in the hills...

JUNGLE FIGHTERS OF CATACHAN



CADIAN SHOCK TROOPS



ROUGH RIDERS OF ATTILA



ICE WARRIORS OF VALHALLA



MORDIAN IRON GUARD



TALLARN DESERT RAIDERS



IMPERIAL STORM TROOPERS



Each boxed set, apart from the Imperial Storm Troopers, contains a complete Imperial Guard squad. Each box also includes a sheet of Citadel waterslide transfers so that you can complete your Imperial Guard in the regimental markings of your choice.

Warning! Apart from the Imperial Storm Troopers these models contain lead which may be harmful if chewed or swallowed.

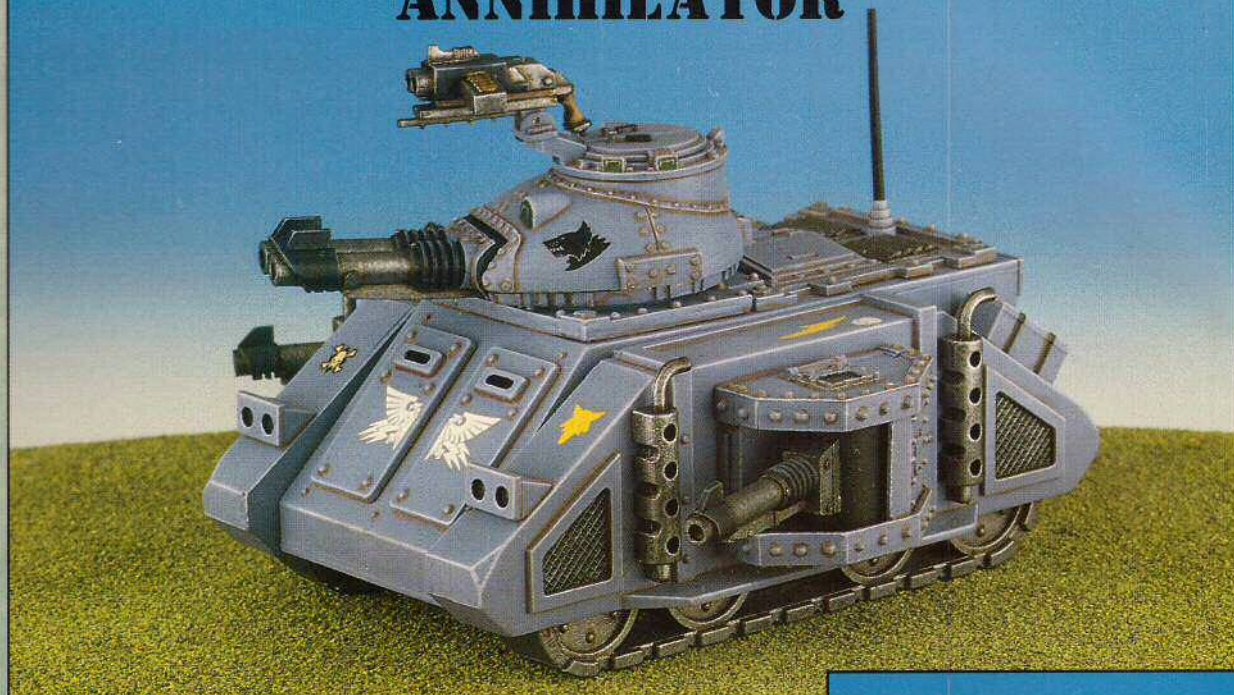
These Citadel miniatures are not recommended for children under 14 years of age.

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

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SPACE MARINE PREDATOR ANNIHILATOR



Space Marine Predator "Annihilator" of Ragnar Blackmane's Great Company

There are many different variants of the Predator tank used by Space Marine chapters throughout the Imperium. This particular variant, nicknamed the "Annihilator", was made famous by Ragnar Blackmane's company of Space Wolves, during the Skarath rebellion. Two of the Space Wolves' Great Companies had already fallen victim to the treacherous ploys of the planetary governor. They were battling in a desperate last stand against Chaos Cultists, while the position they held was besieged by the Iron Warriors Chaos Space Marine legion. Ragnar Blackmane's Great Company was deployed to break the siege. He knew that he would be facing the massed armoured squadrons of the Iron Warriors' Dreadnoughts, Predators and Land Raiders, and in such a situation heavy bolters would be of limited use. He therefore ordered the chapter's Iron Priests to retro-fit all operational Predators with lascannons. Thus was born the "Annihilator".



Ragnar Blackmane's
Great Company marking



Army badge



Squadron number



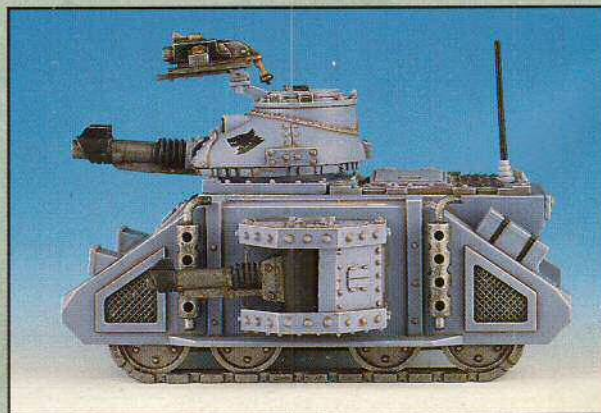
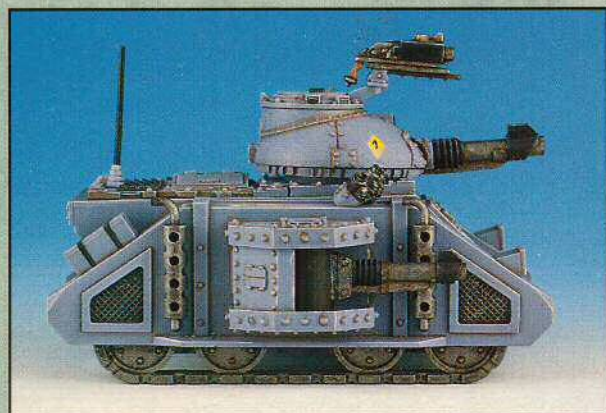
Annihilator
marking



Standard Codex armoured
vehicle marking



Grey Hunters crew



SPACE MARINE PREDATOR ANNIHILATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED

CREW:

1 SPACE MARINE DRIVER 3 SPACE MARINE GUNNERS

WEAPONS

Twin linked lascannon mounted in the turret. Plus either **heavy bolters** (+30 points) or **lascannons** (+90 points) mounted in either side sponson with a **targeter** and an 180° field of fire to its side of the vehicle. The twin linked lascannons are fitted with a **targeter** and have a 360° field of fire. The Predator may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE			ARMOUR MOD.	PEN.	SPECIAL
	SHORT	LONG	SHORT	LONG	STR.	DAM.	TYPE.			
Heavy bolter	0-20	20-40	-	-	5	D4	-2	D4+D6+5	Sustained Fire 2D	-
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-	-
Auto-launcher	6	-	-	-	-	As Grenade	Type	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker	-
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker	-

POINTS COST: 120 points + sponson weapons



WARGEAR CARD



CHAOS



REWARD

WARGEAR CARD



BLACK STAFF OF AHRIMAN 25 Points

The Black Staff is a potent focus of psychic energy. Whenever Ahriman uses a psychic power the Black Staff reduces the number of force cards needed to power it by 1 to a minimum of one, so force 2 powers only require one force card to use and force 3 powers only need two force cards to use. In hand-to-hand combat the powerful energies of the Black Staff add +4 to Ahriman's Strength characteristic.

AHRIMAN ONLY

INFERNO BOLTS 20 Points

Inferno bolts are sorcerous boltgun or bolt pistol shells which have been inscribed with arcane runes that write with blue-white fire. The bolts can be used whenever the model fires in the shooting phase instead of ordinary bolt ammunition (though the bolts may not be used in conjunction with rapid fire). If they hit a target the bolts explode with the same effects as the psychic power Tzeentch's Fire Storm. The Strength value of the fire storm is equal to the mastery level of the Sorcerer using the bolts instead of its normal Strength of 5. Targets with saving throws against psychic attacks may take them as normal against Inferno bolts. Otherwise armour and energy fields have no effect.

SORCERERS OF TZEENTCH ONLY

THIS MONTH'S CARD

This month's card contains Ahriman's Wargear cards, a datafax for the new Space Marine Predator Annihilator and a playsheet for the new Warhammer. Just fold along the perforations and the whole page should come out easily, well it should...

SORCERERS OF TZEENTCH ONLY

REWARD

25 Points

DESTINY OF TZEENTCH

If any army includes a model with this Chaos Reward then that side cards are always dealt to that side first, even in the psychic phase of an opponent's turn. In addition, that side always gets to use the first psychic power. If both sides have a Sorcerer with this Reward the two cancel out and the normal rules apply.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

* Hit the one nearest to the attacker

Track Damage Table

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

Hull Damage Table

- 1-3** A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
 - 4** The Predator's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - 5** A spark ignites the Predator's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
 - 6** The Predator's ammunition explodes. The Predator is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- ### Sponson Damage Table
- D6** The weapon mounted in the sponson is damaged and may only be fired on a D6 roll of 4+.
 - 2-5** The sponson is destroyed. The weapon mounted in it may not fire for the rest of the game.
 - 6** The sponson is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.
- ### Turret Damage Table
- D6** The twin linked lascannon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
 - 2** The turret is jammed and may no longer rotate. The twin linked lascannon may only fire in a straight line at targets that are directly in front of it.
 - 3** The turret gunner is killed. Unless his position is taken over by another crew member the twin linked lascannon may no longer be fired.
 - 4-6** The ammunition stored in the turret explodes and the Predator is destroyed. All the crew are killed and the turret is blown off. Flying D6* in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 Strength 9 hits with a -6 saving throw modifier.

WARHAMMER® PLAYSHEET

TURN SEQUENCE

1 START OF TURN

2 MOVEMENT

3 SHOOTING

4 CLOSE COMBAT

5 MAGIC

MOVEMENT

The player whose turn it is moves his troops in the following order.

1 DECLARE CHARGES

2 RALLY FLEEING TROOPS

3 COMPULSORY MOVES

4 MOVE CHARGERS

5 REMAINING MOVES

CHARGE AND REACTIONS

Charge! - A unit may charge at double its normal move rate. Measuring is not permitted before the charge is declared. If unable to reach its target the unit moves a normal move in the intended direction. Once a charge has been declared the enemy declares his reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target.

Stand and Shoot - You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold - The unit stands and takes the charge. This is the usual reaction for troops not armed with missile weapons.

Flee! - The unit turns tail and runs. The unit is immediately moved its standard flee distance (2 or 3D6") away from the chargers. Fleeing troops may not shoot.

MANOEUVRES

Wheel - A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself up to the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

Turn - A unit can turn during its movement. All the models remain in place but turn either 90 degrees to their left or right, or 180 degrees to face the rear. A unit must surrender a quarter of its movement to turn.

Change Formation - A unit may add or reduce the number of ranks in which it is deployed by 1 by surrendering half its movement. A unit may add or reduce the number of ranks by 2 by surrendering all of its movement.

Reform - A unit can reform during its movement by adopting a new formation facing whatever direction you wish. Reforming troops cannot move further or shoot that turn.

TERRAIN AND OBSTACLES

Troops cross difficult ground at half rate. This includes woods and most scenery including steep hills. Ordinary hills are not considered to be difficult ground and may be moved over at normal rate.

Troops move across very difficult ground at a quarter of their normal rate. Very difficult ground such as sheer slopes or very thick woods is unusual in games.

Obstacles - This includes fences, walls, hedges and other linear features. Troops must surrender half of their movement to pass over an obstacle.

MARCHING

Marching troops move at double pace with their weapons shouldered. A unit may not march if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons. War engines, chariots and other machines may not march.

FLEEING TROOPS

Troops fleeing during their movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Troops with a movement rate of 6" or less move 2D6". Troops with a movement of more than 6" move 3D6". Fleeing units do not have a strict formation - they are arranged into a rough mass of models and moved as a single confused and tangled body.

PSYCHOLOGY

Except for hatred and frenzy, where no test is necessary, tests for psychology are taken against Leadership. Roll 2D6 - if you score equal to or less than the troops' Leadership you have passed, if you roll more than the troops' Leadership you have failed.

PANIC

A unit which fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged.

- 1 - Test at the start of your turn if there are fleeing friends within 4".
- 2 - Test if a friendly unit within 12" is broken in hand-to-hand combat.
- 3 - Test if you are charged in the flank or rear whilst engaged in combat.
- 4 - Test if fleeing friends are destroyed by charging enemy within 4".
- 5 - Test if general is slain.
- 6 - Test if you suffer 25% casualties from shooting in a single shooting phase.

FEAR

A unit defeated in hand-to-hand combat by an enemy that it fears is automatically broken without a Break test if it is outnumbered.

- 1 - Test to overcome fear if charged by an enemy that causes fear. Make this test once the enemy declares his charge. If the tester fails to overcome fear then he must flee if outnumbered by the attackers. If not outnumbered, then a unit which fails its Fear test may fight on, but requires a 6 to hit during the first turn of combat.
- 2 - Test if you wish to charge a feared enemy. If you fail the test then you may not charge and must remain stationary for the turn.

TERROR

Only one Terror test is ever taken by a unit during the game - once it has been taken no further Terror tests are required. Troops which fail their Terror test will flee immediately exactly like troops broken in combat or fleeing from a charge.

- 1 - Test to overcome terror if charged by or wishing to charge an enemy that causes terror.
- 2 - Test if there is a terror-causing enemy within 8" at the start of your turn.

STUPIDITY

Test at the start of each turn. If troops fail their test:

- 1 - If in hand-to-hand combat half the creatures stop fighting.
- 2 - If not in hand-to-hand combat roll a D6.
 - 1-3 Move forward at half speed in shambolic manner
 - 4-6 Stand inactive or lie down for a bit

FRENZY

Troops affected by frenzy must behave as follows.

- 1 - Frenzied troops must charge enemy within charge reach.
- 2 - Frenzied troops fight with double their number of attacks.
- 3 - Frenzied troops always pursue.
- 4 - Frenzied troops in charge range of enemy are immune to other psychology.
- 5 - If defeated in combat troops are no longer frenzied for the remainder of the game.

HATRED

Troops who hate their adversaries take any Break tests against an unmodified Leadership value of 10. During the first turn of hand-to-hand combat they may re-roll any misses when they attack. Troops must pursue hated enemies who flee - they cannot test to avoid pursuit.

GENERAL AND BATTLE STANDARD

General Any unit within 12" of the General may test using his Leadership.
Battle Standard Any unit within 12" of the battle standard may re-roll a failed Break test. Note this applies only to Break tests, not psychology tests.

HAND-TO-HAND COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack. Models which charged that turn fight first. Otherwise models attack in order of descending Initiative.

Roll to Hit. Determine the D6 score required to hit using the To Hit Chart below. Roll a D6 for each attack. Pick out the dice which have scored hits.

Roll to Wound. Determine the D6 score required to wound using the Wound Chart. Roll a D6 for each hit scored. Pick out the dice which have scored wounds.

Roll to Save. If the opposing troops have a saving throw then these are taken before models are removed. Roll a D6 for each wound suffered. The score required for a successful save is shown on the Saving Throw Chart.

Resolve Combat. Once all troops involved have fought determine which side has won. See *Combat Results* below.

TO HIT CHART

Compare the attacker's WS with the defender's WS to find the basic D6 roll needed to hit.

DEFENDER'S WEAPON SKILL

		DEFENDER'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

If the enemy is behind a **defended obstacle** you need a 6 to hit.

COMBAT RESULTS

Each side adds up the number of wounds it has caused and adds any of the following modifiers that apply. The side with the highest score has won.

+1 Rank bonus Add +1 for each rank behind the first to a maximum of +3

+1 Standard If any units have standards

+1 Battle Standard If the army's standard is fighting

+1 High Ground If you are uphill of your enemy

+1 Flank Attack If attacking an enemy in the flank

+2 Rear Attack If attacking an enemy in the rear

Break Test. The loser must take a Break test for each unit involved in the combat. The test is taken on the unit's Leadership minus the difference in the combat results score. Roll 2D6. If the result is equal to or less than the number required the unit has passed. If the score is more than that required the unit has failed and is broken.

Broken units turn tail and flee directly away from their enemy once all combats have been resolved. Friendly units within 12" of a unit which breaks must take a Panic test to determine if they flee as well. These tests are taken once all combats have been resolved, but before any broken units flee.

BREAK AND FLEE

Troops who break and flee move 2D6" away from their enemy if they have a movement rate of 6" or less, or 3D6" if they have a movement rate of more than 6". Fleeing units are destroyed if caught by pursuers as described below.

Fleeing troops continue to move 2D6 or 3D6" in their own movement phase towards the nearest table edge. Fleeing troops can do nothing else. If they leave the table they are removed. If charged they must flee and are destroyed if caught.

A fleeing unit may attempt to rally in its movement phase. Roll 2D6. If the score is equal to or less than the unit's Leadership it has rallied, otherwise it continues to flee. A rallied unit may reform but may do nothing else that turn. A unit must have at least 25% of its original number of models to rally.

PURSUIT

Troops which win a combat must normally pursue their foes if they flee. Once fleeing troops have been moved the pursuers roll to see how far their pursuit takes them. Troops with a movement of 6" or less roll 2D6", troops with a movement of more than 6" move 3D6". If the pursuers move further than the fleeing troops then they have run down their enemies and the fleeing troops are destroyed. Pursuers are moved forward the full distance indicated.

If pursuers clash with fresh enemy then hand-to-hand combat is fought in the following turn as normal – the pursuers count as charging. Troops may avoid pursuit by testing against their Leadership. If the player rolls equal to or less than the unit's Leadership it does not have to pursue.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

WEAPON	RANGE	STR.	NOTES
Short Bow	16"	3	–
Crossbow	30"	4	May not move and shoot
Long Bow	30"	3	–
Javelin	8"	S	Strength as model throwing it
Bow	24"	3	–
Hand Gun	24"	4	May not move and shoot May not shoot two turns in a row Deduct -2 from enemy's save
Rep. Crossbow	24"	3	May shoot twice at -1 to hit

TO HIT CHART

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

-1 Shooting at a charging enemy

-1 Shooting at long range (over half range)

-1 Shooting while moving

-1 Shooting at a single character model or skirmishers

-1 Target is behind soft cover – such as a hedge or wood

-2 Target is behind hard cover – such as a wall or building

+1 Shooting at a large target

TO WOUND CHART

TARGET'S TOUGHNESS

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	–	–	–	–	–	–
	2	3	4	5	6	6	–	–	–	–	–
	3	2	3	4	5	6	6	–	–	–	–
	4	2	2	3	4	5	6	6	–	–	–
	5	2	2	2	3	4	5	6	6	–	–
	6	2	2	2	2	3	4	5	6	6	–
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

SAVING THROW CHART

ARMOUR TYPE	WITHOUT SHIELD	WITH SHIELD	MOUNTED NO SHIELD	MOUNTED WITH SHIELD
None	None	6	6	5 or 6
Light	6	5 or 6	5 or 6	4, 5 or 6
Heavy	5 or 6	4, 5 or 6	4, 5 or 6	3, 4, 5 or 6

SAVING THROW MODIFIERS

STRENGTH	4	5	6	7	8	9	10
MODIFIER	-1	-2	-3	-4	-5	-6	-7

LOST IN THE WARP

SPAWN OF CHAOS

Of all the armies of the forty-first millennium, none offer more opportunities for conversions than Chaos. The very nature of the twisted traitor legions just cries out for extra tentacles, headswaps, unusual weapons and a whole plethora of more adventurous modelling projects. And that's just the Chaos Space Marines. When you start building a Chaos Cult or Daemon World army the sky's the limit!

That's not to say that you have to convert your whole army, no sir. It's just that it's so tempting. So very tempting...

Actually, there are loads of excellent Chaos miniatures to choose from in both the Warhammer 40,000 and Warhammer ranges. A lot of them a fairly interchangeable between the games too, especially with the Daemon World armies which can be almost completely assembled from the Warhammer ranges. Naturally, these ranges are the first place to plunder for bits for your conversions.

BITS BOX

We often mention the idea of a "bits box", and it occurred to me that you might not all know what we meant. As it is vital when you're converting things, I thought I'd take the opportunity to explain a little.

Basically, a bits box is exactly what you'd expect: a box of bits. But what sort of bits? Your first ingredient is anything you have left over after assembling your models, or that you cut off one to convert into something new. To this, you add any interesting plastic shapes, metal fittings, pipes, packets,

packing, card... whatever you can get your hands on. If it has the right level of detail to fit in with the miniatures, and looks like it might be a hatch cover, tentacle, arm, banner, totem, satellite launching tower or anything else, keep it. You never know when just the right model will come along and a Chaos conversion will be born...



By Jake
with loads of
other people's
models



CHAOS SPACE MARINES OFFER THE PAINTER AND CONVERTER THE CHANCE TO CREATE WILD AND INDIVIDUAL MODELS - ADD PARTS FROM OTHER MODEL RANGES - EXPERIMENT WITH PAINT EFFECTS - MIX COLOURS AND MAKE EACH MODEL DIFFERENT AND UNIQUE - HERE ARE SOME IDEAS AND SUGGESTIONS FOR YOU TO TRY.

ALPHA LEGION
 BLUE METAL TRIM
 SCALE PATTERNS
 PAINTED
 ONTO
 ARMOUR

NIGHT GOBLIN BANNER
 POLE AND SMALL
 DRAGON HEADS
 FOR HYDRA
 FELT ON STANDARD
 OR TROPHY
 POLE

PLASTIC SKELETON
 HEADS ON TROPHY POLE
 HAND WEAPONS CUT
 FROM FANTASY FIGURES
 EPIC DAEMON OR
 CHAS BEASTMEN

ASPIRING CHAMPION
 HEAD CUT FROM
 KISLEV ARCHER -
 PLUMES MODELLED FROM
 PLASTICENE SET WITH VARNISH

CONVERT
 SPACE MARINE
 CHAPLAINS - FILE
 OFF IMPERIAL
 BADGES - ADD
 SPIKES
 AND
 PLUMES

SCALE
 ARMOUR CUT
 FROM PLASTIC
 HIGH ELF

SCALE
 PATTERNS
 OF SKULLS

CHAOS KNIGHT
 TORSO - ADD
 MARINE
 ARMS -
 PADS

FIST BANNER
 POLE CUT
 FROM ORC
 MORGLUM

KISLEV BANNER
 POLE

BEASTMAN HORNS - COCKTAIL
 STICK SPIKES - TEXTURED
 PLASTICENE FUR FELT

SKAVEN
 POLES
 FOR
 BACK
 BANNERS

SERVITOR
 HEAD

BROTHERS
 DARK

PLASTICENE
 SEALS - FOIL
 PARCHMENT
 STREAMERS

SKAVEN
 HEAD
 TROPHY
 POLE

INVENT
 UNUSUAL
 COLOUR
 SCHEMS

BEASTMAN AXE
 AND HEAD

CUT UP AND
 PAINT ONTO
 TRANSFERS
 FOR PAD
 DESIGNS

MODEL ROCKS
 AND CRATERS
 ONTO BASES WITH PLASTICENE

**IRON
 WARRIORS**



WORD BEARERS

DEEP RED ARMOUR

PARCHMENT CUT FROM FOIL OFF TOMATO PUREE TUBES OR WINE BOTTLES

PIN HEADS TO SECURE PARCHMENT

UNDEAD BANNER POLES

MODEL PUTTY OR PLASTICENE FROM HANGINGS FROM SHOULDER PADS

CHAOS KNIGHT HELMETS

BLACK LEGION
BLACK ARMOUR METAL TRIM
BLEND CONTRASTING COLOURS INTO BASE COLOUR FOR DRAMATIC EFFECTS

BACK PACK SPIKES FROM COCKTAIL STICKS

HEADS AND TORIJS FROM IMPERIAL SPACE MARINE FIGURES EG - CHAPLAIN

UNDEAD KNIGHTS BANNER POLE

USE WHITE DWARF FOR BANNER IDEAS

FOR DEEPER RED BRUSH RED ON BLACK BASE
UNDEAD WEAPONS BANNER POLE HELMET CRESTS

DAB RED MADE OF COLOUR FOR BLEND DAPPLE EFFECT

WAX AND FROM POTS

SHADE GOLD WITH GREEN

SHADE GOLD WITH RED

CUT DOWN PLASTIC SKELETON FOR PAD HELMETS

NIGHT LORDS
DARK BLUE GOLD TRIM LIGHTNING EFFECT

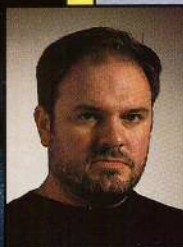
HOBGOBLIN HEAD CUT TO FIT PAD

UNDEAD MACE
INVENT CHAPTER SYMBOLS USE WHITE DWARF FOR IDEAS OR ADAPT TRANSFERS

FINE JEWELLRY CHAINS

INVENT YOUR OWN CHAPTER COLOURS - CREATE DIFFERENT PAINTED ARMOUR EFFECTS - CRACKED OR CRAZY PAVING - TRY MARBLING BY ALLOWING COLOUR TO DRIP OR RUN - DRIP COLOUR ONTO WET SURFACES - TURN RANDOM SHAPES INTO FACES





Everyone knows that Fred Marcarini has sold his soul to the dark forces of Chaos and these amazing miniatures merely attest to the fact. Fred has really let his imagination run riot and has delved deep into his Citadel Miniatures catalogues to find just the right parts to satisfy his craven imagination. I wonder where he found all those weird bits?



Among the many armies lurking under Adrian's desk are these Chaos Space Marines which he'll probably be taking to Games Day '96.

Adrian's Khorne Berzerkers and rancid Plague Marines show just how you can make the most of a very simple paint scheme and some hefty chopping!

