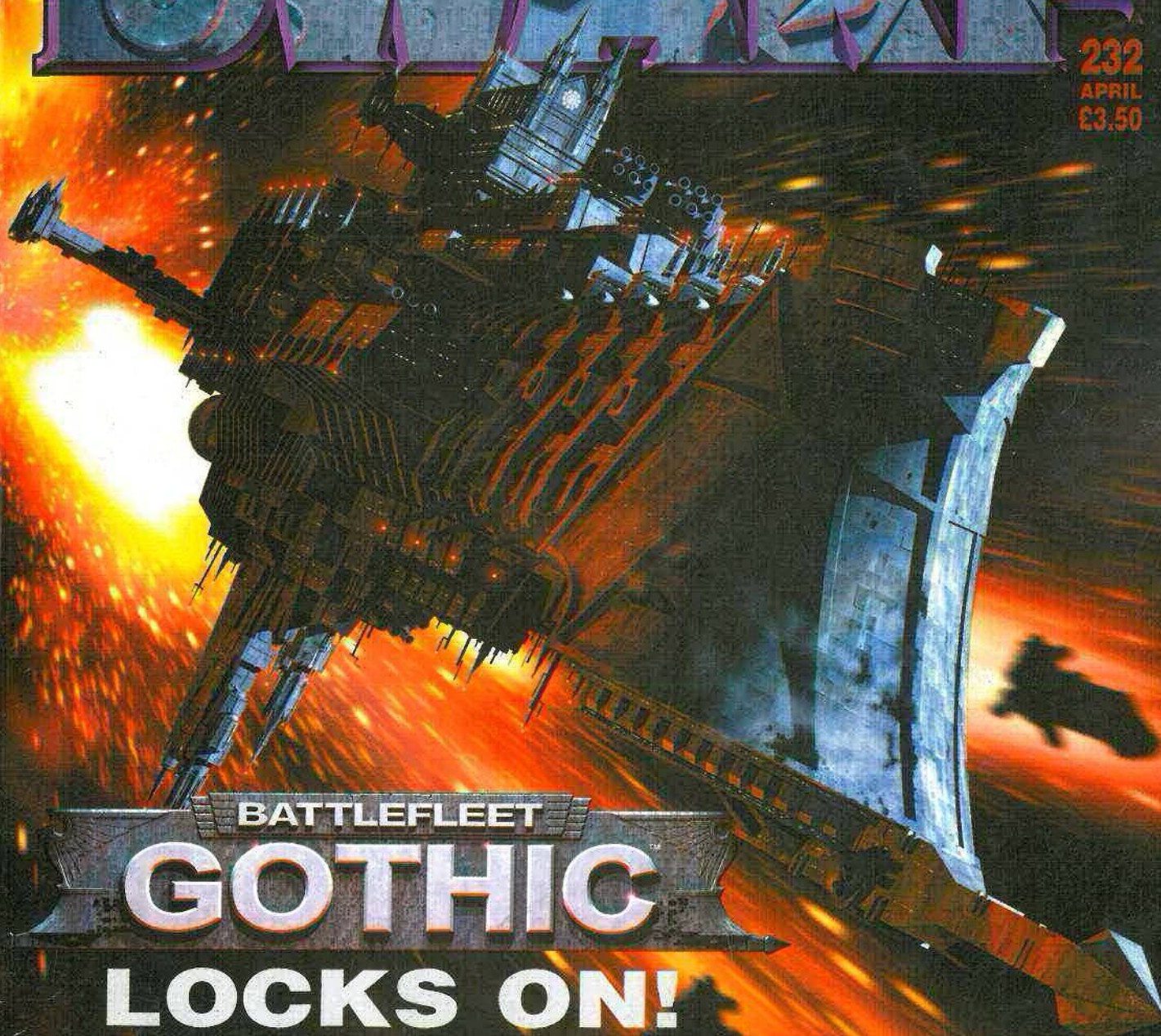


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**GAMES
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WHITE DWARF



IMPERIAL BATTLESHIP COVER

Art by Richard Wright.

GAMES WORKSHOP NEWS 2

Wordy Bloke Graham Davey checks out what's new, going on and happened, including the Warhammer Monthly comic that's free with this White Dwarf!

NOTTINGHAM HQ 50

More great events coming up at Games Workshop HQ, including the WH40K Campaign weekend!

NOTTINGHAM HQ OPEN DAY 52

A look back at Games Workshop's first ever Warhammer 40,000 open day.

MAILBOX 54

Your letters, your opinions, your views.

GAMES WORKSHOP STORES 58

Find out what's going on near you, at your local Games Workshop store.

THE CITADEL JOURNAL 80

GW's own fanzine opens up its pages for inspection.

MAIL ORDER 101

All the new Lizardman releases, plus the new Battlefleet Gothic spaceships including the mighty Retribution class Imperial battleship.

BATTLEFLEET GOTHIC

BATTLEFLEET GOTHIC 6

There is no peace among the stars...

BATTLEFLEET GOTHIC OPEN BOX 8

Grand Admiral Andy Chambers takes a look at what you get in the Battlefleet Gothic boxed game.

DE'AYNES FIGHTING SHIPS OF THE GOTHIC SECTOR 12

Wondering how a Retribution battleship shapes up against a Chaos Desolator? De'Aynes is the definitive ship guide that provides all the answers.

WAR OVER CALYDON 84

Chaos Warmasters Gav Thorpe & Tim Adcock take on the Imperial Fleet of Andy Chambers & Dave Andrews, in this Battlefleet Gothic battle report.



Imperial Retribution class battleship

SPACESHIP BATTLES

WARHAMMER

The Game of Fantasy Battles

SPAWN AGAIN! 27

The war drums of the dark continent sound and the Lizardmen march to war!

COLLECTING A LIZARDMAN ARMY 28

Nick Davis takes a look at how to collect and fight with an army of the scaly ones.



Oxayotl

NEW SPAWN 36

A new spawning of Lizardmen – Oxayotl, Inxi-Huinzi and Tenehuini. Plus you can win a 1,000 point Lizardman army.

JUNGLE FEVER 3 37

The final installment. As Nick recovers from Jungle Fever, he shows us how to make overgrown hills and collapsed temples.

FIGHTING WITH COLD BLOOD 42

Veteran Warhammer player Mike Walker has fought against and with Lizardmen armies many times. He gives us his views on how to use them.

REGIMENTS OF RENOWN 46

White Dwarf continues its series of new Dogs of War regiments, with Tichi-Huichi's Lizardman Raiders.

WARHAMMER 40,000

In the Grim Darkness of the Far Future there is only War!

CHAOS RHINO 22

The new Chaos Rhino – it's dead spiky!

BEST OF FIENDS! 23

Brian Best, from our Basingstoke store, is a crazed worshipper of Nurgle and has an excellent Nurgle Space Marine army. Afraid of infection, we let Brian explain it himself.

THERE CAN BE ONLY ONE 56

The 'Eavy Metal team recently went head-to-head in a painting competition to find out who could paint Jes Goodwin's new Chaos Space Marine Lord the best...



Chaos Lord

CHAPTER APPROVED 69

This month's Chapter Approved includes new grenades to throw around, a Q&A section to clear up some of your common WH40K problems and Sacred Rites for the Sisters of Battle.

FRED OR DEAD! 77

WH40K nutter and Southwest hobby manager Fred Reed shows off his amazing Chaos Space Marine army.

IN THE 41ST MILLENNIUM



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Product Code: 60249999232

THE WHITE DWARF BLOKES

Paul Sawyer



"Make it so!"

Job: Captain

Special Abilities:

Sitting in his ready-room, while everyone else sorts out the problem.

What are you painting/modelling at the moment?

White Scars Space Marine assault squad

Alias: Fat Bloke

Nick Davis



"Resistance is futile"

Job: 2 of 6

Special Abilities:

Has become part of his computer and so can never leave it.

What are you painting/modelling at the moment?

Starting a Sisters of Battle army for Warhammer 40,000

Simon Shuker



"So how do you feel about that?"

Job: Ship's Counsellor

Special Abilities:

Listening carefully and looking really concerned, but never suggesting anything vaguely useful.

What are you painting/modelling at the moment?

Salamanders Chapter Space Marine Chaplain

Graham Davey



"That is illogical"

Job: Science Officer

Special Abilities:

Infuriatingly pedantic and picky. Overactive eyebrows.

What are you painting/modelling at the moment? A

Raptor squad

Alias: Wordy Bloke

Adrian Wood



"Perhaps this is a good day to die!"

Job: Chief of Security

Special Abilities:

Whatever the problem is, – hit it.

What are you painting/modelling at the moment?

Starting a new Warhammer army – Orcs of course!

Alias: Grand Warlord

Iain Compton



"You will stay here forever! Bwa, ha, ha!"

Job: Strange-looking alien creature

Special Abilities:

Actually only wants companionship.

What are you painting/modelling at the moment? An

Eldar fleet for Battlefleet Gothic

GOODBYE GRAND WARLORD

Yes, sad but true, Adrian Wood, the Grand Warlord himself, has left White Dwarf.

Adrian has been a Dwarfier for over five years, since issue 164, and all this time he has been collecting and painting his beloved Orks. He has also played battle reports (losing all but one!), written lots of great modelling and scenery building articles, and generally looked big and scary. Adrian will be staying in the Games Workshop Studio, working on the



◀ *We couldn't resist this opportunity to show you the first ever photograph of Adrian to be published in White Dwarf. Even back then he was already developing his 'Orky' look!*

production of rulebooks, army books and Codexes (if Adrian has anything to do with it, Codex Orks is bound to be out very soon!).

Adrian's departure from the White Dwarf bunker was marked with, er, well nothing really. Teary-eyed White Dwarf colleagues commented: "What a relief", "Where did all that space come from?" and "Adrian who?"

One of Adrian's awesome scratch-built Orky Dreadnoughts ▶



SPACE MARINE ASSAULT!



▲ Dark Angels armed with plasma gun and meltagun.
Designed by Jes Goodwin & Mike McVey

New out this month are Space Marines armed with assault weapons, a plasma gun and a meltagun – ideal to strengthen your Tactical squads with extra firepower.

The plasma gun is an extremely versatile, if unstable, weapon. Its high strength gives it a fair chance of penetrating armoured vehicles, while its high rate of fire makes it a good anti-troop weapon too – especially as it will cut through even Terminator armour with ease.

Meltaguns are specialised anti-tank weapons that will penetrate the thickest armour – if you can get close enough!

Each model consists of a plastic Space Marine sprue with a metal gun, allowing you a variety of poses.

DO YOU KNOW THIS CHAOS SPACE MARINE?



Although we have photographs of a number of Michael Anderson's models, all traces of his address and telephone number have disappeared (if you could see the state of Fat Bloke's desk, you would understand how this could happen!).

Anyway, Michael, if you read this, please get in touch!

NEW RELEASES THIS MONTH

BATTLEFLEET GOTHIC

This month's Battlefleet Gothic releases:

Battlefleet Gothic (boxed game) £40.00

IMPERIAL

Imperial Cruisers (plastic boxed set) £8.00

Imperial Sword class frigates (three models per blister) £5.00

Imperial Cobra class destroyers (four models per blister) £5.00

Imperial Retribution battleship (metal boxed set) £12.00

CHAOS

Chaos Cruisers (plastic boxed set) £8.00

Chaos Infidel class raiders (three models per blister) £5.00

Chaos Idolator class raiders (three models per blister) £5.00

Chaos Desolator battleship (metal boxed set) £12.00

WARHAMMER

This month's Warhammer releases:

LIZARDMEN

Tichi-Huichi's Raiders (metal boxed set) £20.00

Skink Cold One Rider (one model per blister) £4.00

Inxi-Huinzi (one model per blister) £6.00

Oxayotl and Tenehuini (two models per blister) £5.00

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

CHAOS

Chaos Space Marine Lord (one model per blister) £6.00

Chaos Space Marine Rhino (plastic boxed set) £10.00

SPACE MARINES

Space Marine with assault weapon (one model per blister) £3.00

Space Marine Devastator with heavy bolter (one model per blister) £4.00

Space Marine Devastator with lascannon (one model per blister) £4.00

Space Marine Devastator with plasma cannon (one model per blister) £4.00

Black Library

This month from the Black Library:

Citadel Journal 31 £4.00

Warhammer Monthly 14 £2.00

Inferno 11 £5.00

BATTLEFLEET GOTHIC™ OPEN FIRE!

It's finally here! The long-awaited Battlefleet Gothic spaceship battle game is released this month, along with a range of Chaos and Imperial ships that you can add to your fleet.

Battlefleet Gothic allows you to command fleets of warships in deadly conflict amongst the stars, using either the forces of the Imperium or one of its enemies. The game tells the story of the invasion of the Gothic Sector by a Chaos warfleet led by none other than Abaddon the Despoiler. The box contains enough Imperial and Chaos ships (plus everything else you need) to start playing straight away. These ships come as plastic sprues that can be assembled to represent a variety of different classes of cruiser.

To add to your fleet, there are also plenty of metal battleships, raiders, frigates and destroyers, and don't worry – other races won't be left out! There are plenty more exciting details about the game later in this issue, plus a Battlefleet Gothic battle report! Look out for the Eldar fleet next issue.



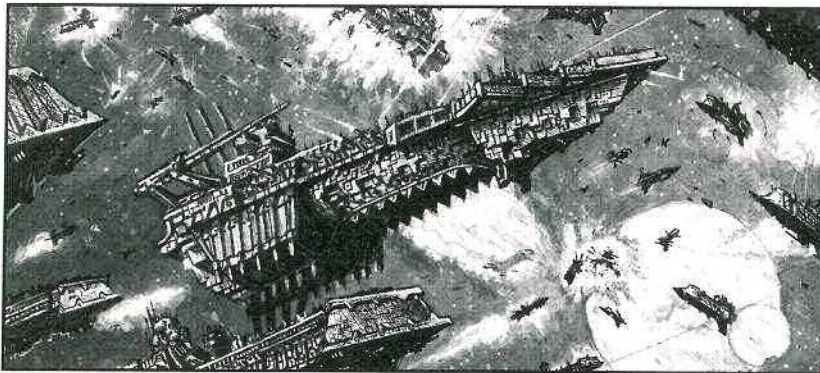
▲ Chaos Murder class cruiser – just one of the ships you can make from the plastic sprue!

COMPETITION WINNERS

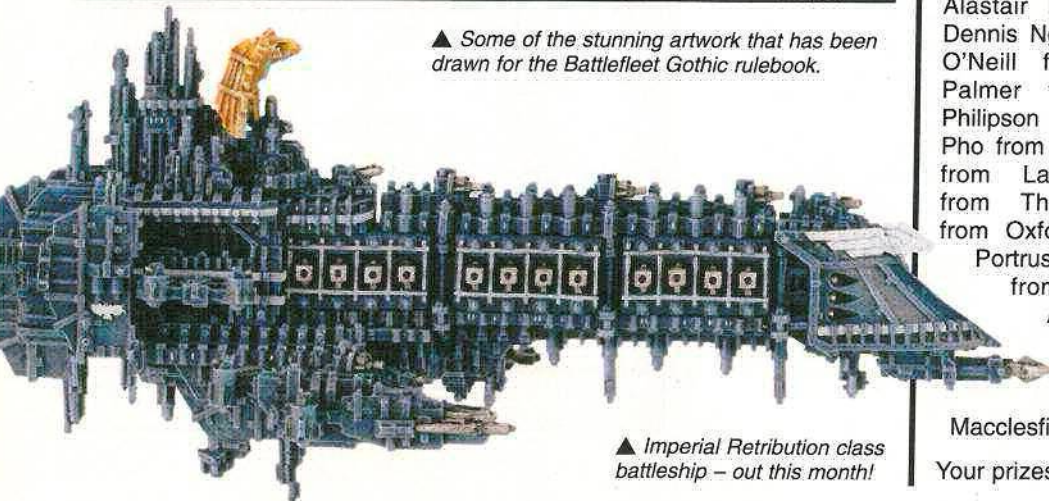
Remember the competition we ran in White Dwarf 226 and Warhammer Monthly 8, to win boxed games, White Dwarf subscriptions and Warhammer Monthly back issues? Well here are the lucky winners:

Duane Allam from Ballarat, Tom Atkinson, John Birkett from Bourne End, Grant Conroy from Inverurie, Owen Duffy from Eiderslie, Aaron Eves from Colchester, Rohan Gerrand from Devonport, Metz Gregor from Neuthard, Rob Hordyk from Rotterdam, Alan Johnson from Stoke-on-Trent, Richard Lucas from Kings Lynn, Alastair MacVey from Glasgow, Dennis Ng from Claremont, Adrian O'Neill from Canberra, James Palmer from Spalding, Simon Philipson from Whitley Bay, Vinny Pho from Liverpool, Denzil Rosser from Launceston, Alex Scott from Thetford, Mark Sutcliffe from Oxford, Thomas Todd from Portrush, Elko van Eenennaam from Wieringerwaard, Alessandro Tomasi from Hove, Richard Uyse from Chesterfield and Nick Worthington from Macclesfield.

Your prizes are on the way!



▲ Some of the stunning artwork that has been drawn for the Battlefleet Gothic rulebook.



▲ Imperial Retribution class battleship – out this month!



Black Library

- **FREE WARHAMMER MONTHLY IN THIS WHITE DWARF**
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- **3 GREAT NEW COMIC STRIPS**
- **PREVIEWS OF THE AWESOME STORIES LINED UP FOR '99**
- **2 CLASSICS FROM THE PAGES OF WARHAMMER MONTHLY**
- **COMPETITIONS AND MORE...**

READ IT NOW!!



WARHAMMER MONTHLY ISSUE 14

If you enjoyed our special issue, then you'll be pleased to know that you only have to wait a couple of weeks for another dose of carnage and mayhem with the next issue of Warhammer Monthly – which includes the first episode of a brand new Darkblade adventure.

JOURNAL ISSUE 31

Don't miss the next, totally packed issue of the Citadel Journal, and check out the article about this great publication, in this issue of White Dwarf.



GANG WAR FOR NECROMUNDA

48 page of new rules, scenarios, modelling and conversions all for Necromunda – only £2.75. Out now!



WEBSITE

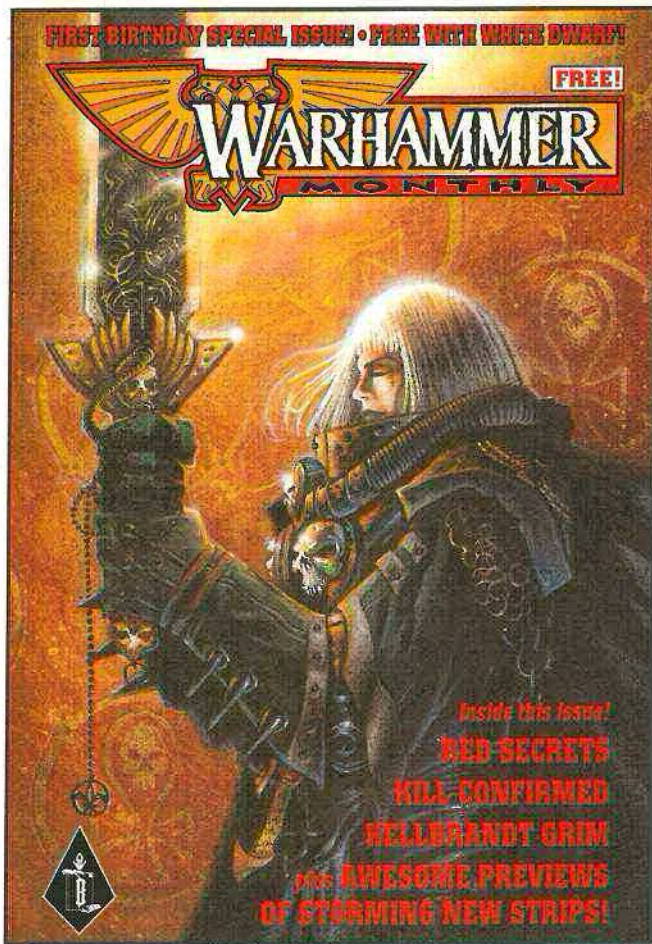
Finally, if you have access to the Internet, check out our great, new Black Library Website. Here's the URL: <http://www.blacklibrary.co.uk>

LTD EDITION CAPT. LEONATOS

This new miniature will be coming soon from the Black Library. For further details e-mail: publishing@games-workshop.co.uk



NEWS



Inside this Issue!
RED SECRETS
KILL-CONFIRMED
HELLBANDT GRIM
plus **AWESOME PREVIEWS**
OF **STARTING NEW STRIPS!**

WARHAMMER MONTHLY 1st BIRTHDAY TOUR

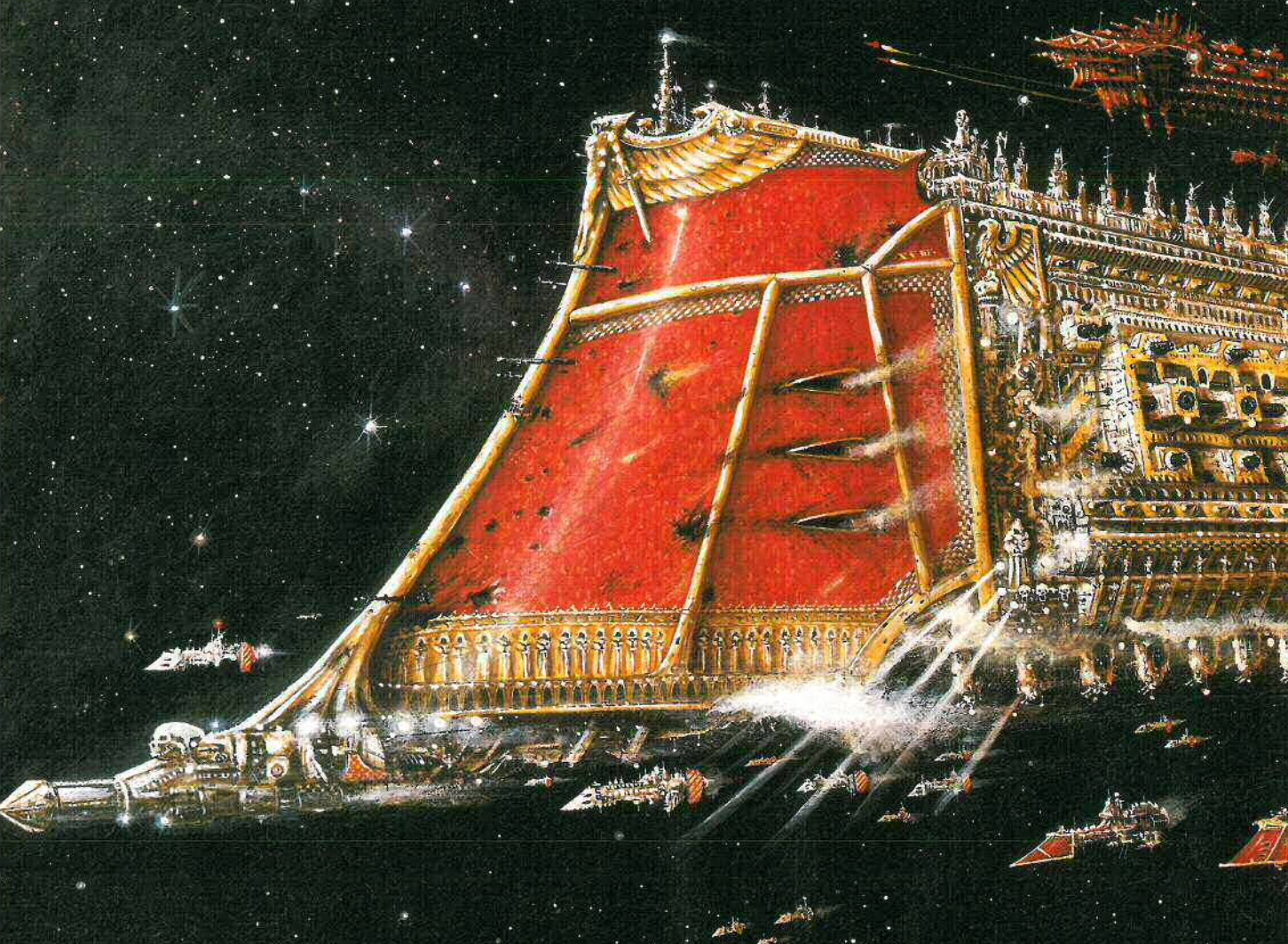
As part of our birthday celebrations, we've got together with some of our artists and writers and organised a signing tour. So if you want to come and chat with your favourite comic writers and artists, and get your Warhammer Monthly signed, check out the list of dates below.

GUESTS	STORE	DATE
Ralph Horsley, Wayne Reynolds	Leeds, City Centre	17th April
Kev Hoppood, John Gravato	London, Plaza	24th April
Paul Davidson	Newcastle	24th April
Simon Davis	Birmingham	24th April
Karl Kopinski, Paul Staples	Nottingham	1st May
Mike Perkins	Worcester	1st May
Gordon Rennie, Colin MacNeil	Edinburgh	8th May
Kev Walker	Leeds, City Centre	8th May
Dan Abnett	Maidstone	8th May
David Pugh	Cardiff	15th May
Gordon Rennie, Colin MacNeil	Glasgow	15th May
Simon Coleby	Norwich	22nd May
Mike Perkins	Wolverhampton	29th May

These dates are only provisional. Please ring the store nearer the time to confirm that the signing is going ahead and what time the guys are going to be there.



BATTLEFLEET
GOTHICTM



THERE IS NO PEACE



AMONG THE STARS

BATTLEFLEET GOTHIC

SPACESHIP BATTLES IN THE 41ST MILLENNIUM



Unless you've been reading this issue with your eyes shut, you cannot have failed to notice that this month sees the release of a brand new game – Battlefleet Gothic, developed by Andy Chambers, Gav Thorpe and Jervis Johnson. Just like all of our other games, the box is crammed to overflowing with cool stuff, and who better to lead you through this mass of new and exciting bits and pieces than Mr Battlefleet Gothic himself – Andy Chambers? Over to you, Andy...

OK we're going to take a look inside the Battlefleet Gothic box and see what you get (*Noises of tearing shrink-wrap and the flumph of a box sliding open*).

Hmm, let's see, first you get that wonderful waft of freshly printed cardboard and paper, and the rattle of plastic sprues, which are two of the nicest things about any new game. No, no, I'm not a sensation-crazed follower of Slaanesh but I do always enjoy that zen moment of opening a box of new toys. Anyway, on to the contents...