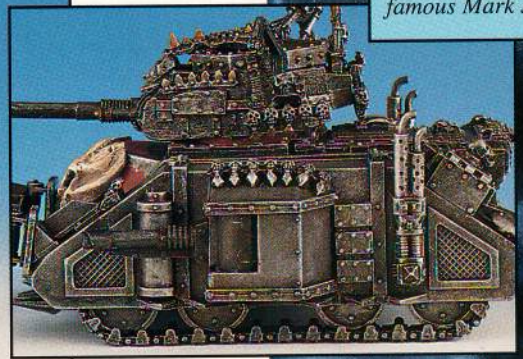
Yet again, the master of many armies comes to the fore.



GW cartographer, and intrepid explorer Simon Smith isn't just a pretty face. He's also a dab hand at modelling as this amazing Chaos Predator shows. He's not quite finished yet, but just look at the choppy bits on the front!



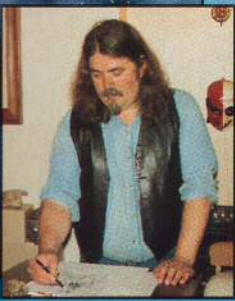
The truth must be known: bribes of beer enlisted the painting assistance of the famous Mark Jones.



With a name like Jake Vlemix he just has to be a Chaos General, and such a nice guy too! Jake's Nurgle Dreadnought is one of my personal favourites and is covered in the sort of characterful detail that makes good conversions so exciting.



Andy Chambers co-wrote the Codex Chaos, so you'd expect his army to be suitable steeped in the background and character. Sure enough, Andy doesn't disappoint, as this small selection of his (still) growing Chaos army shows. I particularly like the Chaos Rhino with its many additions.



John Blanche...
what more can I say?



CHAOS SPACE MARINES



CHAOS SPACE MARINE CHAMPION
WITH POWER GLOVE



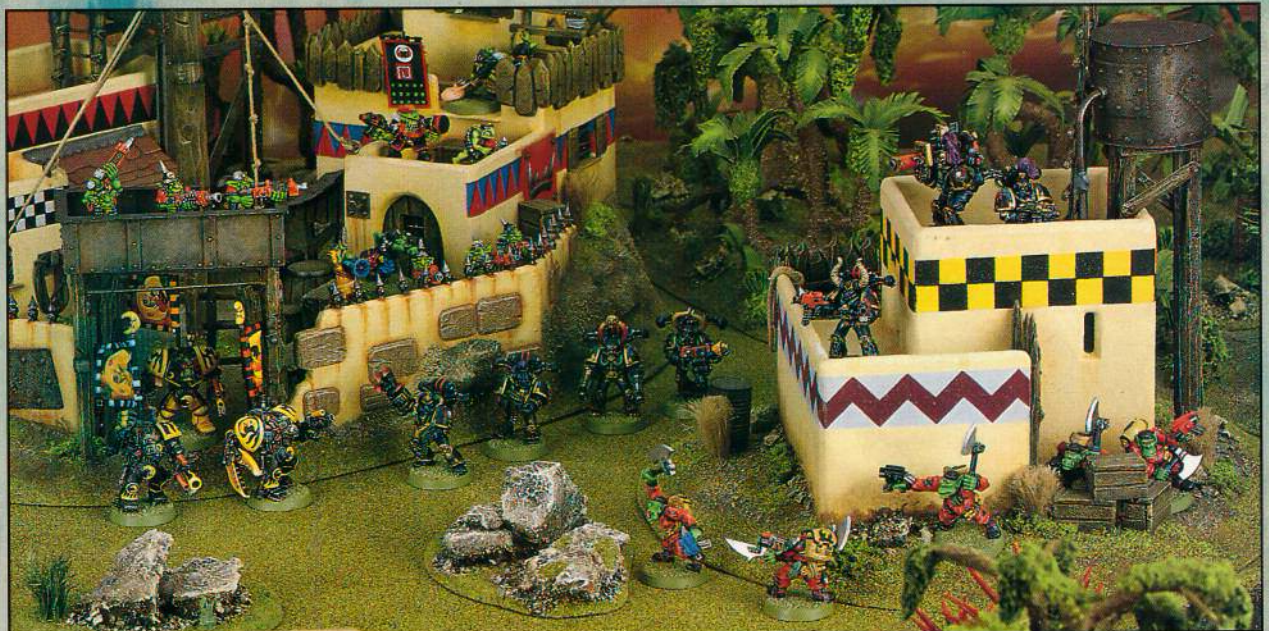
CHAOS SPACE MARINE
WITH FLAMER



CHAOS SPACE MARINE
WITH MISSILE LAUNCHER



A SQUAD OF CHAOS SPACE MARINES



ORKS BATTLE TO SAVE THEMSELVES FROM THE DREAD FORCES OF THE NIGHT LORDS

BUY TWO GET ONE FREE!

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(while stocks last!)

In October Games Workshops Birmingham, Guildford, Leeds and Plymouth will have some crazy deals on miniatures, boxed sets, games, army lists and paints! 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.

HOBBY DEAL!

Buy a copy of any boxed game and you can buy a Starter Paint set, Brush set, polystyrene cement and your first blister for that game for only £10!



TWO FOR THE PRICE OF ONE!

Buy an army book and get two boxed sets for that army for the price of one!



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LIZARDMAN SAURUSES



Saurus Champion



Saurus with war drum



Saurus standard bearer



Saurus Warriors armed with a variety of death-dealing hand weapons



At the foot of an ancient Lustrian pyramid temple, a Lizardman army assembles for war.

LORDS OF LUSTRIA

This month the mighty Lizardman armies begin to pour out of mysterious Lustria, the invasion spearheaded by Skink archers and Saurus warriors. This article covers the origins and background of these denizens of Lustria, including army list entries for Skinks and Sauruses, from the forthcoming **Warhammer Armies - Lizardmen** book. Although these rules are still in the playtesting stage, they are almost complete, and allow you to get your Lizardman army started and into battle immediately.



By Nigel Stillman

Sauruses and Skinks form the backbone of the Lizardman armies. In this sneak preview from the forthcoming Lizardman army book, Nigel gives us the background and rules for these warriors from the fabled land of Lustria.

Many thousands of years ago, before the Time of Chaos, before the fathers of the Elves and Dwarfs knew of speech or song, the world was visited by a race of travellers. Elven legends dimly recall them as the Old Ones. They came from beyond the stars by means of an inter-dimensional gateway which they created above the north pole of the world. Their silver craft brought the Old Ones to the Warhammer World, where they discovered the ancestors of the Elves and Dwarfs, and secretly nurtured them, teaching them the arts of civilisation, though to what end remains an unsolved mystery.

THE MASTERY OF THE OLD ONES

The Old Ones built fabulous cities and temples away from the areas inhabited by the growing races of the Warhammer World. They raised their cities in the lands known today as Lustria, on the western continent, in the warm equatorial regions which best suited their alien metabolism. They were the masters of the world in those days, and perhaps the masters of the universe, too. Their technical skills were unthinkable advanced, their command of sorcery unparalleled. Indeed, such was their knowledge that to them magic and science were as one, blended into a single galaxy-spanning arcane technology. Their polar gateway was a device crafted from this technology, a portal between the very dimensions.

THE FALL OF THE OLD ONES

It is impossible to say what terrible disaster overtook the Old Ones and destroyed the ordered world which they had created. Their gateway, the source of all their arcane power, collapsed onto the northern pole creating a region of seething energy, a wasteland saturated in magical power, an open door into the dimension of daemons and gods. This disaster initiated the Time of Chaos and unleashed new and horrifying gods into the world. It made the Realm of Chaos wherein dwell to this day the daemons of men, and other things too mind-destroying to consider.

The Old Ones and their deeds were forgotten. Their children, the Dwarfs and Elves who they had placed on the ladder of civilisation, survived the Time of Chaos and began to develop in their own fashion. Man, the Old Ones' newest and most vulnerable protegee, was left to learn by contact with the older races, remembering nothing of their ancient contacts. In Lustria, the cities and temples of the Old Ones gradually fell into ruin.

THE SURVIVORS

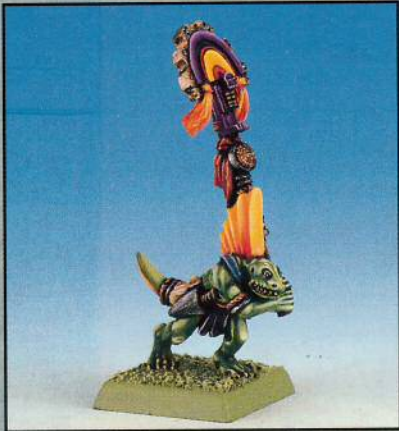
Although the Old Ones were gone, the lands of Lustria were not completely emptied of intelligent life. For the Old Ones did not come to the Warhammer World entirely alone. They brought with them their slaves and servants, creatures whose minds or bodies the Old Ones found useful. Of these creatures the most intelligent were the Slann. The Slann were the organisers and builders, the scientist-sorcerers whose endeavours built the cities of Lustria and moulded the Warhammer World into a shape commanded by their masters. It was the Slann Mage Lords who built the polar gateway and whose spells maintained its integrity. It was the Slann who moved the whole world closer to the sun to warm it, and who changed the shape of the lands to create hydro-atmospheric stability. The Slann were second in understanding only to the Old Ones themselves.

THE SLANN

From the beginning the Slann were few in number, and since those days their number has dwindled. Their knowledge, the inheritance of the Old Ones, has gradually been forgotten, leaving a memory of greatness and much superstition. Still, even today, the Slann are the greatest wizards of the Warhammer World. Though they do not possess the power of their ancestors, they are more potent than the greatest of the Elven Mages.

The Old Ones relied upon the intelligence and sorcerous abilities of the Slann, but they never rated the creatures as warriors. Their bloated toad-

LIZARDMAN SKINKS



Skink Standard Bearer



Skink Champion



Skink Champion



Skink with war drum



Skink Archer



Skink Archer



Skink Archer

LIZARDMAN SLANN MAGE PRIEST

The bloated Slann sits imperiously upon his throne, too weak to shift his own mass into war. Instead, the corpulent mage must rely upon the powerful muscles of his loyal Temple Guard palanquin bearers. Only the most exceptionally strong and dedicated Sauruses are chosen for the elite Temple Guard, charged with the well being and protection of their Lord.



LUSTRIA EMPIRE OF THE LIZARDMEN



The Norse adventurer Losteriksson, son of Lost Erik, was the first Old Worlder to land on the coast of Lustria... and survive to tell the tale! After trekking inland in search of treasure, Losteriksson and his men left Lustria rich, only to return and settle down where they first landed. This settlement they named **SKEGGI**, after Losteriksson's daughter, the first human to be born in the new land.

ITZA is the oldest of the Lizardman cities and the first to have been founded by the enigmatic Old Ones. The Slann of the first spawning, as well as Skinks, Saurus and Kroxigor, were all created by the Old Ones so that they could participate in the building of Itza, each race being responsible for a separate aspect of the city's construction.

QUETZA is a ruined Lizardman city which became infested by the Skaven Clan Pestilens. From here, plagues spread virulently through the jungle, devastating many other cities, until the Skaven were forced to migrate by the appearance of the serpent god Sotek.

CHAQUA was the Lizardman city where the rise of the mighty serpent god Sotek was first prophesied. A great migration of Skinks spread the cult to the other cities.

Many centuries ago, before the discovery of Lustria by the Norse, a trading vessel from the Old World was caught in the fierce currents off the coast of Araby and swept into the swirling waters around Ulthuan. The wrecked ship was washed up months later on the eastern shore of Lustria. Though most of the crew had drowned or starved, a few still moved – not quite dead, but not entirely living either! For one of the passengers had been a Vampire, who emerged from the rotting hulk to found a new realm of Undead in the New World.

like bodies left them sluggish and vulnerable, and lacking in aggression, if not in cold-blooded malice. For their warriors the Old Ones chose another race, though whether they brought these soldiers to the Warhammer World or whether they found them and adapted them is not clear.

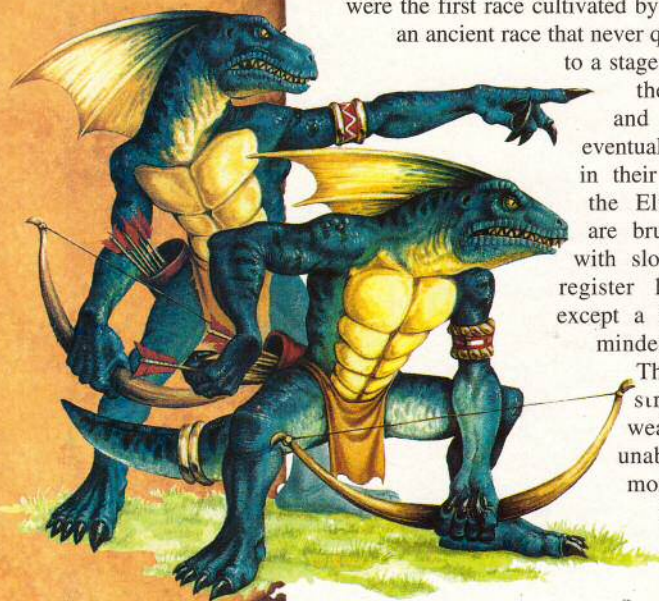
Perhaps the Sauruses, as these reptiles are called, were the first race cultivated by the Old Ones, an ancient race that never quite developed to a stage satisfactory to the Old Ones, and which was eventually superseded in their attentions by the Elves. Sauruses are brutish creatures with slow minds that register little emotion except a simple single-minded savagery. They can use straightforward weapons but are unable to master more complex devices. However, in terms of

protecting the cities and temples of Lustria, they were just what the Old Ones needed.

SKINKS

The need for a more physically adaptable, as well as mentally agile workforce led the Old Ones to create a smaller race of Lizardmen called Skinks. These were weaker than Sauruses, but capable of far more tasks. They formed the mass workforce for the Old Ones, as they do for the Slann today, and are capable of operating more complex weapons. Although physically weak compared to the massive Sauruses, they are competent archers and riders.

In addition to the Slann, Saurus and Skinks, the Old Ones created or adapted many other creatures of reptilian origin which they put to use either as workers, beasts of burden, or as warriors. The creatures called Cold Ones were made as riding beasts to carry Skinks. The gigantic Kroxigors were made as towering construction slaves, capable of carrying and placing massive boulders. Creatures of the air were made that could ride the wind and carry their masters all over the world, and the Old Ones also fashioned huge monsters that were used to carry heavy burdens over the long distances of Lustria. Many of these creatures still exist, and serve in the armies of the Slann.



SKINKS AND SAURUSES

SKINKS 4½ points per model

Your Lizardman army may include any number of regiments of Skinks.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skink	4	2	3	3	2	1	4	1	6

EQUIPMENT: Skinks are armed with hand weapons.

SAVE: 6+

Skinks have **scaly skin** which counts as light armour. Skinks always have an armour save of at least 6+, regardless of strength modifiers.

OPTIONS: Any unit may be armed either with short bows (+½ point per model) or javelins and shields (+1 point per model). Skinks may have poisoned arrows or javelins (+½ point per model, resolve hits with strength 4).

SPECIAL RULES

COLD BLOODED: All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.

SKIRMISH: Skinks may *skirmish* as described in the Warhammer Rulebook.

MOVEMENT: Skinks are excellent swimmers and whilst on foot can move over marsh, rivers, streams, ponds or lakes without penalty.

SAURUS WARRIORS 15 points per model

Your Lizardman army may include any number of regiments of Saurus warriors.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	8

EQUIPMENT: Saurus warriors are armed with hand weapons and shields.

SAVE: 4+

Sauruses have **scaly skin** which counts as heavy armour. Sauruses always have an armour save of at least 6+, regardless of strength modifiers.

OPTIONS: Any unit of Saurus warriors may be armed with spears (+1 point per model).

SPECIAL RULES

COLD BLOODED: All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.

ATTACKS: Saurus warriors have two attacks each. Note that only one of these attacks is made with a weapon. The second attack is a "bite" attack, so note that spearmen in the rank behind the first do not benefit from this second attack. Bite damage is always resolved using the model's normal Strength characteristic.

WARHAMMER 40,000

CHAOS™ BOXED SETS

**CHAOS
DREADNOUGHT**



**JUGGERNAUT OF
KHORNE**



CHAOS SPACE MARINE SQUAD



CHAOS TERMINATORS



These models require assembly and are supplied unpainted. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Chaos Dreadnought and Juggernaut of Khorne 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. In addition, the Chaos Dreadnought and Chaos Space Marine squad boxed sets contain waterslide transfers.

WARNING! These models 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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**CITADEL
MINIATURES**

**GAMES
WORKSHOP**

EASY METAL MASTERCLASS

By Mike McVey



This month's Masterclass is all about banners: how to design them, paint them and attach them to your models. Banners are one of those subjects which bring an involuntary wince to the face of even the most battle hardened of miniature painters. They're something that many people treat as a chore and not a pleasure. In fact, when I first started my tenure as a painter at the Studio, I was one of those people too. In the past I'd always avoided the issue, but when it became my job I had to learn how to do it, and do it well. Believe it or not, I now find it one of the most satisfying aspects of miniature painting. This month I'm going to explore the subject in depth, and try to show how rewarding and enjoyable it can be.

PAINTING TIP – I find that when I photocopy banners, it's a good idea to seal the paper before any paint is applied. This means that the paint won't soak in as much and there's less chance of the paper wrinkling. The best way to seal paper is to spray the banner with varnish. This soaks into the paper and doesn't obscure the lines.

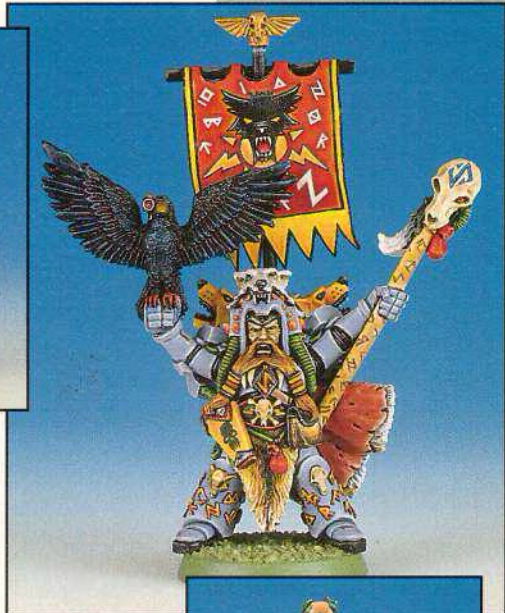
The first question is, why paint banners at all? Well, there are any number of reasons, both from a gaming point of view and an aesthetic one, that make banners a worthy addition to any army or display piece. In fact, I'd go so far as to say that an army just isn't an army

without banners. Not only do standards benefit a unit or army in a game, but they also give a force an identity and a strong visual link to bind it together. A standard is the focal point of a unit. It tells all the other units, and the enemy, who the troops are, and that they will fight to the last man to defend it. So the whole army is full of units that have their own personal banners, but at the same time they should be linked in some way, so that the army is bound together into a coherent force with the army standard as the focal point.

The other main sort of banner is the personal back-banner. This is a smaller standard that is worn on the back of an important character to make him stand out from the rank and file of the army. I always think that back banners are particularly important on miniatures such as Dwarves and Skaven, as these models are small and their armies don't have any cavalry, so it's difficult to draw attention to the characters.

So as you can see, there are plenty of good reasons why you should have banners in your armies. Now all I've got to do is convince you





that it's easy and fun as well and I've cracked it! I can still remember the old days of miniature painting, when painters had to use smelly enamel paints. Back then most people would labour long into the night, painting their banners on bits of lead foil scrounged from tomato puree tubes and wine bottles (actually this is quite a good method for special banners and I'll be talking more about it later). These days, technology has finally caught up with us and we have some wonderful new inventions to make life easier, things like colour printing and photocopiers. This means that putting banners in your units and on you characters can be as easy or as hard as you want to make it. Look in any of the Warhammer or Codex army books and you'll usually find many examples of black and white and colour banners that are ready for you to cut out or photocopy. In fact, there is an even easier way of adding standards to you miniatures – self adhesive banners. These are available for most of the Warhammer armies, and all you need to do is peel them off the backing paper, bend the tags round the banner poles, and you're finished – it couldn't be simpler. The colour banners printed in White Dwarf and the army books can be either colour

photocopied (which is expensive) or simply cut out and attached to the models. These methods give you a great starting point, but if you're prepared to put in the effort, you can get a much better and more satisfying result. I'm not going to dwell on these first two methods as they are very straightforward, so from now on I'm just going to concentrate on slightly more adventurous techniques.

The first step up from using colour photocopies or sticky banners is to photocopy the black and white banner designs from White Dwarf or the army books, and colour them yourself. This doesn't quite hold the same satisfaction as designing and painting a banner from scratch, but it's a good intermediary stage, and you'll be surprised how good they can look. When you first start, concentrate on neatness, just as you would with painting miniatures, making sure that the colours are





banner. This really just needs a bit of thought and research. Look at the banners that already exist for the army, along with other relevant artwork, to get the general feel of that race. You will soon start to come up with all sorts of ideas, even if they are just combinations of existing designs, or elements from other standards. For your first attempts you might just trace some of these elements and colour them in, but you'll soon progress to drawing the whole thing out from scratch. This is where the photocopier is your best friend – you can draw or trace out a design twice the size of the finished banner and then reduce it down to actual size to paint it. This means that the quality of the lines will tighten up dramatically and the

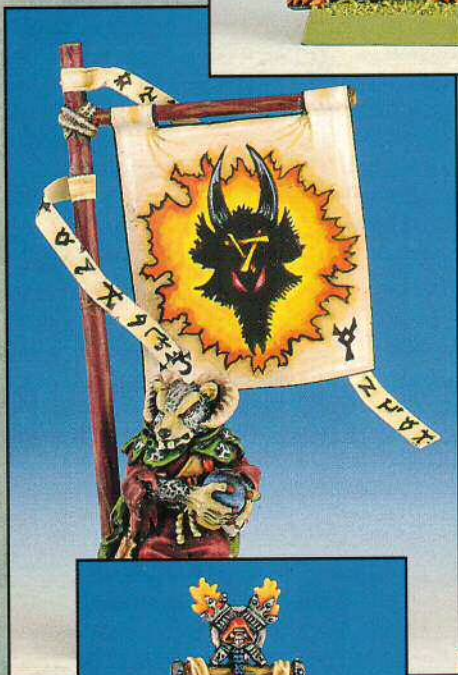
flat and they don't overlap. When you are a little more sure of yourself, you can

start to add shading and highlighting to bring the design to life. Painting banners is one of those things that seems quite hard until you have a few tries, and then it becomes pretty straightforward.

When you've become well practiced at colouring black and white banners you're ready to have a go at starting from scratch – designing, drawing and painting your own banners. One of the main problems that people come up against when they get to this stage is that they don't know what to put on the

finished banner will look far better. A particularly rich source of banner designs, are the icons, fillers and borders that are found in the army books (and White Dwarf. Elements of these can easily be traced off and transferred to banners. Talking of which, transfers are a godsend to the banner artist. Large designs from a transfer sheet can be used as a main banner icon, and smaller designs can be used as decoration. If you're using transfers, it's best to apply them to painted surfaces. If you apply them straight to paper, you'll find that they will "grab" the surface straight away, and will become difficult to re-position.

I always work on thin layout or tracing paper as this allows me to draw out the design fairly roughly and then trace it onto another sheet layed over the top to tighten up the design. In fact, you can repeat this as many times as necessary to get it just right. Another good tip is to draw out the outline of the banner separately and then add the central design once you are sure that it's right. That way you don't have to draw the border out fresh every time. Once you are happy with the way that it looks, you can photocopy it down to the right size and paint it. If you don't have access to a photocopier you need to draw it out at actual size.





TIP – When you start to draw out your own banners, there are a few things that will make your life considerably easier and the end result better. The first thing to get hold of is a good pencil with a hard lead. I always use a 2H as it keeps a sharp point and you can draw a fine, faint line with it. A good straight edge ruler is also essential, preferably marked with millimetres and made from clear plastic (though a metal edge should be used as a cutting edge.) Other useful tools are a pair of compasses, or circle templates, and technical drawing pens. I am a little hesitant in recommending technical pens, as they are expensive and difficult to maintain, but they produce a consistent and fine black line that is impossible to beat.

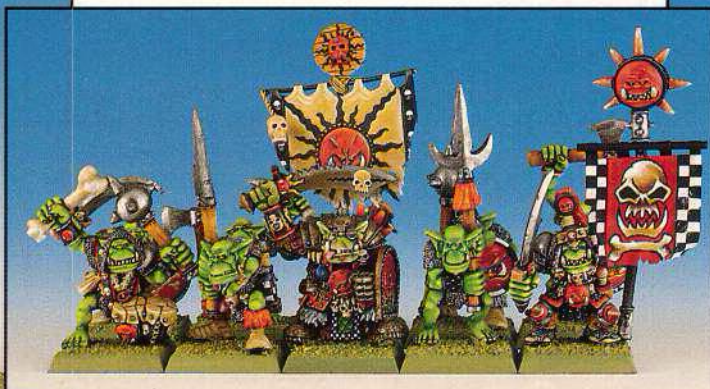
When it comes to painting the banner I find it easiest to tape it onto a piece of card. This holds the design flat and means that you can be far more precise with your painting. Painting banners is very similar to miniature painting. Keep the paint thin and use brushes with good points. As I mentioned earlier, concentrate on neatness first, and then start to work back into the design. As a general rule of thumb, banners use the same palette of colours as the rest of the army, so it's no good painting a High Elf banner in dark brooding colours, as it just won't fit in.

STANDARD BEARERS

There are standard bearer models available for nearly all of the Warhammer and Warhammer 40,000 races, but if you're like me, you won't be able to resist the temptation to tinker around and

come up with your own personalised models. Changing normal models into standard bearers is basically like any other sort of conversion work, and you need the same tools. There are a few extra things you will need, but some of these depend on how far you want to take the modelling. The basic necessity is tubing or thick wire for the banner pole, but after that you can add as much detail and decoration as you want. Just look at the examples shown on these

pages. There are a few general points that are worth remembering. As standard bearers for a unit need to fit in with the rest of the troops, so it's no good converting a radically different model as he will stick out like a sore thumb. The easiest way is just to convert one of the unit models and the best miniatures for this are spearmen. Nothing could be easier than chopping the top off a spear and lengthening it into a banner pole. Of course not all conversions are this easy, but with a little forethought and planning, there are plenty of miniatures that will make great standard bearers. In some ways it's easier with Warhammer 40,000 miniatures, as many of these have plastic arms which make them far simpler to chop around and change position.



WARHAMMER

WARHAMMER



<p>UNIT:</p> <p>ARMOUR/WEAPONS</p> <p>CHAMPION No</p> <p>TROOP TYPE</p> <p>Skink</p> <p>NOTES</p>	<p>UNIT: 16 Skinks</p> <p>ARMOUR/WEAPONS</p> <p>CHAMPION No</p> <p>TROOP TYPE</p> <p>Skink</p> <p>NOTES: Skinks less than 6 by All leaders in 11</p>	<p>UNIT: 12 Bretonnian Bowmen</p> <p>ARMOUR/WEAPONS: Sword and</p> <p>CHAMPION: No</p> <p>TROOP TYPE: 24</p> <p>Bowmen: 4</p> <p>NOTES: Longbow range 30" SS Bowmen can SKINK!</p>
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DREAD BANNER

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WARHAMMER



BRETONNIAN KING LOUEN LEONCOEUR "THE LIONHEART"



Louen, like all Bretonnian knights, rides into battle wearing armour bedecked with magnificent heraldry. His shield, great helm, pennant, and surcoat all bear his personal heraldic markings, indicating to everyone his achievements and status, and overawing his opponents in battle.

Bretonnian heraldry has evolved over many centuries. It began with the tribal emblems of the warlords of the Bretonni, and soon became more magnificent when the early kings established a formal Code of Chivalry. They also appointed heralds whose task it was to regulate the rules of heraldry so that all knights could be recognised and wear the emblems appropriate to their achievements. The more splendid the knight's heraldry, the greater his status and prowess.



Louen "the Lionheart" proudly protects his domain from marauding hordes of Orcs and Goblins.

LIONHEART



This month sees the release of Louen Leoncoeur, the king of Bretonnia, land of Chivalry.

Although we're still playtesting the rules for Louen, we thought you might appreciate a chance to field him before **Warhammer Armies – Bretonnia** is released. We put Nigel to work and he prepared this article to allow you to field Louen Leoncoeur in your Warhammer games. These rules are still subject to change, but at least now Louen can lead your Bretonnian army to glorious victory!

So here he is, the ruler of all Bretonnia, the most chivalrous Knight of the Old World, Louen Leoncoeur, the Lion of Bretonnia!



By Nigel
Stillman

King Louen
Leoncoeur is
the ruler of all
Bretonnia and
the most
chivalrous of its
knights.

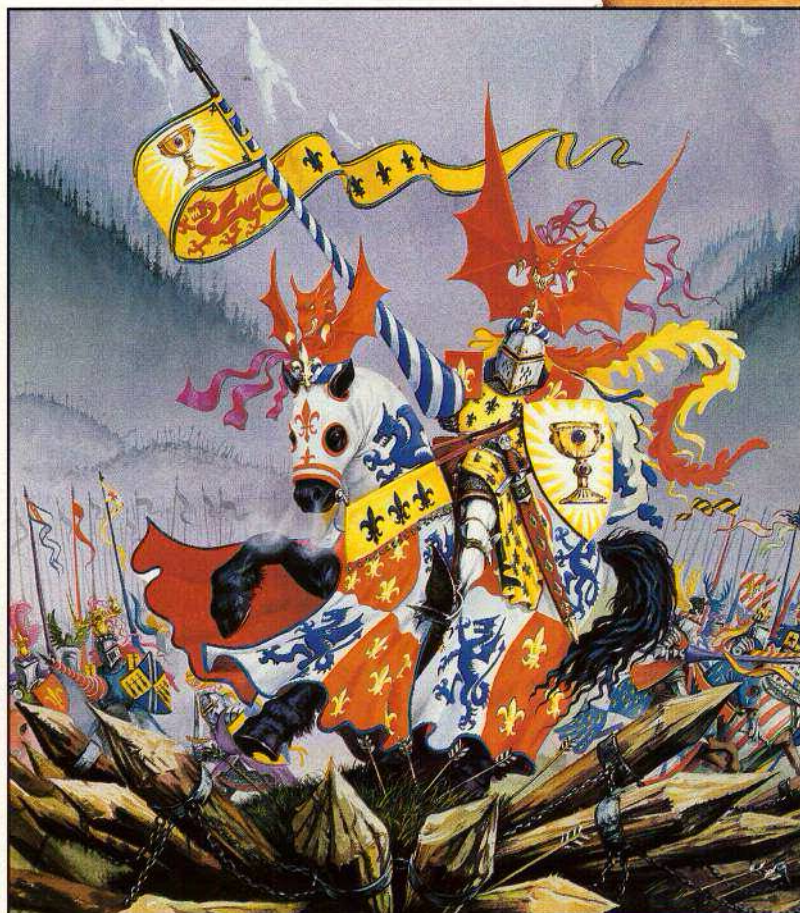
THE LION OF BRETONNIA

Louen is the king currently on the throne of Bretonnia. He has already proved his mettle in several great battles, and earned himself the nickname "Leoncoeur", which means "the lion hearted", on account of his personal courage and disdain for danger.

Louen set out on the Grail Quest while yet a prince, and after many years of questing found the Grail. Shortly after his return he succeeded to the throne, and was crowned by Morgiana Le Fay herself. Louen's cherished ambition as king is rumoured to be the reconquest and rebuilding of Mousillon, which was all but lost to the realm after the Affair of the False Grail and the Red Pox which followed in its wake. Knights are constantly urging him to declare an Errantry War to do this. However, he has been distracted from this great task by wars along the frontier with the Empire, where ambitious Counts threaten Bretonnian domains and wretched Undead hordes lurk in the Grey Mountains. There is also the threat looming of a Skaven invasion from the South as they attempt to infiltrate Brionne and Bordeleaux. If war comes it is well that Bretonnia has a lion-hearted king on the throne!

THE REIGN OF LOUEN LEONCOEUR

It is the king's policy to encourage even more jousting and tournaments throughout the land than his predecessors did, in order to ensure that all knights hone their skills ready for war. The king himself holds magnificent tournaments four times a year which go on for several weeks. He also makes a royal procession throughout the



"About this tournament my Liege. It is to be *en plaisance* I trust?"

"Never! It shall be to the death!"

Conversation overheard between the Lord Chamberlain of Bretonnia and "The Lionheart", King Louen Leoncoeur.



various Dukedoms, and on the occasion of his visits the Dukes will hold banquets and tournaments in his honour. Thus the calendar of Bretonnia has become a succession of tournaments! Bretonnian knights like nothing better than a tournament, except perhaps a just and righteous war!

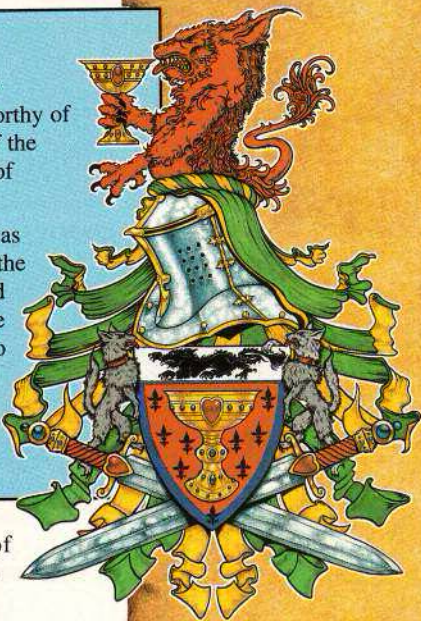
In addition to all this, the king has revived the old custom of jousting between whole regiments of knights in a huge tournament field marked out especially for the purpose. These royal tournaments have also become occasions for the investiture of many Knights Errant as new Knights of the Realm, and the setting of tasks for others. Under such

KNIGHTLY VIRTUES

Grail Virtue: Grail Knights make up the highest class of Bretonnian Knighthood. They have proved themselves worthy of the Grail and have drunk from it by favour of the Lady of the Lake. They are brave and fearless beyond the endurance of ordinary men and are thus immune to all psychology.

The Virtue of the Lionheart: This Knightly Virtue was granted to Louen Leoncoeur on his coronation day by the Fay Enchantress. This virtue is unique to king Louen and only he can have it. In battle Louen strikes with the strength and ferocity of his namesake, the lion. To represent this, roll D3 in the beginning of each close combat phase and add the score to Louen's strength for duration of that phase only. Roll again in each subsequent close combat phase.

guidance, the military might of Bretonnia has surpassed that of even the greatest armies in its history.



LOUEN LEONCOEUR

LOUEN "THE LIONHEARTED", KING OF BRETONNIA 110 points

- + 15 points *The Crown of Bretonnia*
- + 75 points *Armour of Brilliance*
- + 30 points *The Lion Lance*
- + 75 points *The Tabard of Kings*
- + 15 points *The Grail Virtue*
- + 40 points *The Virtue of the Lionheart*
- + 145 points *Hippogriff*

Your Bretonnian army may be led by Louen Leoncoeur, the reigning King of Bretonnia. If you decide to do this, Louen replaces the General in the main army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Louen	4	6	6	4	4	3	6	4	10
Hippogriff	8	5	0	6	5	5	6	3	8

Weapons/Armour: Louen is armed with a sword, the *Lion Lance*, and the *Armour of Brilliance*.

Rides: Louen rides a Hippogriff.

Save: 3+ (*Armour of Brilliance*)

Magic Items: Louen always has the traditional magic items carried by Bretonnian kings. The first of these is the *Crown of Bretonnia*. The second is the *Armour of Brilliance*. The third item is the *Lion Lance*, and the last is the *Tabard of Kings*. The *Tabard of Kings* and the *Lion Lance* are unique to Louen and only he can use them. Louen must take these four items, and can take no others.

Knightly Virtues: King Louen has the *Grail Virtue*. He achieved the Grail Quest and found the grail while yet a prince and before his ascent to the throne. Louen also has the *Virtue of the Lionheart*.

MAGIC ITEMS

The Crown of Bretonnia: The character who wears the Crown of Bretonnia may add +1 to any one characteristic before the battle begins. This bonus applies for the entire game. The player chooses the characteristic he wishes to enhance and rolls a D6. If he scores 5+, that characteristic is increased. If this roll fails he must choose a different characteristic and roll again, needing 4+ to get his second choice, 3+ his third, 2+ his fourth, and, should he fail all rolls so far, his fifth choice is automatically successful. Note that Louen cannot increase his Leadership beyond 10.

The Armour of Brilliance: The dazzling glare from this armour's polished plates makes it virtually impossible to look at the king. Foes attacking him suffer a -2 to hit in close combat. Shooting at the king incurs no extra penalties. Included in the points cost of the armour is a shield, the whole conferring an armour saving throw of 3+.

The Lion Lance: When the king goes forth to war he wields the *Lion Lance*, a mighty relic weapon carried by many kings of Bretonnia in the past. The lance confers a +2 Strength bonus when charging, exactly like a normal weapon of its type. In addition, the lance attacks relentlessly, as if it had a will of its own, and any model that is hit by the lance, but not killed, suffers a further hit with a Strength of 6. The lance can only be used when charging.

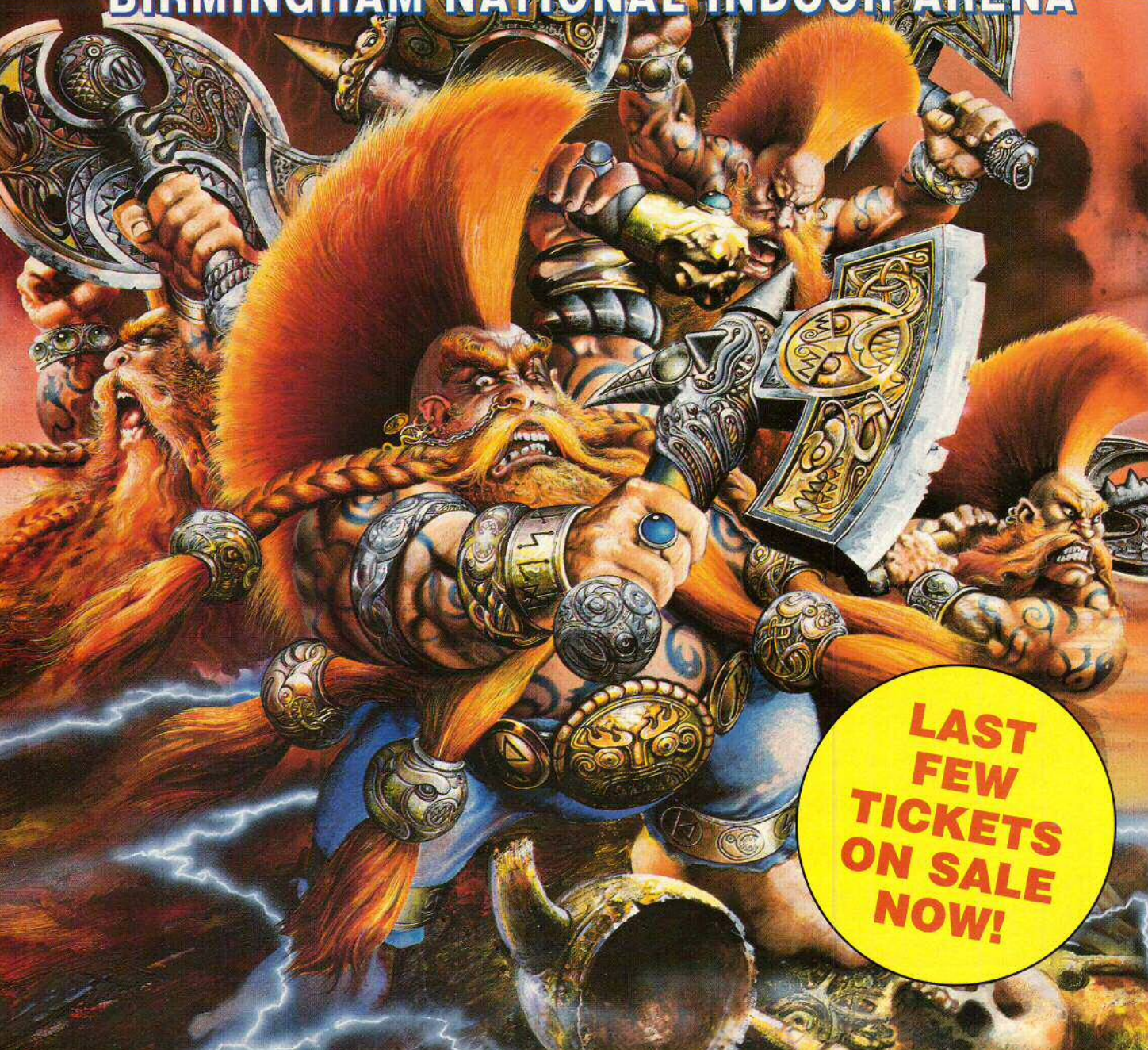
The Tabard of Kings: The king wears a magnificent enchanted tabard over his armour. This tabard has protected the Bretonnian kings from foul magic in ages past, and is now worn proudly by Louen. If a spell that would harm the wearer is not dispelled, the caster of the spell (or if cast from an item, the user of the item) automatically suffers D3 wounds. Against this damage there is no save possible from armour, wards, special saves or any source whatsoever. If this kills the spellcaster, then the spell does not work and the king is unharmed.

GAMES WORKSHOP[®]

PRESENTS

GAMES DAY & GOLDEN DEMON™ 96

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MODELLING WORKSHOP



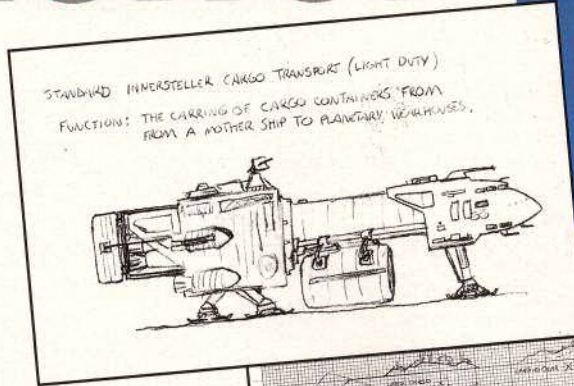
By Owen Branham

You may be curious as to where I've been over the last couple of months, and why you've seen so many strange faces writing this column. Well, having escaped from my cell at the top of the Studio, I've come back to rescue you from the likes of Ian Pickstock (with his devilish polystyrene ruins), and Nigel Stillman's terrain guide, to show you some *proper* terrain!

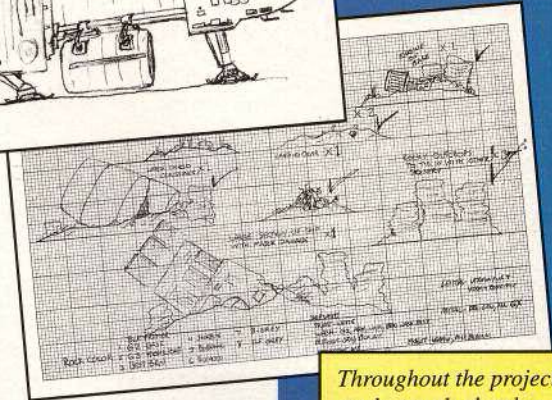
A week before Games Day last year, I embarked upon a project to create a tableful of terrain with a specific theme. The chosen theme was that of a spaceship, crash-landed on a barren planet. First of all I needed to draw some rough sketches and decide if I was going to build the whole ship or just parts of it. In the end I dropped the whole ship idea, as it would be too big, and not a very useful gaming piece. I was restricted by the fact that the terrain I make here at the Studio is designed to be used for photography, as part of battle-shots and battle reports. For this reason I decided to make separate pieces, much like our normal terrain.

WRECKAGE

The first idea that I wanted to get across was that this was a crashed cargo ship, a common sort of ship that would be in use all over the Imperium by traders, corporations, planetary governors, guilders, etc. This was not a military vessel, and



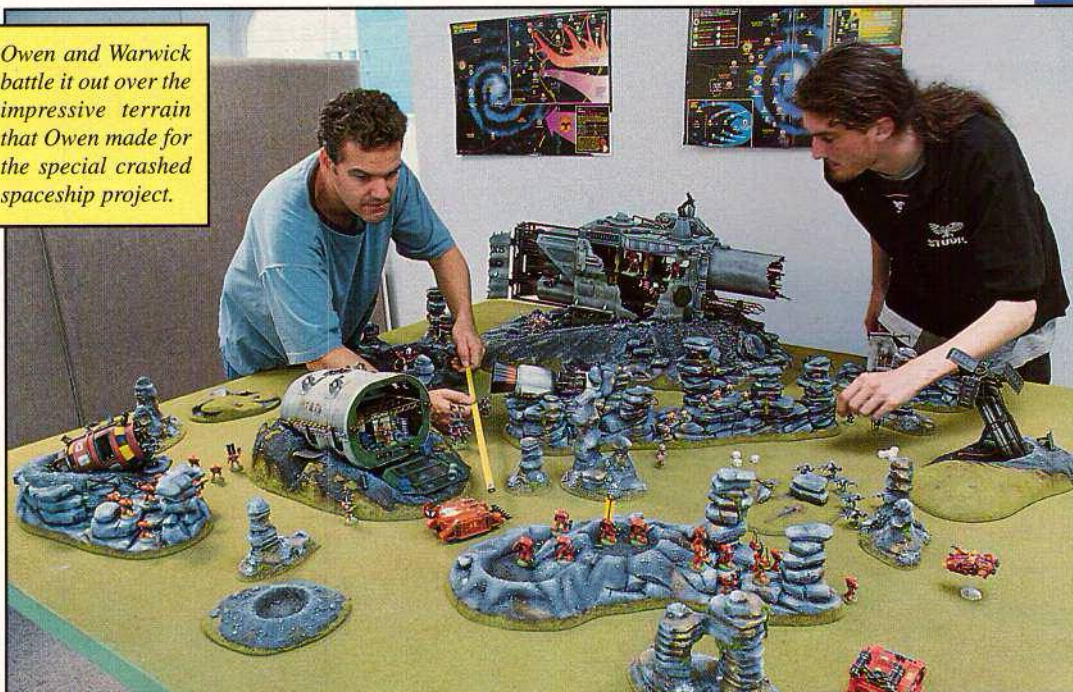
by comparison would actually be quite small. I had taken a look at the models that were made for the Space Fleet game and although I really liked the designs, scale wise they are just gigantic! Even if I made the smallest one, I would need a 4' x 4' table just for one piece!



The following pages show details of the largest and most impressive pieces of the crashed spaceship, though the whole project includes over twenty separate bits of terrain.

Throughout the project I made rough sketches of my ideas before I began to build them. This made the construction easier, and allowed me to see how the whole ship would have fitted together originally.

Owen and Warwick battle it out over the impressive terrain that Owen made for the special crashed spaceship project.



MAKIN' BASES

It's worth noting that I completed each individual part of the spaceship before constructing a base for it to sit on. The reason for this was that I didn't know what size each piece would be until I had actually finished it.

This way I could allow my imagination to really run riot, and add on new things as they occurred to me. I wouldn't end up being restricted by something I had made before I had my "good ideas". I'd also like to point out that all the Studio's terrain needs to blend into a green

flocked battlefield. To match this, every piece has a green flocked base. You'll no doubt also notice that I've taken the theme of the rock spires that we sometimes use on our battlefields, and included these on most of the bits of crashed spaceship. After all, it seemed rather appropriate – you wouldn't expect a spaceship to land properly if the ground was covered in piles of rocks!

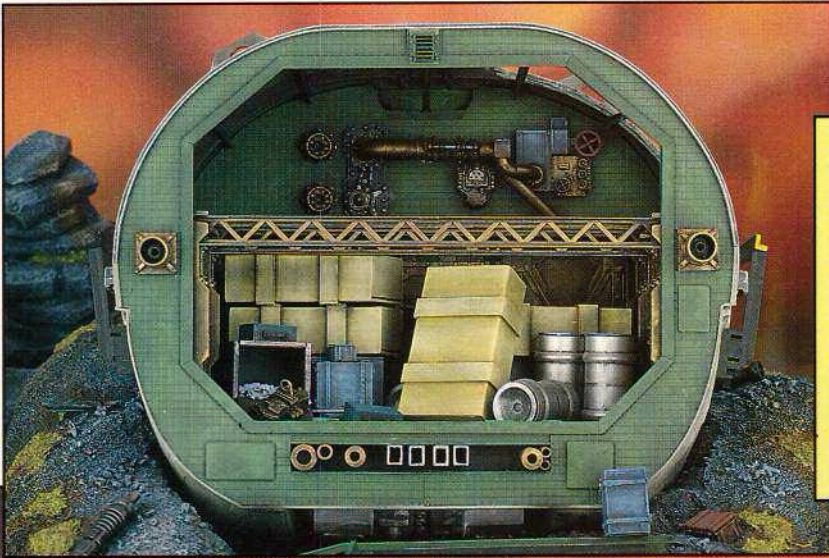
A word on painting. People often ask me if I airbrush my models. Well, I did use Citadel black primer on the exhaust, but otherwise I never do! The finished effect is all done with several layers of careful drybrushing. There's no magic number of layers, it's all down to the individual piece and the particular colour and texture I'm painting. The only advice I can really give is practice! There is no substitute for having a go yourself. Remember, it's not cheating, if you can find a short cut that gives you a good effect, go for it!

LANDING GEAR

This landing leg has obviously completely failed in its purpose, which is why I placed it upside down, buried in the earth! The hydraulics on the leg are from the Thunderhawk Gunship that was made for Games Day '95.

The main strut of the leg was made from copper pipe, with plastic strips on the outside, and the foot is from a robot model kit. The main cabling is made from wire with its insulation left on, and the ribbon cable was requisitioned from an old computer (make sure your dad's computer is no good before you go chopping it up for bits).





The main body of the cargo container was originally a Star Wars rebel transport toy which I mercilessly cut in half with a chainsaw!

The hole in the side is where one of the lift rings has broken away, ripping off a whole chunk of the cargo canister with it. I actually had this section attached to a crane arm on the main spaceship, but this can't be seen as I ended up burying it in the rocky terrain.

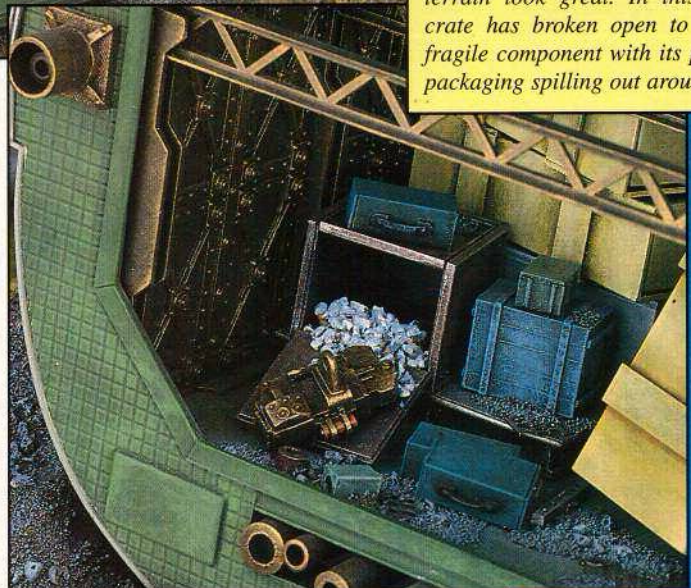


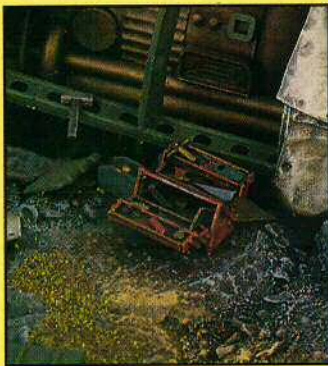
Adding tiny little details is not only lots of fun, it's also what makes your terrain look great. In this case, a crate has broken open to reveal a fragile component with its protective packaging spilling out around it.