THE RULEBOOK

One hundred and sixty pages of spaceship action! The weirdest thing about the rulebook is that it isn't the standard Codex/Armies book format with the spine down one of the long edges. Instead it's bound along one of the short edges so it opens wider than a great white's grin. The reason for this becomes apparent once you see the artwork inside. Sweeping, panoramic vistas of spaceships blowing great big holes in each other. Marvellous. The rules themselves are divided up into (fairly) easily digestible chunks as follows:

Basic rules: This bit covers the basics of ship characteristics and introduces the three basic ship types – tiny, wee escort ships, cruisers like the ones you get in the box and huge, great, lumbering battleships – plus crew quality

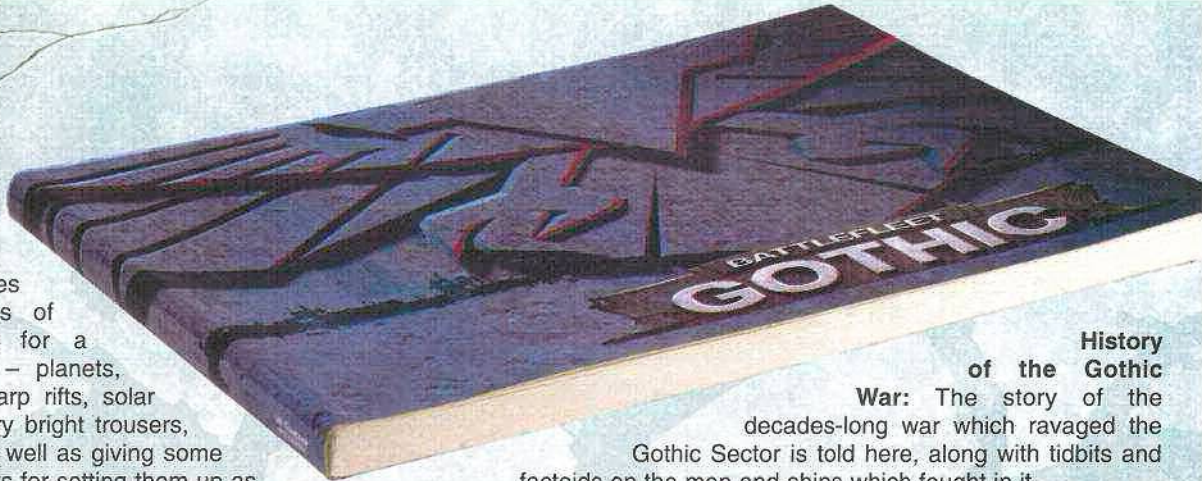
(ie. Leadership) and using special orders. Next it goes on to explain moving, shooting and launching nasty things like torpedoes, fighters, bombers and assault boats at your enemy, before covering damage, making repairs, and ships exploding when your enemy shoots back.

Advanced rules: The advanced rules introduce ramming attacks, boarding actions, using ships in squadrons and new units in the shape of planetary defences like space stations and defence laser silos.



John Blanche's splendid, new artwork adorns the Battlefleet Gothic box.





The Battlefield:

This part of the rules covers the kinds of 'terrain' suitable for a spaceship battle – planets, asteroid fields, warp rifts, solar flares (no, not very bright trousers, the other kind) as well as giving some alternative methods for setting them up as part of the battlefield.

Modelling and painting guide: The painting guide includes alternative colour schemes for the fleets involved in the Gothic War, markings, converting and scratch-building ships and defences, plus making planets, moons, asteroids and other spacey bits.

Scenarios: There are ten different scenarios ranging through raids, surprise attacks and convoy runs, up to full-blown fleet engagements and planetary assaults. At the end of the scenarios there's also a set of sub-plot generators for adding extra twists into the standard scenarios.

History of the Gothic War:

The story of the decades-long war which ravaged the Gothic Sector is told here, along with tidbits and factoids on the men and ships which fought in it.

Ships of the Gothic Sector: This section gives stats and short histories for the ships of the Imperial, Chaos, Eldar and Ork fleets which fought in the Gothic War. The ship guides for the different races are each concluded with a fleet list for selecting forces to do battle.

Planetary defences: Just so that the ships don't get things all their own way, there's a selection of deadly defensive installations ranging from minefields and weapons platforms to the huge Blackstone Fortresses.

Campaign rules: The last part of the book is given over to rules for running a map-based Battlefleet Gothic campaign,



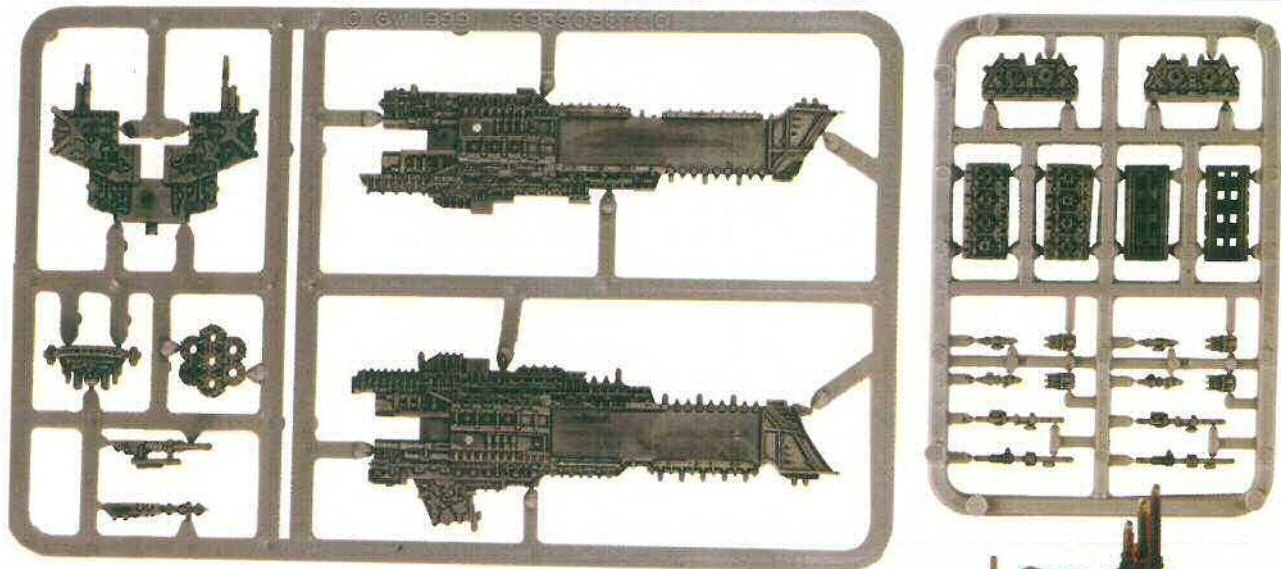
You'll never get it all back in the box!

including repairing and refitting ships, crews gaining skills and experience and the fleet commander (you) accumulating renown and gaining promotion.

SPACESHIP KITS

Sixteen sprues of little plastic bits that make up four Imperial cruisers and four Chaos cruisers, designed by Tim Adcock and Dave Andrews. These are really, really nice models. Unlike nearly every other spaceship model I've ever seen they

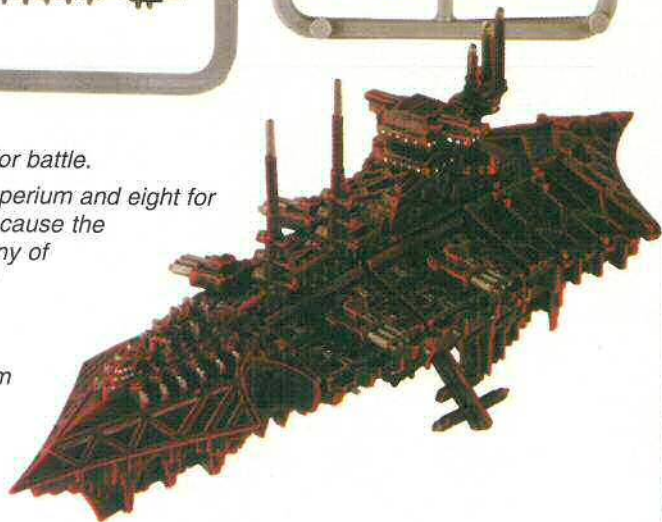
actually manage to give an impression of being big ships. They have deeply incised detail which makes them nice and straightforward to paint – undercoat, drybrush, pick out the details and you're there. Best of all, by constructing them using different arrangements of weapon batteries, lance turrets and launch bays, both models can be built as any one of seven different classes of ship – including battlecruisers, heavy cruisers and attack craft carriers, as well as the more standard 'ships of the line'.



Above: The two Imperial cruiser plastic sprues.

Right: A complete plastic Chaos cruiser, painted and ready for battle.

The box contains sixteen plastic ship sprues, eight for the Imperium and eight for Chaos, which make up four complete ships for each side. Because the kits are modular in design, these ships can be made up as any of fourteen different classes using just the sprues from the box!



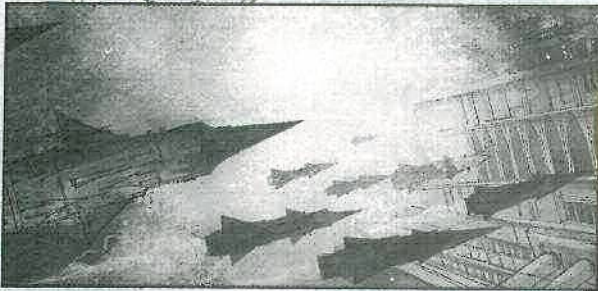
A completely new game obviously entails a completely new range of miniatures and a new challenge for the talented team of Citadel designers. The plastic ships were designed by Dave Andrews, who was responsible for the Imperial cruisers, and Tim Adcock, who created the dark, oppressive Chaos cruisers.



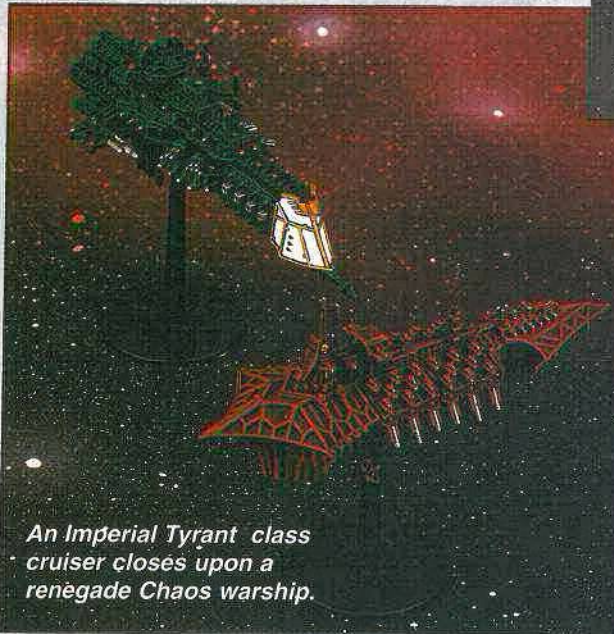
Dave: When I approached the Imperial cruisers, I found that most of the fundamental design work had been done already. Years ago when we did *Space Fleet*, the Imperial ships had some strong design features that we decided to carry forward into the new game. The main elements are the prows and the fact that the ships look very much like real ships. Just like Tim I used a lot of references to turn-of-the-century warships in the detailing of the plastics. These are probably the most detailed plastic kits we have ever made – practically every square millimetre is covered with amazingly fine detail. Something that we were very careful to avoid was any reference to scale. All the turrets are very tiny to give the ships the impression of huge size, and we haven't used anything that can be directly scaled to any figures we make for our other games. But just to give you an idea of the sheer size of the ships, the fighters in the game aren't Thunderbolts or Marauders but more the size of Jumbo Jets!



Tim: Before *Battlefleet Gothic* we had never made miniatures of Chaos spaceships, so I had a fairly free rein. Nobody really knew what they should look like. We sat around for a while and came up with the idea that because they were generally faster than the Imperial versions we should try to emphasise that aspect. I went for a basic spike shape to give the impression of speed and brutality, then I started working on the details. I had some old reference books about First and Second World War German battleships and a lot of design elements came from there. Obviously we had to make them look Chaotic, so I added some details such as the ribbing, which is very similar to the detailing on the Warhammer Chaos Knights. Finally, drawing once more on old German warships, I tried to make the upper surfaces fairly clean, with most of the detail underneath. Unfortunately this tends to mean that during a battle you can't see the results of all my hard sculpting work!



Fire torpedoes! An Imperial cruiser lines up a perfect attack run.



An Imperial Tyrant class cruiser closes upon a renegade Chaos warship.



THE CARD

The game includes a selection of markers and templates for weapons and their effects, plus some handy terrain in the form of a planet and moon. You get the following...

- Bearing compass/nova cannon template
- Blast markers
- Attack craft markers – bomber, assault boat and fighter squadrons
- Torpedo salvo markers
- Planet and moon
- Asteroids
- Contact markers

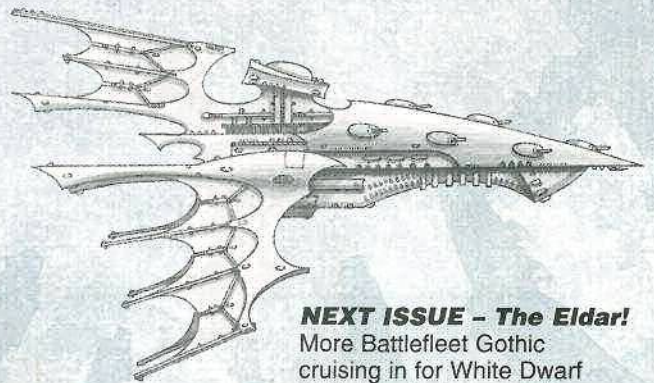
AND FINALLY...

A roster pad for recording the details of ships in your fleet.

A getting started leaflet which gives a basic run-through of the most fundamental rules, construction diagrams for the fourteen different ship classes which can be built from the kits in the box, and a specially commissioned Gothic comic strip.

Range rulers/dice/order dice etc. Fairly dull but essential for the game...

So there you have it, a personal tour of the new game. Andy is far too modest to say it, but this box is the culmination of several years of rewriting and reworking. We hope you will agree that it has been worth it. Now, *(putting on his best TV announcer voice)* you lucky people are in for a treat, because we've also found room for a Battlefleet Gothic ship identification guide as well a battle report, and that's just in this issue – next month there will be even more! *(Sounds of happy mumblings as your humble scribe goes off for a nice lie down to read all the Hornblower books he can find.)*



NEXT ISSUE - The Eldar!
More Battlefleet Gothic
cruising in for White Dwarf
233. Miss it at your peril!

BATTLEFLEET GOTHIC™

De'Aynes Fighting Ships of the Gothic Sector

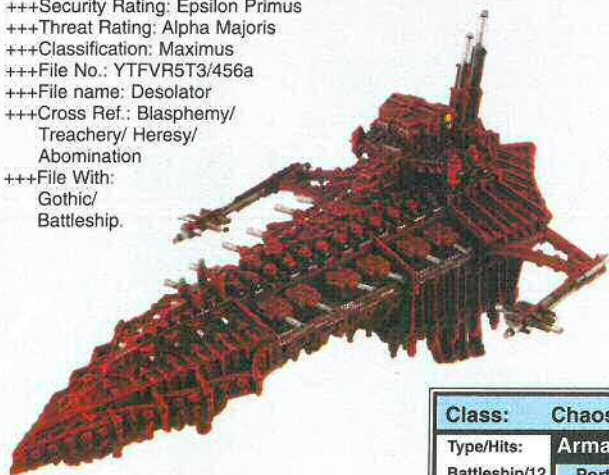
A brief treatise on ships known to have taken part in the conflict, by Gav Thorpe

Chaos Desolator class battleships - Torment, Eternity of Pain

Renegade Desolator class battleships posed particular problems to the Imperial forces during the Gothic war. Due to its powerful lances, a Desolator is ideal for attacking Imperial ships as they close into range for their gun decks or manoeuvre for a torpedo strike, their thick frontal armour negated by the tremendous energy beams. The *Torment* used this to good effect when Battlegroup Hermes tried to break the Elysium blockade, crippling the *Justice* and *Intolerance*,

and forcing the attacking Imperial fleet to break off. The *Eternity of Pain* seems to have made a point of hunting down enemy battleships, seeking the greatest challenge in battle perhaps. Three Apocalypse class battleships and two Vengeance class battleships from the Ultima Segmentum fell to its guns before the Gothic War, and during the war the vessel added the *Holy Fire* (an Emperor class battleship) and the *Meros Celestia* (a refitted Judgement class battleship). The *Eternity of Pain* was claimed as a destroyed prize on four occasions during the Gothic War, only to reappear later, damaged but operational (including a severe reactor overload which the ship somehow managed to survive).

+++Security Rating: Epsilon Primus
+++Threat Rating: Alpha Majoris
+++Classification: Maximus
+++File No.: YTFVR5T3/456a
+++File name: Desolator
+++Cross Ref.: Blasphemy/
Treachery/ Heresy/
Abomination
+++File With:
Gothic/
Battleship.



Gothic War Training Dogma

The lance armament of the Desolator makes it a formidable opponent at long range, and so one must endeavour to close quickly and use gun deck fire to destroy the enemy. A Desolator is also one of the few traitor vessels to employ torpedoes, which poses considerable danger to our own ships attempting to make torpedo runs

Notes: Desolator class battleships were never fitted with inertial gyro-thrusters which later became standard issue on nearly all warships. For this reason they are considerably less manoeuvrable than most capital ships.

Thought for the day:
In failure are the seeds of Heresy sown.

Class: Chaos Desolator Class Battleship		Points: 300		Notes:	
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Battleship/12	Port Lances	60	4	Left	Armour:
Speed:	Starb'd Lances	60	4	Right	5+
25 cm	Dorsal Battery	60	6	Left/front/right	Shields:
Turns:	Prow Torpedoes	spd 30	9	Front	4
45°					Turrets:
					4

"Officer present", young Pleione shriled. The arched chamber echoed the simultaneous squeal of fifty chairs thrust back and the slam of a hundred boot heels as the cadets came to attention. Instructor Harlen swept in and up to the dais with the majesty of a galleon under full sail, his black, high collared uniform filled to bursting point by his huge and well-fleshed frame. He favoured each of the rigid cadets with a sharp-eyed stare from beneath beetling, grey brows, before his bulldog mouth pronounced, "At ease, take your seats gentlemen."

Instructor Harlen remained standing as the cadets seated themselves, and gestured into the open air of the auditorium with a gold cypher-rod before he spoke again. The faint, acrid smell of burning dust stole through the chamber and the air before them shimmered as invisible hands sketched an orrery of light, which hung beneath the dome like a faerie chandelier. Its glittering planets, moons, dust shoals and asteroid fields shone with an inner luminescence. An involuntary groan escaped from the assembled cadets.

Instructor Harlen's eyes twinkled with mirth. "No, gentlemen, we will not be studying the finer points of inter-system navigation today, though I can reliably inform you that you will have that pleasure with Instructor Samarase tomorrow! No, today's study will be upon *Causative Stratagems of Combat*, or, more simply, when, where and why you must fight." Cadet Bertran and several of his cronies let out a stifled snigger.

"You find this amusing Cadet Bertran! Pray explain the source of your merriment to the class!" Bertran

Imperial Retribution class battleships - *Bloodhawk, Cardinal Boras*

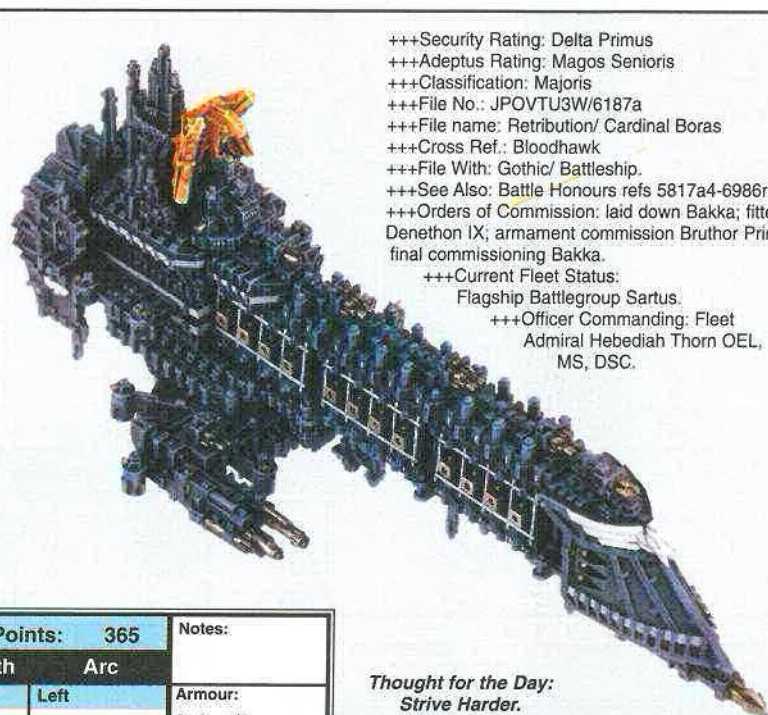
As part of Battlegroup Sartus, the *Cardinal Boras* earned great acclaim during the Gothic War. The ancient Retribution class battleship saw fifteen major engagements during the war, including the famed Battle of Gethesemane, during which the *Cardinal Boras* crippled and then boarded the Despoiler class battleship *Unending Agony*. The *Cardinal Boras* was instrumental in the destruction of the renegade-held moon of Delphi III; using specially constructed power relays to overcharge its lance battery, the *Cardinal Boras* reduced the small moon to dust with a thirteen-hour bombardment. The *Bloodhawk* performed just as illustriously during the Gothic War, with over a dozen enemy cruisers confirmed as prizes, including two grand cruisers. Along with the 23rd Frigate Flotilla (six Sword class frigates), the *Bloodhawk* successfully broke the 146.M41 traitor blockade of Anvil 206, escorting much-needed supplies back to the fleet stationed at Orar. Perhaps most famous of all though, is the *Bloodhawk's* four hour duel with the Desolator class battleship *Torment*. In the Armia system, the two behemoth starships exchanged long range fire. The *Torment's* lance armament did telling damage against the *Bloodhawk* at long range, but Fleet Admiral Fraser, aboard the *Bloodhawk*, managed to close the distance and rake the enemy's prow with two successive broadsides at close range. The *Torment* finally managed to disengage after the intervention of a squadron of Iconoclast destroyers, though it was three years before the vessel was seen in battle again. The *Bloodhawk* had also suffered terribly and it took eight months of refitting and re-crewing before she was battleworthy once more.

Gothic War Training Dogma

The Retribution class battleship is best employed in one of two ways. Firstly, one can make use of its superior long range firepower, out-ranging the

weaponry on most enemy vessels. Alternatively, one can close quickly and unleash a devastating broadside at close range, an attack which can cripple an enemy cruiser in a single salvo. Nor must the prow torpedoes be overlooked, either as a long range disruptive attack or to deliver the killing blow to an already damaged foe.

Notes: The Retribution class battleship, in common with most battleships does not transfer power very efficiently between the main drives and the manoeuvre drives. For this reason, most commanders prefer not to make tight or sudden changes of course.



+++Security Rating: Delta Primus
 +++Adeptus Rating: Magos Senioris
 +++Classification: Majoris
 +++File No.: JPOVTU3W/6187a
 +++File name: Retribution/ Cardinal Boras
 +++Cross Ref.: Bloodhawk
 +++File With: Gothic/ Battleship.
 +++See Also: Battle Honours refs 5817a4-6986r6
 +++Orders of Commission: laid down Bakka; fitted Denethon IX; armament commission Bruther Prime; final commissioning Bakka.
 +++Current Fleet Status:
 Flagship Battlegroup Sartus.
 +++Officer Commanding: Fleet Admiral Hebediah Thorn OEL, MS, DSC.

Thought for the Day:
 Strive Harder.

Class:	Imperial Retribution Class Battleship			Points:	365	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc		Armour: 6+ front/5+ Shields: 4 Turrets: 4
Battleship/12	Port Battery	60	12	Left		
Speed:	Starb'd Battery	60	12	Right		
20cm	Dorsal Lances	60	3	Left/front/right		
Turns:	Prow Torpedoes	spd 30	9	Front		
45°						

snapped to attention with an ostentatious crack of the heels of his oh-so-lustrous black boots. "We fight when and where the Emperor tells us, Sir!" he barked, with the complete certainty of one who can conceive of only one answer. Instructor Harlen's shoulders slumped slightly, and his be-medalled chest clinked as they sank. "Be seated Cadet Bertran. A commendable reply, in its own way, but I fear that there will come a time, at least for those of you who pass their examinations," Harlen favoured Bertran with a basilisk stare which drained

much of the young cadet's blood from his flushed face, "that you will, Emperor forfend, be raised to such a rank as to command your own ship. In that horrible instance things may come to such a pass that, instructions from the Almighty Himself notwithstanding, you will be forced to use your own brains to decide when and where to fight. That poor, under-used organ has already been assaulted with all manner of unwanted and indigestible knowledge about gunnery, propulsion, navigation, ship-keeping, celestial phenomena and other such matters, but has it even occurred

to you, gentlemen, why, when and where a battle is fought between warships?"

A deathly silence crowded in behind Harlen's last words. Most of the cadets sat with brows furrowing as they dug for an answer, while several still looked comically shocked that they had been asked for one at all. Instructor Harlen's grin was like a steel trap "I'll make it easy for you gentlemen. Simply tell me why."

Cadet Fideles snapped to attention "To protect a world, sir, or attack another

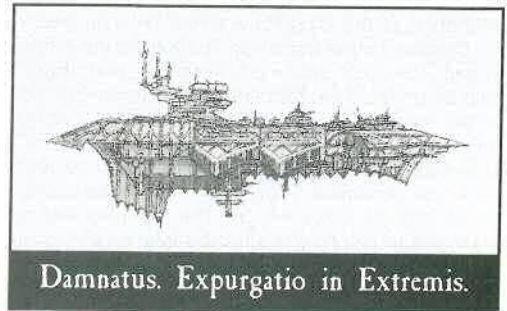
Chaos Styx class heavy cruisers - Horrific, Heartless Destroyer

Styx class heavy cruisers were the mainstay of many Imperial fleets before the Mars class was created with its deadly nova cannon armament. With the advent of the newer cruisers, many of the old heavy cruisers were given less and less attention for refits and re-arming. This led to a number of Captains denouncing the Imperium and turning renegade. In the Gothic War the Styx class was essential for the followers of Abaddon in many battles, as its considerable

flight bays can house and launch almost as many attack craft as an Emperor class battleship. Particularly during several planetary assaults, bombers from Styx class heavy cruisers were used for destroying ground based defences before larger vessels and troop transports entered low orbit.

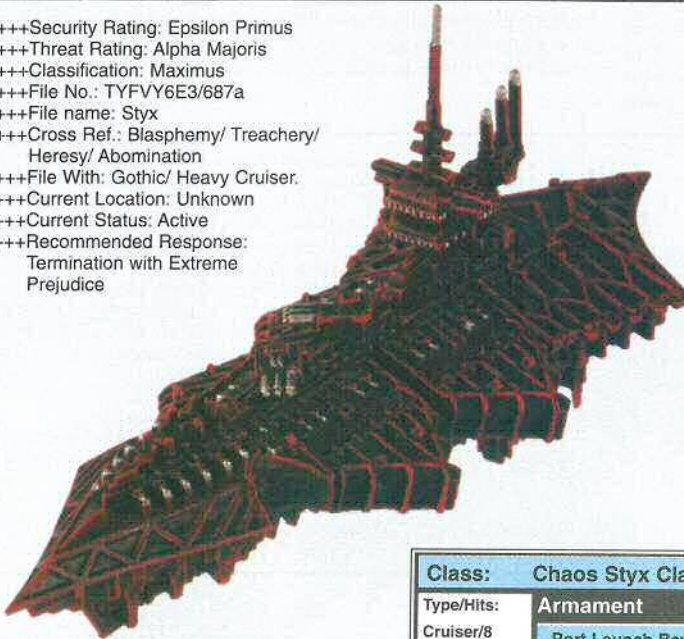
GOTHIC WAR TRAINING DOGMA

Styx class cruisers are highly effective attack craft carriers. Their long range weapons batteries allow them to stand clear of the main battleline, dispatching wave after wave of bombers, fighters and assault boats. In particular it is the fighter squadrons which can pose the greatest problem for an Imperial commander, as they can form a highly mobile and effective screen against torpedo attacks. A fleet that relies overmuch on torpedos will find itself at a disadvantage when fighting a Styx.