CARGO CONTAINER

For this piece I wanted to make a cargo container that had become separated from the main vessel. I decided that when the container crashed, the door burst open, so that the contents of the container could be clearly seen. Not only would this make a visually exciting piece, it would also be good for gaming over. Models would be able to duck inside the container and take cover amidst the strewn boxes and crates.

The cargo itself was made in a variety of different ways. The huge metallic boxes were very simple to make, cut out of plasticard and glued together. The barrels were made from 15mm copper pipe fittings, with a plastic Citadel shield glued to each end. The wooden crates were supplied by a 1/35th scale accessory kit.





When making a terrain piece you can have lots of fun telling little stories. By simply adding a small tool box (rescued from a plastic model kit) to this piece, it looks like someone has been busy salvaging parts, or trying to repair something.

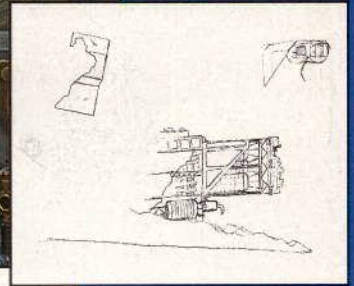
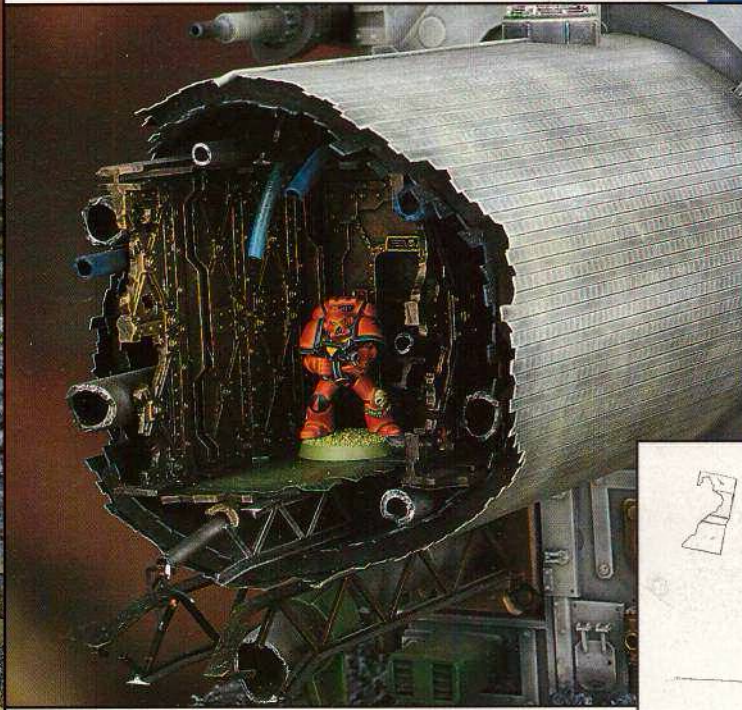


THE HULL

Once the actual body and shape of the main model was constructed, the super-detailing came from my bits box. Toy cement mixer bits, electronic components, plastic, card, electric wire, railway model accessories, even stuff for the garden all became part of the finished model.

The hull became the largest piece of the whole project. Basically I wanted it to work just like a Necromunda building, with gangways and passages, giving plenty of opportunities for moving miniatures around. As well as being the centrepiece of the battlefield, the massive hull could also be played in, as well as over and around.

In order for this idea to work, I started building from the inside out and even went as far as to use Necromunda bulkheads to create the passageways. Once the interior of the ship was done, it became a case of just adding bits on as I went along. Out of all the pieces of terrain that I built in this mammoth project, this one in particular just seemed to grow and grow out of all proportion.



This piece is one of the engines from the spacecraft, which has become separated and crashed into some rocks. The main part of the engine was created using a coke can. The can was sliced in half around the middle so that its overall length could be shortened. Be very careful doing this as aluminium cans can be very sharp.

THE ENGINE

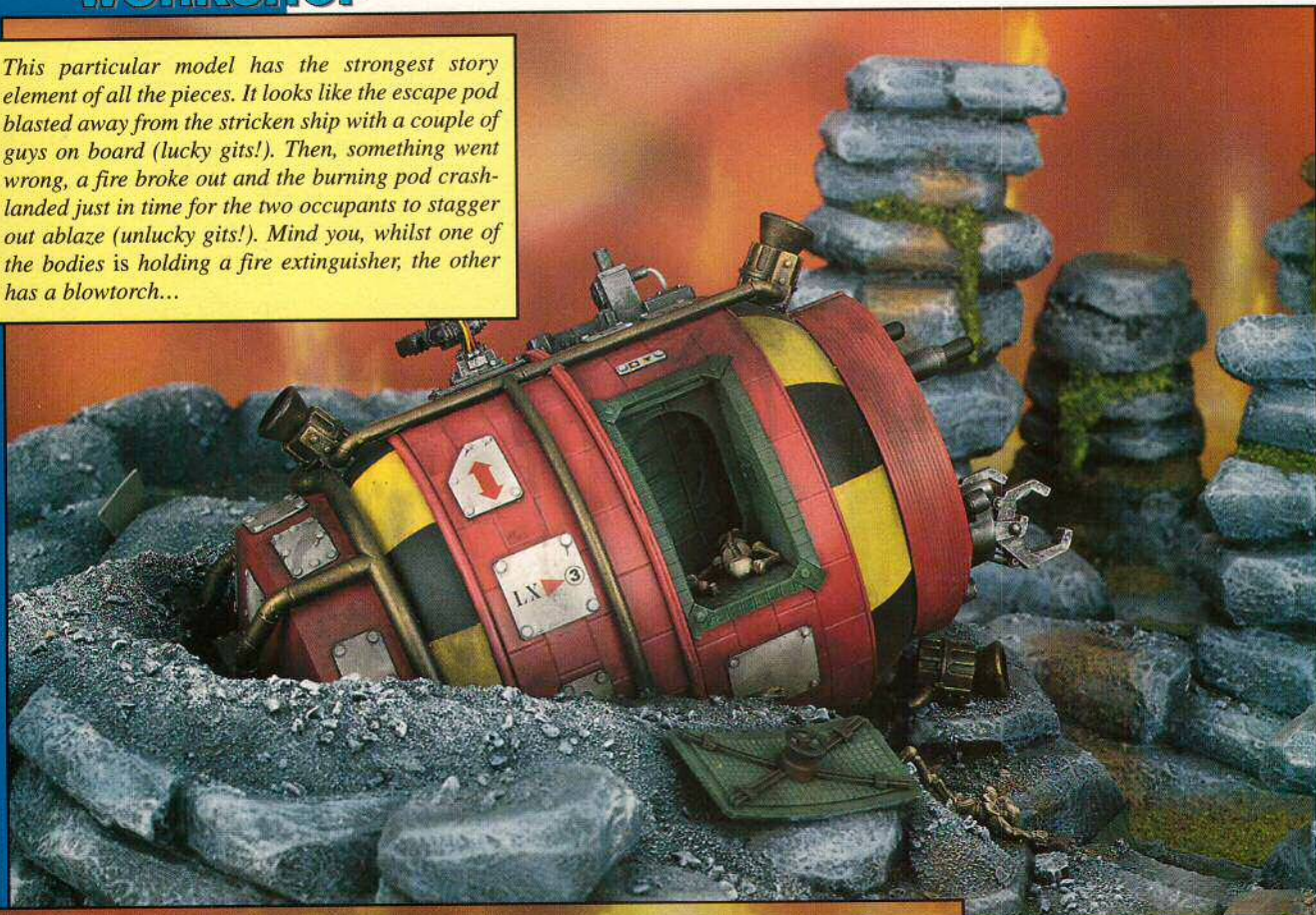
I used thick aluminium foil to create the crumpled metal at the front of the engine. This was squashed into a suitable shape and super glued into place. The really good thing about using aluminium foil is that extra detailing like rivets and panel lines can be quite easily created by gently pressing on the foil with a ball-point pen.







This particular model has the strongest story element of all the pieces. It looks like the escape pod blasted away from the stricken ship with a couple of guys on board (lucky gits!). Then, something went wrong, a fire broke out and the burning pod crashed-landed just in time for the two occupants to stagger out ablaze (unlucky gits!). Mind you, whilst one of the bodies is holding a fire extinguisher, the other has a blowtorch...



ESCAPE POD

The escape pod is probably the piece that I had the most fun making. Basically I liked the whole idea of the pod being a complete ship in itself, and from there everything went together just right.

In order to make it, I took a trip down to the local DIY centre to collect what I needed. I picked up a ball cock and some electrical pieces, and test-fitted everything right there in the store. As the ideas occurred to me, I just grabbed bits off the shelves and put them together.

WANNA FIGHT?

As I sit back and look back over the whole project, I feel more than pleased with the finished models. After writing this article, and looking at all the splendid photos of the terrain, I can see a million and one things that I could have done differently or better, or both. But at the end of the day with such a huge project, you just have to sit down at some point and say "no more". So that's it for this project, and it's time to move onto another. Now all that's left is to fight some more battles over it!

GAMES WORKSHOP

FRONTLINE NEWS

THE BLACKEST CRUSADE

The wrath of Chaos is upon us! Chaos Space Marines from two of the eternally damned Traitor Legions have launched terrifying raids on the Imperium from the Eye of Terror. Simultaneously, Huron Blackheart has led his Red Corsairs out of the Maelstrom and left a trail of death and destruction on a dozen Imperial worlds. Coincidence, or the beginnings of an arcane plan masterminded by the gods of Chaos?

Over the weekend of the 26th and 27th of October our Metrocentre, Middlesborough and Newcastle stores will all be fighting special campaign games in an attempt to halt this three-pronged attack and foil the plans of the dark gods before they can reach fruition. Whether you want to fight for the forces of Chaos or defend the Imperium against the three deadly foes, give the stores a call or pop in and ask for more details.

METRO CENTRE RAID OVER AVELLORN

Huron Blackheart is leading his Red Corsairs in a potentially devastating attack on the towering Hive Cities of Avellorn. Only the Dark Angels Chapter of Space Marines stand between the Hive Cities and the deadly Chaos Space Marines.

MIDDLESBOROUGH RETURN OF ABADDON

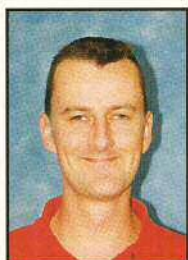
On the Imperial world of Mackan a small contingent of Space Marines from the Blood Angels Chapter are preparing to pit themselves against Abaddon and his vile followers of the Black Legion. Will Sanguinius' death finally be avenged?

NEWCASTLE FIRES OF STYGIES

Cadian Shock Troops have pursued Fabius Bile's forces to the world of Stygies. The vile Clonelord has decreed that the planet must burn, but the brave Cadian troops have vowed to foil his evil plan or die in the attempt!



GAMES DAY & GOLDEN DEMON 96



Retail Primarch,
Jon Gillard

'Ere we go, 'ere we go, 'ere we go! Ooops, sorry, got a bit carried away there... Ahem, anyway, as you no doubt already know it's Games Day at the end of the month (hurrah!), and we've been feverishly organising coaches and stuff to get as many of you as possible along to the show (hurrah again!). Unfortunately, some of our poor old retail staff were going to have

to miss out so that there would be someone around to look after the stores on the big day (booo!). But wait, dry those tears, because Jon Gillard, head of retail has decided in his wisdom and magnanimity, that some of our stores can shut on Games Day, so that all the staff who want to can go to the event (cheers and thunderous applause!). You'll just have to ring up your local store to see what's happening.

All of which is a very long-winded way of telling you that if you're not going to Games Day (shame on you!), phone your local store on Sunday 29th September before you visit, because it may well be shut!




ARMY CARDS

Over the years, lots of new players have told us that the most difficult thing about starting to build an army is trying to decide what to collect. Until you've played a few games it's quite difficult to know which troops you need to collect first from amongst the vast range

of Citadel miniatures. But of course, until you've got an army, it's rather difficult to play the games that will help you decide what to collect! What a dilemma!

Well, at the Frontline Newsdesk we've put our heads together, and with the friendly help and guidance of Rick "Warhammer" Priestley, we've come up with a range of what we're calling army cards (there's a picture of one at the bottom of this page). The army cards have been specially designed to help you plan and build an army for Warhammer or Warhammer 40,000. Each concentrates on one race, and has full details of a complete, carefully chosen, battle-winning army (well, complete, anyway!). The armies are split into three roughly even blocks of troops, and it's recommended that you collect the army one block at a time. To help encourage this, each time you complete a block on the army card you are entitled to collect a free bonus blister pack of Citadel miniatures to add to your army. What's more, once you complete the entire army you'll get a new army book free so that you can start collecting your next army straight away. You'll also get a special enamel badge to signify that you've completed an army.

It all sounds pretty good really, doesn't it? Yes, we think it does too! However, the army cards scheme is very much an experiment at present. We've only done cards for a handful of races: High Elves and Orcs and Goblins for Warhammer, Space Marines and Orks and Gretchin for Warhammer 40,000. We want your feedback about how you think the scheme works and which races we should do cards for next before we do anything else. So, the next time you're in your local store, ask the manager if you can have a look at the army cards and get him to tell you how to go about using them. Then, after you've given the scheme a try for a while, let us know what you think of it, and which races we should think about doing new army cards for in the future.

ASSAULT	TACTICAL	DEVASTATOR
 <ul style="list-style-type: none"> SQUAD OF TEN MARINES CODICIER IN TERMINATOR ARMOUR TERMINATOR CAPTAIN SPACE MARINE DREADNOUGHT TECHMARINE 	 <ul style="list-style-type: none"> SPACE MARINE RAZORBACK SQUAD OF TEN MARINES CHAPLAIN MARINE CAPTAIN LANDSPEEDER 	 <ul style="list-style-type: none"> SQUAD OF 5 TERMINATORS NAMED MARINE CHARACTER ANY SPACE MARINE CODIX SQUAD OF TEN MARINES
<p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p> <p>CHAPLAIN IN TERMINATOR ARMOUR</p> <p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p>	<p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p> <p>LEXICANIUM & APOTHECARY</p> <p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p>	<p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p> <p>COMPANY STANDARD BEARER</p> <p>FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE! FREE!</p>
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Comments and suggestions about anything you've seen in the Frontline News, or about our stores in general for that matter, should be sent to: Games Workshop Frontline Newsdesk, Retail Office, Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY.

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By Tuomas
Pirinen

War machines
are the
cornerstone of
many armies.
In this article
Tuomas gives
his view of how
to use war
machines to the
best effect.

War machines are arguably the ultimate weapons of mass-destruction in the Warhammer game. Stone throwers pound massed enemy formations to bits, cannonballs crush even the mightiest monsters and the cacophonous ring of the Skaven Screaming Bell can drive enemy warriors insane. But just fielding these awesome engines of war is not enough, you'll need to learn how to use them as well.

ROCKS AWAY!

It's true to say that most artillery is inaccurate and prone to misfiring. Stone throwers and the mortars of the Empire are good examples of this, being as reliable as your average Skaven diplomat, but also wonderfully destructive. They are most useful against very numerous foes like

Orcs and Goblins. These armies offer so many targets that even if the rock scatters, there is a fair chance that you will hit something.

When I field stone throwers in a my army, I prefer to take at least three of them, as I can't count on only one stone thrower to do much good. As with archers, I prefer concentrating my fire on a single regiment since this will improve my chances of causing a panic test on the target. As for the choice between large and small stone throwers, I generally prefer small ones, unless I expect to face opponents with plenty of Wounds like Dragon Ogres.

Screaming Skull catapults deserve a special mention, as they force regiments to take panic tests if they manage to cause even a single casualty. This means that you can

The formidable war machines of the Orcs and Goblins. These are deployed in a classic position: on a hill with good visibility over the battlefield, protected by Orc Arrer Boyz.



THE REAPER

When people ask me what my favourite war machine is, the answer is always same: the repeater bolt thrower! Long range and modest point cost, combined with the excellent Ballistic Skill of the Elven crews make this little device a permanent feature of my army. Truly the High Elf and Dark

Elf armies are blessed with this magnificent weapon! Because of the rather mediocre Strength of the Elves, they tend to struggle with enemies that have good armour. This makes the repeater bolt thrower a perfect weapon for the Elves!

Apart from sheer effectiveness, there is another reason why I like them so much: I have an extremely bad habit of rolling misfires with the Artillery dice each and every time I fire a cannon, stone thrower, or any other weapon that can malfunction! Fortunately, my favourite war machine is so reliable that there is no danger of it exploding by accident at an embarrassing moment.



divide your fire amongst several enemy regiments if you wish to spread panic. This works wonderfully well against armies with less enviable Leadership, like humans.

COMMENCE FIRE

As any marshal of the Empire, or doughty Dwarf Lord will tell you, cannons are an essential part of their armies. Cannons, and to

some extent organ guns, have long range, hit with a Strength of 10 and cause D4 or D6 wounds with no save allowed! It is no wonder that the craft of making black powder weapons is a closely guarded secret in the Old World.

As cannons are relatively accurate (compared to stone throwers, anyway) and hit extremely hard, I prefer to concentrate their fire on targets like large monsters and lone characters wandering around outside units. If no such targets are available, I open fire on either enemy war machines or large regiments with characters in their front rank. Always target the characters, regardless of the "Look out, sir!" roll. It is a proven fact that people roll an amazing amount of sixes when trying to avoid cannonballs, and end up being squashed to a bloody pulp!

Cannons can also act as guards for the rest of your army. As war machines are allowed to turn to face their target before firing, it is extremely difficult to get out of their reach. This means that even if some of the enemy flyers land behind your army, there is a good chance that you can bring your cannons to bear. Careful positioning of your cannons is essential, and places like hills and tall buildings are ideal because of the excellent visibility they offer.

Dwarf Generals can shock their opponents with invisible cannons and organ guns. With the *Rune of Disguise* and cunning use of deployment, you can teach your opponent a bitter lesson. Just position the invisible cannon in a place where it will have line of sight to the parts of the battlefield you expect your enemy to concentrate his most powerful troops. Then fire away and scratch a line from your Book of Grudges!

BOLTS AND PIECES

My High Elf army never leaves the shores of Ulthuan without the support of their famed

It is the will of Lord Morskittar, master of Clan Skryre and Lord of Decay, that before this moon grows full the clan-forges must complete the following weapons for Ikit Claw: five hundred vials filled with the poison wind, two hundred jezzails with fifty shots of warpstone each, ten claws of warpfire throwers, and three great Doomwheels.

Succeed in this and the Clan will reward you with two warp tokens for each weapon, and a Rat Ogre bodyguard for every Warlock Engineer. Fail, and you shall be sold to Clan Moulder to be experimented on for the further glory of the Horned Rat.

It is I, Ikit Claw of Clan Skryre, who have ordered this on the thirteenth day of the third moon. Hail Morskittar, the most-favoured of the Horned One, all glory to the Horned Rat, the Father of Skaven.

A Message to the Clan Skryre Engineers. The recipients of the message disappeared without a trace on the first day of the new moon.



repeater bolt throwers, and my regular Orc opponent swears by his spear chukkas. The nice thing about bolt throwers is the fact that there is no danger of them misfiring, and anybody or anything hit by them gets no armour saving throw.

There are three main targets for my bolt throwers. Large infantry regiments containing troops with only one Wound are the first choice – deep enemy formations are what bolt throwers were designed to fight against in the first place. Heavily armoured cavalry are the other troop type that are a top priority when it comes to choosing targets for my bolt throwers. Not only are knights and the like very valuable to your enemy, but they are often formed into smaller regiments as well. This means that even a few casualties can easily cause a panic test. Heavy cavalry is almost invulnerable to the attacks of many troops due to their excellent armour saves (which bolt throwers ignore), so it pays to kill them before they are upon you! Finally, large targets like Ogres and chariots (especially Undead ones with their lower Toughness) are fair game, as bolt throwers are capable of inflicting multiple Wounds and receive a +1 to hit bonus against these large targets.

Dwarfs can improve the mediocre Strength of their bolt throwers with a couple of *Runes of Penetrating*. As you can raise the Strength of the bolts to as high as 8, this gives them the ability to wound even the very toughest targets or pass through lots of enemy ranks.

High Elves and Dark Elves are blessed with repeater bolt throwers that are capable of firing a volley of four bolts, instead of one. This, combined with the excellent Ballistic Skill of the Elves makes repeater bolt throwers one of the best buys in the whole game at a mere 50 points each.

HELL ON WHEELS

While cannons, stone throwers and bolt throwers can start devastating the opposition right from the beginning of the battle, chariots are a different story altogether. They were not designed to attack foes from a distance. Their strength lies in the devastating charges they are capable of executing. Chariots' major weaknesses are their vulnerability to enemy missile fire and the fact that they have to charge their opponents if they are to do you any good. The chariot crews and steeds pulling them can easily be killed by a few lucky shots, or charged by their enemies before they get a chance to bring their deadly scythed wheels into play.



DINNER IS SERVED!

If I am playing with an Empire army, I always try to put 50 points aside to buy a Halfling Hot Pot. This choice has little to do with tactics. I just like to field a regiment of Halflings, and think that it is unreasonable to ask the Mootlanders to fight unless I can assure them of a hot meal served immediately after the battle!

Amusement value aside, there are a couple of good reasons to field the Hot Pot. First of all, it is very cheap, and the crew have better Leadership than humans. Secondly, there is no save against the hits from this weapon.

The psychological value of the Hot Pot should not be ignored, either. There is nothing quite as humiliating than having your glorious regiment of knights destroyed by hot oxtail soup!



If your army is designed for getting into combat with the enemy as soon as possible, you must try to use the terrain to cover the advance of your chariots. Not only that, but try to stay out of enemy archers' view. Even with these precautions, there is a good chance that your chariots will get the lion's share of your enemy's attention, and will be shot to pieces. However, you can console yourself with the fact that your other troops will then be spared from hostile fire. When attacking, I also try to support the charge of my main regiments with a chariot or two. The extra Wounds they are bound to cause can make a big difference to the combat resolution.

Transportation spells like *Move Unit* can also be put to good use when attacking with chariots. Not only will they shorten the time you have to stay under enemy fire, they will also ensure that it is you who gets to charge your enemies. You can also use these spells to pull out chariots that have failed to break their targets and are stuck in a hand-to-hand combat they can't hope to win. If you're really sneaky you can actually transport them into another melee and once again cause those automatic D6+2 Strength 7 hits!

CHARIOT ATTACK

I am a strong believer in the principle "Make a plan and then stick to it!". When I commit myself to attack, I make sure that every element in my army is wholly dedicated to bringing death and destruction to my enemies. This includes my selection of war machines, and chariots are an ideal choice in such circumstances. The faster the chariot, the more I like it. While chariots are bought from the regimental allowance in many armies, I still regard all chariots as war machines.

As a High Elf player my favourite is, of course, the mighty Tiranoc attack chariot. However, as far as effectiveness in combat is concerned, I prefer either Chaos chariots pulled by Discs of Tzeentch, or Steeds of Slaanesh (you have to love their 24" charge range), or Goblin Wolf chariots for their low points cost. Whenever I field chariots, I think the more the merrier. Chariots are prime targets for enemy missile fire, so if I take only one it can easily be shot to pieces. If I take three, at least one should make it through the terrible hail of missiles.

Oh, and never, *ever* field chariots without scythed wheels, if at all possible. It is far too easy to roll a 1 for the automatic hits, whereas with scythes you are guaranteed at least 3 hits.



"There is not a single problem that can't be solved with cannons."

Attributed to Captain Meyer of the Imperial Gunnery School of Nuln



the *War Banner* and the *Battle Banner* boost your combat result and help you counter the rank bonus of big units.

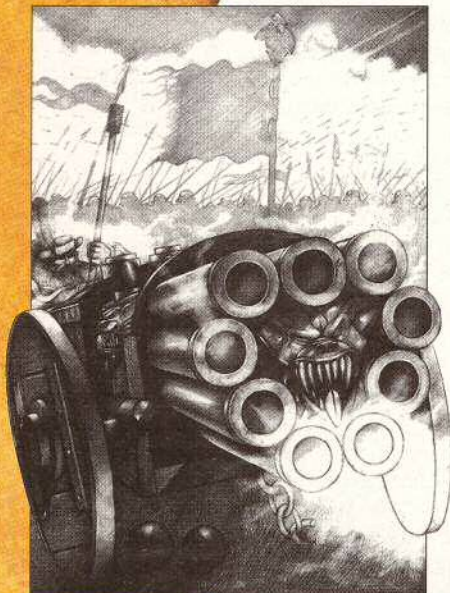
WONDER WEAPONS

Deranged scientists around the Warhammer World have invented many unusual and bizarre war machines over the years. Devices like Gyrocopters, Skaven Screaming Bells and Goblin Doom Divers have a dire reputation amongst their enemies. One of the best things about these technological terrors is the fear they inspire in most opponents. Even though things like the Helblaster Volley Gun are deadly in the extreme, it is also entirely possible that they will misfire and become useless without causing a single casualty. However, the psychological effect of weapons like this is enormous, and the chances are that your enemy won't go anywhere near the thing! I'll go through some of the pros and cons of a few such devices.

The Earthshaker cannons of the Chaos Dwarfs operate in much the same way as mortars and stone throwers, but their ability to slow or entirely stop enemy movement, and hinder missile troops, is simply devastating against armies that rely on speed. Elves in general, and Wood Elves in particular, hate this device! *The Battle of Anurell's Tomb* featured in *White Dwarf 164* is a good example of the Earthshaker's ability to paralyse mobile enemies.

If you are playing defensively, try to hide your chariots behind buildings and hills, and bring them into the fray only when the enemy is almost upon you. This way, your chariots cannot be targeted by enemy war machines and archers, and you can bring them out into open once you have dealt with opposing long-range firepower or when your enemy's own attacking troops foolishly block the line of sight of his archers.

Some chariots are allowed to use magical standards. As the purpose of the chariots is to break opposing regiments in a single devastating charge, it is a good idea to make sure that they will have a decent combat resolution even if your luck abandons you. Both





A battery of Empire Great Cannons is attacked by a Dark Elf Sorceress on a Dark Pegasus. Fortunately, the battery is defended by a stalwart Empire Hero who saves the war machine crews from almost certain death.

The Steam Tanks of the Empire combine the best qualities of a cannon, chariot and a large monster, being equally suited to attack, defence, and long-range mayhem. When facing armies with low or average Initiative scores, I happily go blitzkrieging full steam ahead. A Steam Tank ploughing through the ranks of an Orc or Skeleton regiment causes immense damage. This style of warfare requires you to use lots of steam points

and thus puts your Steam Tanks into considerable danger, but fortune favours the brave. Against Elves with their monstrous Initiative of 6 this is of little use. But Steam Tanks still have their uses,

for unlike normal cannons they are almost invulnerable to close combat attacks, have a Leadership of 10 and never have to take break tests. This means that a Steam Tank can spend its time quite happily shooting its cannon, as you will only need two steam points each turn, one to pivot the tank and the other to fire the cannon. Because you are using so little steam this way, there is no chance of the boiler blowing up.

BATTERIES!

In Warhammer you are allowed to form war machines of the same type into batteries by simply deploying them within 5" of each other. The battery is considered to be a single target for the purposes of shooting, so you can choose which war machines lose their crew members. As most war machines work perfectly well if they lose only single crew member, you should spread the casualties evenly amongst the war machine crews. This will keep your whole battery fully operational for far longer.

You can also nominate characters to act as leaders for the batteries. The advantage of this is two-fold. Firstly, the whole battery can make psychology tests on the character's Leadership, and secondly if the war machines are attacked by powerful enemy characters the battery commander can challenge him, thus saving your irreplaceable war machine crews.

Equipping your battery commander with a suitable missile weapon will make sure that he can take part in the battle even when the battery is not under attack. My own favourite is a High Elf Hero on an Elven steed, equipped with the *Bow of Loren* and some other suitable magic item. This way he can shoot at the enemies along with my repeater bolt throwers, defend them when they are attacked, and gallop to engage the enemy if no-one threatens my prized repeater bolt throwers.



“The weakest part of a war machine is the crew that operate it.”

Skaven warpfire throwers and Dwarf flame cannons can serve in a special role against certain foes. Some creatures, namely Treemen, Mummies, and Trolls, are fearsome fighters in the extreme, but are vulnerable to flaming weapons. If you expect to face these fierce but flammable things, why not take suitable precautions? You can even mimic this effect with Dwarfs by using the *Rune of Burning*. This handy Rune makes the shots of the normal Dwarf cannons, and their other machines, flaming and can give nasty burns to an opponent who has put his trust in Mummies or Trolls!

SABOTAGE

So what if you are a Chaos or Wood Elf General and thus do not have access to any war machines (though both armies do get excellent chariots from their regimental allowance)? One way is to get some war machines of your own by using your ally quota, but then again, what true Wood Elf Lord of the blessed glades will allow his kingdom to be spoiled by rampaging Dwarfs? So here are some suggestions on how to deal with opposing war machines.

The High Magic Spell *Tempest* is an excellent choice for Generals who prefer melee over shooting. Not only does missile fire (eg from bolt throwers) suffer a -2 penalty on all rolls to hit, the spell is also capable of wrecking any war machines within a 48" range!

Against High Elves and Dark Elves who can use their dreaded repeater bolt throwers, and other armies whose generals prefer bolt throwers or Skaven jezzails as their main weapon, affecting their ability to hit your troops is the key. The *Ruby Chalice* and the *Night Goblin Bad Moon Banner* are both examples of magic items that reduce your opponent's chances to hit.

Many spells are ideal for just blasting war machines to pieces. Enchantments such as *Doombolt*, *Cracks Call*, and *Eruption* are especially effective against them.

HIT THE WEAK

The weakest part of a war machine is the crew that operate it. They are rather puny in close combat, generally have poor Leadership scores and are usually very few in number as well.

Skaven Gutter Runners, as well as Dark Elf and Wood Elf Scouts, are very handy for taking out war machine crews. Their special deployment rules allow them to get near the enemy deployment zone quickly, and cut down the unfortunate crews.

Terror is an excellent way of countering enemy tactics based on numerous war

machines. Most of these machines need a clear view over the battlefield. This means that they tend to be concentrated on hills and such. If you land a terror causing monster in the middle of such a cluster, the monster will probably kill or rout the crew of the war machine it attacks. This will cause any nearby units to take panic tests as well. And even if these do not scare the other crews away, they will also have to take terror tests at the beginning of their next turn!

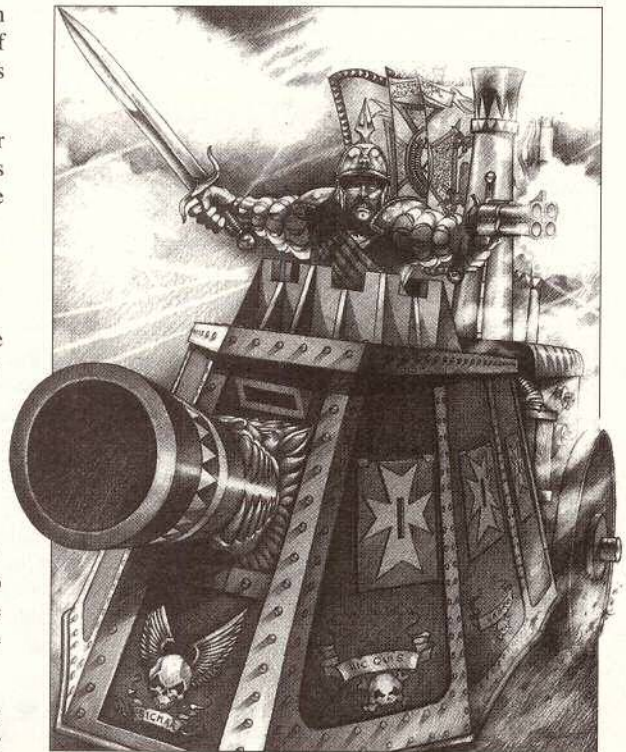
There is a danger in this, however, for any nearby cannon or bolt thrower crews may pass their Leadership tests, or be out of range of the effects of terror. This will mean that your monster will be a sitting duck for retaliatory fire. Don't say I didn't warn you...

Harpies, Wood Elf Warhawks, Undead Carrion, Great Eagles, and Pegasi are cheap and effective ways of wiping out war machine crews. Even the toughest war machine crews will struggle to stand against a determined push of a unit of Harpies with their 2 Wounds and bonuses for extra ranks.

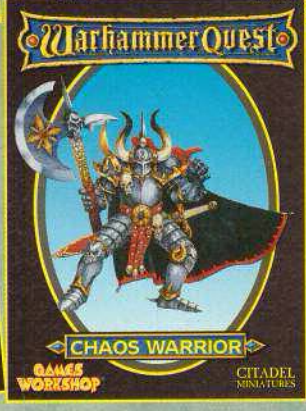
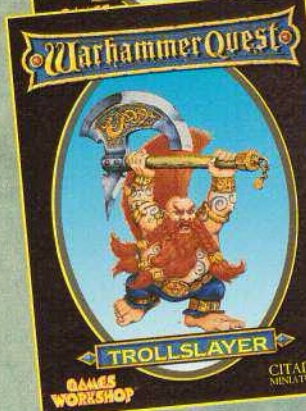
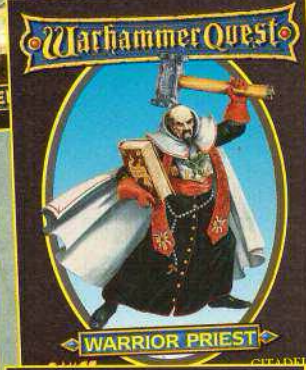
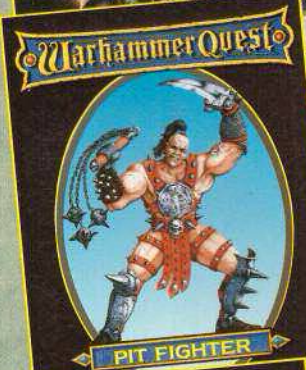
LAST WORDS

I think that the war machines of each race really characterise your army, be it High Elves with their graceful but deadly repeater bolt throwers, Orcs with their crude stone throwers, or the Empire with their mighty Steam Tanks.

And finally, remember the right attitude when using your war engines. As Dwarf Engineer Morgim Rorekson would say, "When I parley with greenskin scum, I use my Flame Cannon as an interpreter!"



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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A WARRIOR'S DUTY



By
**Ian Pickstock
and
Adrian Wood**



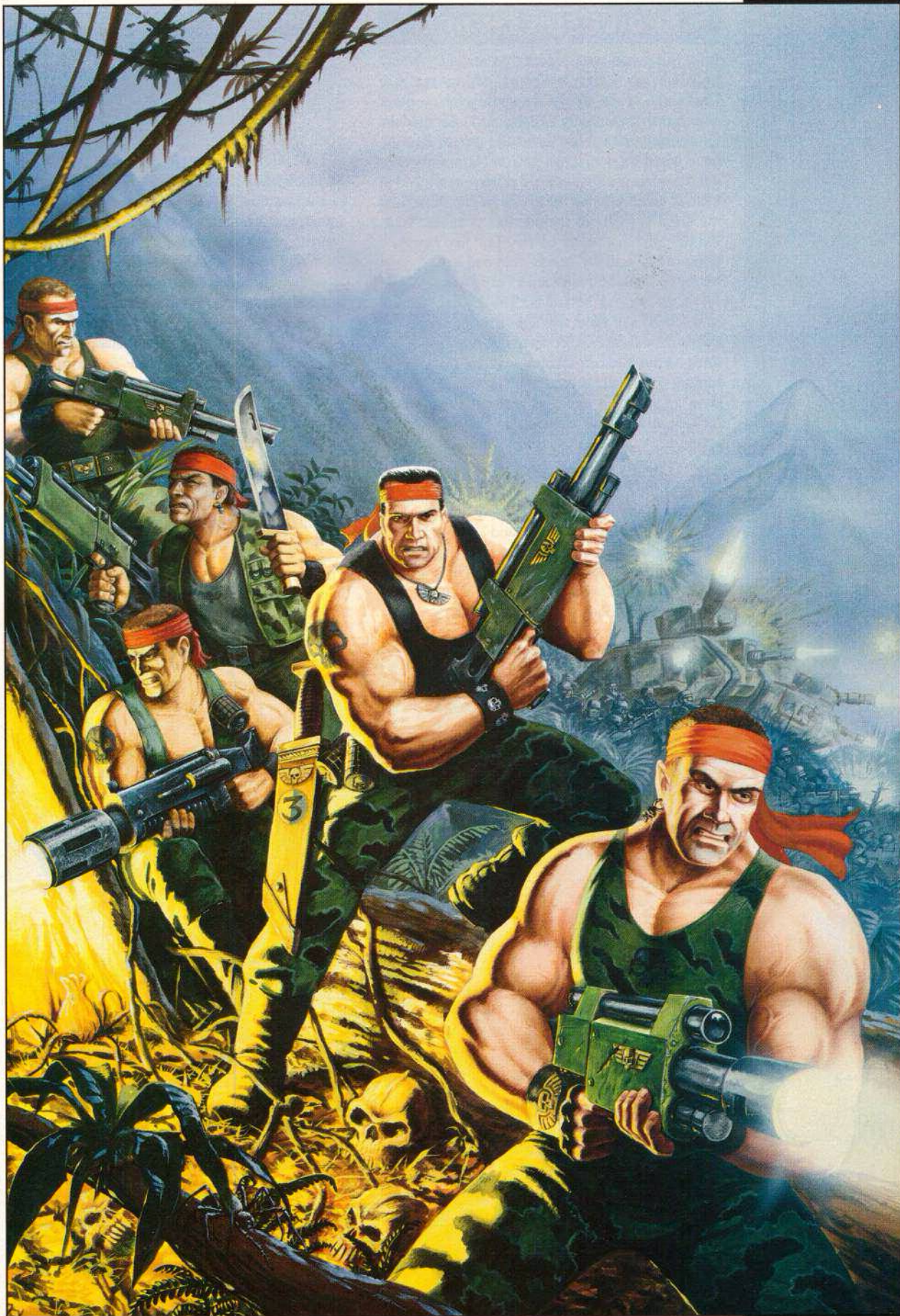
BOMBARDMENT

Ian: Just recently, the pages of White Dwarf have been bombarding you with articles about ways to make your games more interesting. Not that they aren't already fascinating of course, but there are only so many different ways of playing the four missions in the box. Jervis gives you scenarios, rules for tournament play and friendly (you hope) games. Andy Chambers has been serving up campaign ideas, and Stillmania is never short of a word or two about doing the hobby properly. I've been wittering on about wacky army organisations and sticking to the background, and the theme here in the White Dwarf bunker appears to be themes. Themed terrain, themed armies, themed battlefields, themed colour schemes, you name it, we'll theme it. Everyone has a dozen and one new and exciting slants on ways to play our games. If you're fairly new to the hobby then you might be feeling a little bewildered. Well, do not fear, White Dwarf is here. This month, to show you that there's nothing wrong with playing normal games, Adrian and I have fought a common or garden Warhammer 40,000 battle. In fact, if you've been doing all this weird stuff of late, then this will make a

refreshing change. The results of our game are presented here in this month's battle report. We just took the Warhammer 40,000 boxed set and played a game following all the normal set up rules – no scenarios, no campaign rules, no special reinforcement rules. Just a mission card apiece, some Strategy cards, 1500 points on each side, and a 6' x 4' table filled with the wonderful Studio terrain. As usual, we took notes as we went along, and I took some snaps with a 35mm camera. This would give us some reference material for taking proper shots with our mammoth photography set up. So without further ado, it's time for battle!

Having looked back at previous White Dwarfs, our esteemed Editor, Jake, noticed that we hadn't actually had a battle report with a pure Imperial Guard force. Sure, Jake had included some allies in a Space Marine army, while back in issue 189 I had actually commanded an Imperial Guard contingent in the *Great Devourer* battle report. In that battle Adrian had taken an allied force of Eldar against the onslaught of the Tyranids. Once again, I volunteered to take command of the Imperial Guard. Only this time I would be fighting against Adrian, who was once again commanding the dreaded Eldar.





SPOILT FOR CHOICE

Ian: So, what was I going to include in my Imperial Guard army? When I pick an army, at least some of the troops are chosen for no other reason than that I really like the particular models. Of course, when those particular troops then go on to win the game, it just goes to show that really good models are always dead shooty, or wicked in hand-to-hand combat. So, you might think that my army is going to include lots of tanks. Well, the thought did occur to me, but my range of tastes does actually stretch beyond those great hunks of steel. Storm Troopers are another of my faves, as are the assassins. The Eversor shrine stands head and shoulders above the others, in my own estimations. Of course, in game terms all three of the assassin shrines are on a fairly equal footing – it's just a matter of taste and gaming style as to which one you prefer. Obviously, to include all of these elements in the army, some compromise would have to be introduced. It was at this stage that I sheepishly headed upstairs to put back the three Leman Russ battle tanks that I had already chosen for the army.

After much dithering around, and leafing through the army list, I was at loss as to how to go about picking an Imperial Guard army. The problem seems to be that with most armies you start by picking your characters, commanders, psykers,

and the like, and then pick the rest of the army. Unfortunately, the Imperial Guard army structure is not quite as open as other army lists, and there are a few restrictions which must be followed. The overall effect of this is that the number of regimental squads that you have dictates the number of goodies, like Leman Russ tanks, that you can include.

Suddenly, I had the answer: work backwards! I knew I wanted a Leman Russ, a Storm Trooper squad, and another tank for good measure. This was three additional units, so I would need at least three regimental squads. In the end, I decided to have two Command squads, to give my force more flexibility, and split my army roughly in half. I ended up with a Catachan Command HQ, led by a captain, with one Catachan Imperial Guard squad and one Heavy Weapon squad. To this I attached the Storm Trooper squad – it's only right that these elite troops should be assigned to the commanding officer. Finally, a rightly feared Hellhound was also included as the platoon's second additional unit. The second platoon consisted of a Cadian Command squad, with two almost identically equipped Cadian Imperial Guard squads. Attached to these was a Leman Russ battle tank.

There weren't any problems including the Eversor Assassin, he would just count as an ally from the Imperial Agents list, costing lots of

"...it just goes to show that really good models are always dead shooty, or wicked in hand-to-hand combat."

IMPERIAL GUARD ARMY



Catachan Command HQ: Captain with bolt gun and power fist. Two Guardsmen with lasguns. One Guardsman with melta-gun. One Guardsman with plasma gun.



Catachan Heavy Weapons Squad: Two lascannon weapon teams. One heavy bolter weapons team. Veterans: *Slick Crew*.



Catachan Squad: One heavy bolter weapons team. One Guardsman with flamer. Sergeant with chainsword and bolt pistol. Veterans: *Freedom Fighters*.



Storm Trooper Squad: One heavy bolter weapons team. One Guardsman with plasma gun. Veterans: *Dead Eye Shots*.



Hellhound Tank: Turret mounted Inferno cannon, hull mounted heavy bolter.

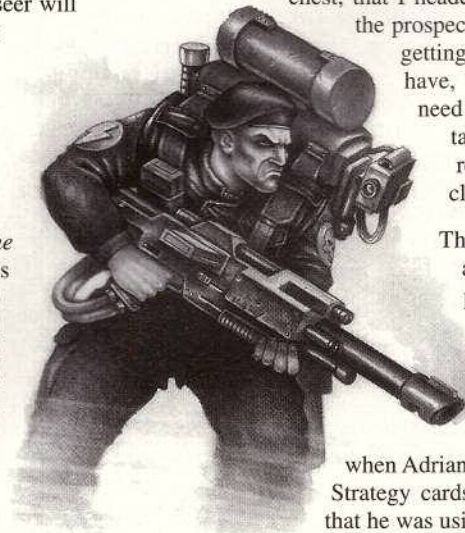


Imperial Guard *Take & Hold* objective marker

points. Although work on this particular book has only just begun, details of the Eversor Assassin can be found in White Dwarf 191.

You might think that including such an expensive character is why I haven't taken a psyker in my force. The real reason for not including a psyker is that I'm taking a bit of a gamble. I just know Adrian won't be able to resist including lots of exciting Aspect Warriors, Exarchs, and suchlike. So much so that any thoughts of taking a second psyker in addition to his Farseer will be far from his mind (*if only Adrian had the powers of a Farseer – Ed*). If the gamble pays off, Adrian will be stuck rolling 1D6 for the warp flux for the entire game (ho, ho, ho!).

For missions, Adrian got *The Assassins*, while I was lumbered with *Take and Hold*. Well, not my ideal choice, but imagine if the missions had been reversed! The first of my Strategy cards was *Brilliant Strategy*, which would allow me to add 1D6 to my very low strategy rating. I also got the *Look out sir – aargh!* card,




which would be very useful in preventing Adrian from completing his mission.


In Warhammer 40,000 you can either play a four turn game, or you can roll a dice to see how long the game lasts. Usually we just play for four turns, but this time we decided to roll for it. We ended up with the longest game possible by this method – five turns.

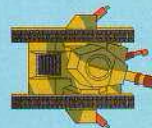
So it was, with Strategy cards clutched tight to my chest, that I headed off, looking forward to the prospect of deploying second and getting to go first. What fun I'd have, with none of the usual need to deploy across the entire table. I could even go for a refused flank, or something clever like that.


The hour of the battle arrived, and gleefully I played my *Brilliant Strategy* card, informing Adrian that I was putting him into bat first, so to speak. You can imagine my dismay when Adrian pulled out one of his own Strategy cards, *Traitor*, and announced that he was using it to counter my card. I was going to have to deploy first after all!




 **Cadian Command Squad:** Lieutenant with shotgun. Two Guardsmen with melta-guns. One heavy bolter weapons team.

 **Cadian Squad:** One autocannon weapons team. One Guardsman with plasma gun. Veterans: *Freedom Fighters*.



 **Cadian Squad:** One autocannon weapons team. One Guardsman with melta-gun. Veterans: *Freedom Fighters*.

 **Eversor Assassin:** *Executor Pistol, Eversor Combat Drugs, Neuro-Gauntlet, Sentinel Array*. melta-bombs and power sword.

Leman Russ Battle Tank: Turret mounted battle cannon, hull mounted lascannon, and two sponson mounted heavy bolters.



Adrian: It's been a long time since I've played a large game, so I was looking forward to the challenge. Recently, I've just been playing a lot of quite small games, forming campaigns linked together by a narrative (I'll probably talk about these smaller games at another time). You will all know one of my favourite armies, along with the Orks (of course), are the enigmatic Eldar. I've played a couple of battle reports with them, but this time I thought I'd try using them a little differently. The Eldar army is really several army lists in one.

You can make up armies consisting entirely of Scouts, or Exodite Dragon riders, Guardians or Aspect Warriors, or any combination of these. What a choice! This time, I decided to pick something rather unusual for me: an army based around Aspect Warriors.

Aspect Warriors are all squads of troops who fight according to a specific combat discipline. The Dark Reapers wear heavy armour and dominate the battlefield with their missile launchers, reaping a harvest of smashed tanks and blasted troops. The Howling Banshees unleash terrifying battle cries as they charge into close combat, the psychosonic amplifiers built into their masks overloading the nervous systems of the enemy.

The Banshees easily cut down the stricken troops who are momentarily paralysed by the shocking noise. Fire Dragons spit forth powerful blasts of heat which reduce all but the mightiest of armoured targets to pools of molten slag, whilst the Dire Avengers spray the enemy troops with bursts of razor-sharp projectiles, slicing through flesh and bone alike. The Striking Scorpions, like the Howling Banshees, are exponents of close combat, raking their foes with their mandiblasters and then butchering the survivors with chainswords and shuriken pistols. Teleporting into range, the Warp Spiders flay troops alive with their monofilament guns, slicing their foes' innards into the consistency of soup, whilst the delicate Swooping Hawks fly high over the battlefield, raining death from above with their grenade harnesses.

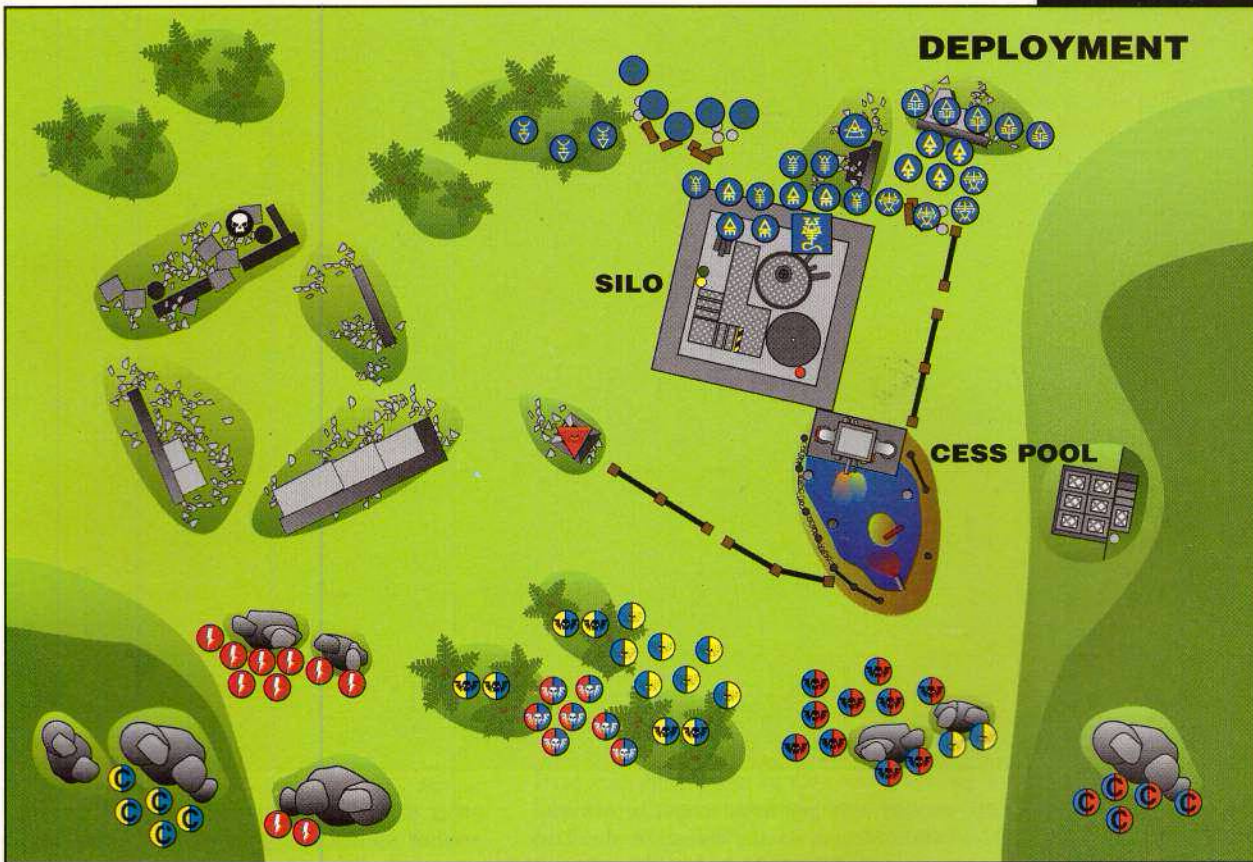
As you can see, each squad is extremely well equipped for carrying out one kind of battlefield role, but really no other. But when used in the right combination, Aspect Warriors are a match for anyone. Really, I needed each squad to back the others up and concentrate on specific tasks. The Swooping Hawks and Warp Spiders would trash any commanders or artillery and weapon teams. The Dark Reapers and Fire Dragons would be admirably able to deal with any heavy armour that came too close for comfort. A combination of Howling Banshees and Striking Scorpions would then butcher troops up close with fire support from the Dire Avengers. This Aspect army would allow me to counter any situation and any mission while fighting against Ian's Imperial force.