Damnatus. Expurgatio in Extremis.

+++Security Rating: Epsilon Primus
 +++Threat Rating: Alpha Majoris
 +++Classification: Maximus
 +++File No.: TYFVY6E3/687a
 +++File name: Styx
 +++Cross Ref.: Blasphemy/ Treachery/
 Heresy/ Abomination
 +++File With: Gothic/ Heavy Cruiser.
 +++Current Location: Unknown
 +++Current Status: Active
 +++Recommended Response:
 Termination with Extreme
 Prejudice



Thought for the Day:
 All Untruth is Sedition.

Class: Chaos Styx Class Heavy Cruiser		Points: 290	Notes:		
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Cruiser/8	Port Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	3 Squadrons	N/A	Armour: 5+
Speed: 25 cm	Starb'd Launch Bays	Swiftdeath: 30cm Doomfire: 20cm Dreadclaw: 30cm	3 Squadrons	N/A	Shields: 2
Turns: 45°	Dorsal Lances	60	2	Left/front/right	Turrets: 3
	Prow Battery	60	6	Left/front/right	

one." "Very good Cadet Fideles, be seated." Harlen paced the dais, warming to his subject, "Of course it could be argued that the destruction of enemy vessels or the protection of your own might also be why you would fight. But this is only partially true, because such actions are meaningless save against the backdrop of an ongoing battle over a particular world." The instructor turned on his heel and raised his rich voice majestically over the murmured hubbub among the cadets, "For you must always remember, gentlemen, that the one, true necessity for having a Navy at

all is to be able to go from one world to another whenever you damn well please!" The cadets chuckled appreciatively; Harlen was paraphrasing Lord Admiral Ravensburg's fleet address of a few month's ago. Satisfied that he had focussed their attentions upon himself once more, he continued in a more moderate tone.

"In this, our glorious Age of the Imperium, wars are fought on many different levels. There are the vicious, covert struggles to repress traitors, heretics and alien influence; raids and skirmishes are fought on worlds across

the Imperium; while the most cataclysmic wars consume entire planets. But few of these conflicts have the awful significance of battles fought in space." Instructor Harlen gestured toward the glowing star system above their heads and a single world magnified to become a lush green and blue orb, the size of a man's head.

"In our example here there is but a single world in the star system which is capable of supporting life. Not an unusual state of affairs, indeed less than 1% of star systems contain worlds capable of sustaining life at all. In all the

Imperial Tyrant class cruisers – Lord Sylvanus, Zealous, Dominion, Incendrius

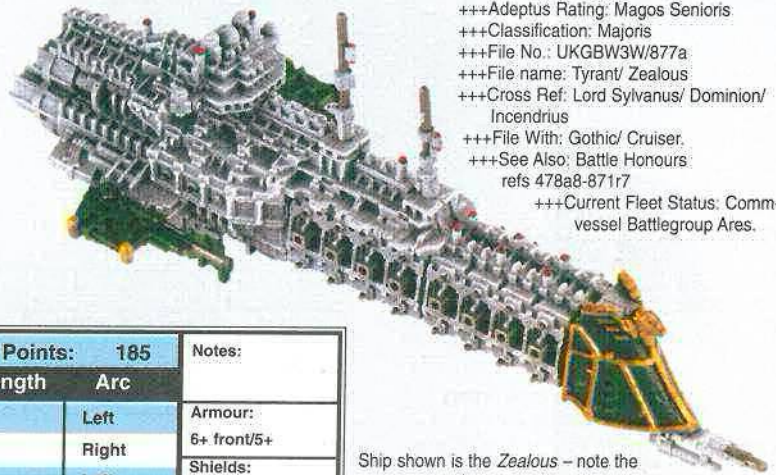
The extra range of the superfired plasma cannon batteries of the *Zealous* enabled the ship to perform the final execution of the Desolator class battleship *Unjust Memorial*. The *Zealous* was able to slowly pummel the shieldless battleship whilst keeping enough distance from the enemy to allow escorting frigates time to destroy the waves of bombers launched from the *Unjust Memorial's* attack craft bays. Unfortunately, the *Zealous* was destroyed after an encounter with the *Maledictor*, a Carnage class cruiser whose weaponry was even more effective at long range. Captain Lothar of the *Dominion* was promoted to commander of the *Legatus Stygies* after an engagement in Morek Reef (a dense asteroid field near to the Naxos system). Imperial Battlegroup Hyperion had been searching Morek Reef after reported sightings of several renegade vessels in the area. The Battlegroup had split into several divisions to execute the task and the *Dominion* had fallen prey to an ambush. However, rather than attempting to flee, Captain Lothar signalled the position of the enemy to the rest of the Battlegroup and engaged them. The attack of the *Dominion* kept the enemy occupied until the rest of the Battlegroup arrived to destroy them, and the vessel disengaged only after suffering heavy casualties and damage, which required eighteen weeks in space dock to rectify.

Gothic War Training Dogma

The added range of a Tyrant's plasma batteries can be a surprise for many enemy

commanders who think themselves safe only to find themselves coming under fire unexpectedly. Although not devastating, this long range attack can cause considerable damage to enemy escorts while they are still closing with your fleet, and can be fired from a secondary position behind shorter-ranged vessels. However, one should not confine one's tactics solely to this role, as the Tyrant class cruiser's gun decks can be highly effective at extremely close range. It is in this role as a gunship that the Tyrant has found most use over the millennia.

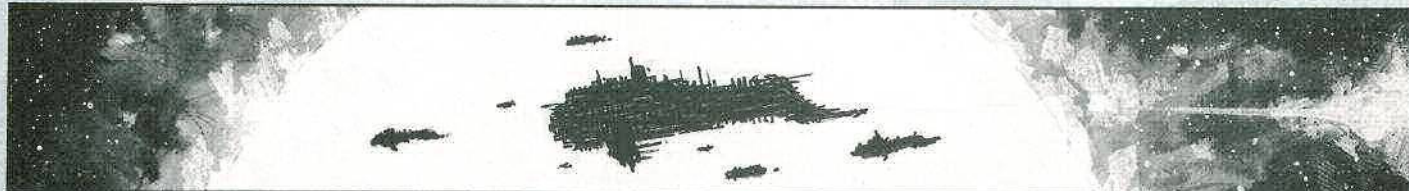
Notes: The Tyrant class cruisers *Zealous* and *Dominion* upgraded both of their secondary broadside weapon batteries with new pattern, longer range weapon batteries. *Zealous* also replaced its prow torpedoes with a nova cannon during later refits.



+++Security Rating: Delta Primus
 +++Adeptus Rating: Magos Senioris
 +++Classification: Majoris
 +++File No.: UKGBW3W/877a
 +++File name: Tyrant/ Zealous
 +++Cross Ref: Lord Sylvanus/ Dominion/
 Incendrius
 +++File With: Gothic/ Cruiser.
 +++See Also: Battle Honours:
 refs 478a8-871r7
 +++Current Fleet Status: Comm-
 vessel Battlegroup Ares.

Ship shown is the *Zealous* – note the prow mounted nova cannon.

Class: Imperial Tyrant Class Cruiser		Points: 185			Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Cruiser/8	Port Battery	45	4	Left	Armour: 6+ front/5+
Speed:	Starb'd Battery	45	4	Right	
20cm	Port Battery	30	6	Left	Shields: 2
Turns:	Starb'd Battery	30	6	Right	Turrets: 2
45°	Prow Torpedoes	spd 30	6	Front	



galaxy, habitable worlds are the rarest prize – precious jewels which must be protected and guarded constantly, and on occasion stolen from others.”

“If the defenders of a planet can intercept invaders en route then no invasion can occur. If, however, the attackers can break through and bring the target world under bombardment from their ships then the defender's task will become arduous indeed. Thus a fleet commander has the terrible weight of decision thrust into his hands first of all. His ships are finite in number so

every loss is doubly felt, and the destructive energies wielded by warships can cripple or destroy the most heavily armoured battleship within minutes. Battles are also fought in the icy void, a harsh and unforgiving environment totally inimical to life. The price of defeat can be prohibitively high, bringing the loss not just of irreplaceable ships but of any troops and war machines they are carrying. You have a question Cadet Pleione?”

Cadet Pleione lowered a shaky hand and came to attention “Beg to ask, sir,

but w-won't decent planetary defences make it next to impossible to invade anyway?”

“Indeed a defending force has many advantages on its side. Planetary defences such as orbital weapons platforms, space stations and minefields can protect a world against small raiding forces almost indefinitely. However, only the most heavily defended hive worlds and naval bases can withstand an entire enemy battlefleet. This is why ships are the key to a comprehensive defence. If defending ships are available they can

Chaos Slaughter class cruisers - Deathskull, Killfrenzy, Soulless, Heathen Promise

Of the many ships whose crews have turned from the Emperor's light and mutinied in the Imperium's 10,000 years, the *Heathen Promise* is one of the oldest. Having fought in the latter stages of the Great Heresy against the traitorous forces of the renegade Warmaster, the *Heathen Promise* was returned to the naval base at Bakka for

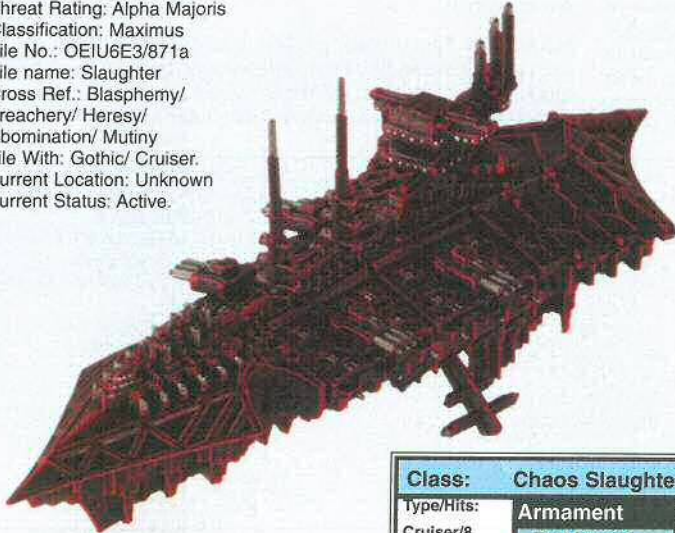
extensive refits. After the repairs and refits were complete, the crew took over the vessel while the majority of officers were absent at the pre-launch celebrations. Five destroyers and two frigates were atomised during the resulting pursuit. The *Heathen Promise* has spent the last ten millennia recruiting malcontents from across the galaxy, and wherever the *Heathen Promise* appears, insurrection and rebellion are soon to follow. The *Killfrenzy* is aptly named, as it shows no regard for its own safety, on occasion ramming enemy warships when no other course of action is open.

Gothic War Training Dogma

Speed is the primary strength of the Slaughter class cruiser. Its weaponry is short ranged when compared to the majority of traitor vessels, but it does not take long for one to get in close enough to inflict a horrendous amount of damage. Fortunately, this extra speed can often leave a Slaughter class isolated, making it vulnerable to a swift, combined counter-attack by several of your own vessels.

Notes: The Slaughter class cruiser is equipped with an extremely efficient, improved thruster system, making it capable of extraordinary bursts of speed when required.

+++Security Rating: Epsilon Primus
+++Threat Rating: Alpha Majoris
+++Classification: Maximus
+++File No.: OEIU6E3/871a
+++File name: Slaughter
+++Cross Ref.: Blasphemy/
Treachery/ Heresy/
Abomination/ Mutiny
+++File With: Gothic/ Cruiser.
+++Current Location: Unknown
+++Current Status: Active.



*Thought for the Day:
Hatred Is Eternal.*

Class: Chaos Slaughter Class Cruiser		Points: 165			Notes: Improved Thrusters.
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Cruiser/8	Port Lances	30	2	Left	Armour:
Speed:	Starb'd Lances	30	2	Right	5+
30 cm	Port Battery	30	8	Left	Shields:
Turns:	Starb'd Battery	30	8	Right	2
45°	Prow Battery	30	6	Left/front/right	Turrets:
					2

either remain in close proximity to the planet and gain an advantage by fighting under the guns of the defences, or sally forth to engage the approaching fleet before it reaches its target."

Instructor Harlen pre-empted the next question before it was asked. "Seeking battle beyond the range of a planet's defences may seem unwise, gentlemen, but even the heaviest planetary defences can only prevent a foe who attacks directly." Harlen altered the orrery again. The planet shrank back to its proper place. A swarm of red motes entered the circle of the furthest orbit

and bore down upon the blue world, at the last moment they dispersed around it, taking up positions some distance away. "An enemy fleet confronted by strong defences may choose to remain in the star system and blockade the planet, attacking any ships going to or from it. Most worlds rely on at least some trade to supply them with food or materials which cannot be produced locally, and an extended blockade will soon cause shortages that erode the defender's ability to fight."

"In addition, all but the most primitive worlds have hab-sealed mining and

manufacturing facilities on other planets, moons and asteroids throughout the system, which become vulnerable to capture or destruction by an enemy fleet prowling unchecked." Tiny blue icons representing the facilities scattered around the orrery obediently winked out or turned red, until none remained. "In time the enemy fleet can establish bases and utilise the system's resources for itself. Successive raids can be used to whittle down planetary defences until they are weak enough to be brushed aside in a major attack. Unless the threatened world can hope for a relief force to come to its aid, it is doomed to

Imperial Mars class battlecruisers – Imperious, Marquis Lex

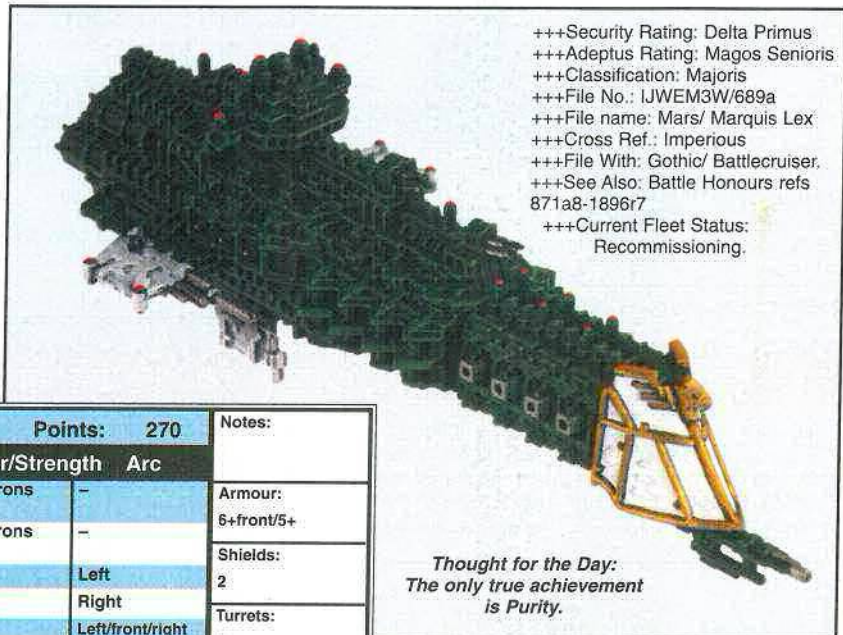
Although considered by some Imperial Navy officers to be undergunned in comparison to other classes of battlecruiser, the few remaining Mars class vessels in Battlefleet Obscurus continue to give good battle performances against many different foes. The most famous of these is the *Imperious*, which acquitted itself most admirably during the battle of Orar and, five years later, the Ultima Decimation. The exploits of Compel Bast and the *Imperious* tended to overshadow the achievements of the other Mars class battlecruiser in the Gothic fleet – the *Marquis Lex*. Commanded by Luther Kent, the *Marquis Lex* spent most of the Gothic War on anti-pirate duties, patrolling the Hammerhead Deeps and across the Quinox Sound. While its more glorious sister-ship took part in a dozen major battles in the war, this was little action compared to the forty-eight smaller encounters the *Marquis Lex* had with Ork, Human, Eldar and Fra'al raiders. The *Marquis Lex* held the record for ship on longest patrol [some one thousand, seven hundred and forty-one days] until 657M.41, and required eighteen months of refitting after the Gothic War.

Gothic War Training Dogma

Like most battlecruisers, the Mars class is intended as a fleet support vessel. In this capacity its nova cannon and launch bays provide ample long range attacking capability to supplement the

armaments of its shorter-ranged consorts. Should the enemy be allowed to approach too closely, the Mars class can find itself overpowered in a straight gun duel, and so must always be provided with sufficient escorts to prevent such an occurrence.

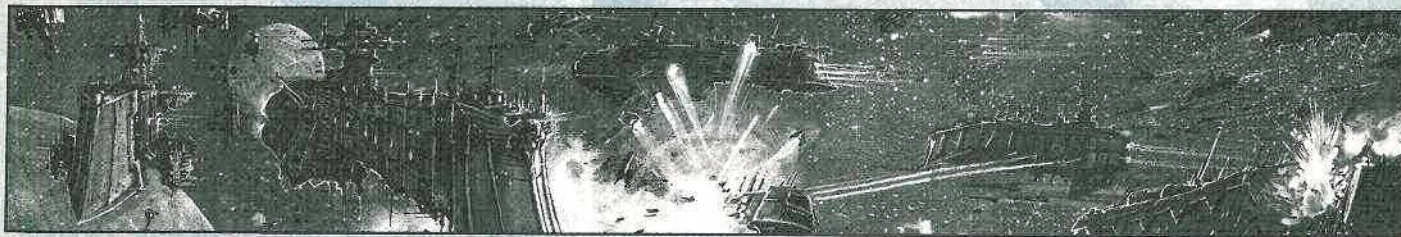
Notes: The Mars class battlecruiser *Imperious* was retro-fitted with a salvaged targetting matrix after the Battle of Orar. This equipment, of alien origin, has never been successfully replicated. However, the *Imperious* continues to achieve consistently higher than average gunnery scores during weapons trials and holds the current fleet record for accuracy in combat.



+++Security Rating: Delta Primus
 +++Adeptus Rating: Magos Senioris
 +++Classification: Majoris
 +++File No.: IJWEM3W/689a
 +++File name: Mars/ Marquis Lex
 +++Cross Ref.: Imperious
 +++File With: Gothic/ Battlecruiser.
 +++See Also: Battle Honours refs 871a8-1896r7
 +++Current Fleet Status: Recommissioning.

Thought for the Day:
 The only true achievement
 is Purity.

Class:	Imperial Mars Class Battlecruiser			Points:	270	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc		
Cruiser/8	Port Fighter Bays	Furies: 30cm Starhawks: 20cm	2 Squadrons	-		Armour: 6+front/5+
Speed:	Starboard Fighter Bays	Furies: 30 cm Starhawks: 20 cm	2 Squadrons	-		Shields: 2
20	Port Batteries	45	6	Left		Turrets: 2
Turns:	Starb'd Batteries	45	6	Right		
45°	Dorsal Lances	60	2	Left/front/right		
	Prow Nova Cannon	150	1	Front		



slow strangulation and eventual capture." The blue icon representing the lone habitable planet turned red.

"These dangers make it imperative for a defending fleet to patrol aggressively and counter the threat of attacking ships. Roving scout ships and early warning beacons floating in the outer reaches of the star system can raise the alarm at an attacker's approach.

Astropaths and Navigators will also be able to sense the arrival of ships from the warp, so heed their warnings well, gentlemen. Defending ships can then attempt to intercept the foe, with luck

using their local knowledge of dust clouds and asteroid fields to gain a tactical advantage in the battle.

However, knowing an enemy is present and actually bringing him to battle are two entirely different matters. For even within the confines of a star system, the distances involved are vast and the mightiest ships can disappear without trace, as we shall see."

Harlen gestured at the orrery once more and it shimmered. The blue icons reappeared and the red motes of the attacking fleet returned to their previous entry position. A swarm of blue motes

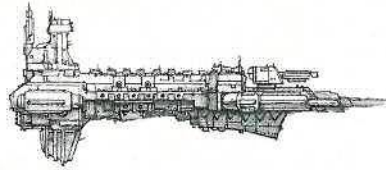
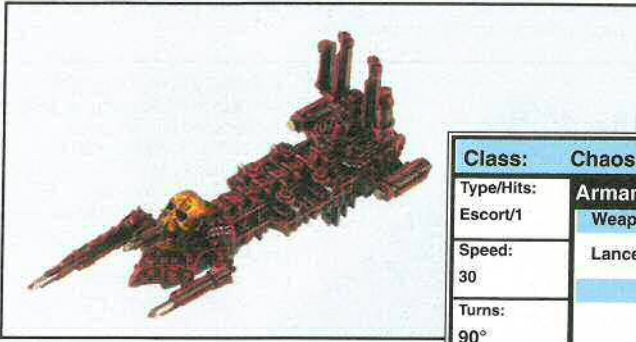
detached itself from the planet and moved towards them.

"Under normal circumstances ships are made visible to their opponents only by their energy emissions and, at closer ranges, by being tracked visually. Should your enemy reduce their energy emissions by cutting power to engines and simply drift into the system, they will become virtually invisible." The red motes faded out before the blue ones reached their proximity. In response, the blue motes flashed brightly, creating an expanding gossamer sphere, as Harlen continued, "Of course you might try"

Chaos Idolator class raiders – Retaliators, Purgators, Unclean Ravagers, Khorne's Disciples

A five-strong Idolator squadron known as the *Retaliators* performed continual hit-and-run attacks against Imperial vessels moving through the Yama Enda-Zpandex trade route. Their favoured tactic was to draw off an enemy vessel using their greater speed, then turn about sharply and rake the enemy with long range fire. Against well armoured foes, the *Retaliators'* lances were very effective, although

the short range of this armament did expose the squadron to greater enemy fire. It was this weakness that finally saw the destruction of the raiders when they attempted to ambush a convoy escorted by the *Emperor's Wrath* [a Gothic class cruiser].



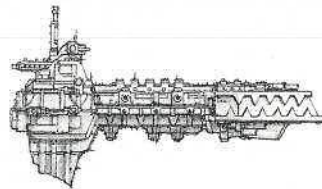
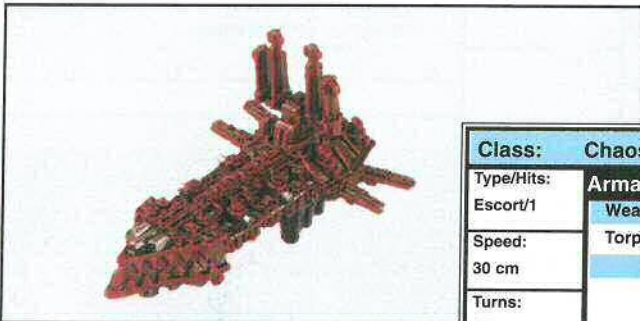
Notes: The weapons batteries are of unknown design and are considerably more accurate at a range than similar Imperial weapons.

Class: Chaos Idolator Class Raider				Points: 45	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Escort/1	Weapon Battery	45	2	Left/Front/Right	Armour:
Speed:	Lance	30	1	Front	5+
30					Shields:
Turns:					1
90°					Turrets:
					2

Chaos Infidel class raiders – Fellclaws, Damnators, Exterminators

With their prow torpedo tubes, the Infidel class raiders were a valuable addition to any renegade fleet. In numbers, they posed a very significant threat to Imperial ships that tried to close with their foes to shorten the firing range. In such close quarter fighting, multiple torpedo salvos from Infidel squadrons caused tremendous

damage to Imperial shipping. The Infidel is also a remarkable convoy attack ship, able to use long range torpedo attacks to force escorting warships to disperse. This then allows the agile raiders to break through the Imperium's vessels to attack the vulnerable transports.



Class: Chaos Infidel Class Raider				Points: 40	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Escort/1	Weapon Battery	30	2	Left/Front/Right	Armour:
Speed:	Torpedoes	spd 30cm	2	Front	5+
30 cm					Shields:
Turns:					1
90°					Turrets:
					1

'active' detection by reflected energy pulses. But this always suffers problems picking out ships as opposed to all the gas, dust and meteors flying around. The red motes reappeared, surrounding the blue and began closing in from all sides. "Active detection pulses also serve to broadcast the position of the hunter to his prey and so under most combat situations are worse than useless."

"All this means that most of the time you will have to work with your best guess of where your enemies are and where they are going. This renders the when and

where of combat down to local conditions. You fight whenever and wherever you can find your enemy, unless you are so badly outnumbered and outgunned that the only wise choice is to retreat and summon reinforcements. In this event it is your duty to maintain contact so that your esteemed colleagues can locate the foe."

"A final word, gentlemen, on engaging an enemy fleet. Massed weapon batteries form the best and worst weapons in a ship's arsenal. Properly used they are deadlier than lances or

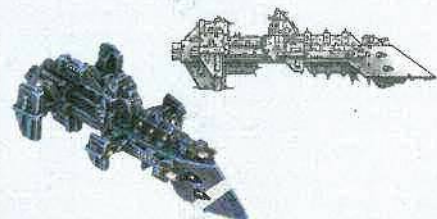
torpedoes. Improperly used they are a poor substitute for either. The salvos fired by weapon batteries are timed to arrive in the region of the target, allowing a micro-second delay for the shots to cover the intervening distance, and the fact that during this time the target will probably have moved more than a hundred leagues. This is why it is easier to hit enemies who are closing or moving away than targets which are abeam to you. A target abeam could turn towards or away from you at any moment, and the slightest change in its speed will reduce the effectiveness of

Imperial Cobra class destroyers – 24th Destroyer Squadron (Widowmakers), Skargul Patrol, 2nd Destroyer Squadron (Invictors)

The most famous battle involving Cobras was the Defence of Orar, where the speedy response of the *Anvil* 206 Patrol to enemy torpedo attacks scattered the enemy fleet before its attack had really started. A full strength squadron of Cobra destroyers can launch a torpedo salvo large enough to cripple even a battleship, and their speed and manoeuvrability allows them to deliver this devastating attack within a wide area. Cobras must use their speed to avoid protracted firefights, however, as they lack the armour to withstand a sustained attack.

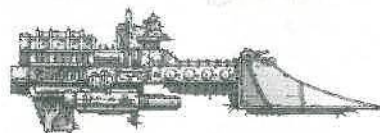
Notes: The 24th Destroyer squadron (*Widowmakers*) carried experimental, long range detection gear. This mainly consists of banks of Ultra High Frequency IF equipment coupled to a Tactical Augur which decodes the impulses from a target's drive and navigation systems, allowing the Imperial Commander to second-guess his foe with a degree of accuracy. This equipment occupies the entire gun decks, necessitating the removal of the weapons batteries.