ADRIAN'S ALL ASPECT WARRIOR ELДАР ARMY



-  **The Avatar**
-  **Farseer:** *Witch Blade* and a *Vortex Grenade* (from *Special Issue*).
-  **Dire Avengers**
-  **Dark Reapers**
-  **Howling Banshees**
-  **Striking Scorpions**
-  **Swooping Hawks**
-  **Warp Spiders**
-  **Fire Dragons**

DEPLOYMENT



ELDAR TURN 1

As the combatants spied each other from across the battlefield, an ear-splitting scream filled the air – the Imperial Guard had unleashed their preliminary barrage. The enemy were trying to pulverise the largest concentration of troops at the silo, where the Avatar, Howling Banshees and Striking Scorpions stood. The ground shook as the shells impacted, the whole area becoming engulfed in scorching fire and thick black smoke. Moments later the air cleared to reveal a deep crater, the broken bodies of two Striking Scorpions, and two Howling Banshees sprawled like broken dolls, their crushed Aspect armour charred and blackened. The whole army held its breath in expectation until the towering form of the Avatar emerged unscathed from the debris. At the sight of the living god the remnants of the two close combat squads shouted their battle cries in exultation. Speeding off across the battlefield towards the cover of the cesspool, they made ready to strike down the advancing Imperial Guard in deadly close combat. The two squads would easily be able to combine their strength to overcome any number of combatants. The Dire Avengers ran to the cover of the silo, ready to advance into the open next turn and offer covering fire to the advancing Aspect Warriors. As if on cue, both the Swooping Hawks and the Warp Spiders seemed to disappear from the battlefield. In a twinkling of an eye the Swooping

Hawks had taken to the skies, flying high over the land, scanning the horizon in order to pick out the Imperial Army commander: their target. The Warp Spiders had indeed disappeared. They had teleported across the battlefield, reappearing in the cover of an abandoned bunker. From this position they would be able to ambush one squad





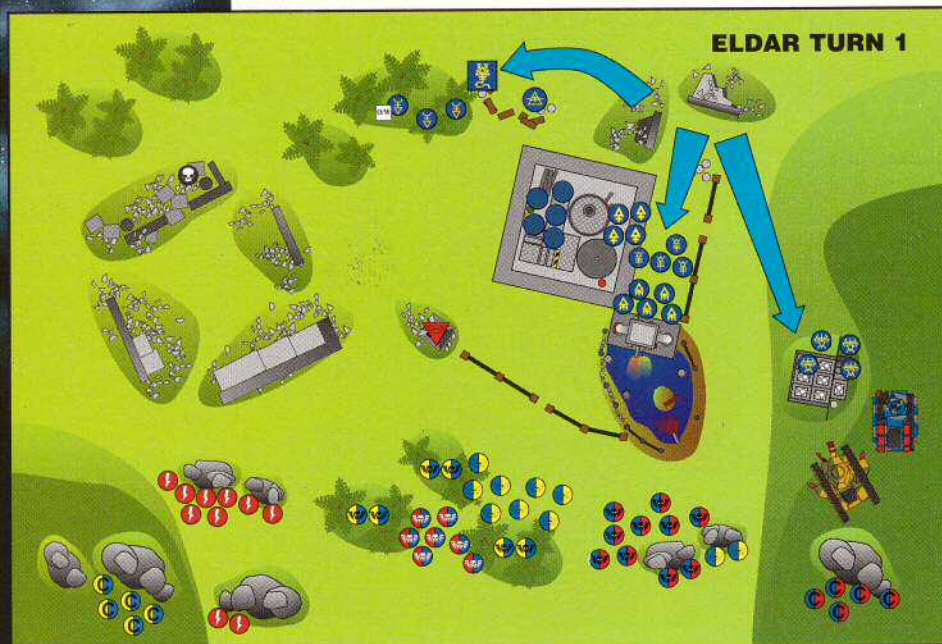
The Imperial Guard reserves thunder down the right flank of the battlefield, the Eldar assault force firmly in their sights.

after another with their lethal monofilament guns. Meanwhile, aware of the threat to the Dark Reapers on the right flank from the Eversor Assassin, the Avatar's huge form began to lope across the battlefield, the earth quaking as massive legs propelled his molten body towards the Imperial killing machine. Sensing the danger, the Farseer also moved swiftly to the Avatar's side, into the cover of some crates of weapons, ready to bring his deadly psychic powers to the fore. At a word from the Farseer the Dark Reapers froze into overwatch, ready to unleash their frag missiles against any enemy movement from the

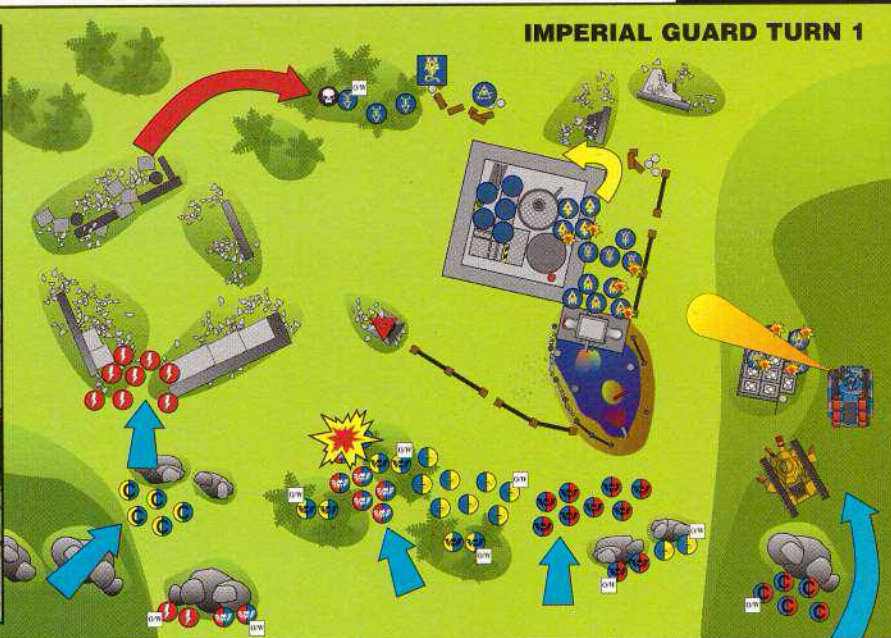
other side of the battlefield. As the Eldar army readied itself for the Imperial attack, the Farseer started to draw power into himself in order to attack the Eversor. Behind his mask the Eldar psyker's face twisted into a snarl of rage as he realised that the warp flux was much too weak for him to do anything. The Farseer was unable to unleash any psychic energy against the Assassin.

IMPERIAL GUARD TURN 1

From his position the Eversor could see the Dark Reapers. Subtle nuances in their stance told him that they stood ready to fire – a head on assault from here could result in disaster. With a quick reflex action of his wrist the hypodermic injectors pressed home their toxic load. The Assassin could feel the power in his arms and legs increase as the toxin saturated his blood with oxygen, literally super-charging his muscles. The Assassin swiftly out-flanked the Eldar heavy weapon specialists. The Dark Reapers spun round to face the assailant, but too late to level their missile launchers. The combat was short and the Assassin wasted no time in following up to engage a second member of the squad, ready to kill again.



IMPERIAL GUARD TURN 1



On the right, the Eldar had revealed the main thrust of their attack. With this in mind, the Imperial Guard tank drivers fired up their mighty engines and sped into the fray. The turret of the Hellhound swung around menacingly, firing a great gout of flame at the Warp Spiders, Howling Banshees and Striking Scorpions. The flame fell short, and the Scorpions and Banshees escaped unscathed. Two of the Warp Spiders were not so lucky and fell, their armour melted and the flesh blasted from their bones. The other two Warp Spiders were almost as unlucky, as their armour caught fire, engulfing them in flames. However, their torment was short-lived as the heavy bolters on the Leman Russ riddled the two stricken Warp Spiders with explosive bolts, slaying them instantly. The battle cannon then fired its massive shell into the middle of the Dire Avengers, felling two of their number. Against firepower of this magnitude the surviving Dire Avengers were forced to seek cover amidst the industrial complex. The lascannon and heavy bolter aimed at the Howling Banshees and Striking Scorpions, but the cover of sludge outflow made it difficult to draw a bead and all the shots went wide of their mark.

In the centre, the massed Imperial Guard army stood over readied weapons, crouching low behind rocks or strange jungle vegetation to get the best cover possible. Spotting the swift, agile forms moving across the battlefield, the squad sergeants began barking orders. With most of the Eldar still out of sight, the heavy weapon squad and one of the Cadian Squads set overwatch. Meanwhile, the Catachan squad and the other Cadian Squad, cautiously left the cover of the jungle, only to be met by the shrieking sound of a Dark Reaper frag missile. The deadly warhead exploded amongst the Cadians taking out two Guardsmen. The rest of the squad remained steady, despite the loss of two of their number. On

the left flank, the hardened Storm Troopers began to make a break for the cover of the ruined cathedral, their heavy bolter weapons team remaining under cover of the rocks, covering the advance of their comrades. Now that the pre-battle barrage had done its grim work, the Catachan HQ emerged from their high vantage





The Avatar bursts through the jungle to protect the Aspect Warriors from the psychotic Eversor Assassin.

point, and moved into the rocky outcrop that the Storm Troopers had occupied.

The warp flux was beginning to be drawn to the powerful Farseer. The Eldar seer tried to find the lines of fate that spelled *Doom* for the Eversor Assassin, but the will of the Imperial forces proved too strong and the power was nullified. This didn't prevent the Farseer from engaging the Eversor in the safest way possible, by attacking him using the *Executioner*. The ghostly image of the Farseer materialised before the Eversor Assassin, and after a brief exchange of blows, the Farseer's ethereal body returned to its host leaving the Assassin with a deep wound from his deadly *Witch Blade*.

ELDAR TURN 2

As the kill-crazy Imperial Assassin swiftly shed the eviscerated body of the unfortunate Dark Reaper and prepared to strike down the second, the Avatar smashed through the trees and loomed over the Eversor, brandishing the Wailing Doom high over his head. At the sudden appearance of the towering god-like being, both the Imperial Guard heavy weapon teams with lascannons, who had been anticipating his appearance, fired their weapons, but wildly missed the huge target. With the Warp Spiders burned to death by the terrible gushing fire of the Hellhound, and the Dire Avengers smashed by the battle cannon of the Lemman Russ and broken and grovelling behind cover, the attack on the left flank was well and truly crushed. The rest of the Eldar army were

bowed, but not broken, from the concentrated fire of the Imperial Guard tanks. Once the Imperial troops had advanced far enough, the Aspect Warriors would pounce, creating a cordon around the Imperial Guard objective and preventing their foes from seizing it. There was no point in throwing their lives away, there was still plenty of time to strike. Finally, the Swooping Hawks pinpointed their target, the Catachan Commander, who was foolhardy enough to be advancing with the Storm Troopers. The flying Aspect Warriors landed out of sight of the enemy troops and gathered themselves for the next phase of their attack.

The Avatar bellowed with daemonic rage as he stood over the Eversor, swinging the

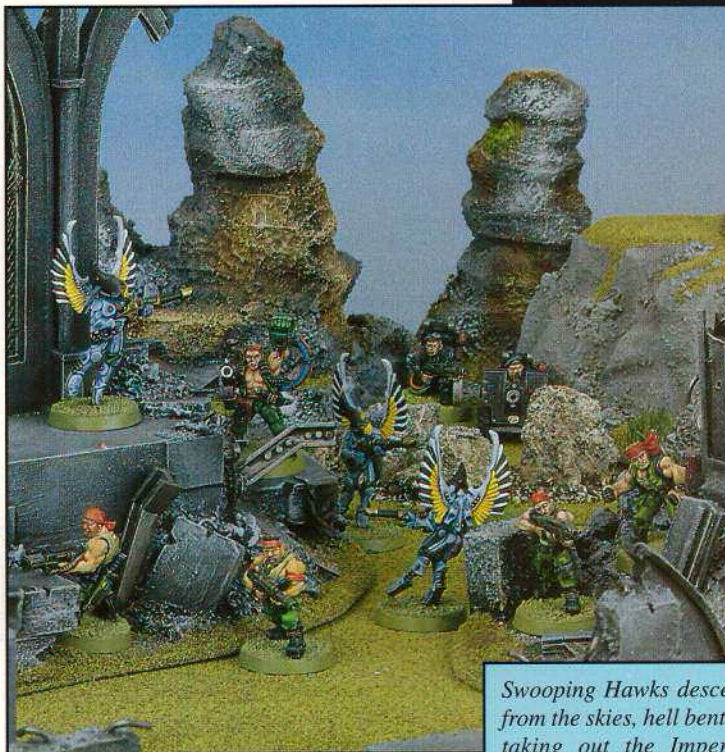


Wailing Doom wildly in an attempt to catch the dodging Assassin off guard. Only a single blow from the huge rune-encrusted sword struck home, and the Eversor reeled from the force of the blow but remained in control of himself. The Assassin pushed his drugged body to the limit and the second Dark Reaper was consumed in a blur of blows, shattering the reinforced Aspect armour like thin plastic and reducing the Aspect Warrior's body to shreds. Concentrating all his energy against the Eversor, the Farseer first sealed his fate by casting *Doom* and then projected himself forward with *Executioner* once again. The Eversor suddenly found himself fighting off a ghostly figure who appeared to be an Eldar Farseer. However, he was too skilled a combatant to fall so easily to such runic power and the Farseer was repelled, unhurt by the combat but without having killed his opponent.

IMPERIAL GUARD TURN 2

Things were looking good overall, but it looked like the Eversor's number was up. With a lucky roll of the dice, I might have been able to have a crack at the Avatar, but if the Farseer was going to insist on lending a hand then I wasn't going to last the turn. Realising his fate, the Eversor injected himself with *Terminus*, regardless of what happened to him now, he would be able to hold the Avatar up from an entire turn.

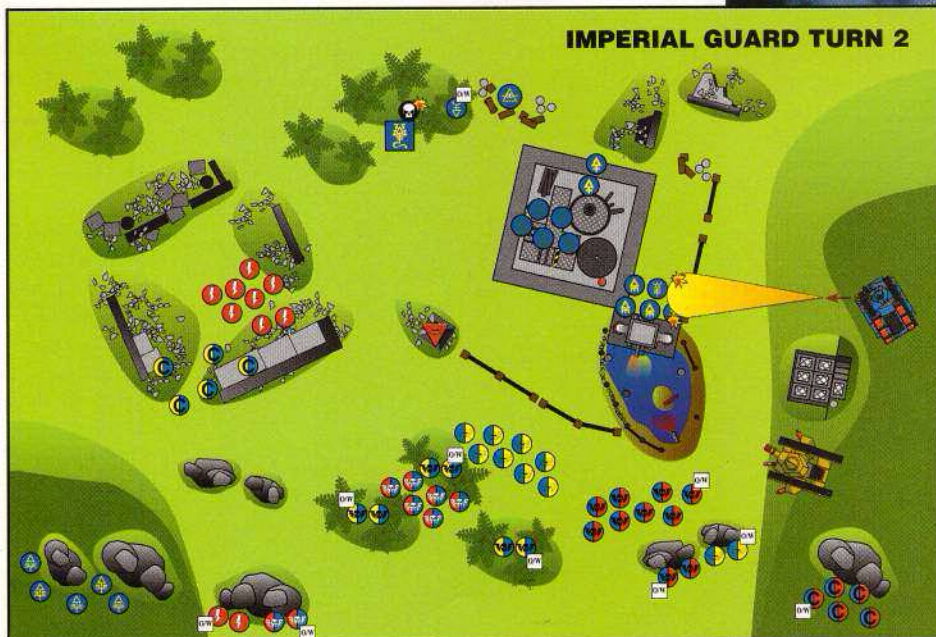
Well the Eldar had been beaten back by the brute force of my tanks, now it was time to consolidate my position, ready to take the mine shaft. The Cadian Shock troops that didn't move last turn, advanced, while the other squads set overwatch in case the Fire Dragons made a move. The Storm Troopers continued their flanking move through the cathedral, in an attempt to dislodge the Fire Dragons and further protect the advance to the objective. The Catachan HQ followed them in support, while nearby weapon teams of the Storm Troopers and Cadian Shock troops swung their heavy bolter and autocannon round, ready to open fire if the Swooping Hawks made an attack. On the right, the Cadian command section split off from its heavy weapon team and made a run for the disused emplacement from the middle of the table. From here they would be able to cover any counter-attacks made by the Howling Banshees. The Hellhound continued down the flank, chasing after the survivors of the previous barrage of fire. Confident that the Hellhound would manage

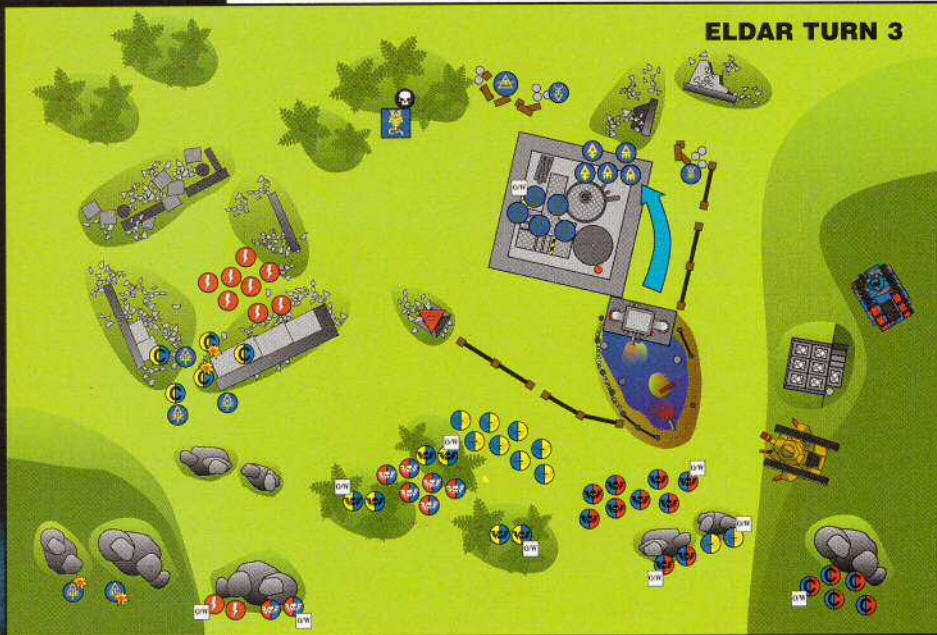


Swooping Hawks descend from the skies, hell bent on taking out the Imperial Guard commander with a fistful of krak grenades.

on its own, the Lemn Russ, swung to the left and moved toward the centre of the field, ready to catch the Avatar in a deadly crossfire, with the heavy weapons squad. The kill ratio this turn was much less impressive than before as a large part of the Eldar force had retreated to lick its wounds and plan a counter offensive. The Hellhound didn't let me down though, sending all the Striking Scorpions, and two of the Dire Avengers to a fiery grave.

The warp flux waned again, leaving the Farseer with no force at all and unable to influence the battle with his considerable powers.





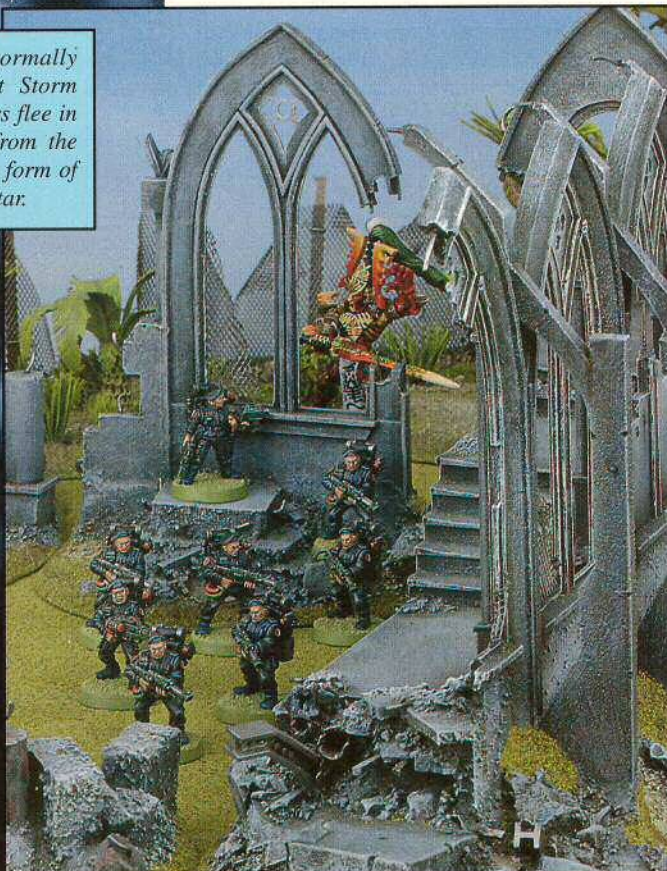
ELDAR TURN 3

The Imperial forces drew ever closer to their objective, and the Eldar found themselves losing more and more precious Aspect Warriors by the second. A simple assassination was turning into a bloodbath. What was happening? Well it wasn't over yet, my Swooping Hawks stood ready to rain deadly krak grenades on the Imperial Guard army

battlefield, smashing the beleaguered Eldar force to pieces with their heavy firepower. At last the time had come, as across the other side of the battlefield the Swooping Hawks braved the Imperial overwatch fire in order to cut down the Catachan Commander. As the Aspect Warriors flew down from behind their cover, the Catachan weapons teams opened up with everything they had, sending 2 Swooping Hawks burning like torches from the sky. The rest of the squad remained resolved to their mission and pelted the Imperial Commander mercilessly with krak grenades. A nearby trooper threw himself in the way of one of the lethal projectiles whilst another hit home. The Catachan Commander took the full force of the armour-piercing grenade on his chest, but as if by a miracle he survived. The Swooping Hawks stood in confusion as the truth dawned on them. Their mission had failed and they now stood in the midst of the enemy with absolutely no hope of escape!

Meanwhile, the Avatar finally overcame the fancy swordplay of the Eversor and brought his own huge sword down on the Assassin's head. The Eversor was split from head to foot by the awesome Wailing Doom, which screamed as it tasted victory and alien blood once more. As the Avatar stood shouting his cry of victory across the battlefield, the Farseer tried to strike down a Storm Trooper with the *Executioner* runic power, but was unable to cover the distance to the enemy trooper. As the Farseer gathered himself for the next threat against his rapidly depleting force, the Avatar was suddenly engulfed with plasma as the body of the Eversor exploded. The many drugs and chemicals held in such careful balance within the body of the Assassin, had finally reached critical and exploded. The towering god waded out of the molten ball of plasma, shedding globules of liquid fire and bellowing in triumph.

The normally stalwart Storm Troopers flee in terror from the flaming form of the Avatar.



IMPERIAL GUARD TURN 3

The Swooping Hawks had made a fatal error, even if they had dispatched my Captain there was a fairly good chance that the rest of the troops would have still been around. However, things had gone disastrously wrong, and with a bit of heroics and lot of luck my Captain had survived the attack. This meant my troops within 12" would not have to take a break test for a slain army commander. The Imperial Guard took no time in bringing weapons to bear on the now very vulnerable Swooping Hawks. My luck looked like it was running the same way as Adrian's when all but one fell to the fusillade of fire that included half the Storm Trooper squad as well as the Catachan HQ. Just one Swooping Hawk was all it would take to kill my Captain. But fortunately (for me) Adrian failed his break test and the Swooping Hawk headed for the hills.

The other half of the Storm Trooper squad had reached the cover of a cathedral wall and brought their hot-shot lasguns to bear on the Fire Dragons hiding in the industrial complex. The Fire Dragons on overwatch were unable to fire as their short ranged melta-guns were well out of range.

In the centre of the field the Catachan heavy weapon teams concentrated all their fire against the massive figure of the Avatar, but despite his huge size their shots still went wide of the mark. It was the turn of the Leman Russ crew to see if their aim would fair any better. The battle cannon shell thundered over the heads of the Guardsmen, but fell far short of its intended target. The lascannon was able to find its target though, the huge weapon fired a bolt of laser energy, smack into the Avatar's chest. My joy was short lived though, as the Avatar barely flinched, the shot absorbed by his incredible armour.

The much feared powers of the Farseer failed to make an impact again, as he chose to store all of his power this turn.

ELDAR TURN 4

Time was beginning to run out and the Eldar had to try to stem the closing Imperial tide. The two immediate threats were the Storm Troopers on the right and the Hellhound on the left. The Farseer made off to support the Dark Reaper against the Hellhound whilst the Avatar charged towards the Storm Troopers. The elite Imperial Troops suddenly beheld the sight of a twelve foot tall daemon wielding a



huge rune-encrusted sword and roaring like thunder. Unable to withstand the terrifying vision the whole squad turned on their heels and fled in abject horror. In revenge the Storm Troopers weapon team unleashed their heavy bolter against the Fire Dragons and struck four of them solidly with shells. Nevertheless the Fire Dragon's armour proved to be much too difficult to smash





as all but one Aspect Warrior remained on their feet. As the Imperial troops scattered on the right the situation on the left grew more desperate. The Dark Reaper took careful aim with his missile launcher at the Hellhound which even now was looming dangerously close to the survivors of the Eldar force. Despite the legendary accuracy of the rangefinder helmet, the Dark Reaper missed the huge tank and the fate of the left flank, as well as the force as a whole appeared to be sealed. Without any further ado the Farseer drew power from his *Witch Blade* and projected himself forward to strike at the Hellhound in one last gesture of defiance. From inside the Hellhound's hull the crew looked on in amazement at the ghost-like form of the Farseer appeared in front of them. The Farseer struck the Imperial tank again and again, smashing the tracks and splitting the hull in two. The crew were incinerated in an instant as the fuel tanks ruptured, great gouts of flame erupting high into the air.