Class: Imperial Cobra Class Destroyer		Points: 30			Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Escort/1	Torpedoes	Spd 30cm	2	Front	Armour:
Speed:	Weapon Battery	30	1	Left/front/right	4+
30 cm					Shields:
Turns:					1
90°					Turrets:
					1



Imperial Sword class frigates – Blue Squadron, Red Squadron, Omega Squadron

Sword class frigates form the mainstay of the Battlefleet Gothic escort divisions. Any battlegroup of size will include at least one squadron of these versatile vessels, and many of the Imperial battleships in the fleet had a squadron of Swords on permanent escort duty (for example the *Divine Right's Gold Squadron*). Sword class frigates are heavily armed for their size, and a squadron of them can use their mobility to attack enemy capital ships from the rear where they are safe from counter-attack until driven off by enemy escorts. This tactic has worked well on many occasions and several Chaos cruisers, such as the *Injustice* and the *Excessive*, have been reduced to hulks in this way.



Class: Imperial Sword Class Frigate		Points: 35			Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc	
Escort/1	Weapon Battery	30	4	Left/front/right	Armour:
Speed:					5+
25 cm					Shields:
Turns:					1
90°					Turrets:
					2



your salvo. A target on an approaching or departing vector is considerably more predictable and hence a tighter salvo of fire can be directed against it, with more potential hits as a result."

"In other words, gentlemen, when lying in wait, remember to place yourselves in a position to rain righteous fire upon the foe as he approaches you and then manoeuvre to gain another favourable shot as he departs. When approaching the enemy, trust to the Emperor's wisdom in placing heavy armour and shielding in the forward locations of our ships – it will guard you against the

worst effects of enemy fire. Close the distance quickly and attempt to break through the enemy battleline, permitting you gunners to perform great works by firing broadsides on either side, where they will naturally find targets closing or moving away."

Instructor Harlen paused, gazed around the eager young faces in front of him and inwardly despaired. Within a month these fledgling officers would be sent to their first postings aboard ships. If the current rate of loss continued, half of them would be gone a month after that. They were already trying to teach them

two years-worth of study in six months. If the war in the Gothic Sector didn't improve soon they would be down to three months schooling and sending half-trained cadets out to command warships. Well, they couldn't usefully learn anything more today. He may as well let them out to walk beneath the skies before they went forth to find their destiny among the stars.

"Class Dismissed."

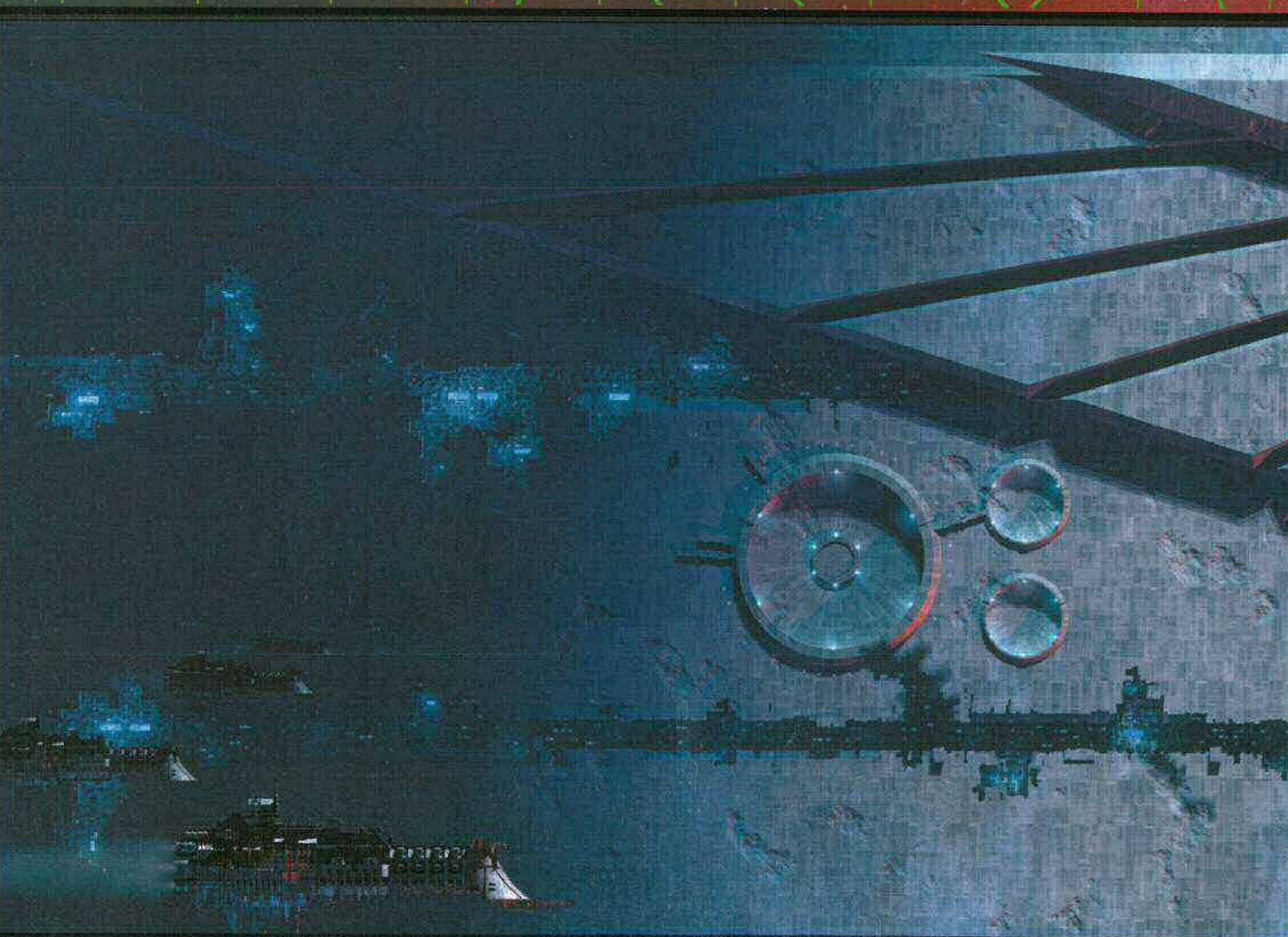
BATTLEFLEET GOTHIC

Battlefleet Gothic, the game of spaceship combat, is set during the Gothic War in the 41st Millennium; a grim time when the Imperium of Man battles for survival in a hostile galaxy. Battlefleet Gothic allows you to command fleets of warships in deadly conflict among the stars, though whether as Mankind's saviour or its destroyer is up to you!

Available now, the Battlefleet Gothic boxed game contains everything you'll need to get started. You can choose to command the fleets of the Imperium or one of its deadly enemies. The game provides the rules, scenarios and all the fleet lists you need to fight a battle, and guides you through how to paint the highly detailed, plastic Citadel Miniatures spaceships included in the box and then how to put together your own Battlefleet.



▲ An Imperial Lunar class cruiser, along with its escort of Sword class frigates, use a moon for cover as they ambush a Chaos Murder class cruiser and Infidel class raiders.



SPACESHIP BATTLES IN THE 41ST MILLENNIUM



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.



The Battlefleet Gothic boxed game contains:

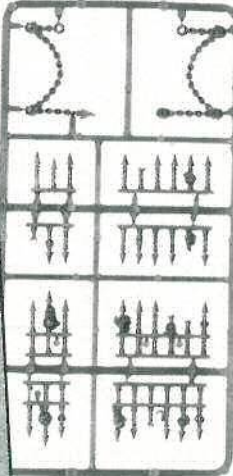
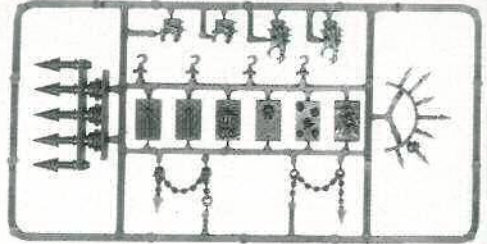
- Battlefleet Gothic rulebook with campaign rules
- 4 Imperial cruisers (multi-part kits)
- 4 Chaos cruisers (multi-part kits)
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip

THERE IS NO PEACE AMONG THE STARS
AVAILABLE NOW FOR £40

WARHAMMER 40,000

With the throaty roar of engines, the Black Crusade tears across the worlds of the Imperium. Invaluable to the onslaught are the Chaos Space Marine Rhino troop transports, capable of carrying a whole squad of Chaos Space Marines into battle. The weakling followers of the false Emperor are surely doomed.

Available now for £10



The Chaos Space Marine Rhino kit is a standard Rhino, with the addition of both of these spiky plastic Chaos accessory sprues. One look at any vehicle adorned with these should leave your opponents in no doubt as to where your loyalties lie!

Sprues shown at approx. 30% of actual size.



CHAOS SPACE MARINE RHINO



“Let the galaxy burn!”



BEST OF FIENDS!

Brian Best works in our Basingstoke store. For the last few months he has been collecting and converting a fantastic Warhammer 40,000 Chaos Space Marine army. We thought we'd better show it to you and let him explain what makes it so special. Over to you Brian...

Ever since the original Chaos Codex was released I have been fascinated by the Dark Gods and their followers. Of all of them however, the one that really caught my eye and inspired me the most was Nurgle, the Lord of Decay. I really love the diseased and slime-covered look of the figures which allow for practically endless modelling possibilities.

Eventually my enthusiasm got the better of me and I resolved to build my own Nurgle force for Warhammer 40,000. Filled with excitement over the new project, I started work straight away on a daemonically possessed Predator tank. I really enjoyed building this conversion and I gained a lot of experience using Green Stuff modelling putty, which

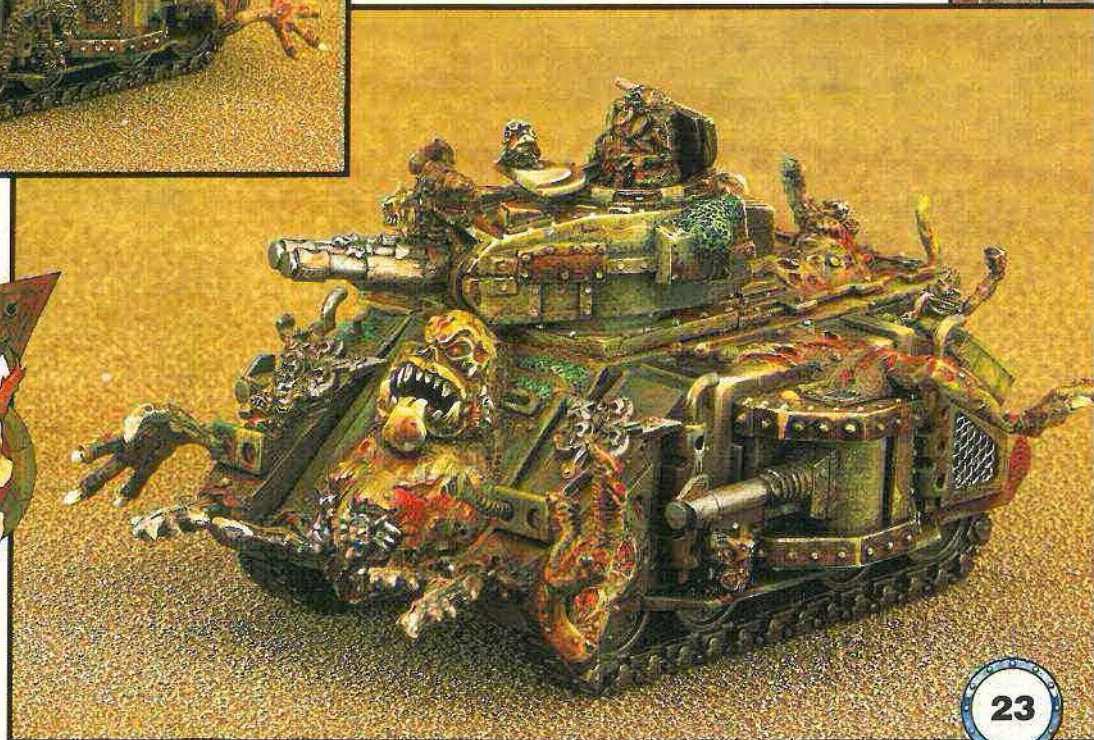
came in very handy later on. All of the blisters and pustules were modelled out of Green Stuff which I sculpted to look as though bits of Daemon were oozing out of the tank – yehhh! The rest of the tank came from a deep delve into my bits box. I found bits from both the old and the new Greater Daemon of Nurgle models, as well as from stranger sources such as the really old Palanquin of Nurgle kit, which all came in very handy. Finally, the whole thing was topped off with a liberal sprinkling of Nurglings.

MORE VEHICLES!

After I had built the Predator I was really getting into a rhythm, so I decided that as building the tank had been so much fun, I would have a go at another vehicle. This time I turned my attention to a Chaos Dreadnought. Like the Predator, I wanted the Dreadnought to look really gruesome and diseased, as though bits of it were rotting away and had become completely corrupted. At this point I had the bright idea of using the Great Unclean One's hips



WARNING:
Mad gamer. Do not approach without specialist training!



and upper legs in place of the normal Dreadnought legs. This was quite tricky to achieve and I was glad that I had already had plenty of practice using Green Stuff!

Once the legs were done, I turned my attentions to the head. Now, the Chaos Dreadnought head is all very nice and 'Chaos Space Mariny' but I wanted mine to look more Daemonic, so I called once more upon my long-suffering Great Unclean One kit and remodelled its head to look like a giant Plaguebearer with a huge central eye. The difficult bits were now out of the way and the rest was fairly straightforward. Another thorough search of my bits box turned up some cool Chaos Spawn bits, and these were glued into place all over the model. Finally I remodelled the left claw to make it just that little bit more fearsome.

PLAGUE MARINES

By now I had spent quite a lot of time on my army and I still only had two models to show for all my trouble. There was nothing for it, I would have to paint some Chaos Space Marines. By playing around with painting techniques I soon developed a quick way to paint rotting, filthy armour effectively. First I sprayed on a coat of Bubonic Brown and then washed the whole figure with Flesh Ink. While the ink was still wet, I dappled the figure with a mixture of brown and black inks. Finally I highlighted the figure in downward strokes with Bubonic Brown followed by Skull White. I find that painting on the highlights in this way really gives the impression of slime and muck oozing down the armour. After I had painted a couple of squads of



Brian's Daemonically mutated Chaos Dreadnought.



Chaos Space Marines like this, I decided to add a squad of Plague Marines. These were painted in much the same way as the rest of the figures except that I started with a Goblin Green basecoat instead of Bubonic Brown. I was so pleased with the splendidly horrible effect this gave that I immediately set to work converting and painting up a unit of Plague Marine Terminators! Because these were going to be my shock troops, I spent quite a long time on them. In particular I am very happy with the Terminator Champion who got a Zombie's head. This looked particularly effective but it still seemed to be lacking a certain something, so I broke out the Green Stuff again and modelled an eye hanging out of its socket. This made all the difference – now he really looked like a true devotee of the lord of pestilence and decay! The rest of the Terminators were much more straightforward but still came in for a lot of added tentacles, pustules and random bits of Chaos Spawn (*an excellent source of mutations!* – *Iain Compton*). While I was on a bit of a roll and getting quite good at converting Terminators, I added an Aspiring Champion to the first Plague Marine squad. This time I based the conversion on an old Warhammer Chaos Champion of Nurgle figure, using this for the upper body and head, which were attached to the lower half of a standard Chaos Terminator. The Terminators were painted in the same way as the Plague Marines. My army was starting to look like a unified force!

A LEAN, GREEN, FIGHTING MACHINE

Now the bulk of the army was done, but I was still missing a leader. I thought about the options for a while before deciding that the only choice for me was the fantastic Great Unclean One (*Note: Brian sent us his army before Codex Chaos Space Marines had been published and so his army was designed from the army list in the 40K rulebook, where Greater Daemons could lead an army instead of a Daemon Prince or Chaos Lord – Iain Compton*). Just as with the Plague Marines earlier, he got a basecoat of Goblin Green before being washed all over with several coats of Dark Green Ink until I had built up a really strong contrast between the recessed areas and the rest of the model. Once this was done I highlighted different areas with as many shades of green and brown as possible to get a blotchy, mottled effect. After that I painted in all of the fine detail, such as the open sores and gaping holes, as well as the



The centrepiece of the army is this splendid Great Unclean One.

larger areas like the huge sword and dragging chains. I think this simple but effective paint scheme sets off the highly detailed figure perfectly.

THE END IS NIGH

The army was pretty much complete by this time. I had four squads of Chaos Space Marines, two vehicles and a Greater Daemon to lead them. To round off the whole army, I put together a Daemon pack of Plaguebearers and based up all my spare Nurglings (the ones that hadn't been stuck onto other things!). The Daemons were basecoated Bubonic Brown for the Plaguebearers and Goblin Green for the Nurglings, washed all over in the same way as the Chaos Space Marines and then drybrushed in parts with the base colour of either Goblin Green or Bubonic Brown before being given their final highlight.

The army has been so much fun to collect and paint that I really didn't want to stop! Realistically however there was not a lot more that the army needed, so I started to look around for a fresh challenge and recently I have begun work on a Warhammer Chaos Khorne army. Who knows, if they inspire me in the same way as my Nurgle army has, you may yet be seeing them in these hallowed pages at some future date!



The whole army lined up and ready for battle. As you can see, nearly every figure has been converted in some way.



THE ALL-ACTION COMIC

As well as the return of Darkblade, everyone's favourite anti-hero, we have the following mayhem-packed comic strips...

DWARFLORDS

More axe-swinging and dreams of foaming flagons of ale, as the intrepid Dwarflords near the end of their adventure.

SHADOWFAST

If you like your action thick and fast, then make sure you don't miss the final, cataclysmic episode of this awesome story.

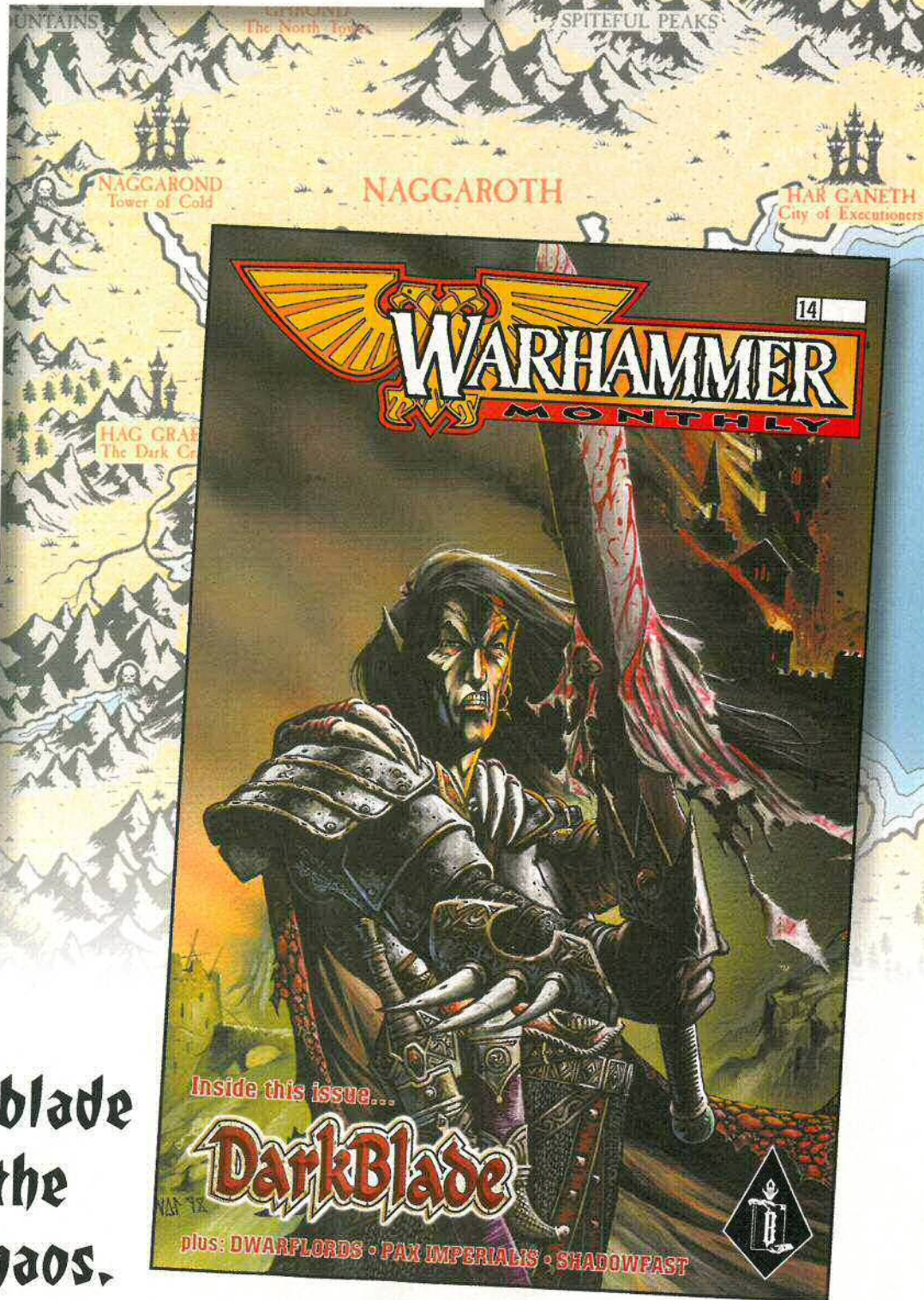
PAX IMPERIALIS

This great one-off comic strip comes from the talented hands of Gordon Rennie and Colin MacNeil. It tells a tale of a valiant defence against those most feared of all aliens – Genestealers.

Warhammer Monthly is available from all good newsagents, comic shops and Games Workshop stores around the globe.

Malus Darkblade heads into the Realm of Chaos.

Meet him there in Warhammer Monthly #14. Out April.



WARHAMMER

SPAWN AGAIN!



DEEP WITHIN THE DARK, STEAMY JUNGLE OF LUSTRIA, THE DRUMS OF WAR SOUND.
A NEW SPAWNING OF LIZARDMEN MARCH FORTH TO UNLEASH COLD-BLOODED SAVAGERY UPON THE INVADER.



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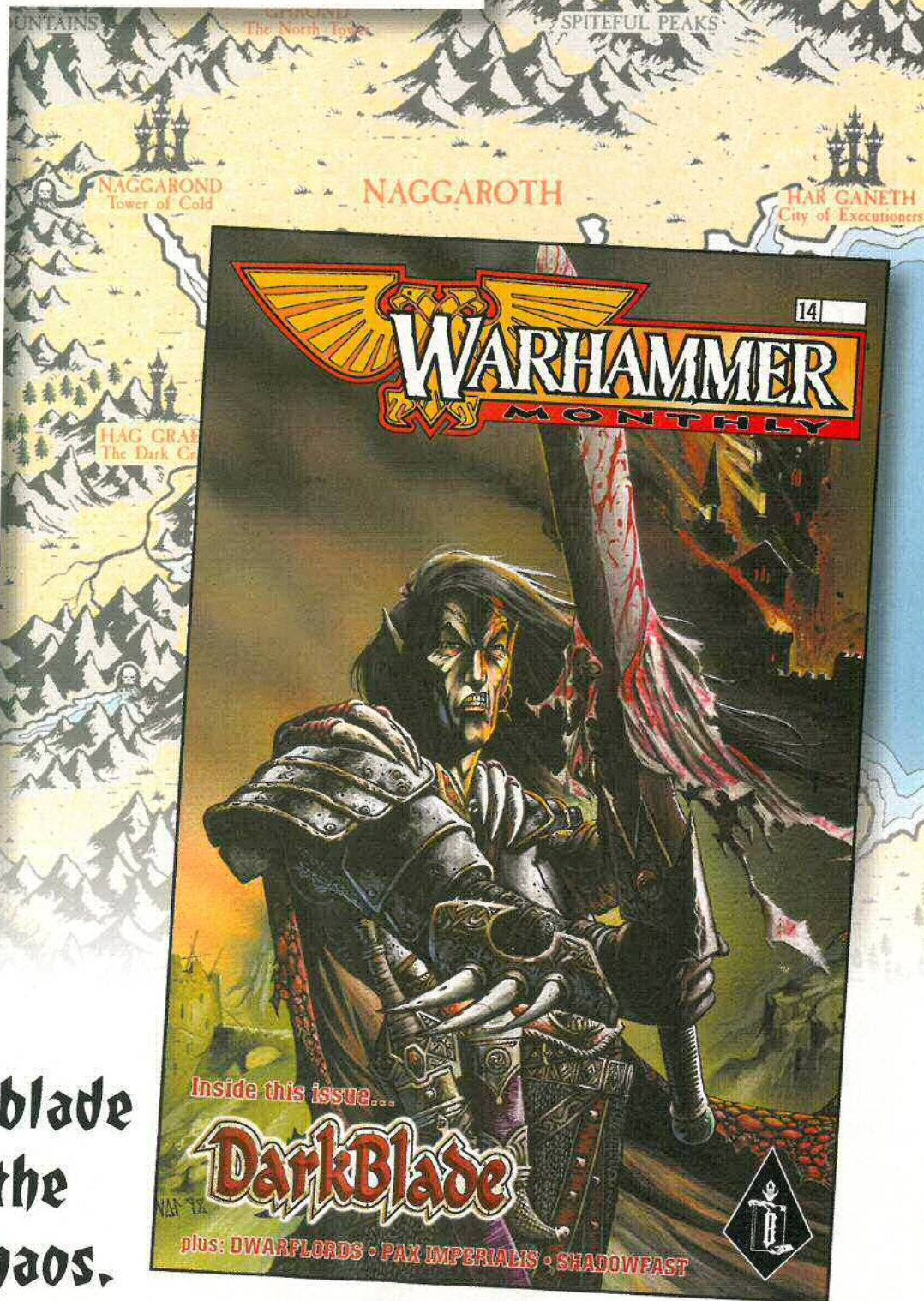
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THE ARMY ROSTER

When you plan your army you should keep your Warhammer Armies Lizardmen book handy as a guide. From the book you can start plotting what to collect. So grab a roster sheet and start working out your 1,000 point army now! The roster sheet opposite shows Qerm-Itt's Lizardman Pyramid Temple Guard army. We've worked this out as an example of the sort of army you could start with.

All Lizardman armies are led by a Slann Mage-Priest. As this is a small force it will be led by one of the younger Slann (this means he is only about 7,000 years Old!) and is only a level 1 Mage. As he is more vulnerable than other, older Slann, I will give him the *Sword of Swift Slaying* (always strikes first in combat) to aid him if he gets into trouble, and the *Amber Amulet* (regenerates one Wound per turn) to keep him alive.

The next selections will be the core regiments. The first unit, which I have named Chotek's Cohort, is fourteen Saurus warriors armed with hand weapons. This regiment has a command group and a Saurus champion who I have named Stova (Saurus like to keep their names short and to the point). Our next two core regiments will be made up of Skinks, as they are cheap and very versatile. The first one, which I have named the Cohort of the Turquoise Hawk, consists of Skinks armed with poisoned javelins and carrying shields. I intend this regiment to support the Saurus in combat, so I have also given them a Kroxigor to form up around. This unit is led by a Skink hero, who I have named Hi'fifve. Our final regiment is the Cohort of the Green Scorpion, which contains Skinks with short bows and poisoned arrows. Led by a Skink champion named Ok'Doqi, they will skirmish, protecting one flank.

To finish this army off I want to have a fast moving regiment which will speed down one flank and engage the vulnerable enemy war machines or other fast moving enemy units. Normally I would choose Terradons for this task, but since I can now get my hands on Cold One Riders, I will pick a regiment of these ferocious riders led by a Skink Champion. Now on to collecting the army itself...

WARHAMMER ROSTER SHEET

QERM-ITT'S LIZARDMAN PYRAMID TEMPLE GUARD

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
MAGE PRIEST QERM-ITT Slann Mage-Priest Army General Ceremonial mace	4	3	2	4	4	3	2	3	0	4+	Shield of the Old Ones (Unmodifiable 4+ save against every Wound suffered) Magic Weapon: Sword of Swift Slaying (always hit first regardless of Initiative and charges) Magic Item: Amber Amulet (restores 1 lost Wound a turn)	165
HI'FIFVE THE WHITE ONE Skink Hero Sword, poisoned javelin & shield	6	4	5	4	3	2	6	3	7	5+	Magic Weapon: Blade of Sea Gold (extra -3 to save) Leads the Cohort of the Turquoise Hawk	85
MAVRIG, CHOSEN OF CHOTEK Skink Champion Hand weapon, spear, shield Cold One	6	3	4	4	2	1	5	2	6	3+	Magic Weapon: Biting Blade (extra -1 save) Leads the Riders of Chotek	52
OK'DOQI Skink Champion Hand weapon, short bow - poisoned	6	3	4	4	2	1	5	2	6	6+	Magic Weapon: Blade of Leaping Copper (+1 Attack) Leads Cohort of the Green Scorpion	47
STOVA, CHAMPION OF QERM-ITT Saurus Champion Hand weapon, shield	4	4	0	5	4	1	2	3	8	4+	Magic Weapon: Silver Sigil Sword (extra +3 Initiative) Leads Choteks Cohort	66
CHOTEK'S COHORT 14 Saurus Warriors Hand weapons & shields	4	3	0	4	4	1	4	1	5	4+	Unit contains a musician and standard	204
RIDERS OF CHOTEK 4 Cold One Riders Hand weapons, spears & shields Cold One	6	2	3	4	2	1	4	1	6	3+	Unit contains a musician and standard Cause fear, subject to stupidity	100
COHORT OF THE TURQUOISE HAWK 19 Skink Warriors Hand weapons, poisoned javelins & shields KROXIGOR	6	2	3	4	2	1	4	1	6	5+	Unit contains a musician and standard Cause fear	171
COHORT OF THE GREEN SCORPION 17 Skink Warriors Hand weapons, short bows - poisoned	6	2	3	4	2	1	4	1	6	6+	Unit contains a musician and standard May skirmish	104.5

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ENGLISH Roster Sheet 162554
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TOTAL 996.5 points



Qerm-Itt's Lizardman Pyramid Temple Guard

The first 1,000 points of our army will form a core around which a larger force can be built. This 1,000 point army represents a Slann Mage-Priest's private pyramid guard – his own personal army which he can use to protect his pyramid temple and to attack would-be plunderers.

THE SLANN MAGE-PRIEST

Qerm-Itt,
Slann Mage-Priest

Lizardman armies are led by a Slann Mage-Priest, who is held aloft on a palanquin. He normally leads his own personal army that defends his pyramid temple. The Slann come from a number of different spawnings that took place thousands of years ago – from the surviving Slann of the second spawning (all the first spawning are dead) to the younger Slann of the fifth spawning. Our army is led by one of these younger Slann, who we have called Qerm-Itt. He represents one of the many lower rank Mage-Priests that do the bidding of the greater Mage-Priests who rule the Lizardman cities.

Our Mage-Priest is a level 1 Slann, who is, to be fair, not a great fighter compared to a Human or Elf general, but is considerably tougher and harder to kill. He has an outstanding save of a 4+ against each Wound suffered thanks to his *Shield of the Old Ones*, which is not modified by the Strength of the attack and cannot be negated! For some added protection I have also given him the *Amber Amulet* which regenerates one lost Wound per turn. He also has the *Sword of Swift Slaying*. This cheap magic weapon allows the user to strike first regardless of Initiative or charges and will give your opponent a nasty shock when he charges (and he will) your Slann Mage-Priest.

Qerm-Itt will be placed next to the Cohort of Chotek Saurus regiment in the battleline. Here he will gain protection from enemy units that wish to charge him (your opponent will have to risk the Saurus unit which would in turn charge him in the flank). Or if I face armies such as Skaven, with large numbers of troops, I would place him within the Saurus regiment so he can benefit from their rank bonus and add his fighting ability to their own considerable prowess.

SKINK HERO

In every spawning there are certain, individual Lizardmen that are marked in some unusual way, with vivid spots, stripes, skin colouring or large crests. These markings are considered favours from the Old Ones themselves and the individual becomes a champion, a hero for their generation. Our Skink hero, who we have named Hi'Fifve is so marked; his white skin colouring marks him out as destined for greatness.

Hi'Fifve leads the Cohort of the Turquoise Hawk into battle and is probably second-in-command of the entire army (Saurus captains are very good at leading their regiments, but large, army-scale tactics escape them completely). He is armed with the *Blade of Sea Gold* which gives him an additional -3 on the enemy save, making it easier for him to strike them down in combat.



Hi'Fifve – Skink hero
Marked for Greatness

COLD ONE RIDERS

The savage Cold Ones are ridden by the Great Crested Skinks, who are bigger and stronger than normal Skinks. The Cold One riders are led by a Skink champion who we have named Mavriq and who carries the Mark of Chotek. This also gives the regiment their name – the Riders of Chotek.

The Skinks are all armed with spears, for a huge Strength 5 when charging! However even the Great Crested Skink riders are a little fragile after the initial charge and are no match for heavily armoured knights (we would have to enlarge the unit by at least another five models first). Now the ferocious Cold Ones can compensate for the Skinks' weaknesses, but you should aim to engage small units or enemy skirmishers, as they are more likely to break in the first turn.

With this in mind, the Riders of Chotek will try to outflank the enemy and engage their war machines or tie up the enemy's own faster moving elements.



The Riders of Chotek – Cold One Riders



LIZARDMAN SAURUS

The Lizardman Saurus plastic boxed set is the quickest and cheapest way to build up the regiments needed for your army.

SAURUS WARRIORS



Chotek's Cohort - Saurus Warriors

Saurus warriors are the basic troop type of your Lizardman army. They are excellent fighters with two attacks, high Strength, high Toughness, high Leadership and natural heavy armour. They are a match for most things your opponent can throw at you. However their low Initiative is their biggest weakness (even Dwarfs go first!), and if you are unlucky your opponent will kill the first rank leaving you nothing to reply with. To survive this a Saurus regiment needs to be at least ten models strong and ranked up with a command group of a standard, musician and Saurus champion (Saurus champions excel at challenges; their three Strength 5 attacks make them the perfect hero killers!).

Our regiment will be fifteen models strong and is led by a Saurus champion who I have named Stova. I have given Stova the *Silver Sigil Sword* (extra +3 Initiative) which means he will be hitting before or at the same time as his opponent. This unit will be the anchor of the Lizardman battleline, advancing with Qerm-Itt and guarding his flank. If the army is faced with a more numerous foe like Skaven or Goblins then this regiment will form up around the Mage-Priest so he can benefit from their rank bonus.

We can easily expand this regiment with the addition of another box of Saurus warriors or even add a Saurus hero to the front rank to increase its potential in combat.

MARKS OF THE OLD ONES

Those that carry the marks of the Old Ones are frequently endowed with greater intelligence, keener eyesight, greater strength and endurance and more courage than the rest. These marks could be a different coloured crest, stripes, spots or different skin colour. A good example of this is the highly regarded vermilion crest which is considered to signify inspiration from the sun god and is known as the 'Mark of Chotek'.

These Lizardmen soon emerge as leaders of regiments, while others are selected to be scribes, acolytes, overseers, commanders or shamen. It is the Mage-Priests who scrutinise the markings and consider their implications. For example, it is common knowledge that the biggest Skinks with the largest crests make the best riders for Cold Ones.

You can use these marks to characterise your army like we have with ours. Below is a chart describing the colour and what each mark means.

MARKING	NAME	PORTENT
VERMILION	MARK OF CHOTEK	INSPIRED BY THE SUN GOD
BLOOD RED	MARK OF SOTEK	RELENTLESS FEROCITY
YELLOW	MARK OF TLAXCOTL	UTTER DETERMINATION
PURPLE	MARK OF TEPOC	PROFOUND UNDERSTANDING
BLACK	MARK OF HUANCHI	EXCEPTIONAL STEALTH
WHITE	MARK OF THE OLD ONES	DESTINED FOR GREATNESS
MOTTLED	MARK OF TZUNKI	AGILITY AND KEEN EYESIGHT
GREAT CREST	MARK OF ITZL	ABILITY TO RIDE COLD ONES

HOW TO PAINT SAURUS WARRIORS

Our resident Lizardman Nick Davis has painted huge Saurus regiments for his army. So we thought we would ask him how he paints his Saurus warriors and to share any painting tips.

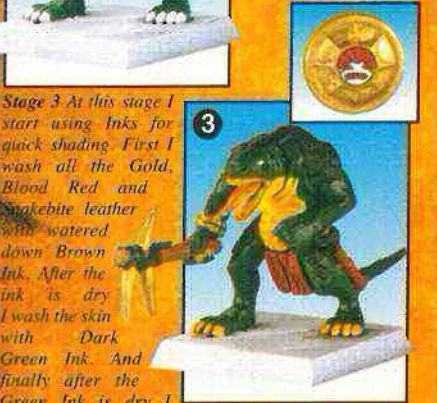
Nick: Saurus regiments do not have to be huge to be good in a fight, but you still need units of about fifteen models. I paint my Saurus in blocks of five, painting each stage on each model in turn. This allows the paint to dry and is quicker as you don't have to mess about opening and closing pots. My method will not win you any painting awards. It will however get your Saurus regiments painted really quick.



1 Stage 1 After assembling your models you should undercoat them and the shields with white paint (I don't remove the shields from the sprue until they are finished, as it makes them easier to paint if you can hold onto the frame).



2 Stage 2 The first part of the model you should paint is the skin and chest. I paint the skin Dark Angels Green and the chest Sunburst Yellow. I then paint the shield, weapon head and bracelets Shining Gold. The tabard, weapon handles, the teeth, eyes and fin on the shield are painted Blood Red. The weapons hilts are then painted Snakebite leather.



3 Stage 3 At this stage I start using Inks for quick shading. First I wash all the Gold, Blood Red and Snakebite leather with watered down Brown Ink. After the ink is dry I wash the skin with Dark Green Ink. And finally after the Green Ink is dry I wash the chest with watered down Golden Yellow point.

Next I paint the club head, leather straps and scales with Chaos Black. The teeth and claws are painted with Bleached Bone and the mouth and tongue with Tentacle Pink. I then ink wash the teeth, mouth and claws with Flesh Ink.



4 Stage 4 To finish off the model I highlight the tabard, the teeth, eyes and fin on the shield with Blood Red. The teeth and claws are then picked out with Bleached Bone. I then mix a little Blood Red and Tentacle Pink together and apply it to the top of the tongue. And finally the Saurus's eyes are picked out with Sunburst Yellow. The base is painted with Goblin Green and flock is glued on with PVA. To finish off the model, the shield's face is painted with Goblin Green and is then glued into place. The Saurus is now ready for battle.

The base is painted with Goblin Green and flock is glued on with PVA. To finish off the model, the shield's face is painted with Goblin Green and is then glued into place. The Saurus is now ready for battle.



By Iain Compton

HOW TO PAINT SKINKS

Fellow Lizardman Iain Compton has painted a lot of Lizards. In fact he has a huge Lizardman army of his own, so we have asked him to share some of his painting secrets.

Iain: Skink regiments should be huge, so the only practical way of painting them up is in blocks of at least ten. I find the best way is to line them up in front of you and paint one stage on every model before moving on to the next bit. This allows the paint to dry properly on each model and is quicker as you don't have to mess about opening and closing pots or changing water.

Stage 1: After I have based up all the models, I undercoat them with Citadel white undercoat spray as my Skinks are going to be orange.



1

Stage 2: The first thing to paint is the skin. I use Blazing Orange, watered down using Orange Ink until the paint is almost an ink itself. This produces a very bright effect and starts to shade the model. Then I carefully paint in all of the other base colours and larger areas of detail. I have chosen to paint all the cloth in Enchanted Blue so that it will stand out.



2

Stage 3: The next step is to apply highlights to the model. Because the skin was painted with very thin paint, it is already partly shaded. All I need to do is pick out the tips of the raised areas with Golden Yellow.



3



Stage 4: Finally I pick out all the fine detail such as the dagger, and paint the eyes black. I also shade some of the deeply recessed areas of the

skin with a little Chestnut Ink. All that remains now is to finish the base with Goblin Green paint and some flock, and a new spawning is ready to join the cohorts of the temple-city!

SKINKS



Cohort of the Turquoise Hawk – Skinks with javelins & shields, supported by a Kroxigor

Skinks normally form the majority of the regiments in a Lizardman army; they are cheap and versatile. They are also more intelligent than a Saurus and can train and ride the various beasts (Terradons, Stegadons and Cold Ones) that the Lizardmen use in their armies. When used as foot troops you have to be careful – they are not very good fighters and with their low Leadership they have a tendency to run away a lot (even on 3 dice Leadership tests).

Skinks can be used in two ways – either as skirmishers or fighting regiments. In our army I have one of each type of unit. I will start with the first one – the Cohort of the Turquoise Hawk. This regiment will take its place in the main battleline on Qerm-It's opposite flank. The regiment is armed with javelins and shields and has a command group of a standard and musician in the unit. The trick for fighting with Skinks in this formation is to use large numbers – the regiment needs to be at least four ranks deep and must have at least one Kroxigor in the unit. The Skinks gain

confidence from having such a brute in their ranks so they can benefit from its higher Leadership and better fighting characteristics. The unit is also led by the Skink hero Hi'Fifve, increasing this regiment's combat potential, making it just as hard as the Saurus regiment.

Our second regiment, the Cohort of the Green Scorpion, is our skirmishing unit. Again this is a large regiment with all the Skinks armed with short bows and poisoned arrows. The unit has a standard, musician and champion named Ok'Doqi. At the start of the battle this unit will be set up in a skirmish formation on a flank, and harass the enemy with missile fire. If the enemy threatens this flank they can form up into a block (five wide, three ranks deep) and slow down or stop their advance.

Both units can easily be expanded with additional blister packs or plastic Skink boxed sets. But I would be tempted to form another unit of ten Skinks to skirmish in front of the main battleline, again to slow down the enemy's advance.



The Lizardman Skink plastic boxed set is the quickest way to build up the huge regiments of Skinks needed for your army.



Cohort of the Green Scorpion – Skinks with short bows

EXPANDING YOUR ARMY

Our first 1,000 points is more than capable of taking on a force of a similar size. It is also a good start to our Lizardman army, as it gives us almost all our core regiments to begin with. All we need to do now is add some of the fancier bits, like Terradons or Stegadons. But the first thing I do once I have raised an army is play a few games with it. This gives me an idea of what I need to strengthen my army. After a few games, the next step is to expand this force by another 500 or 1,000 points.

At the moment, one of the army's weaknesses is a lack of magical support. Now Slann Mage-Priests are very powerful once they reach the higher magic levels. To be worthy of leading a larger army, Qerm-Itt must be elevated to a Mage-Priest Champion or even a Master Mage-Priest. For some additional support in the magic area we could also use a Skink Shaman. Although they are not as powerful as a Mage-Priest, they can carry two magic items (that's two *Dispel Magic Scrolls*), making them very useful to have around.

Of course Slann Mage-Priests are not the only characters available. Amongst the ranks of the Lizardmen there are champions and heroes. Every unit should have a champion to lead it (especially the Skink units!). Not only do they bolster the unit's fighting strength, but Saurus champions excel at challenges. The Lizardmen also have heroes – we already have a Skink hero in our army. Heroes are best used to bolster the fighting strength and Leadership of the Lizardman units. A Saurus hero armed with a sword is a very dangerous opponent.

The basic Lizardman warrior, the Saurus, is well suited to the rigours of the Warhammer battlefield and is probably the best rank and file troop you can get in the game next to the Chaos Warrior. It is in the regiment area that the army needs strengthening the most. As long as you keep the Saurus regiments at least ten-strong they can take on all comers. If you arm them with spears you have an awesome defensive unit. A unit that is five wide and three ranks deep can bring fifteen attacks (not counting any champion) to bear in a round of combat. But as good as the Saurus warriors are, they are not the only troops available to the a Mage-Priest. There are the Saurus Temple Guards – the veteran Saurus of the Lizardman armies. This regiment should be at least ten to fifteen models strong, they already come with halberds (so they are hitting at Strength 5!) and work well with a Saurus hero to lead them. If you armour the Temple Guards up they can get a hefty 3+ armour save (2+ if you take the *Standard of Shielding*)!

Skinks meanwhile are a little like Goblins – you will need lots of them! Now we already have two very large units of Skinks, one beefed up for combat and one for skirmishing. We could expand the Cohort of the Turquoise Hawk or add another unit of skirmishing Skinks by getting another plastic Skink boxed set. The true strength of Skinks is their versatility; they are the only ones who can ride, which makes them very useful indeed.

We already have a unit of Cold Ones in our army, although we could do with expanding it by at least another five models and upgrading the champion to hero. This will make the unit considerably harder to beat, so they can take on much larger regiments. The Skinks can also ride a Terradon, which carries two Skinks on its back giving the model 2 Wounds. The Terradon also carries rocks which it can drop with pin point accuracy upon the enemy. Their biggest advantage is that they can fly, so getting behind the enemy to silence his war machines is made a lot easier. Arm the Skink riders with poisoned javelins and you should silence the war machines without resorting to combat.

Perhaps the most powerful creatures in the Lizardman army are the huge Stegadons. No Slann Mage-Priest should go to war without one! These are living battering rams, easily able to



The Stegadon – a scaly, living battering ram

smash up the enemy's most powerful units. I normally place the Stegadon at the end of the battleline next to a Skink regiment like the Cohort of the Turquoise Hawk. These two units advance together (both moving 6") and charge the same unit. The charged unit normally disintegrates in the first round of combat, leaving the two units free to roll down the entire enemy battleline.

Another powerful Lizardman is the Kroxigor. These are fearsome creatures and make excellent shock troops. Armed with their double-handed bronze axes they can smash apart small regiments and heavily armoured knights with ease. You can also place the Kroxigor in regiments of Skinks. The Skinks swarm around the Kroxigor, encouraged by the power of their bigger cousin. In game terms this means the Skinks have Leadership 9, benefit from an extra three Strength 7 attacks and cause fear!

Even though the Lizardmen do not have any war machines, they do have a great substitute – the Salamander. This sail-backed lizard can spit venom at the enemy. The corrosive poison eats through anything so your opponent gets no saving throw! Salamanders work well in pairs, placed at the end of the battleline, so you can get clear shots into the ranks of your enemies. Always try to aim for the enemy's elite troops, to whittle down their numbers. If you cannot afford the points for a Salamander in your army, you can always mount a giant bow on the Stegadon's howdah. This performs the same task, but be warned, it does miss an awful lot.

The smallest creatures in a Mage-Priest's army are the swarms. Lizardmen pay half the points cost for Lizard and Snake swarms, both of which excel at slowing down flanking forces or fast moving units like cavalry. The Snake swarms with their slow movement are also very good at guarding the Mage-Priest's rear, stopping the enemy from charging him from behind.

Lizardman armies really do not have any weak links, so it is really a case of designing an army to fit your own fighting style. Over the page is Qerm-Itt's Temple Pyramid Guard army, which has been expanded by an additional 1,000 points.

Wrestling with the inscrutable scrolls of the Slann Mage-Priests is no picnic. I can tell you. The latest batch brought to me from Lustria by Grubi the Dwarf is a real headache. The script itself is not a problem as it was written in a very good, cursive Skink handwriting, with a decent porcupine quill. What I really get stuck on is the future intentional habitual dative participle of the old Saurian verb *Zloxl* which means 'to ride'. All too frequently this is written with the determinative of a small, red Skink hind leg, which is easily confused with the determinative *Xtec*, 'to skirmish' (literally 'scurry about'), especially in scrolls dating to after the great migration of the red-crested Skinks, which of course counts for the majority of surviving Lustrian scrolls.

So how are scholars such as myself to interpret a sentence like *Inti Slananaqutec Xla inhutlamantupéh skinki Zloxl (or Xtec?) itéhmahútc Xtecaz!*? This occurs in an important tactical text, said to have been dictated by the Old Ones themselves and slavishly copied for untold generations! It may be translated thus: '...for the Old Ones decreed that three score Skinks shall ride upon the Stegadon' or '...for the Old Ones decreed that three score Skinks shall skirmish beside the Stegadon'. I am sure the implications of this will not be lost on anybody. I cannot blame Skink scribal error, because they clearly knew what they meant. So what did the Old Ones intend? Who can say?

From the journal of the noted scholar and famed explorer Nsgil Stillman



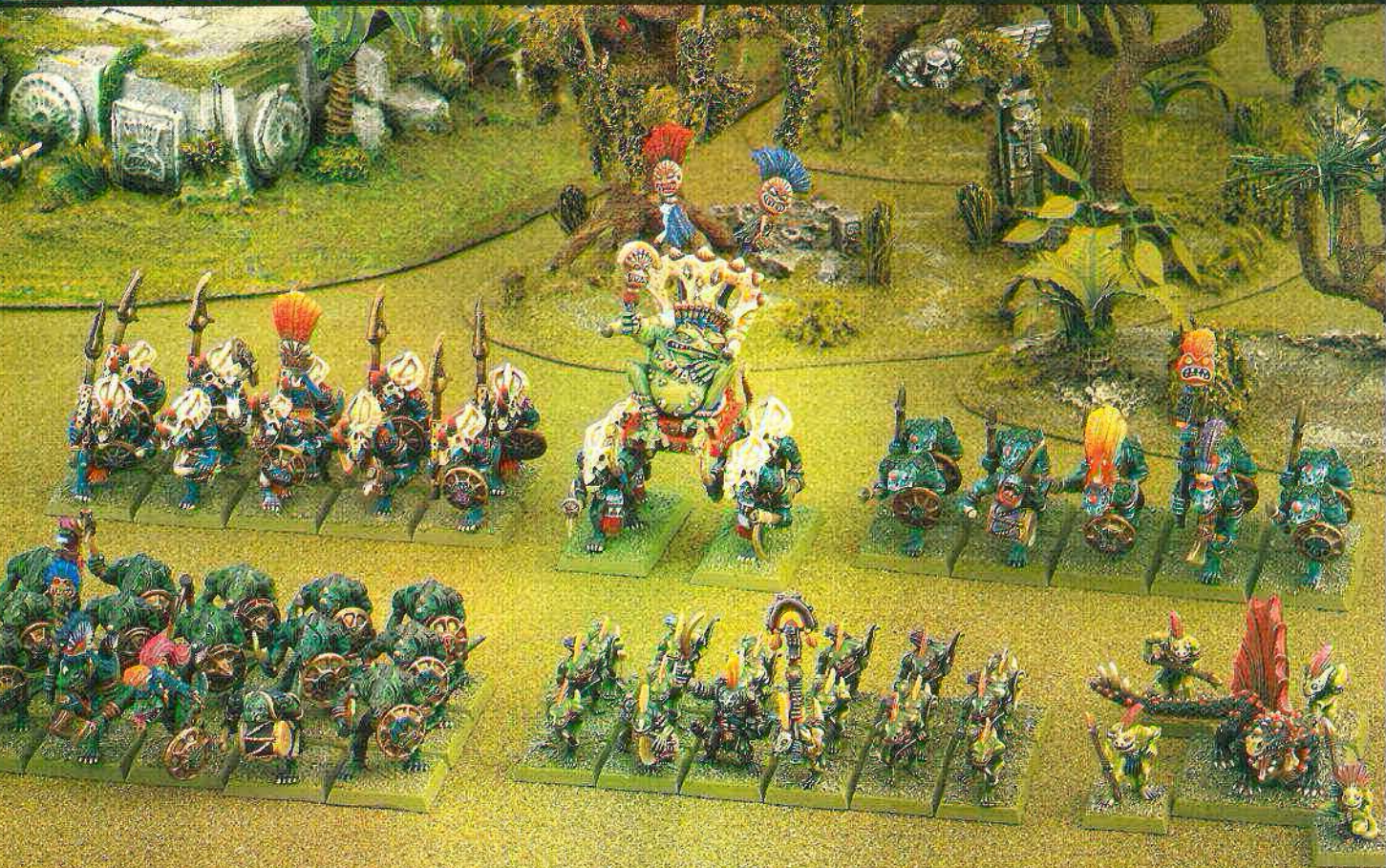
▲ Skinks of the Turquoise Hawk Cohort and a Salamander surround the invaders.



▲ Terradons take flight from their pyramid roost.



▲ The Skinks of the Green Scorpion Cohort march to battle, accompanied by a Stegadon and the Riders of Chotek.



▲ Mage-Priest Qerm-Itt with his bodyguard of Temple Guards and a regiment of Saurus warriors with spears.

**AT THE CONJUNCTION OF THE TWO MOONS,
ON THE FIRST RISING OF THE IZTL-STAR,
IN THE ERA OF SOTEK, LORD QERM-ITT WILL
ACCOMPLISH THE DEFEAT OF THE RATSPAWN
AND THE STRIFE IN XHOTL WILL BE ENDED.**

From the prophecy of Mage Lord Zibocuec, translated from a recovered tablet of Izza Imperial Scholar Hubris's footnote: "It is believed this prophecy is still to pass."

▲ The Saurus warriors of the Chotek Cohort charge the invaders.

WARHAMMER

JUNGLE FEVER 3

Nick Davis is still knee-deep in strangely shaped polystyrene & PVA glue, but there is a light at the end of the tunnel (just as soon as he builds one!)



by Nick Davis

Welcome to the third part of Jungle Fever (check out WD225 and earlier this issue for the first two articles). Some months ago now I was inspired by the 'Raising the Army of Rezepah' section in the back of the Lizardman book, and started to build terrain for my Lizardman army to fight over. I built the terrain in my lunch hours at work.

To decide exactly what themed terrain to build I turned to the Terrain Generator table in the Warhammer Battle Book. For each entry on the table I would build a piece of suitable Lizardman terrain to fill it – from jungle (for the wood entry) to a ruined temple (which could be a steep hill or double up as the tower entry).