IMPERIAL GUARD TURN 4

Oh no, my Hellhound destroyed! Well it was my own silly fault for getting too close to that Farseer. But the battle wasn't over yet, I still had a mission, and if I was careless a well timed and executed counterattack by the Eldar could easily even the score. Remember too that my army commander was still in danger, and if killed would earn Adrian a very respectable 5 victory points. With these facts in mind, the three Imperial Guard squads in the centre continued to move forward, covering each other's advance. With the loss of the Storm Troopers, the Catachan captain had no choice but to concede the left flank. This would leave the troops trying to take the objective with the additional problem of the Fire Dragons in the industrial complex.



ELDAR TURN 5

The Avatar whirled about looking for more victims on whom to vent his rage and pounced on the nearby Cadian troops. Unlike the Storm Troopers, the Cadians stood their ground, ready to die in the service of the Emperor, and die they would indeed...

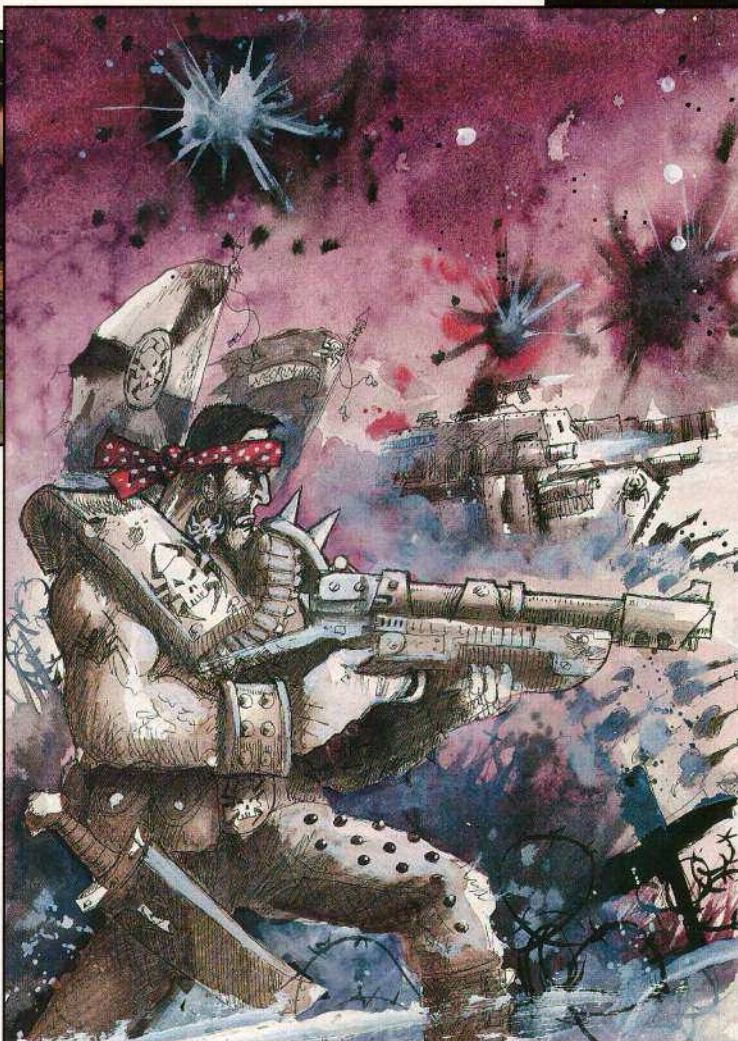


The surviving Fire Dragons, Howling Banshees and the Farseer all huddled behind the cover of the silo and blasted the advancing Imperial troops, but all to no avail. The Dark Reaper had the last word as he cut down a lone Catachan trooper. Then, with one huge swipe of his blade the Avatar scythed down the Cadians. The survivors scrambled away from the massive creature but, despite all their efforts, the end appeared in sight...

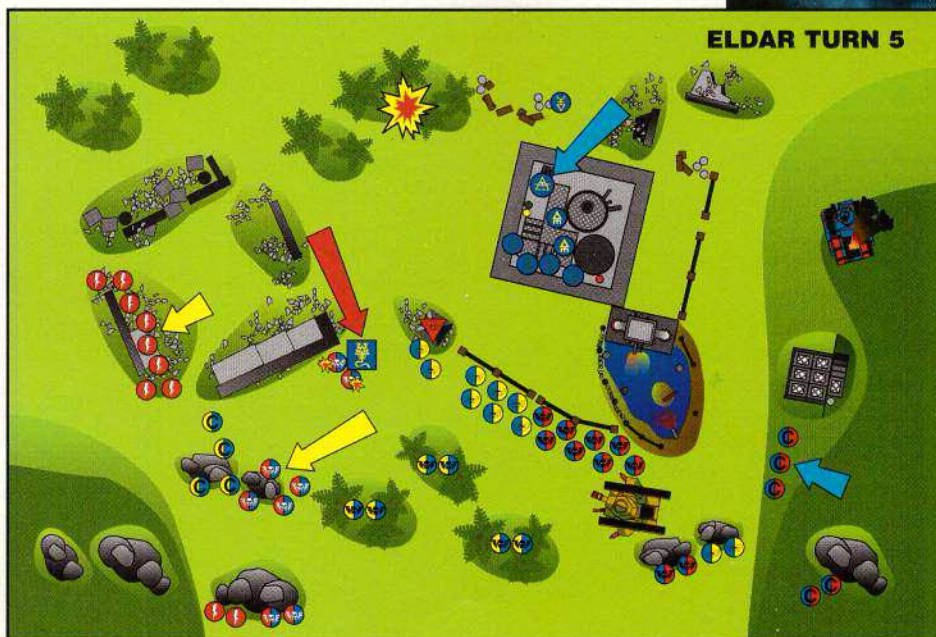
IMPERIAL GUARD TURN 5

As my army moved forward, it became obvious that the counterattack would never arrive. The Eldar had suffered heavy casualties and their nerve was broken. The Catachan squad took up position around their objective—the mine shaft, while the rest of the Imperial Guard squads took up position to take out as many of the remaining Eldar as possible. Of course the Avatar was still running amok amongst my battle line, but now it faced the crossfire from my many lascannon. It was still a tense finale as the battle cannon and lascannon on the Lemman Russ went wide as did the Cadians' autocannons. But the Avatar was finally silenced by one the Catachan lascannon weapon teams, the bolt of energy engulfing the daemonic fiend. Once the smoke had cleared there was no sign at all of the Eldar Avatar.

As the sergeant of the Catachan squad began his descent down the mine shaft, the Eldar struck out with a final gesture of defiance, the Eldar Farseer ended the conflict by once again striking out with the *Executioner* power. The Catachan stood little



chance as the ghostly apparition of the Iyanden Farseer appeared in front of him wielding a deadly *Witch Blade*.



OUCH!



Adrian: Ouch, that was a bad one! Well what can I say? The army was OK, the set up was reasonable, nice concentrated force and all that, but from the word go I found myself in trouble. You can sometimes recover from a bad start, particularly if the game is longer than 4 turns, but

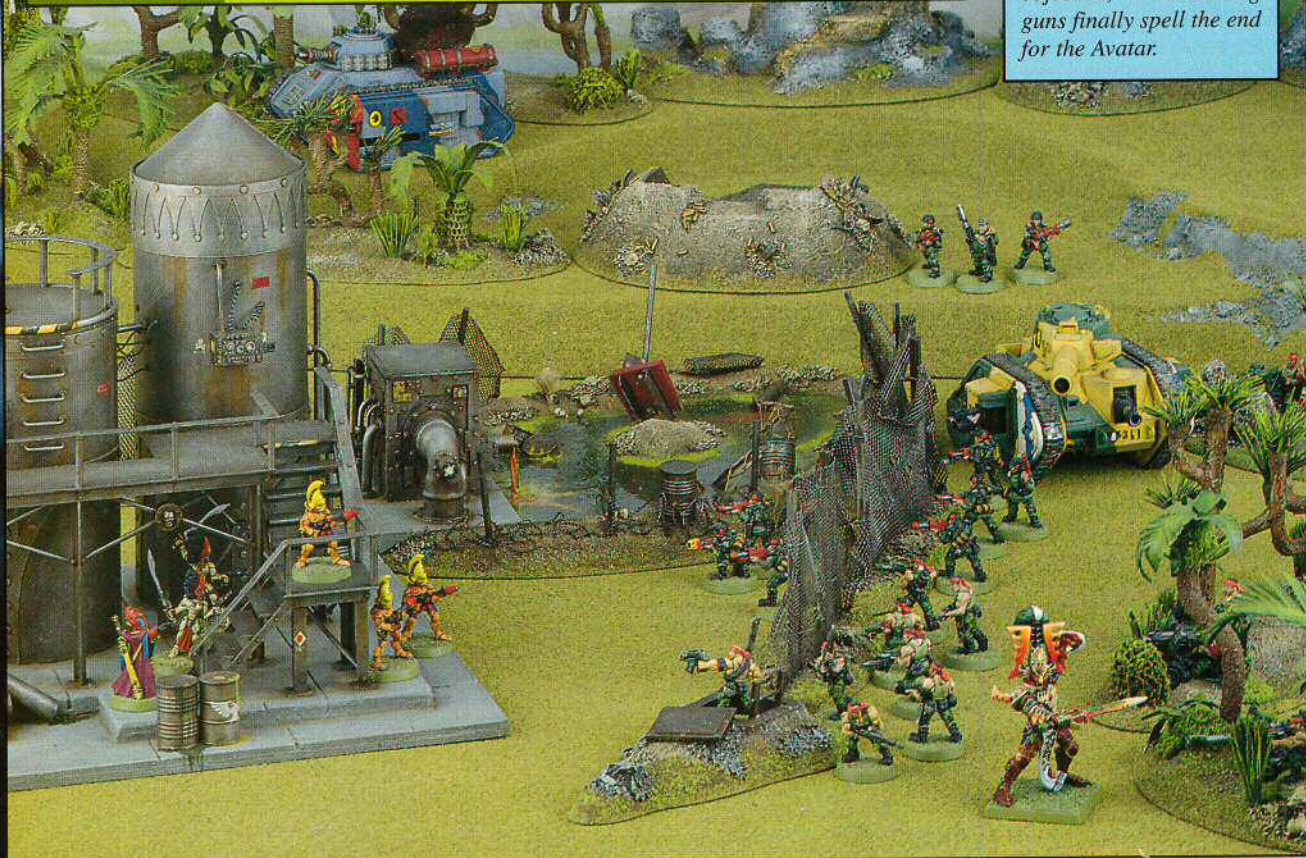
unfortunately having been caught out by the preliminary barrage and the reserves it was definitely going to be an uphill struggle. Both the threat from the tanks and the Eversor couldn't be ignored and had to be neutralised, I had no choice but to deal with them. This also meant I ended up chasing around from one end of the battlefield to the other. On the other hand, the Swooping Hawks very nearly succeeded in their mission, only to be thwarted by massed overwatch fire, a self-sacrificing trooper and a really unlucky dice roll. Still it was the high point (pun intended) of the battle for me, although killing the Eversor and smashing up that pesky Hellhound were great too. Being the only psyker on the board was a bit problematical, though the powers I used most only needed 1 force card each.



IMPERIAL GUARD TURN 5

Mistakes? Loads of 'em really! Well, firstly the reserve rule really caught me out, I never expected Ian to bring his tanks on so far out on a limb like that (it cost me the battle in the end, to be honest). Also I underestimated the Imperial Guard's massed firepower. It's

The Imperial Guard battle line storms the objective, while the big guns finally spell the end for the Avatar.



a bit like with the Orks really, they're no good on their own but get a load together and it's a different story. With so many guns firing the overwatch rules are particularly deadly as well, and the Swooping Hawks got toasted.

Army selection wise, I might have been better off taking some Exarchs along for the ride or even some of the Phoenix Lords – Fuegan maybe, or Maugan Ra. The Avatar was great to have for the scrap even though his luck ran out on the last turn. In hindsight though, the Farseer was more than capable of doing over both the Assassin and the Hellhound, so the 300 points the Avatar cost could have been better spent, especially in a 1500 point battle. In the end I would definitely take an all Aspect army again, only I think this time I would take some Exarchs, a lot more Dire Avengers, and maybe some of the Shining Spears I'm converting.

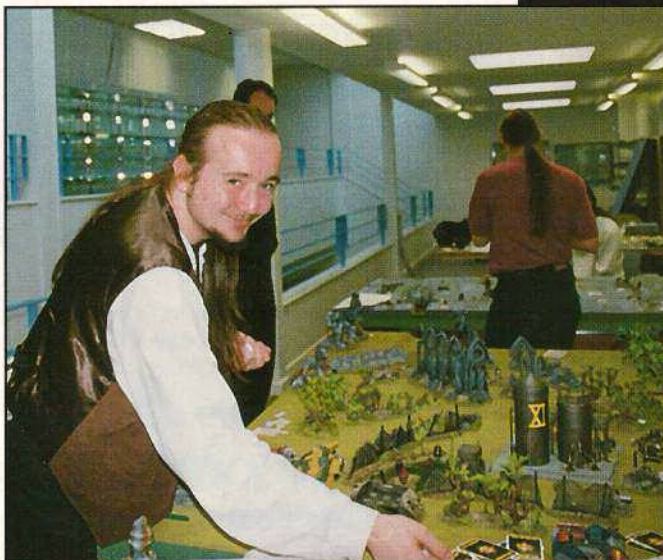
MISSION COMPLETE

Ian: As the smoke cleared, it become obvious that the surviving Eldar had quit the field, Imperial Guard command sections began to push forward to secure the battlefield and recce the mission objective. All in all, high command would be very pleased. The objective had been taken and the Eldar beaten from the field with a very high casualty rate. Our own casualties were very low, and as far as I could tell the Eldar's daemonic Avatar has been destroyed. I even managed to stay in one piece myself. That reminds me, Trooper Yager deserves a posthumous medal for bravery, that was a pretty close call!

So everything went according to plan, I exploited every single mistake that Adrian made, resulting in the perfect Warhammer 40,000 victory. Well no not at all actually. (by tournament standards this wouldn't even get me a maximum twenty points). The Eversor Assassin was a complete debacle.

In game terms it was fairly inevitable that these two characters (the Eversor and the Avatar) would be facing each other at some point. Well I could have spent the entire game running away from the Avatar, but that wouldn't have looked very good now would it? No, my big disappointment is that, in background terms, it is fairly obvious that the Eversor completely failed in his mission. I imagine that he was probably sent to dispatch the Farseer. However, blessed with the ability of hindsight, the Farseer brought his bodyguard with him. Perhaps next time I should save such powerful characters for a slightly larger game, say 2000 to 3000 points. That way the effect they have on the game will not be as drastic.

On the whole though, the Eversor did hold the Avatar's attention for three whole turns. Without him the Avatar would have just destroyed my troops wholesale. Plus it caused Adrian to split his assault force up right at the start of the game. If the Banshees and the Scorpions had the Avatar with them, Adrian might have felt more inclined



to press home his attack, despite the casualties caused by the Hellhound.

The ploy of not having a psyker in my force worked a treat and left Adrian's Farseer virtually powerless throughout the battle. Eldar Farseers are some of the best psykers in the Warhammer 40,000 universe. This is partly due to how deadly the Eldar powers are, usually affecting the enemy in a very subtle manner. Take the *Doom* power for instance. Once cast it virtually doubles the effectiveness of any attacks made against the *Doomed* target. While powers like *Eldritch Storm* can disrupt stationary squads. This causes havoc amongst heavy weapon teams and support weapons, allowing the Eldar hand-to-hand troops to close. As you can imagine these are game winning ploys and the fact that I denied Adrian this capability is probably as much to do with my victory as the initial strike by the tanks:



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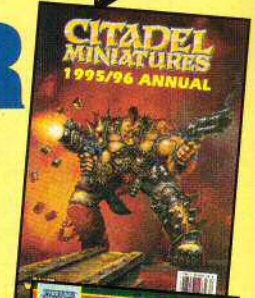
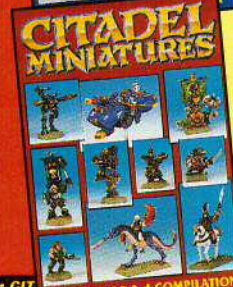
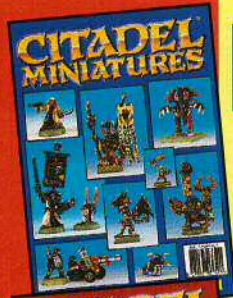
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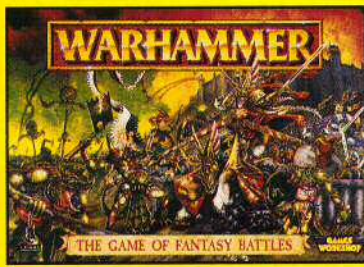
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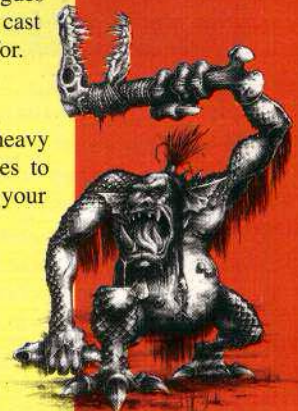
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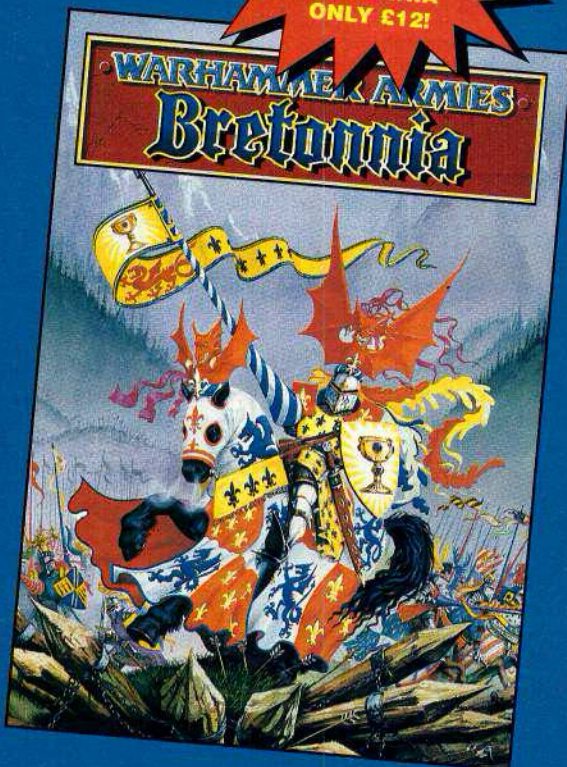
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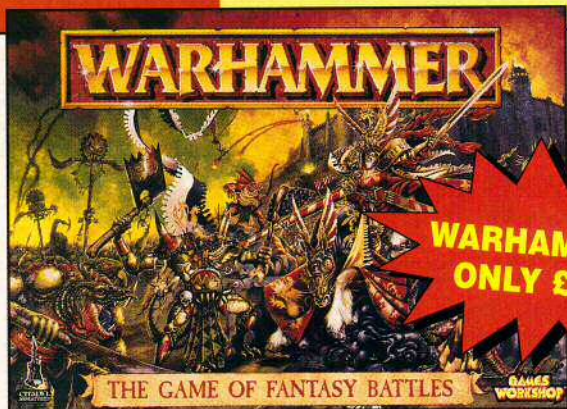
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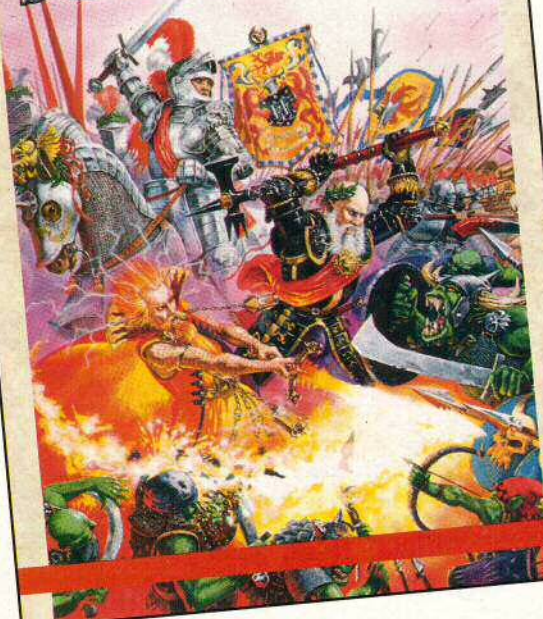


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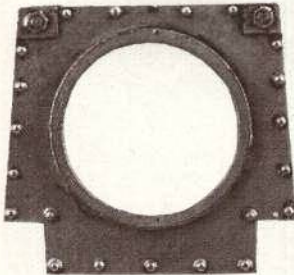
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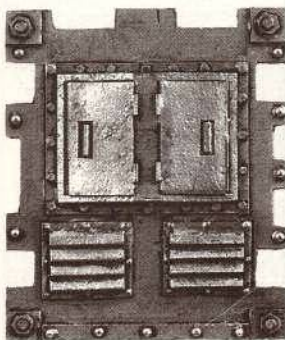
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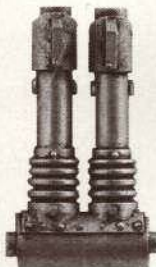
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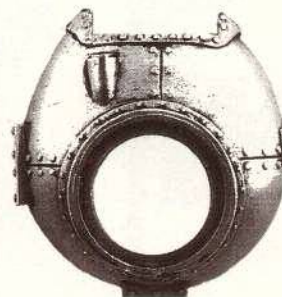
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SPONSON WEAPON MOUNT
10458/7

THIS MODEL INCLUDES A DETAILED CONSTRUCTION BOOK AND FIVE CITADEL TRANSFER SHEETS TO ENABLE YOU TO COMPLETE YOUR PREDATOR IN EITHER DARK ANGELS, ULTRAMARINES, SPACE WOLVES OR BLOOD ANGELS CHAPTER COLOURS AND MARKINGS.

Designed by Norman Swales

Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.



SPACE MARINES®

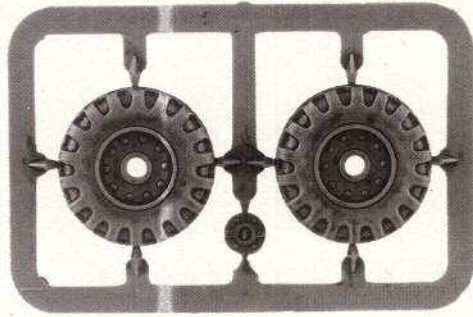
SPACE MARINE BIKE



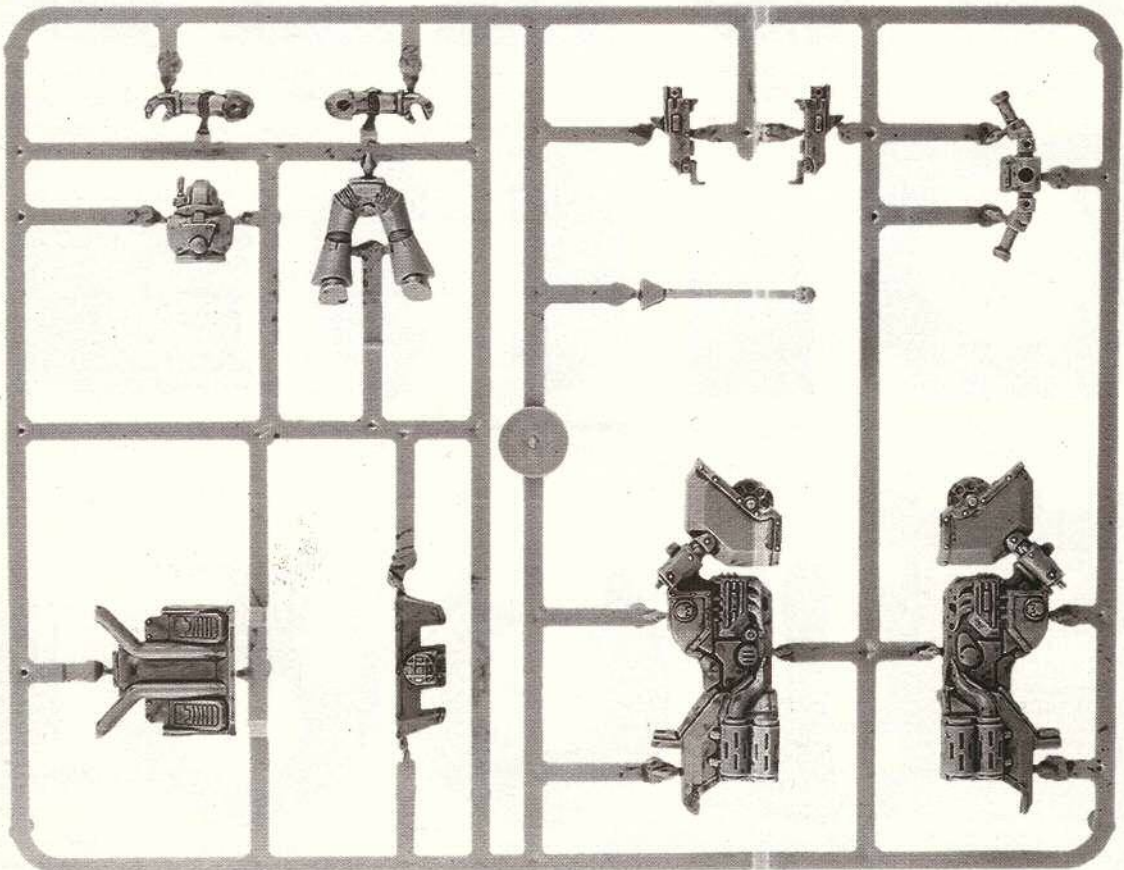
AN EXAMPLE OF A COMPLETED SPACE MARINE BIKE

A COMPLETED SPACE MARINE BIKE CONSISTS OF:

- 2 x SMALL WHEEL SPRUES
- 1 x SPACE MARINE BIKE SPRUE
- 1 x SPACE MARINE BACKPACK SPRUE
- 1 x SHEET OF PENNANTS
- 4 x SHEET OF TRANSFERS



SMALL WHEEL SPRUE
102791



SPACE MARINE BIKE SPRUE (SHOWN AT 80% OF ACTUAL SIZE)
102807



CITADEL
MINIATURES



CITADEL
MINIATURES

Space Marine Bikes designed by Jes Goodwin

Not suitable for children under 36 months due to small parts and essential components. This kit is supplied unpainted.