WHAT'S BEEN DONE

So far I have managed to build a spawning pond (which can be the very difficult ground or lake entry) and a variety of jungle trees made from garden wire, masking tape and plastic cups! From these relative simple terrain pieces I pooled together my newly practiced modelling skills and set out to build a village. The village is a collection of Skink barrios. The barrios were built from corrugated cardboard off-cuts. They are based on the Ork building featured in the 'How to Build Wargames Terrain' book, which I've used to learn different modelling techniques and for inspiration for new ideas. Using all the techniques I have learnt so far, I even managed to build a Lizardman fortress surrounded by a moat (check out Jungle Fever in WD225).

Everything I have built so far has used easy to come by materials and I have spent very little money on any of the projects except for replenishing the PVA glue. I have used corrugated cardboard, cereal packet cardboard and even collected rocks from the ground instead of making them out of polystyrene. So it is pretty easy to get the material you need to build terrain.

WARNING! Once you start building terrain it is extremely hard to stop and you will soon find yourself knee deep in PVA glue, corrugated cardboard and bits of strangely shaped polystyrene. So read on at your own peril...

WHAT'S TO COME

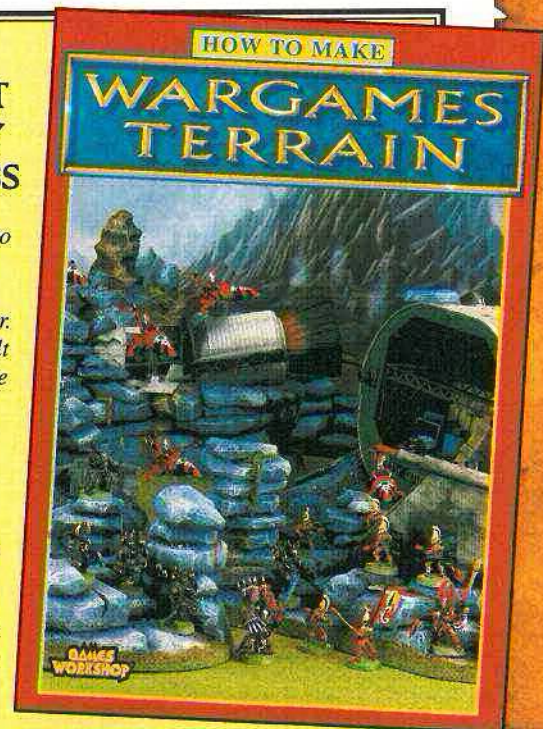
In my earlier article I had just finished my village and was thinking about making a small central piece for it. This will be a sacrificial pit dedicated to Sotek (no Skink village is complete without one). Of course when I've built this it still leaves me with difficult ground, hills, steep hills and even a temple – so there's still loads to do. Well here goes nothing...

THE SECRET OF MY SUCCESS

I'll let you into a secret: I'm not a great terrain builder. Sure, I've built hills and made woods but I have never undertaken such a big project before. Every technique I have used in all my Jungle Fever terrain (and that includes the

Fortress) can be found within the pages of this totally invaluable terrain building guide written by Nigel Stillman.

If you've been inspired by my Jungle Fever articles, and are going to have a go at building terrain for your games, I suggest you get hold of this book. It's crammed full of ideas, tips and modelling projects, ranging from the very simple to more complicated projects.



THE VILLAGE SACRIFICIAL PIT

(or the Slann shower)

The Skink village needed a centre piece, a place where Skinks gather, a focal point for the community. How about a pit to drag poor, unfortunate captives for sacrifice to Sotek? The pit started out as a village totem pole, which I made out of two metal glyph plates glued to a strip of polystyrene. The totem was going to be stuck to the base of my two storey barrio but I changed my mind (I actually forgot to leave any space for it on the barrio's base – doh!).

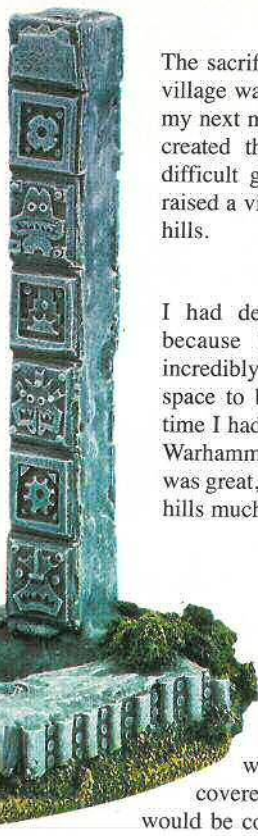
The pit was a really simple piece for me to build. I cut out a square of polystyrene, stacked three metal glyphs together to make the steps and glued it all onto a base. I then broke a corner of the square with my finger and covered it and the front of the pit with coarse turf (available from modelling shops). I washed over the top with watered down PVA glue – this stiffens the coarse turf, making it easier to paint. I finished off the base with coral gravel and then sand.

I used polystyrene to make the square and the totem pole. This material has a nasty habit of melting when sprayed with paint. To make sure this did not happen to my model, I used watered down PVA and mixed sand into it. I painted this mix onto any exposed polystyrene – this should stop spray paint from melting it and ruining the piece. For added peace of mind, when the mix was dry I made up another batch of watered down PVA and painted this over the top of the texture mix. This would reinforce and seal the texture mix so hopefully none of the spray would get through to melt the polystyrene. When this was dry I took a deep breath and sprayed it black.

It worked! Reinforcing the polystyrene with the texture mix and PVA left me with minimal meltage. Where the model had melted, it actually added texture to the model. It was time to paint it.

The pit was painted Shadow Grey and then highlighted white. The coarse turf was painted Dark Angels Green, then Goblin Green and finally Sunburst Yellow. I finished off the base with Goblin Green, then added some brown for rubble and worn ground.

Below: My first jungle hill. A little overcrowded with scenery, but great fun to build.



The sacrificial pit was finished and with it the village was complete. It was time to decide on my next modelling project. I'd built the jungle, created the spawning pond (counts as very difficult ground/deep river or lake) and even raised a village. I decided it was time for some hills.

HILLS

I had deliberately avoided the hill entry because I knew making them would be incredibly messy. Plus I really did not have the space to build them at work. Luckily by the time I had finished my village there were new Warhammer hills available unflocked. This was great, saving me a lot of time and make the hills much easier to build.

A ONE LEVEL HILL

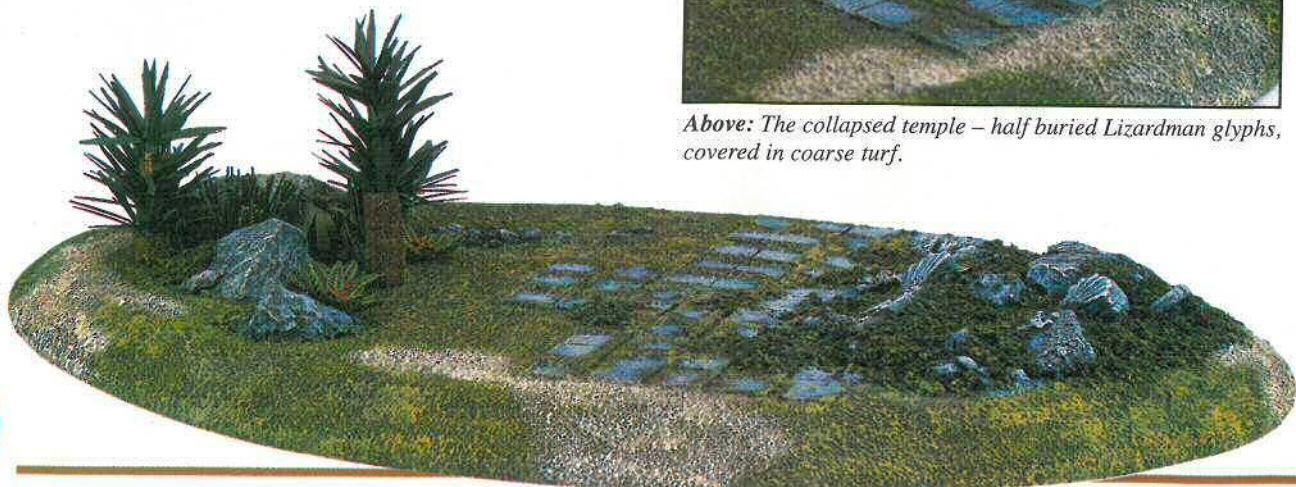
(or the Skink hopscotch board)

I grabbed one of the hills and experimented on it using almost all the techniques I had learnt so far. Looking at photographs of jungle hills I found in books, they were mainly overgrown or were covered in rubble. I decided that one side would be covered in jungle and in true Tarzan movie tradition the other side would feature a collapsed temple plinth. The middle would be paved in the same way as the Spawning Pond.

I wanted the collapsed end section buried under a tangle of overgrowth and strewn rubble. This would also be an area of difficult ground. I buried some suitably shaped stones (I find concrete or brick bits are best for this) by cutting holes into the hill, pouring in PVA and then inserting the stones. I repeated this same technique for the glyph plates. I then covered the temple area with coral stones for a uneven surface. I let this dry whilst I thought about the other side of the hill.



Above: The collapsed temple – half buried Lizardman glyphs, covered in coarse turf.



JUNGLE COPSE

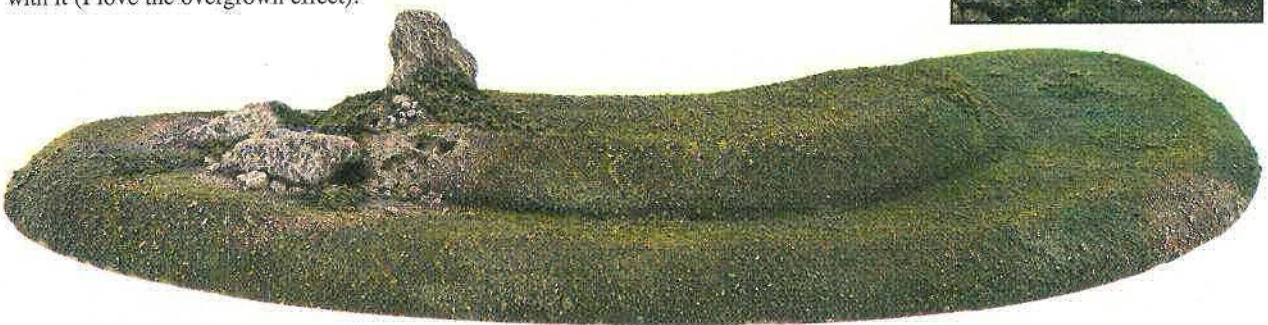


I wanted one side to have a small jungle copse on it. Not wanting to make any wire trees, I used the plastic cup tree technique (see the first *Jungle Fever* article in WD223) and built three trees of varying sizes. These trees were then glued onto the hill. I

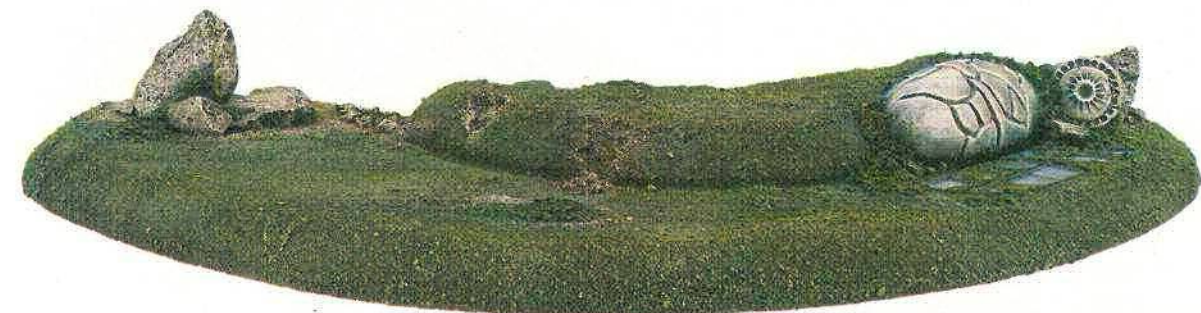
buried a couple of stones into one side of the hill, filling the gaps with long grass. The long grass was made out of yard brush bristles sprayed Dark Angels Green. I sprinkled on small stones for added effect and the copse was finished.

JUST A COUPLE MORE TOUCHES

The hill just needed a couple more touches to finish it off. I added paving slabs to the centre of the hill. I made these in the same way as those on the spawning pond. The hill was then covered in PVA and dipped into a box of sand (I did this twice to make sure I had maximum coverage). When it was dry I went crazy with coarse turf, almost covering the ruined side with it (I love the overgrown effect).



Above: A less covered hill. I could not resist adding a few pieces of detail like the standing stone and patches of coarse turf. I was more careful this time to make sure there were actually places for my Lizards to stand!



Above: The third and last hill I built. I went a little more crazy with the scenery on it. I added a small altar next to the egg using a glyph plate, and a group of standing stones in the far corner. And of course I had to add some coarse turf.

Right: An impassable section the hill. Using my fingers (handy modelling tools) I gouged out sections of the hill for a more rocky appearance. This was helped when I sprayed the hill black and it melted the gouged out areas.

The hill was then sprayed black – doh! In my haste in constructing the hill I forgot it was made out of polystyrene. I stared at the hill in disbelief at what I had done and waited for the hill to melt as the spray paint dried.

Luckily nothing happened! I only had a very minor piece of melting which I could pass off as rubble. It seems the hills are made out of polystyrene that can take spray paint reasonably well. The model was then painted Goblin Green with some brown patches, while all the stones and rubble were painted grey. Finally the trees were added and the model was finished... phew!

TOO CROWDED!

Looking at the hill I found only one real problem – it was too crowded with scenery to place many models on it! I was making gaming pieces, not something just to look at! When building the next two I would have to make sure I did not go crazy and add too much of scenery.



Right: I only added a small amount of rubble to one side of this hill. I dug out a small hole in its side with my finger, and I couldn't resist adding more coarse turf.



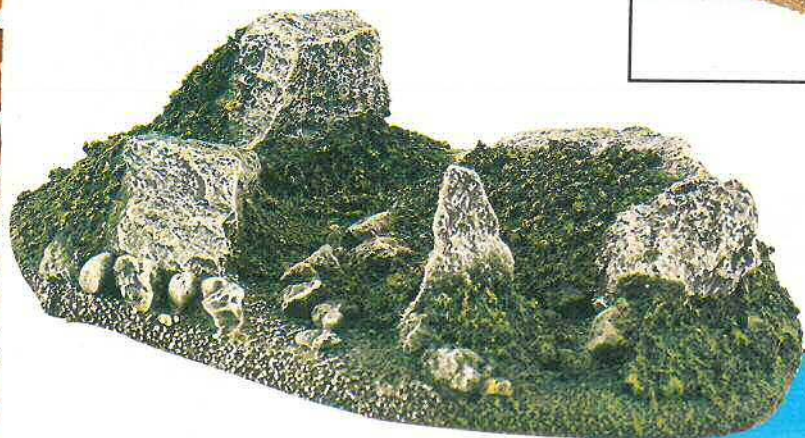
Above Right: I used a Jurassic Park toy for the egg (thanks Simon), highlighted up from black to white. I then covered it with gloss varnish to look like eggshell. I also added paving stones around it to give the impression of an abandoned temple.

ON DIFFICULT GROUND

I had finally built the hills and my terrain plan was starting to look complete, with only a few more pieces to make. Looking at the Terrain table I decided to make some difficult ground (I had already done the very difficult ground). Now according to the book, difficult ground is scrub, soft sand, a shallow pit, debris, an area of loose rocks or even boulder strewn ground. If I combined a couple of the above elements, making this should be easy. I decided to make the pieces of difficult ground on separate bases so I could easily move regiments through it.

All the pieces of difficult ground had to have rocks and boulders on them, so it was off into the car park for five minutes scrabbling around for suitable stones. These rocks were then glued onto thick card with a hot glue gun (a very handy tool), although two-part epoxy glue will do or even

Right: The difficult ground is made out of stones glued onto cardboard. I added smaller coral stones for effect. The entire piece was almost covered with coarse turf. (Quick tip: wash over the coarse turf with watered down PVA. When dry this will give a stiffer surface to drybrush.)



Right: I got a little more creative with this piece. I added the other half of the Jurassic Park egg, broken into little pieces. This would also be a place of significance for my Lizards, so I added a glyph plate glued to a rock with a Hot Glue Gun (superglue would do the same job). I then filled in the gaps around the glyph with DAS modelling clay. Again I added loads of coarse turf to this piece.



PVA, if you are willing to wait twenty-four hours. I added little pieces of detail to each one and then sprayed them black. When this was dry I painted the bases Goblin Green, and the rocks Snakebite Leather, followed by Bubonic Brown and Bleached Bone to finish. On one piece of difficult ground I drybrushed the rocks grey – which links in with the collapsed temple on my first hill.

QUICK & EASY

I was able to knock out these pieces in less than three hours, which quite surprised me. So I took a quick breather and then plunged head first into making a ruined temple. This would be the very steep hill or the tower entry on the Terrain table. Well that was the plan anyway.



Left: The finished piece. It was painted from a base of black, with Goblin Green on the base and coarse turf. I painted Snakebite Leather onto the rocks, followed by Bubonic Brown and then Bleached Bone.



Left: The entire model was painted from a base coat of black. The egg was painted Bleached Bone and then highlighted white. For a shiny eggshell appearance I brushed gloss varnish over the area of the broken egg. With this done, the egg was finished off with a coat of watered down PVA to add extra durability to the model.

THE RUINED TEMPLE

A quick scan of the Wargames Terrain book showed me that the temple could be made up from layers of polystyrene. I didn't have any... so I used corrugated cardboard instead. I cut out a rough square shape and four sides out of the card. Then using my hot glue gun (PVA does the same job) I stuck these together at right angles and my base was finished. I repeated this a bit smaller for the top section, and then glued the two halves together using PVA. The gaps around the side of the temple were filled with DAS clay and then I left it to dry.

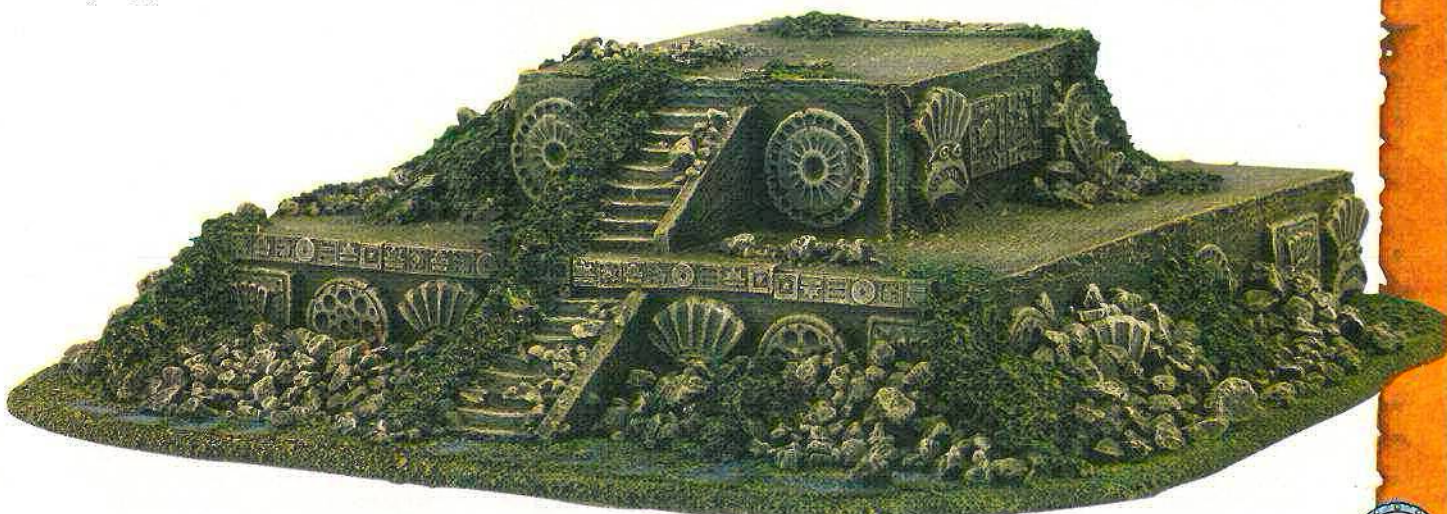
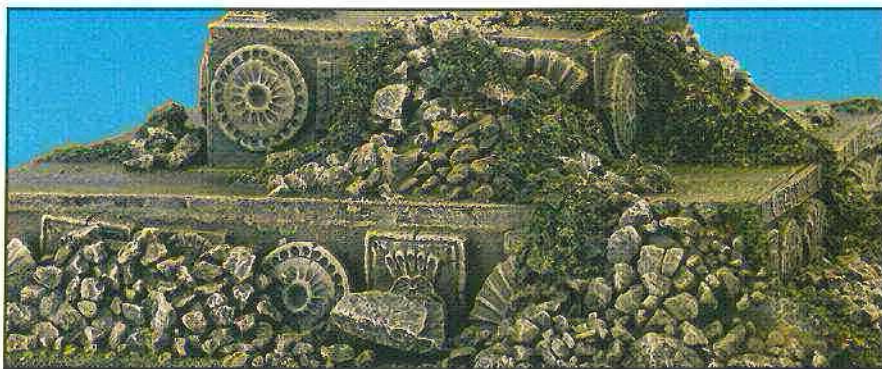
All Lizardman temples have stone steps leading to the top. I'd never made steps before but I did have an idea! Stacking corrugated cardboard together, staggered at intervals of 5mm made great steps. I then cut some sides for the staircase out of corrugated cardboard and glued them to the stairs. The gaps in the cardboard were filled in with DAS. When the clay dried I glued the stairs to the now fully formed pyramid.

GLYPHS & RUBBLE

Before adding glyphs, I based the pyramid with a thick piece of cardboard, the edges of which I sloped by cutting at a 45 degree angle. When the pyramid was firmly attached I started to add the glyphs to it. I glued these onto the walls with superglue. I also glued a few glyphs on the base, as a few plates would have fallen down over the centuries.

With this done I added paving slabs (using thin cardboard cut into 2 by 2cm squares) to the front of the model, and sand to the base. Then I went absolutely crazy adding coral stones to the pyramid – I built up almost all the rubble in layers of small stones and lots of PVA (an entire bottle!). When the rubble dried I added loads of coarse turf – the temple had to be overgrown as well. Finally, when this was all dry I washed all over the rubble and coarse turf areas with watered down PVA glue and then left it to dry (it only took 24 hours!).

Right: I couldn't resist adding a little detail to the pyramid temple. I decided that one side of the temple would be strewn in rubble, as if a large altar had been cast off the top of the pyramid.



Above: The ruined temple. I added details like the collapsed glyph plates on the side, and patches of coarse turf. And I was careful to make sure there were places for my Lizards to stand!

AND FINALLY...

I sprayed the model black and then painted the base with Goblin Green. The pyramid was then painted with Snakebite Leather followed by Bubonic Brown, then Bleached Bone and finally a light coat of Skull White. The coarse turf was drybrushed with Dark Angels Green, followed by Goblin Green and finally a highlight of Sunburst Yellow. I then varnished the pyramid and let it dry.

So what's next? I have completed the Terrain Generator table; I now have a piece of terrain for every entry you can roll up. However many of the pieces fill more than one entry – ie. the ruined temple counts as both a tower and a steep hill. I am now going back over my terrain and I am going to make one piece for each entry on the chart. Should be fun... Maybe I'll get to tell you all about it in a future White Dwarf.

Well that's it for now, I hope there is something here to inspire you to build themed terrain for your army. I have certainly learned a lot from my experience. I have played a few games now with my themed scenery and I must say it really brings your games to life. My Lizards are finally defending their realm from the ravages of would be conquerors (it has also improved my game).

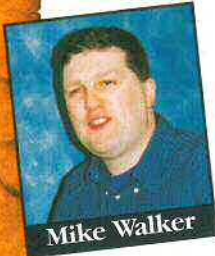
One last thing – the terrain I have built also works extremely well in Warhammer 40,000. I played a game over it last week and the scenery fits perfectly. My Imperial Guard can now battle across mysterious ruins and through dark jungle. I have a complete battlefield for both games... great!

So grab that sticky tape, forage for stones, hoard unwanted packaging, get some PVA and make terrain!

WARHAMMER

FIGHTING WITH COLD BLOOD

By Mike Walker



Mike Walker

A regular contributor to White Dwarf, Mike Walker is a veteran Warhammer player, and has fought with and against Lizardmen armies dozens of times. This month he shares his thoughts on using the scaly ones.

Unusually I find myself in a situation where I have plenty of time in which to write this article. So allow me to spend a few paragraphs giving you some background on how I came to start it.

Now that a few items written by me have appeared in White Dwarf, local players who know me have started asking me for advice. Fortunately most of the queries have been about Warhammer and only a few have concerned weightier matters like which Lethal Weapon film had the highest body count, if all the members of Steps would fit into little Dave's shed or who would win if Scooby Doo took on Bagpuss¹.

As far as the Warhammer questions go I always try to help. Few enough people are interested in what I think, so when someone wants an opinion I provide one. My advice may not solve or even ease their problem, but I enjoy every opportunity to pontificate at length on my favourite hobby.

Lizardman armies are both difficult to beat and difficult to use...

Some weeks ago White Dwarf Slann² Paul Sawyer contacted me and asked if I would like to do an item on Lizardmen for this White Dwarf.

After thinking about it in the bath³ for a bit, I realised that a large proportion of the questions I had been asked recently concerned the cold blooded ones. Which is a bit odd really, as I have found them to be one of the toughest of the current Warhammer armies. Just as my skin began to take on a Saurus-like texture, something really profound eased its way into my consciousness.

Lizardman armies are both difficult to beat and difficult to use. So in the next few pages you will find my ruminations on a few of the more interesting problems concerning the creatures from Lustria that I have discussed with local Warhammer players.

My own experience with Lizardmen consists mainly of getting beaten up⁴ by the different incarnations of Alan's⁵ scaly ones. I also have my own two thousand point hoard of pool-born and have been known to unleash them upon unsuspecting opponents when it is humid enough.

THE MAGE-PRIEST

"My general, the fat, pink lump, always seems to get shot to bits by Elven archers. What can I do?"

The flippant answer here would be "stop fighting Wood Elves". However, this question highlights a very real problem confronting each Lizardman commander – how to keep his Slann general alive.

So let me get this straight. The Slann, 'second only to the Old Ones in wisdom and understanding' decided that the best method of manoeuvring themselves around a battlefield was to be carried shoulder high on a large, bone chair, adorned with brightly coloured totems – not only inviting every bolt thrower and Elven archer on the battlefield to take a shot, but also creating a large target to make those shots a bit easier. All that is missing is a sign reading "shoot here for big victory points" nailed to the Slann's forehead. I suppose common sense is not required amongst those who spend most of their time

¹ It is assumed that during the confrontation Scooby snacks are not available and Bagpuss is awake.

² Slann: a fat and almost omnipotent, toad-like being, controlling a number of obedient, yet slower-thinking minions.

³ I do all my best thinking in the bath. Norman, my yellow, plastic duck, is great for bouncing ideas off, as well as accurately thrown soap missiles.

⁴ Most spectacularly in a recent league battle when every unit in my Goblin army was routed by the completion of turn one. Whether this is an indication of the nastiness of a Lizardman army or the foolishness of fielding a Goblin army without the Crown of Command remains a topic of debate amongst the league's players.

⁵ Alan's play can be a bit slow. He would argue his playing technique is deliberate and careful, mimicking the troops in his army. My advice is – when playing Alan, bring sandwiches.

contemplating 'the meaning of time and the mysteries of the universe'.

There really is no hiding place on the battlefield. If you put the Slann with a unit, because it is a large target and goes in the front rank, it gets shot at. If you leave it on its own, some airborne nasty drops out of the sky and starts beating it up. What makes the situation worse is that the Slann general will probably be providing most of the magical support for the army. The loss of the model will cost the owning commander much more than just the victory points that are given away.

The most obvious way to ease the situation is to load up your Slann with protective magical devices such as a *Jade Amulet*, an *Amber Amulet* and my favourite, the *Amulet of Xapati*.

The second way is to go for a fatter and more unconscious Slann. The level one Mage-Priest is a complete weed and should only be considered when you have very few points to spend. For any army of two thousand points or more, a Master Mage should be chosen. He may cost one hundred and eighty-five extra points but a Master Mage-Priest is much harder to kill than a Mage-Priest Champion. With the extra couple of Wounds and the Toughness increase, it would take a dozen Wood Elf Scouts eight turns, on average, to kill the Master Mage compared to only three turns to nail the Priest Champion.

To prevent the unnecessary deaths of fat toad creatures, my recommendation is that you lead your army with at least a Master Mage.

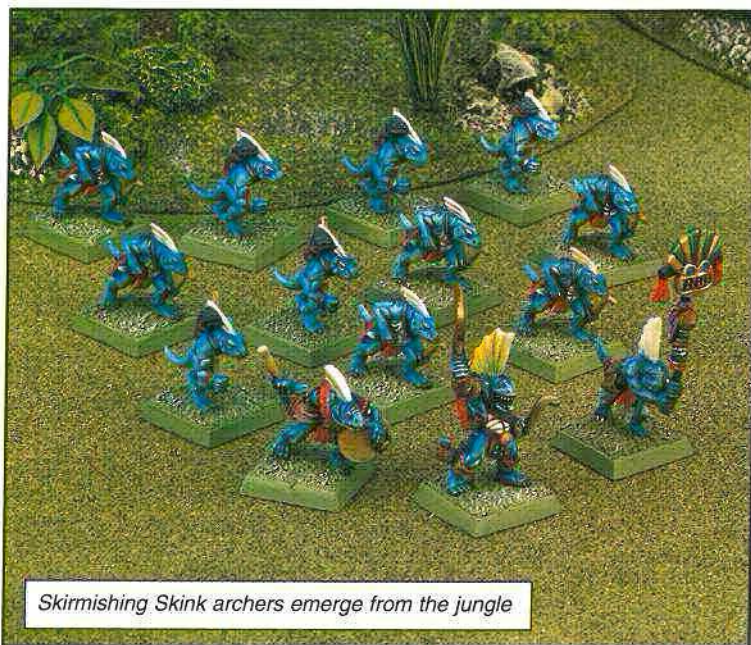
One final point – painting your Slann pink may not be a good idea. Painting it two hundred watt florescent pink is definitely a bad move. I am convinced that the Slann I faced a few months ago caused me to lose several thousand unsuspecting retina cells and left me with an unwelcome sun tan.

Dressing your Slann in a colour that will draw so much extra, unwanted attention is just asking for trouble. My own Slann is painted a pastel blue, to cause as little offence as possible and no health and safety concerns for my opponents.

ABOUT SKINKS

"Skinks are small, weak and rubbish. Why can't I have some decent archers in this army?"

I can see how this opinion might arise. At first glance the Skink bowman does not endear himself to a Lizardman commander. His bow has a paltry maximum range of sixteen inches. He has the archery skill of a Goblin, the fighting prowess of a Skavenslave, worse Leadership than an Orc and is only taller than a Halfling because of the crest on his head. With his pathetic Toughness he



Skirmishing Skink archers emerge from the jungle

could be taken out by a lucky shot from a water pistol.

My opinion? Skinks are fast, brave, scaly, poisonous and cheap.

Deploy them as skirmishers and Skinks can really travel. A couple of twelve inch, double pace moves, and suddenly having only a sixteen inch range seems far less of a problem. Fast little Skinks.

Apart from during Tortoise/Hare head-to-head marathons, being slow of thought and deed has never seemed like much of an advantage. But the extra dice Skinks get as a result of being slow to react means that although they have a Leadership rating of six, they pass Panic tests almost as well as normal (two dice) troops with a Leadership of eight. Brave little Skinks.

The Slann caused me to lose several thousand unsuspecting retina cells and left me with an unwelcome sun tan.

I really appreciate the fact that they have scaly skin. This skin gives them an unmodifiable six to save. You can drop an office block on a Skink and he will still save on a six. Scaly little Skinks.

It makes pricking a finger terminal, but I always give my Skinks poisonous arrows. With an increased Strength of four, the combination of a better chance of wounding and a reduced saving throw really boosts the effectiveness of a Skink's firepower. Well worth an extra half a point. Poisonous little Skinks.

So how much does a fully tooled up, fast moving, valiant little lizard cost? A mere six points. That's the same cost as an unarmoured human with a spear. I know which I would rather have. Cheap little Skinks.

Okay so maybe now you are thinking that Skinks are

really quite good. Well let me introduce a creature that makes them brilliant. The Skinks hulking older brother, the Kroxigor.

Skinks and Kroxigors are allowed to cohabit in a mixed unit. This unit benefits by using the Kroxigor's Leadership of nine for all Psychology tests. In combat not only do all the Skinks in the front rank fight – the Kroxigors behind them can also contribute to the carnage with their heavy axes. When calculating the combat result of the unit, the full rank bonus of the very numerous Skinks is counted and the unit benefits from the low cost Skink standard bearers and musicians.

The only drawback is that because Kroxigors are clumsy, blundering and walnut brained, the unit cannot skirmish.

That aside, the combined unit both shoots and fights very effectively. The nine Leadership gives you some very resilient troops. It really doesn't get any better than this. Brilliant little Skinks.

The very nasty, laser-guided dropped rock attack and three other attacks per model, mean that Terradons can take on quite tough opposition

A QUESTION OF MAGIC

"Should my Slann use High Magic or Battle Magic?"

High Magic. Always, always High Magic. Next question please.

CHOICES, CHOICES

"I have two hundred points left and a choice of a unit of Cold One Riders, Temple Guards or Terradons – which should I take?"



They are the elite of the army. They carry nasty Strength enhancing halberds. They wear neat helmets made from Stegadon skulls⁶. Equipped with armour and shields, they get an excellent saving throw of three. Oh and Temple Guards are flippin' expensive.

If you pay the extra three points for the armour and shield, issue them with a nice magical banner (*Standard of Shielding, Jaguar Standard* and *War Banner* are all cheap and recommended) and get enough of them to count a maximum rank bonus, you get a unit that is very nasty. You will not get that for two hundred points.

I really like these figures and they always form part of my three thousand point army. In small numbers however they are not effective – two hundred points can be better spent.

On Cold One Riders.

These are my favourite Lizardman troops. I love being able to set this lizard on lizard combination onto the enemy skirmishers, to send them charging them into the opposition's cavalry and to smash them into the flank of my opponent's major combat units. For two hundred points you get a unit of eight fast moving, fear causing and dangerous models.

Great Crested Skinks are no more proficient in combat than

Skinks with lesser head adornments. They are a bit stronger though, and contribute to the three Strength four attacks generated each round by each model. Working on the more-dice-the-better theory, these guys out-roll most other cavalry.

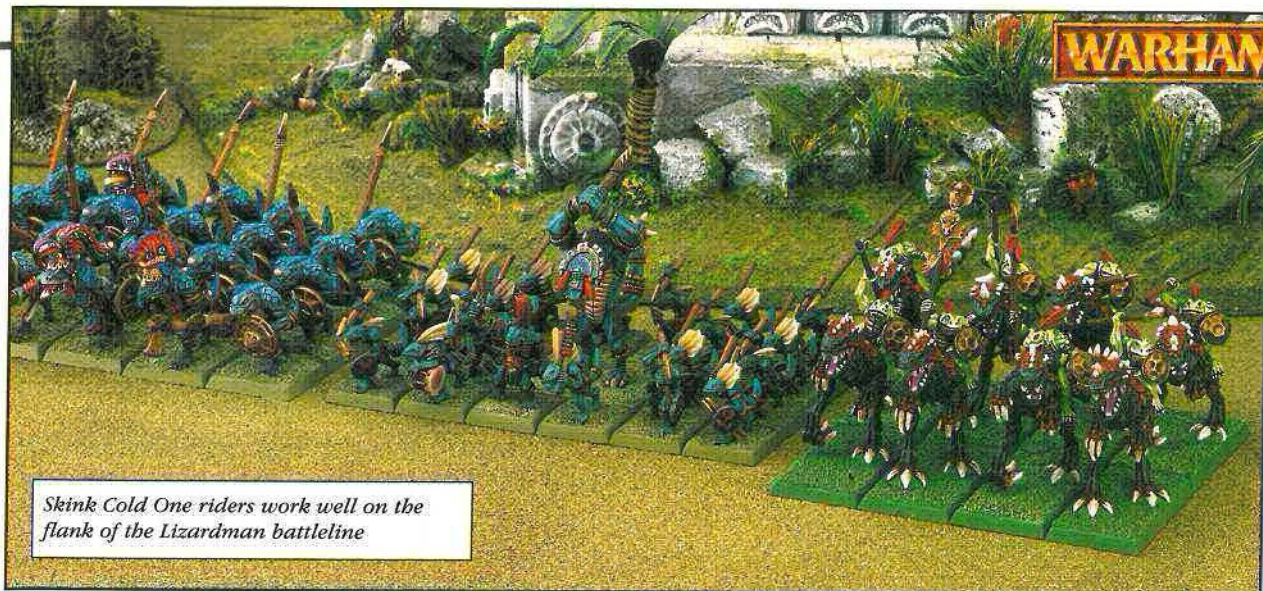
Unfortunately their save of three does not stop missile troops devastating them, because of their pitiful Toughness. If your opponent's army is brim-full of ranged weapons you may not want to use these guys.

They also have a slight reliability problem. The unit suffers Stupidity until you can find some enemy for the Cold Ones to munch on. Their role as fast moving strike troops will often take them to distant parts of the battlefield where even with three dice, the Skink Leadership rating is just too low to overcome the Stupidity regularly enough.

My two hundred points would be spent as follows. Cold One Riders are cheap, but effective cavalry. However because of their weakness against ranged weapons and their habit of going stupid at critical moments, I find that I must recommend you spend the two hundred points on the Terradons.

I may have mentioned earlier in this article that I really like Skink archers. For two hundred points you can get ten of them, mounted in pairs on five giant, flying reptiles. For a few extra points you can give the Skinks poisoned arrows and shields. Might I suggest you do both⁷.

⁶ Obviously it is a bit awkward to extract the skull bone from an unwilling adult Stegadon. The bones used by the Temple Guard seem to have come from much less dangerous baby Stegadons.



Skink Cold One riders work well on the flank of the Lizardman battleline

The Terradon unit is able to strike at any part of the battlefield, either peppering opponents with poisoned projectiles or charging and causing chaos with deadly dive-bombing. No lone magic user, organ gun or out of control Goblin Fanatic is safe. The very nasty, laser-guided dropped rock attack and three other attacks per model, means that these creatures can take on quite tough opposition. Used against well selected targets, the Terradons can do significant damage to support units and war engines.

However they must be used carefully as they can be a bit fragile. They must avoid getting charged, fighting large units and try not to get seriously shot at. The Terradons, like the Cold Ones, suffer from their riders having the Toughness of a paper hanky.

For two hundred points of versatile and useful troops get the Terradons.

MAGIC AGAIN

"If I can just go back to my earlier question – why is it always, always High Magic?"

High Magic. Pure, noble and powerful.

Battle Magic. Utilitarian, common and functional.

This just about summarises the two sets of cards. For example compare these two spells:

Fiery Convocation is not just the best High Magic spell, but may also be the best spell in the entire game. If successfully cast, it does an average of seven Strength four hits now and seven Strength five hits on the same unit in the next magic phase. There is no saving throw allowed and it remains in play, becoming more and more dangerous until dispelled – that's a lot of charcoal for two power cards.

The Battle Magic spell *Destruction* does an average of seven strength four hits for two power cards. Not too shabby, but it is just not in the same class as the *Fiery Convocation*.

Before you stands a proud and virtuous Grail Knight. He has beneath his seat a stout warhorse to carry him into

battle and on his heels he has golden spurs to guide the mighty beast. He has on his chest a plate of metal with his fine family's emblem and has on his head a silver helm, bearing the potent symbols of the Grail. He has in his left hand a strong shield to deflect the blows of his enemies and in his right, to fight them with, he wields a rolled up newspaper⁸.

Equipping your Slann with Battle Magic instead of High Magic is rather like that. You have given him almost, but not quite, everything he needs.

Blast, Move Unit, Net and *Hold Fast* do their best to offer some impressive Battle Magic, but the real quality remains in the High Magic deck.

Hills will stroll about the battlefield at your whim when you employ the High Magic *Assault of Stone* spell. Infinitely powerful Daemons and immortal Undead will dissolve into black puddles of steaming Bovril⁹ when you bring them into contact with the High Magic *Banishment* spell. The enemy's units are frozen in place, great airborne beasts are hurled groundwards and war machines are literally blown away by the High Magic *Tempest* spell.

Along with the three potent spells I have just exaggerated, the unmatched *Fiery Convocation* and the excellent *Hand of Glory* mean that High Magic has no equal. The advantage of an extra dealt card to chose from settles matters.

If you still have a hankering to dabble with Battle Magic, get a couple of Skink Shamens.

Well that's about it. I can see the excess Winds of Magic cards being replaced.

The Lizardmen are one of the best armies around, I pity those that like me face them regularly. I hope these musings have been of interest and... Sorry, but I've got to stop now, Alan has finally finished his turn and it's my go.

Mike

⁷ If parachutes were an option I would recommend them too.

⁸ Actually, if the knight was equipped with the *Sunday Times* (with a full set of supplements) it could prove to be quite an effective weapon to drop on opponents.

⁹ Having tasted the stuff, I am convinced this is how it is made.

DOGS
OF
WAR
FOR
HIRE

WARHAMMER

DOGS
OF
WAR
FOR
HIRE

REGIMENTS OF RENOWN



By Al Saurim Nigel Stillman

White Dwarf proudly continues its series of exclusive new Regiments of Renown for hire. The Dogs of War have fought for and against every known (and unknown) race in the Warhammer world. They all fight for one common goal – fame and, most importantly, fortune. This month Nigel Stillman delves through the writings of the ancients and uncovers Tichi-Huichi's Raiders. This mercenary Skink regiment fights for a very different reason – they are on a sacred mission from the Old Ones themselves!

DOGS OF WAR

Dogs of War do not necessarily have ties to a particular country, nor are they a whole new race. They are bands of warriors and adventurers who live by fighting – for glory and more importantly for gold! The Dogs of War are made up of skilled pikemen, deadly marksmen, Hobgoblin cavalry from the eastern steppes, Halfling scouts, drunken Dwarf pirates, Ogres from the Badlands and Giants from the misty shores of Albion.

Together they ply their trade to every point of the compass in the Old and New Worlds, fighting for anybody, any time, any place, anywhere...

Although the Dogs of War regiments have no common heritage, many find employment in that most notorious of mercenary breeding grounds, the land of Tilea. Tilea is an anarchic land and is in an almost constant state of upheaval, as the wealthy merchant princes of the independent city states plot against each other. All this anarchy means mercenaries who travel there can be assured of profitable employment.

REGIMENTS OF RENOWN

Dogs of War Regiments of Renown can be incorporated into your existing Warhammer armies very easily. Just add the regiment's points cost to the allies allocation of your army list.

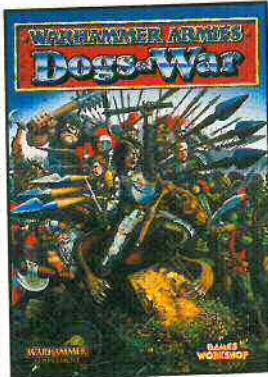
All Regiments of Renown have a unique character, so you can only use one of each regiment in your army. Also, each regiment is only available to hire for a limited selection of armies as, for example, some of the Tilean regiments will understandably not fight alongside Skaven, and Dwarfs would never hire Hobgoblins (no matter how good the rates).

Instead of hiring individual regiments, you can raise an entire Dogs of War army. All you need is a Mercenary General to lead it and a Paymaster to pay it. Paymasters are perhaps the most important figures in Dogs of War armies, acting as the army standard bearer. Whenever the army looks like it's wavering in the face of the enemy, they lift the lid of the pay chest and promise large bonuses, making the army fight on with a steely determination.

IN THE HIRING HALL

The Dogs of War armies book contains fifteen of the most famous Regiments of Renown for hire, and in White Dwarf we have detailed Lumpin Croop's Fighting Cocks (WD230), Ghazak Khan – Mercenary General (WD231), Oglah Khan's Hobgoblin Wolfboyz (again WD231) and of course Tichi-Huichi's Raiders (*this issue*). Of course the regiments detailed so far are only the tip of the iceberg. There are still many more famous mercenary regiments and characters scattered around the Old World.

Next issue we bring you the Giants of Albion. Coming up over the next few months we also have the rules for Mercenary Generals from other races and more Dogs of War special characters. But this month we deal with Tichi-Huichi's Raiders...



BOLOGS!

Next month...



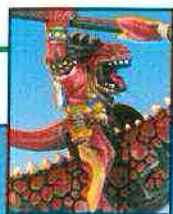
THE GIANTS OF ALBION

& Hengus the Druid

Sculpted by Trish Morrison

TICHI-HUICHI'S RAIDERS SKINK COLD ONE RIDERS

Sculpted by Alan Perry & Trish Morrison



▲ Tichi-Huichi



▲ Standard bearer



▲ Hornblower



▲ Tichi-Huichi's Raiders



Paid off with sacred relics, Tichi-Huichi's Raiders fight for a Night Goblin warlord.

TICHI-HUICHI'S RAIDERS

By Nigel Stillman

By Grungi! Great value for money, these Lizards. They fight for only a couple of mere strips of gold!

Dwarf Lord Borik, on hiring Tichi-Huichi's Raiders.



On the five-thousandth cycle of the sun, at the equinox of Topec, on the meridian of the Serpent Star, a spawning occurred in the sacred pools of the ruined temple of Enxilada. All sacred plaques which might have predicted this spawning had long since been destroyed. The temple was remote from the great city of Zlatlan in the south-lands and had been abandoned for a long

time. No Slann Mage-Priests had turned their minds in this direction for many years and the spawning occurred unnoticed. Indeed it was a sporadic spawning, evoked purely by the unusual portents and astral conjunctions. It was perhaps the mysterious will of Sotek at work.

Only one mature Lizardman was there to witness the spawning. It was Tichi-Huichi. He it was who watched over the ruined temple and chanted the salute to the sun as it rose every day. He was the last inhabitant of Enxilada, all others having perished years ago from a mysterious pestilence.

Tichi-Huichi saw that the markings upon the Skink spawn in the sacred pools was good. They were indeed favoured by the gods. He felt somehow privileged and chosen for such a thing to occur in his time. He watched as the tadpoles reached maturity and came out upon the land to bask. He could see that they were of the greater crested

kind, the sort who could master the Cold Ones. This thought gripped the mind of Tichi-Huichi and he went to look in the dark caverns deep below the ruins. His expectations were correct and a symbiotic spawning had occurred here as well. The eggs had hatched and the tiny Cold Ones bore similar markings to the Skinks. It was certainly the will of the Old Ones that these spawnings should occur at the same time.

A few years later Tichi-Huichi had trained the rising generation of Skinks in all the lore of Enxilada that he knew. They looked upon him as their mentor and leader. Over the same time the Cold Ones had grown to full size and already the Skinks were taming and riding them. It happened almost naturally, the empathy between the species was preordained. One became master to the other.

It was at this moment that the mind of a Slann Mage-Priest in far away Zlatlan focused on Enxilada. Profound thoughts were evoked within the alert mind of Tichi-Huichi. Now his purpose became clear. His duty to the Old Ones was to lead the chosen regiment which had been spawned by their will. It was the season of monsoon. In the fetid, steamy nights that followed, Tichi-Huichi was troubled by dreams. He perceived far away places, and strange races and creatures. In their midst he became aware of the presence of great treasures – potent talismans of the Old Ones, things which had been looted from Enxilada and other places, sacred artefacts which the Old Ones desired him to bring back.



Now Tichi-Huichi knew his mission and the purpose of the spawning. His destiny was clear. It was he who had been chosen to go out into the wider regions to find and bring back the relics which the Old Ones had revealed to him. Following his instinct and allowing the thoughts of those greater than himself to direct his plans, Tichi-Huichi set out, leading his fine regiment of Cold One Riders. They had not been idle during the monsoon. They had mastered the techniques of riding and fighting from Cold Ones. It had come upon them as if by instinct. Instruction had hardly been necessary.

On encountering the first settlement of 'new ones', who happened to be a nomadic tribe of Arabians, Tichi-Huichi remained enigmatic, seeking only to follow the current of events unfolding before him by the will of the gods. The Arabian chief, awe-struck at the sight of real Al Saurim before his very eyes, seemed eager to hire Tichi-Huichi's regiment. Many treasures were cast upon the sand before him, but he merely blinked his yellow eyes at their brightness in the glare of the sun. Then he caught sight of a sacred talisman which he had seen in his dream and let out a rasping croak of delight. The sheikh laughed and gave it to Tichi-Huichi. A deal had been struck. The regiment rode with the Arabians on many raids into the land of Nehekhar. Tombs were pillaged in the outlying necropolises of that desolate land. Treasures were scattered upon the sands. Then came the day when Skeleton warriors rose up on all sides and slew the Arabians to the last man, but Tichi-Huichi's Raiders fought them to a standstill in the scorching sun. Then the Liche Priest raised his staff and stayed the Skeleton warriors. He brought out a bundle of rags and unwrapped the object concealed within. Tichi-Huichi saw the sacred plaque of his second dream. Tichi-Huichi signalled for the standard to be dipped. The priest understood. The quarrel was ended and instead, Tichi-Huichi was recruited into the army of the Tomb King, who sat enthroned within his pyramid and seemed to be animated with an inspired thought, as if from afar. There followed years of fighting along the northern margins of the desert. Dwarfs were the quarry. They were easily pursued and caught as they vainly tried to escape, laden down with plunder.

One day, Tichi-Huichi pursued for several days and ventured too far. The Dwarfs were standing ready to die, and there was an uneasy pause before the last charge. Then Tichi-Huichi saw a statue of the monkey god peeping out of the rucksack of a Dwarf. A well aimed dart struck the strap, and the bag fell open. The golden statue tumbled out. As the Dwarf struggled to gather up his ill-gotten loot, his lord's hefty, hob-nailed boot imprinted itself upon his round behind: "Leave it, Grongi!" he snarled "It's our only chance, lad!" The Dwarfs edged back and Tichi-Huichi signalled forward a Skink to recover the sacred statue; the one revealed in his third dream. The Dwarfs warily turned and began to march away, shadowed at a discreet distance by the Skink Cold One Riders.

So it went on to this day. Tichi-Huichi was hired by the Dwarf Lord of Barak-Varr, in a strange meeting in which the Dwarf Lord believed he was advised to hire the Skinks by a long-dead ancestor. Even so, the bargaining had been long, but three gold plaques had done the trick better than a massive chest of gems. Strange creatures these Lizardmen, thought the Dwarfs, but great value for money! And so a Dwarf would think! One who was accustomed to valuing gold by its weight alone; a creature ignorant of the intentions of gods; one for whom sacred plaques are just so much metal to be melted down! Did they not know that the Old Ones wrote on gold only because gold is imperishable!

And so Tichi-Huichi's Raiders fought against Orcs and Goblins. Then they were hired by them in their turn, serving Goblin chiefs who were convinced that Mork or Gork or both had inspired them. They fought battles and regained many more lost relics. With every change of fortune, a sacred artefact appeared. Though the masters here served might flee or be wiped out utterly, strangely Tichi-Huichi's Raiders were still there at the end of every battle. Mysteriously their foes always saw the wisdom of hiring them, and the futility of a fight in which the Skinks would slaughter many before dying themselves. Without knowing a word of mannish or Orcish or Khazalid or Elven tongue, a deal was always struck. Were the thoughts of their foes directed by some greater mind, enthroned upon a pyramid temple in Zlatlan perhaps? Inscrutable are the ways of the Old Ones!

THE REGIMENT

Captain: Tichi-Huichi.

Motto: Cold-blooded efficiency.

Battle-cry: "Tupyn tzlaga anapaq quito qrizliz" (rough translation: get out of the way because the Cold Ones are thirsty!).

Appearance: Tichi-Huichi is a vermilion Skink, marked out for greatness by the sun god Chotek. He also has a high crest denoting empathy with Cold Ones. All the Cold Ones are black with vermilion spots or streaks, and all the Great Crested Skink riders are green with vermilion crests. These are the markings sought after by Tichi-Huichi.

For Hire: Any Warhammer army except Skaven and Dark Elves can hire Tichi-Huichi's Raiders.

Points: Tichi-Huichi and four Skink Cold One Riders including a standard bearer and musician cost 215 points. This is the minimum unit you can hire. The regiment may be increased by adding more Skink Cold One Riders at 25 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tichi-Huichi	6	4	5	4	3	2	6	3	7
Gt.Crested Skink	6	2	3	4	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Weapons/Armour: Hand weapons, spears and shields.

Armour Save: 3+

SPECIAL RULES

Cold-Blooded: Skinks are cold-blooded and slow to react to psychology. Roll three dice when testing against Leadership and choose the two lowest scores.

Cold Ones: Cold Ones cause fear, are subject to stupidity, and give their riders +2 to their armour saves in place of the usual +1 for mounted troops.

Blessed by the Old Ones: Tichi-Huichi and his Skink Cold One Riders enjoy the special favour of the Old Ones. They belong to a portentous spawning, brought forth for a mission devised untold millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, hand-to-hand opponents will never pursue Tichi-Huichi's Raiders if they beat them in combat. A strange, tropical fatigue descends on the foe, securing Tichi-Huichi's chance to get away and live to fight another day.