The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1996. All rights reserved.

CHAOS SPACE MARINES®

ABADDON THE DESPOILER, WARMASTER OF CHAOS



ABADDON'S HEAD
70303/2



THE TALON OF HORUS
70303/5



ABADDON'S LEFT
TROPHY RACK
70303/4



ABADDON'S RIGHT
TROPHY RACK
70303/3



ABADDON'S BODY
70303/1



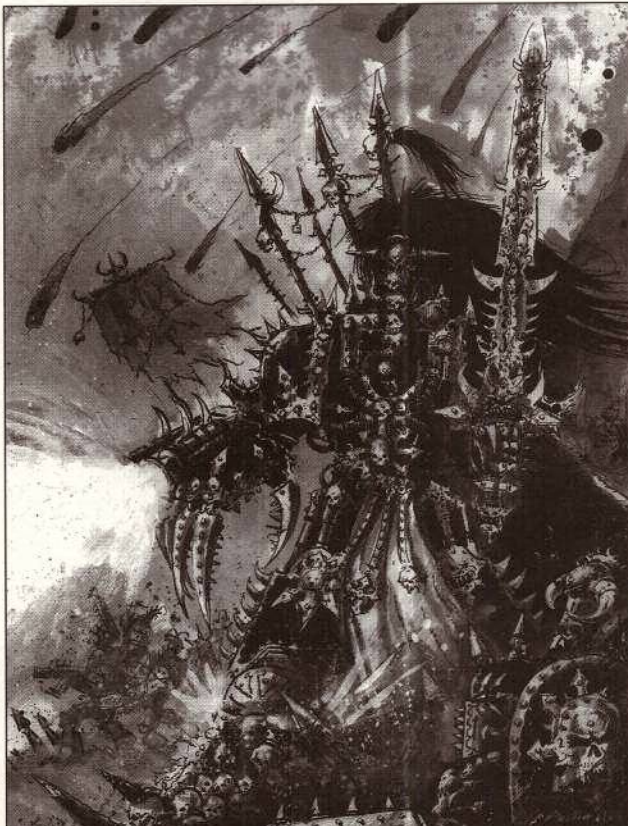
DAEMON SWORD DRACH'NYEN
70303/6



THE COMPLETED
ABADDON THE DESPOILER,
WARMASTER OF CHAOS

THE COMPLETE ABADDON THE
DESPOILER, WARMASTER OF CHAOS
CONSISTS OF:

- 1 x ABADDON'S HEAD
- 1 x ABADDON'S BODY
- 1 x ABADDON'S RIGHT TROPHY RACK
- 1 x ABADDON'S LEFT TROPHY RACK
- 1 x THE TALON OF HORUS
- 1 x DAEMON SWORD DRACH'NYEN



Designed by Jes Goodwin

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CHAOS SPACE MARINES®

FABIUS BILE



FABIUS BILE BODY
70308/1



ROD OF TORMENT
70308/3



CHIRURGEON
BACKPACK
70308/4



XYCLOS NEEDLER
70308/2



CHIRURGEON ARM 1
70308/5



CHIRURGEON ARM 2
70308/6



A COMPLETED FABIUS BILE

A COMPLETED FABIUS BILE CONSISTS OF:

- 1 x FABIUS BILE BODY
- 1 x CHIRURGEON BACKPACK
- 1 x ROD OF TORMENT
- 1 x XYCLOS NEEDLER
- 1 x CHIRURGEON ARM 1
- 1 x CHIRURGEON ARM 2

KHARN THE BETRAYER



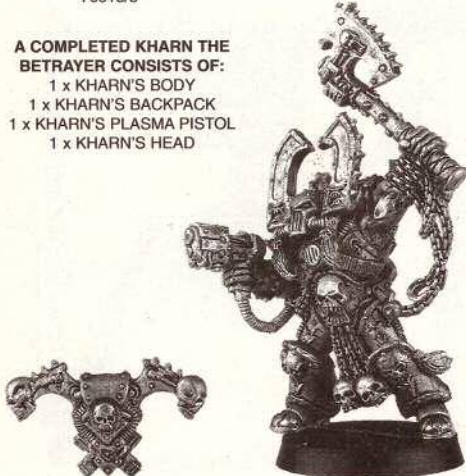
KHARN'S HEAD
70318/2



KHARN'S
PLASMA PISTOL
70318/3



KHARN'S BODY
70318/1



KHARN'S BACKPACK
70318/4

A COMPLETED KHARN THE
BETRAYER

- A COMPLETED KHARN THE
BETRAYER CONSISTS OF:
- 1 x KHARN'S BODY
 - 1 x KHARN'S BACKPACK
 - 1 x KHARN'S PLASMA PISTOL
 - 1 x KHARN'S HEAD

AHRIMAN



AHRIMAN'S HEAD
70320/3



AHRIMAN'S BACKPACK
70320/4



AHRIMAN'S BODY
70320/1



BLACK STAFF OF AHRIMAN
70320/2



A COMPLETED AHRIMAN

- A COMPLETED
AHRIMAN
CONSISTS OF:
- 1 x AHRIMAN'S BODY
 - 1 x BLACK STAFF OF
AHRIMAN
 - 1 x AHRIMAN'S HEAD
 - 1 x AHRIMAN'S
BACKPACK



Designed by Jes Goodwin

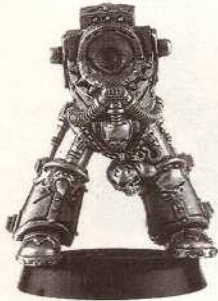
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CHAOS SPACE MARINES

CHAOS SPACE MARINE TERMINATOR CHAMPION

A COMPLETED CHAOS TERMINATOR CHAMPION CONSISTS OF:

- 1 x CHAOS TERMINATOR CHAMPION BODY
- 1 x CHAOS TERMINATOR CHAMPION HEAD
- 1 x CHAMPION RIGHT TROPHY RACK
- 1 x CHAMPION LEFT TROPHY RACK
- 1 x CHAOS TERMINATOR RIGHT ARM
- 1 x CHAOS TERMINATOR LEFT ARM



CHAOS TERMINATOR
CHAMPION BODY
70319/1



CHAMPION HEAD 2
70319/2



CHAMPION RIGHT
TROPHY RACK
70319/4



CHAMPION HEAD 1
70319/3



CHAMPION LEFT
TROPHY RACK
70319/5



POWER AXE
70319/6



LIGHTNING CLAW
70319/7



AN EXAMPLE OF A COMPLETED
CHAOS SPACE MARINE
TERMINATOR CHAMPION

Designed by Jes Goodwin



CHAOS SPACE MARINES®

CHAOS TERMINATORS



CHAOS TERMINATOR
BODY 1
70311/1



CHAOS TERMINATOR
BODY 2
70311/2



CHAOS TERMINATOR
BODY 3
70311/3



RIGHT TROPHY RACK 1
70311/4



LEFT TROPHY RACK 2
70311/5

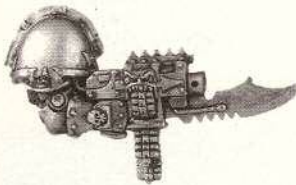


RIGHT TROPHY RACK 1
70311/6



LEFT TROPHY RACK 2
70311/7

CHAOS TERMINATOR RIGHT ARMS AND HEADS



BOLTER COMBI-WEAPON 1
70311/13



BOLTER AND MELTA-GUN
COMBI-WEAPON
70311/14



HEAVY FLAMER
70312/22



HEAD 5
70311/11



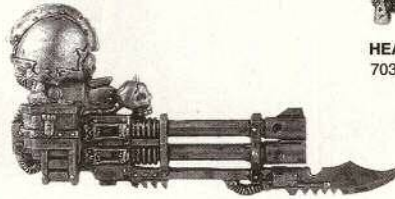
HEAD 2
70311/10



BOLTER COMBI-WEAPON 2
70311/15



BOLTER AND FLAMER
COMBI-WEAPON
70311/16



REAPER AUTOCANNON
70312/17



HEAD 1
70311/8



HEAD 4
70311/9



HEAD 3
70311/12

CHAOS TERMINATOR LEFT ARMS



CHAIN-AXE
70311/18



POWER FIST
70311/19



POWER MACE
70311/20



CHAINFIST
70311/21

A COMPLETED
CHAOS TERMINATOR CONSISTS OF:
1 x CHAOS TERMINATOR BODY
1 x CHAOS TERMINATOR LEFT ARM
1 x CHAOS TERMINATOR RIGHT ARM
2 x CHAOS TERMINATOR TROPHY RACKS
1 x CHAOS TERMINATOR HEAD



AN EXAMPLE OF A COMPLETED
CHAOS TERMINATOR



Designed by Jes Goodwin

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CHAOS SPACE MARINES®

CHAOS SPACE MARINES WITH HEAVY WEAPON

A COMPLETED CHAOS SPACE MARINE WITH HEAVY BOLTER CONSISTS OF:

- 1 x CHAOS SPACE MARINE HEAVY BOLTER BODY
- 1 x HEAVY BOLTER
- 1 x HEAVY BOLTER BACKPACK
- 1 x HEAVY BOLTER ARM



CHAOS SPACE MARINE
HEAVY BOLTER BODY
70314/1



HEAVY BOLTER
70314/2



HEAVY BOLTER BACKPACK
70314/4



HEAVY BOLTER ARM
70314/3



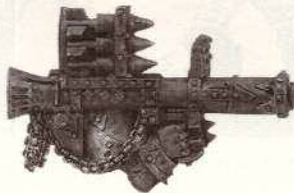
A COMPLETED
CHAOS SPACE MARINE WITH
HEAVY BOLTER



CHAOS SPACE MARINE
MISSILE LAUNCHER BODY
00465/8



MISSILE LAUNCHER
BACKPACK
00465/10



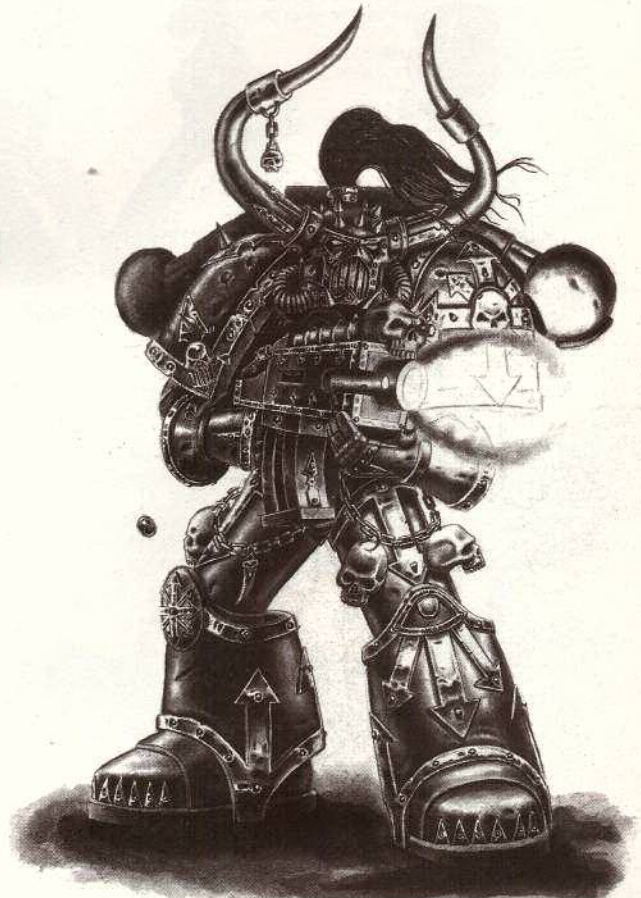
MISSILE LAUNCHER
00465/4



A COMPLETED
CHAOS SPACE MARINE WITH
MISSILE LAUNCHER

A COMPLETED CHAOS SPACE MARINE WITH MISSILE LAUNCHER CONSISTS OF:

- 1 x CHAOS SPACE MARINE MISSILE LAUNCHER BODY
- 1 x MISSILE LAUNCHER
- 1 x MISSILE LAUNCHER BACKPACK
- 1 x CHAOS SPACE MARINE ARM SPRUE



Designed by Aly Morrison

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CHAOS SPACE MARINES®

CHAOS SPACE MARINES



CHAOS SPACE MARINE CHAMPION 1
70304/1



CHAOS SPACE MARINE CHAMPION 2
00465/3



CHAOS SPACE MARINE WITH MK1 PLASMA GUN
70305/2



CHAOS SPACE MARINE WITH FLAMER
00465/1



CHAOS SPACE MARINE 1
70306/3



CHAOS SPACE MARINE 2
70306/4



CHAOS SPACE MARINE 3
70306/5



CHAOS SPACE MARINE 4
70306/6



CHAOS SPACE MARINE 5
70306/7



CHAOS SPACE MARINE 6
70306/8

A COMPLETED
CHAOS SPACE MARINE CONSISTS
OF:

- 1 x CHAOS SPACE MARINE
- 1 x CHAOS SPACE MARINE ARM SPRUE
- 1 x CHAOS SPACE MARINE BACKPACK SPRUE



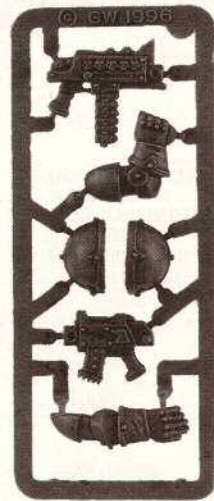
CHAOS SPACE MARINE 7
70306/2



AN EXAMPLE OF A COMPLETED CHAOS SPACE MARINE



CHAOS SPACE MARINE ARM SPRUE 1



CHAOS SPACE MARINE ARM SPRUE 2



Designed by Aly Morrison

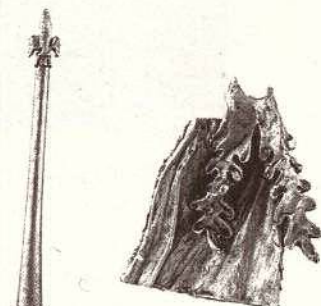
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BRETONNIA

LOUEN LEONCOEUR, KING OF BRETONNIA



UPPER BODY
00538/2



CLOAK
00538/3



SHIELD
00538/4



LEGS
00538/1



A COMPLETE AND PAINTED LOUEN LEONCOEUR, KING OF BRETONNIA

A COMPLETED LOUEN LEONCOEUR, KING OF BRETONNIA CONSISTS OF:

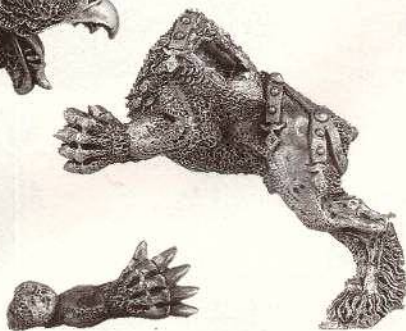
- 1 x UPPER BODY
- 1 x LEGS
- 1 x CLOAK
- 1 x SHIELD

- 1 x HIPPOGRIFF BODY RIGHT
- 1 x HIPPOGRIFF BODY LEFT
- 1 x HIPPOGRIFF RIGHT CLAW
- 1 x HIPPOGRIFF TAIL
- 1 x LEFT WING
- 1 x RIGHT WING

1 x KING OF BRETONNIA BANNER SHEET



HIPPOGRIFF BODY RIGHT
00538/5



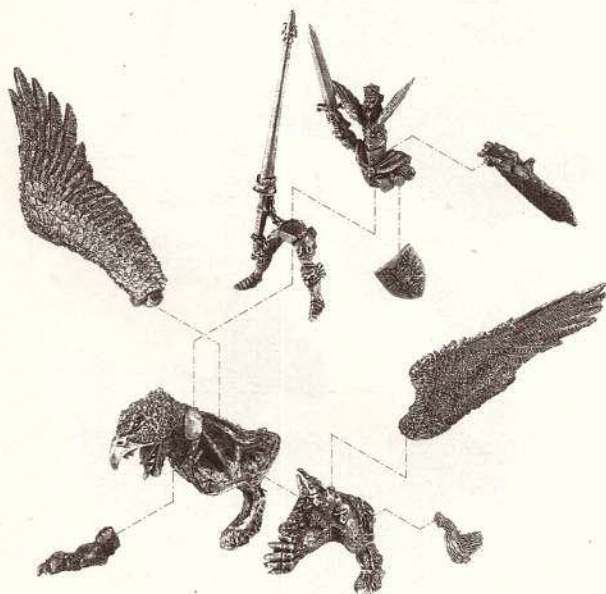
HIPPOGRIFF RIGHT CLAW
00538/8



HIPPOGRIFF BODY LEFT
00538/6



HIPPOGRIFF TAIL
005388/10



LEFT WING
0835/8



RIGHT WING
0835/9

King of Bretonnia designed by Michael Perry, Hippogriff designed by Trish Morrison

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LIZARDMEN

SLANN MAGE PRIEST



A COMPLETED SLANN MAGE PRIEST



A COMPLETED SLANN MAGE PRIEST CONSISTS OF:

- 1 x BODY
- 1 x ARM
- 1 x THRONE BASE
- 1 x THRONE BACK
- 1 x THRONE STANDARD 1
- 1 x THRONE STANDARD 2
- 1 x PALANQUIN THRONE HORN 1
- 1 x PALANQUIN THRONE HORN 2
- 1 x SAURUS PALANQUIN BEARER 1
- 1 x SAURUS PALANQUIN BEARER 2
- 1 x SAURUS PALANQUIN BEARER 3
- 1 x SAURUS PALANQUIN BEARER 4
- 2 x SAURUS PALANQUIN BEARER LEFT ARMS
- 2 x SAURUS PALANQUIN BEARER RIGHT ARMS
- 1 x SAURUS PALANQUIN LEFT SUPPORT ARM
- 1 x SAURUS PALANQUIN RIGHT SUPPORT ARM



Designed by Alan Perry

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LIZARDMEN

SLANN MAGE PRIEST



PALANQUIN THRONE HORN 1
00540/9



PALANQUIN THRONE HORN 2
00540/9



ARM
00540/2



BODY
00540/1



THRONE BASE
00540/3



THRONE BACK
00540/4



THRONE STANDARD 1
00540/6



THRONE STANDARD 2
00540/8



SAURUS PALANQUIN BEARER 1
00540/10



SAURUS PALANQUIN BEARER 2
00540/11



SAURUS PALANQUIN BEARER 3
00540/13



SAURUS PALANQUIN BEARER 4
00540/12



SAURUS PALANQUIN BEARER LEFT ARM 1
00540/14



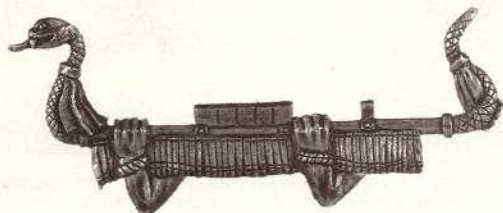
SAURUS PALANQUIN BEARER LEFT ARM 2
00540/15



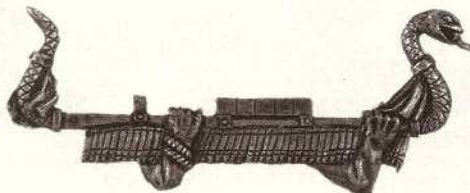
SAURUS PALANQUIN BEARER RIGHT ARM 1
00540/5



SAURUS PALANQUIN BEARER RIGHT ARM 2
00540/7



SAURUS PALANQUIN LEFT SUPPORT ARM
00540/16



SAURUS PALANQUIN RIGHT SUPPORT ARM
00540/17



CITADEL
MINIATURES



CITADEL
MINIATURES

Designed by Alan Perry

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LIZARDMEN

SAURUS COMMAND GROUP



SAURUS CHAMPION 1
75001/1



SAURUS CHAMPION 2
75001/9



SAURUS STANDARD BEARER 1
75001/4



SAURUS STANDARD BEARER 2
75001/10



SAURUS DRUMMER 1
75001/12



SAURUS DRUMMER 2
75001/7



SAURUS STANDARD
75001/11



SAURUS STANDARD 2
75001/5



SAURUS CHAMPION RIGHT ARM
75001/3



SAURUS CHAMPION LEFT ARM
75001/2



SAURUS STANDARD BEARER ARM
75001/6



SAURUS DRUMMER ARM
75001/8

AN EXAMPLE OF A COMPLETED SAURUS COMMAND GROUP



A COMPLETED SAURUS DRUMMER CONSISTS OF:
1 x SAURUS DRUMMER
1 x SAURUS DRUMMER ARM



A COMPLETED SAURUS CHAMPION 1 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION RIGHT ARM
1 x SAURUS CHAMPION LEFT ARM
1 x SAURUS SHIELD SPRUE



A COMPLETED SAURUS STANDARD BEARER CONSISTS OF:
1 x SAURUS STANDARD BEARER
1 x SAURUS STANDARD BEARER ARM
1 x SAURUS STANDARD



A COMPLETED SAURUS CHAMPION 2 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION RIGHT ARM
1 x SAURUS SHIELD SPRUE



CITADEL
MINIATURES



CITADEL
MINIATURES

Designed by Alan Perry

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LIZARDMEN

SAURUS WARRIORS WITH HAND WEAPONS



SAURUS BODY 1
75004/1



SAURUS BODY 2
75004/2



SAURUS BODY 3
75004/3



SAURUS BODY 4
75004/4



SAURUS SCYTHE
75004/6



SAURUS SPIKE
75004/5



SAURUS PICK
75004/7

A COMPLETED SAURUS
WARRIOR CONSISTS OF:
1 x SAURUS BODY
1 x SAURUS ARM
1 x SAURUS SHIELD SPRUE



A COMPLETED SAURUS WARRIOR



SAURUS SHIELD SPRUE 1



SAURUS SHIELD SPRUE 2

Designed by Alan Perry

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LIZARDMEN

SKINK COMMAND GROUP



SKINK CHAMPION
WITH BOW 1
75000/6



SKINK CHAMPION
WITH BOW 2
75000/7



SKINK DRUMMER 1
75000/12



SKINK DRUMMER 2
75000/13



SKINK STANDARD BEARER 1
75000/10



SKINK STANDARD BEARER 2
75000/8



STANDARD TOP 1
75000/11



STANDARD TOP 2
75000/9



A COMPLETE SKINK STANDARD
BEARER CONSISTS OF:
1 x SKINK STANDARD BEARER
1 x STANDARD TOP

AN EXAMPLE OF A COMPLETED
SKINK STANDARD BEARER

SKINK ARCHERS



SKINK ARCHER 1
75002/2



SKINK ARCHER 2
75002/3



SKINK ARCHER 3
75002/4



SKINK ARCHER 4
75002/5



CITADEL
MINIATURES



CITADEL
MINIATURES

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WARHAMMER

40,000

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

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



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GAMES WORKSHOP



GAMES WORKSHOP

OCTOBER RETAILER LIST

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WA FEDERAL WAY	GAMES & GIZMOS #4	206-946-2533
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AL BIRMINGHAM	LION & UNICORN AT CENTERPOINT	205-856-1140
AL BIRMINGHAM	LION & UNICORN AT FESTIVAL	205-591-6300
AL DOTHAN	HEROES FOR HIRE	334-792-5982
AL HUNTSVILLE	BOOKVILLA	205-861-3910
AL MOBILE	HOBBYTOWN USA	334-633-8446
AL MONTGOMERY	BOOKMONGER	334-279-0700
AL MONTGOMERY	VISIONS COMICS & GAMES	334-286-3300
AL TROY	HOBBIT'S HOLIDAY	334-566-6318

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AZ FLAGSTAFF	LITTLE SHOP OF MAGIC	520-774-3546
AZ GILBERT	WATERLOO HOBBIES WEST	602-497-9554
AZ GLENDALE	HOBBY BENCH #5	602-547-1828
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AZ TUCSON	CLASSIC HOBBIES	520-293-2022
AZ TUCSON	GAMERS HAVEN	520-624-7423
AZ TUCSON	HARDCASTLE CARDS & GAMES	520-790-2246
AZ TUCSON	THINGS FOR THINKERS	520-326-7679

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CA CITRUS HEIGHTS	THE GATEWAY	916-726-8776
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CA ESCONIDO	COMIC GALLERY	619-745-5690
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CA LONG BEACH	WAR HOUSE	310-424-3160
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CA OAKLAND	DRAGON'S DEN	510-482-0136
CA PALO ALTO	GAMESCAPE SOUTH	415-322-4263
CA PASADENA	GAME ZONE	818-304-2637
CA PITTSBURG	EMPIRE GAMES	510-473-9940
CA PLEASANT HILL	GOTHAM COMICS & GAMES	510-662-1691
CA REDDING	COLLECTOR'S CORNER WEST	916-246-2370
CA REDDING	JUST IMAGINE	519-371-3031
CA RIVERSIDE	ADVENTURERS GUILD OF RIVERSIDE	909-682-1199
CA RIVERSIDE	INLAND HOBBIES	909-688-6013
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CA SAN DIEGO	COMIC GALLERY	619-493-4885
CA SAN DIEGO	DIWARF MOUNTAIN GAMES	619-569-4263
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CA SAN FRANCISCO	GAMESCAPE	415-621-4263
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CA SAN MATEO	GATOR GAMES	415-571-7529
CA SAN RAFAEL	GAME GALLERY #7	415-479-8119
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CA SANTA BARBARA	METRO COMICS	805-963-2168
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CA TORRANCE	THIRD PLANET	310-791-6227
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