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WARHAMMER®

OPEN DAY

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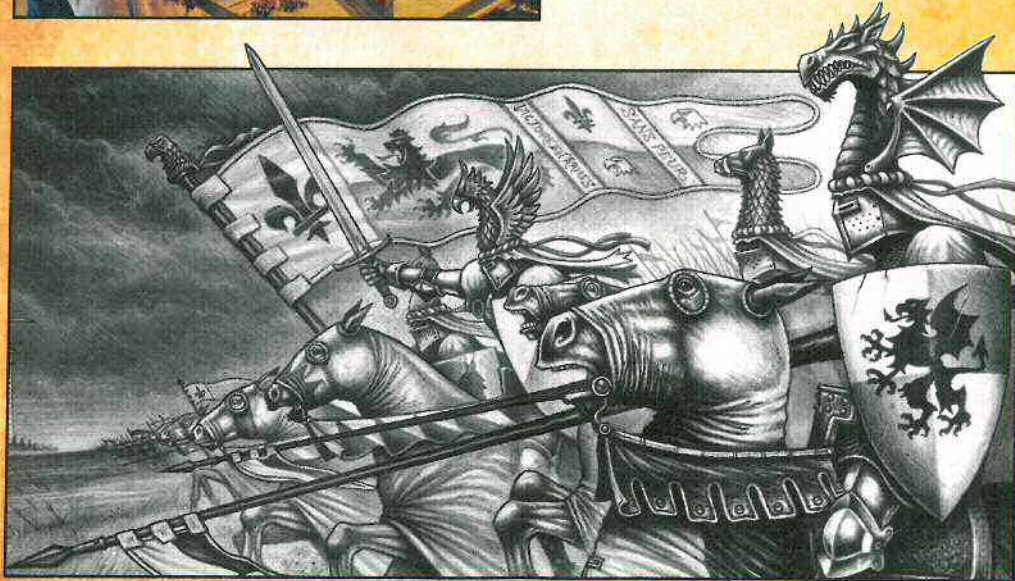
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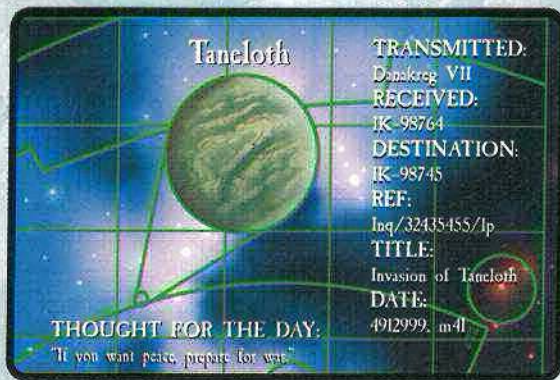
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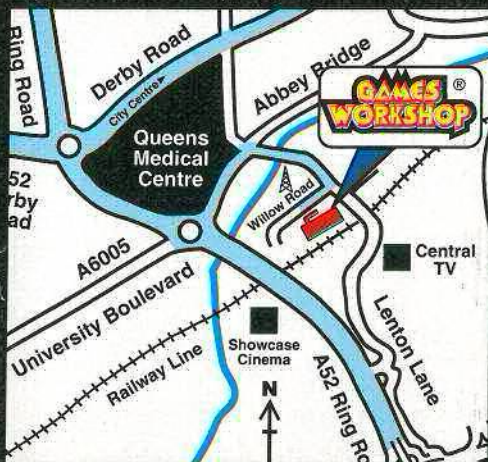
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WARHAMMER 40,000

OPEN DAY

Games Workshop's first Warhammer 40,000 Open Day was held at our Nottingham Exhibition Hall on November 22nd 1998. It was a chance for avid gamers from all over the country to experience more of the awesome scope of the war-torn universe of the 41st Millennium. Visitors were able to marvel at several demonstration games, join in some truly remarkable participation games, meet artists, miniature sculptors and games designers, play forthcoming computer games, wander through Warhammer World and all in all have a cracking day out.

Open Days are our way of literally opening the doors of our Headquarters to you and allowing you to venture further into your hobby. The central idea is to show visitors some of the alternative ways of enjoying wargaming. At this event we wanted to enter into the Warhammer 40,000 universe and glimpse more of what exists there. There were loads of cool painted armies and you could sit with a Studio painter and learn how to assemble and paint a Space Marine.

Gamers could join in huge games - the Volgotha III tank battle had over seventy tanks battling it out over a huge battlefield, including a blasted city and tank factory. The day also featured opportunities to speak to the designers and artists, including the chance to hear Andy Chambers, Jervis Johnson and Gav Thorpe share their vision for the Warhammer 40,000 universe and its games during their seminars.



The Bloodquest game played in the grim darkness of Bugman's Bar.



Space Marine armour on display.



Artists and Citadel designers under siege!



With the Blood Angels just released, the Dark Eldar prepare to assault them. Note the intense concentration...



The Black Library runs a game that borders upon the bizarre...



Formula Waaagh! Orks, buggies, mad driving! Need we say more?

Artists from both our own Games Workshop Studio and from the realms of the Black Library, such as John Wigley and Karl Kopinski, were on hand to chat about anything you were curious about. Bugman's Bar was the scene of more battles, such as the Bloodquest game and a preview of the then un-released Chaos Gate computer game, as well as the place to sit and view Warhammer 40,000 film footage. The ready supplies of food and drink were enough to tempt many unwitting souls into Bugman's domain...

And as if all that wasn't enough, the doors of Warhammer World were thrown wide open for all to come and see the marvels within.

Don't miss the Warhammer Open Day in May!

VOLGOTHA III

The 40K Open Day was jammed full of gaming tables, but the main attraction was the massive Volgotha III tank battle. Here you could join in by controlling one of the seventy Imperial and rebel tanks, and decide the fate of the planet.

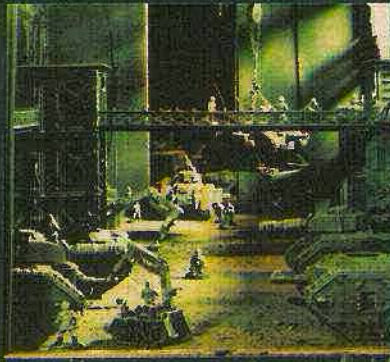
Volgotha: scene of the most fearsome armoured clashes of recent years. It was here that Planetary Governor Plateaus began an enormous tank building programme with the idea of claiming the entire sector in a series of lightning assaults.

Plateaus was a promising governor of one of the Imperium's most established and productive forge worlds. The industrial capacity of the world was impressive even by Imperial standards, said to be able to produce an incredible 700 Leman Russ battle tanks in a single day. It was the testing facility for many of the Adeptus Mechanicus armoured variations, such as the celebrated, upgraded Leman Russ models. However, Plateaus had been seduced by Tzeentch. It was the Chief Judge of the Adeptus Arbites on Volgotha who discovered the true nature of the Governor's plans; in a routine investigation, Judge Arjanus and his investigative team turned up a copy of the plans for a Sector invasion of unprecedented scale.

The plans were swiftly transmitted to Terra and the downfall of Plateaus was set in motion. Within a few weeks, Imperial Armoured Fist regiments were arriving out-system from Volgotha. The mighty cruisers refrained from engaging the system ships of the betrayed defenders. Plateaus was said to have attempted repeatedly to contact the Admiral of the fleet only to be met with static.

It was only when elements of the Dark Angels Chapter joined the Imperial Fleet that they moved to engage Volgotha. Within a few hours resistance ceased in-system, as the mighty Space Marine battle barges destroyed all traitor craft with little effort. The assault began with Space Marine Thunderhawk Gunships swooping in to disgorge the swift moving Ravenwing to secure a landing zone. Meanwhile a massive orbital barrage suppressed and weakened the defending traitor facilities and troops, turning the planet into ruins.

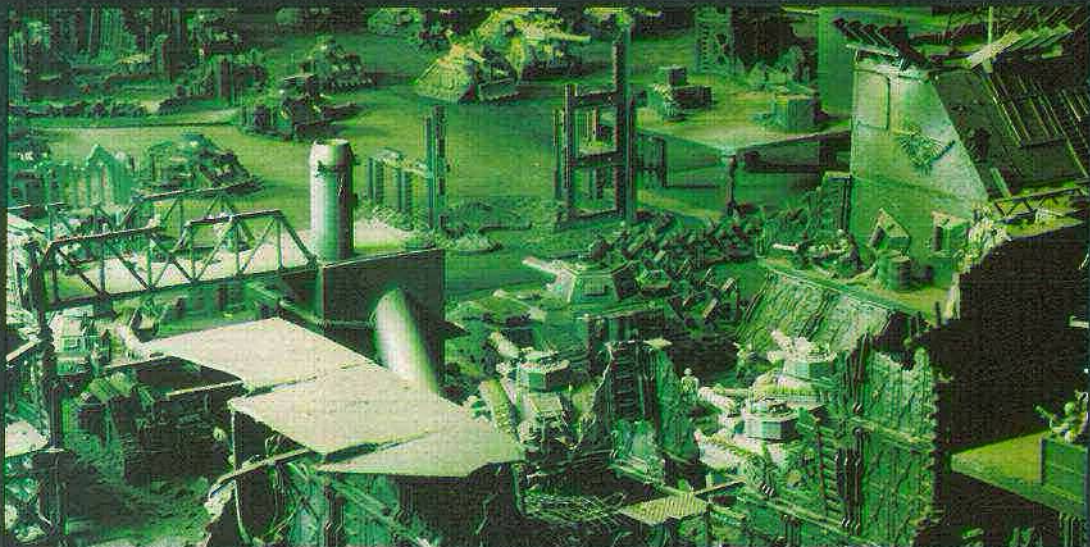
The Dark Angels and Imperial regiments deployed their armour, considered the only viable weapons to deal with Plateaus' tank factories, and raced to besiege each production facility in turn. It was at one of these that the bloodiest battle of the campaign was to take place...



The factory main facility is now on display at Warhammer World.



Street fighting breaks out as a rebel Banblade engages two Imperial King Russ battle tanks.



The Volgotha tank battle was made by the staff from Warhammer World and the Nottingham HQ store.

NOTTINGHAM HQ

MAILBOX

Do you have a topic you're passionate about or problem nobody else can help you with? Be it gaming, painting, other gamers, White Dwarf or Games Workshop games, drop us a line at this address:

**'Mailbox', White Dwarf, Games Workshop Ltd,
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DEAR JOHN

Hi! I am writing to ask if you could answer some questions concerning Necromunda, as I was recently flicking through an old White Dwarf (issue 190), when I read that you had initially created twelve gangs for the game. As only ten of these made it into print, I would be interested to know who/what the other two gangs were, and maybe why they were never released.

I've been playing Necromunda for a few years now, ever since it was released and I think that the background is the best of any Games Workshop game system. Knowing some more detailed information would be great.

Keep up the incredibly high standards of artwork, especially the new Mordheim pictures – this game looks almost as good as Necromunda, but it needs more heavy stubbers!

Paul Jones
Highley, Shropshire

The big man himself, John Blanche says...

Thanks for the kind comments. Necromunda has been around for a very long time, in many different guises and with different kinds of gang structures. It is part of my job to come up with exciting visual imagery for GW products, so we can make the most exciting and interesting designs for miniatures.

The 'spare' gang ideas only ever featured in one of my original concept sketches, and never got their own background or rules. However a lot of the imagery was absorbed into later designs, so in a way these gangs did get used after all!

As for Mordheim, keep your eyes peeled on future issues of White Dwarf...

SEEN THE LIGHT

Having read the letter in WD228 entitled 'To Beard or not to Beard' I felt inclined to write this response.

I started playing Warhammer Fantasy under the previous Warhammer system (the version with the High Elves and Goblins) and bought Battle Magic soon afterwards. Having read most of the spell and magic item cards, I quickly realised the potency of the magic phase and special items. Basically I ended up building all my armies around this strong magical basis. My battle plan would always consist of 'I hope I don't break in the combat phase, then crush everyone with big spells'. To that end I effectively shunned the abilities of regiments – thus losing my respect for them and hence not ever wanting to paint them. I was in fact your typical beard.

Then I started reading the Citadel Journal and discovered some brilliant articles on creating a 'private army' in 40K. Within days I was busy converting and painting models and I discovered that I thoroughly enjoyed these modelling aspects of the hobby. Also, when I used my army, I was regularly thrashed by my friend's Imperial Guard. Now, I'd never been beaten at Warhammer Fantasy so this was an unusual experience – one that I actually enjoyed, as it then gave me a target: try to actually kill something. It also prompted me to make more constructive battle plans. As the psychic phase in 40K (last edition) was much less destructive than magic in Fantasy, my usual 'sit back and pound with magic' tactic no longer worked. This was the first stage in shedding the mantle of the beard.

The second stage was the Lizardman army. One month prior to the Lizardmen's introduction, my aforementioned friend and I were trying to draw up some rules for Lizardmen based on the rules from one of the very early editions of Warhammer. So, when they suddenly appeared, I just had to collect them. Now one of the unique things about Lizardmen is that they may not have any allies. Before I would usually field a fair proportion of allies in my armies, but now it was no

longer an option. Thus I had to think about army selection a lot more. I set myself army selection rules: no special characters, at least 50% regiments, try to keep magic items to about 5% or less of the total army cost (preferably much less), every regiment (if possible) to contain a standard and musician, etc. In particular I wanted to build an army that very much reflected the race's personality as described in the army book. But, most importantly, no unpainted figure was ever to appear on the battlefield (and painted doesn't just mean undercoated, but painted to the fairly high standard that I now consider myself to be at).

It was at this point that I feel that my bearded attitude had finally been eradicated and I feel much better about it. In fact, I tend to paint and model as much as play now, but when I do play, I try to play much more within the spirit and personality of the game.

So my message to all beards is this: everybody enjoys winning but a win is much more enjoyable if it comes from a closely fought and highly tactical struggle, rather than a one-sided, 'super-character kills all' game. Also, model painting is just as important as playing in this hobby. And if you don't paint because you think that your painting is bad then that is no excuse. I used to be bad at painting but practice has changed things: I now have several Golden Demon standard models.

Andrew Williams
Stafford

Well there's the proof – WH40K is a life-changing experience! Now some more about magic items...

DISPELLING LESSON

I read Paul Todd's letter in the December (228) issue of White Dwarf, and I totally agree with his point on bearded opponents. Armies should be designed in a just manner, within the background of your army. Well done to you for bringing up this important



point. I also have a few points of my own to raise, so I am subjecting my humble opinion to the wrath of Fat Bloke. (Please let him read this AFTER lunch).

Too late – he receives his mail in the morning...

I believe that there are too many magic items in Warhammer Magic. This is taken advantage of by various 'beardy' players. There are too many combinations of items and abilities such as: Chaos character with *Helm of Many Eyes*, *Executioner's Axe* and the Mark of Khorne. Whilst talking about the *Executioner's Axe*, in the Dark Elf Army book, the description is, 'On a roll of 6 to wound', whereas on the actual magic item card it says, 'On a roll of 6 to hit'. Which one is correct?

The description on the card

Jervis' Veto rule looks as though it will help enormously in our struggles, but perhaps limits on the amount of points (for magic items) per army, similar to the percentages used when calculating war machines etc. would help. Another suggestion is three vetoes each game, to act against bearded manipulation of armies.

Robert Affleck
Sydney, OZ

Thank you for your thoughts Robert. This isn't the first time we've heard this argument and I'm sure it won't be the last...

BEARDS ANONYMOUS

Way back in WD196, Jervis Johnson wrote an article about Friendly games vs Tournament games. The point here is that there is a difference: tournament games are for competition, friendly games are for fun. A lot of players, for a long time, have been playing with 'maxed out' forces simply because they could. Beards were reaching plague proportions. I myself will freely admit to a constant problem with stubble (which brand of razors does Nigel Stillman use?). We (the group I game with) had resorted to using complex 'balance/value' based points restrictions, in an attempt at constructing 'realistic' armies. New 40K should, I think, eliminate all facial hair problems with a minimum of pain and discomfort.

New 40K eliminates the 'killer' army, and so it should. War, in a universe where survival is a miracle, is not won with sorcery, or sophisticated technology. Unlimited beings of such insane power that they make Superman look like Auntie Ethel do

ODE TO CONVERTIN'

When I'm over at a friend's house or I'm down at the local Games Workshop and my opponent lays out their models on the battlefield, I notice how most of the regiments and characters usually seem so bland and statuesque. Okay, I may not be the next Mike McVey or Paul Sawyer, but when I get my models I take a few minutes before putting them together, thinking about interesting poses and positions. I'm talking about converting, and it's unbelievably easy.

It doesn't have to be a masterpiece and the great thing is that everyone can do it, even me! You don't have to go over the top; why not just think about placing the figure in a different pose, making it different to the original. Stick on different weapons from other models and if you have a Bitz Box then use it! There are always great bits and bobs to be used from there.

Check out the fantastic new kits available i.e. the brand spankingly new Dark Eldar models and the Warhammer regiments. They've been designed for you to make fab new positions, so try some head, body, weapon or pants swapping and make your figures stand out from the crowd. Check out the Dark Eldar article WD227 – it mentions a simple tip you could incorporate into other models; by cutting the model in certain places and moving the body, weapons etc. to make a more dynamic or interesting position, then getting a

small piece of plastic and putting it into the gap and using a small splurge of polystyrene cement (this welds it together), thus filling in the gap and leaving a newly positioned model.

The Citadel Journal is another great source of ideas and tips; Journal 21 has a really cool article on Chaos cultists and Dok Butcha at the back, converting some really simple models as well. Converting has never been so much fun!

And maybe for all you Gary Morley wannabees, try using some green stuff to create extra weapons or body parts. So come on, let's see some more converting around and remember, keep it simple for those that aren't that confident and for those that are, use your imagination and the sky is the limit!

Colin Henderson
Didcot, Oxfordshire

Well said, sir... Conversions can be as simple as just changing a weapon or bending a limb. And the range of multi-part, plastic Citadel miniatures make converting even easier. To help you with your cause, a box of goodies has been dispatched to you.

not exist. No – war is won with the weapons and blood of untold billions of soldiers, each one determined to the end. They are the numberless legions of metal and plastic, they are the troops. They may be only 28mm tall, but they will win the war.

Competitive play is only natural, but the reason for the competition is on the table top. A million light years away, the available forces may not always be the best possible for the job. The beauty of new 40K is that bearded players simply don't get a look in – what you can take is right there, on your organisation chart. You are organised, aren't you commander? Besides, if players want to play a competitive game, they should play chess. Or football.

Clinton Lobley
Victoria, OZ

Welcome to Beards Anonymous Clinton and remember, take it one day at a time. Beware – you may think you're cured, but all it takes is

one minor incident to slip back into full on bearding. Just ask Graham (WD's very own Wordy Bloke); after almost six months of non-bearding he had a minor attack in last month's battle report, and now he's back on that slippery slope.

Well that's it again for another month. Looks like Paul Todd's letter (WD228) has still got you all stirred up. But lets move away from the dark subject of beards and take a look at another aspect of gaming – to paint or not to paint? Do you believe in only fielding painted miniatures (even at the cost of not having that much needed Dreadnought ready in time for a battle) or do you subscribe to the infamous blue-tak army approach? Drop us a line and let us know.

Remember this is your page, your chance to tell us what you think. Until next month...

THERE CAN BE ONLY ONE

The standards set by our very own figure painters, the 'Eavy Metal team, are rarely bettered, so just imagine how high the painting quality would be if they were competing against each other? Well you don't need to imagine. We set a bit of a competition to coincide with the release of the remarkable, new Chaos Space Marine Lord miniature sculpted by Jes Goodwin.

THE WINNER



Martin Footitt



There wasn't a complex reason for painting the figure black, other than that no one else decided to. I highlighted the black by adding a small amount of Regal Blue to Skull White and keeping the highlights simple.

The axe and armour detail was painted bone to contrast with the black armour plates. The feel of bone on the axe was achieved by base coating the axe head with Scorched Brown, then painting thin lines with Dark Flesh. These lines were then highlighted using Bubonic Brown, Bleached Bone and then finally Skull White. I think I won because I kept to a limited pallet of colours, used simple techniques and of course bribery.



I went for the traditional approach to painting a Chaos champion – brass and red! The gloss effect on the armour was achieved by gradually building up the red from a black undercoat, using Scab Red, Red Gore and Blood Red. The effect was finished off by adding loads of red glazes. The stones on the base were made out of textured plasti-card. The base was then painted white before picking out the stones with Chaos Black, and then the whole thing was covered with red glaze.



Stuart Thomas



Keith Robertson

This model is intended to be the start of my new Chaos Space Marine army. I painted the armour with a base coat of Regal Blue, then highlighted this using Enchanted and Lightning Blue.

The axe has an obsidian paint effect which was inspired by Matt Parkes' paint job for the Imperial Missionary. To gain this effect I first painted thin lines on the axe using Jade Green, then highlighted them with Skull White.



Matthew Parkes



The only reason I painted the model purple was because I had not used the colour for a long time! I painted the armour plates with Liche Purple, highlighted this with Tentacle Pink and finally glazed this down with purple glaze. I enjoyed this project as I got to paint this great new Chaos Space Marine and then keep it when I'd finished!



Dave Thomas



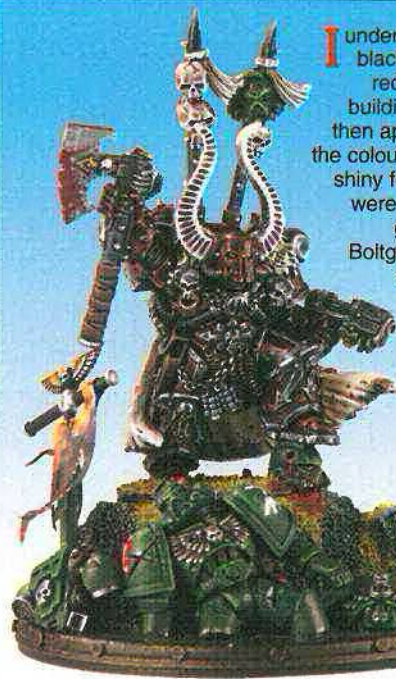
I decided to give the power armour a marble effect as this would give the Lord an unusual and different appearance. To research this I looked through back issues of White Dwarf and came across a Warhammer Quest diorama by Mike McVey which had a nice marble effect in it. I am pleased with the end result although it was a very time consuming process.



The new Chaos Lord and it's mine, all mine! I decided straight away that I wanted this to be a foul Lord of Nurgle. To get the right effect I painted the armour with similarly toned colours and highlighted it normally. After this I went over the armour with extra details like cracks and goo, then glazed it with brown, orange and green inks to make it look manky. To create the blood on the axe head I started with Scab Red and then built up through the red range, finishing with Blood Red. When this was dry I then applied a red ink wash and finally a gloss varnish.



Richard Baker



I undercoated the model with black and then applied the red straight on, gradually building up to Skull White. I then applied red glaze to pull the colours together and give a shiny finish. The metal areas were first painted with dark grey mixed with a little Boltgun Metal. I then made sharp highlights using Mithril Silver, and small areas were then washed with blue to give the armour an ancient feel.

By the way I do hate Dark Angels.



Chris Smart



Neil Green



This is not as hard as it looks – the cracked effect on the armour was built up by painting thin lines all over and then highlighting these lines instead of following the contours of the armour. Go on give it a go and remember all it takes is practice.

I decided to go for something very different so I chose to paint the model as an Iron Warriors Lord. I started off by drybrushing the model to achieve the distinctive metal armour. The gold detail of the armour was painted with a mixture of Burnished Gold and Tin Bitz, which was then highlighted with gold. The base is an upside down 50mm slotta base covered with plasticard.



Mark Jones



GAMES W

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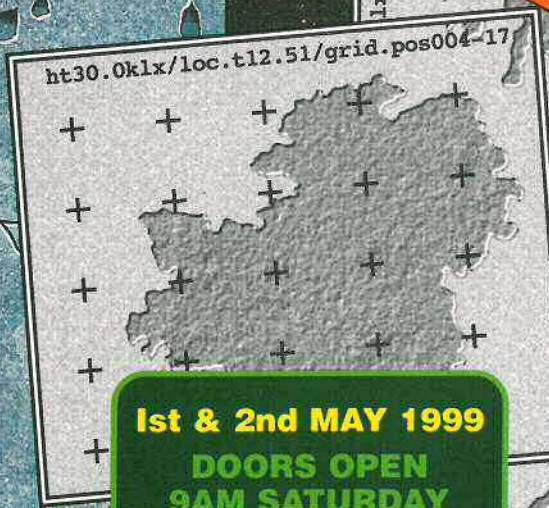
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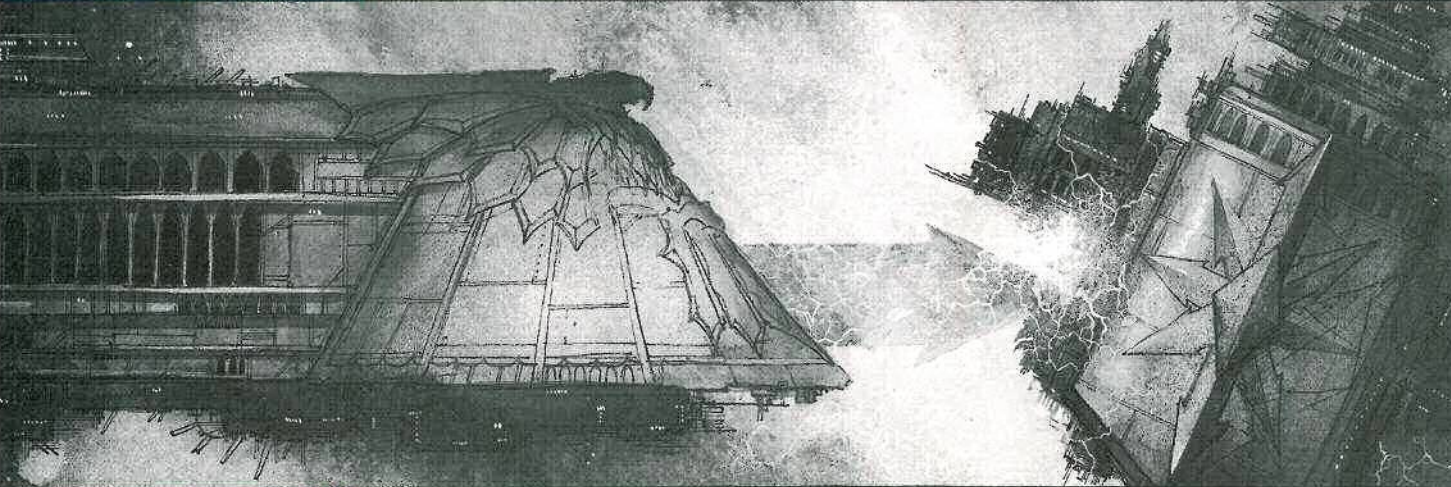
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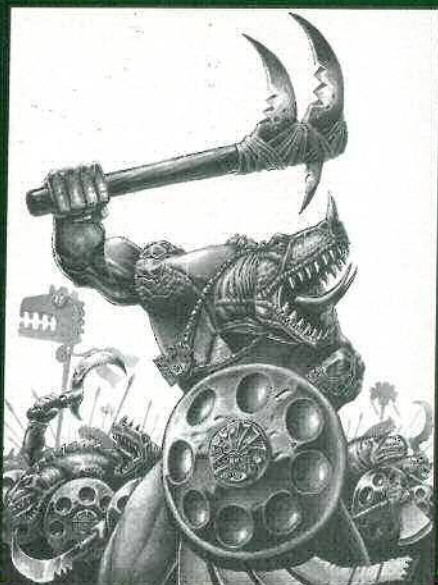
WARHAMMER

DUDLEY THEY COME!

(17th April) As the first rays of the early morning sun shattered against the golden relief work of the massive ziggurat, Mage Lord Saeedipechi roused from his two hundred year slumber. Skink scribes scurried forward to record this momentous event. Opening one malevolent eye, Saeedipechi growled "They come!" before his bulbous head once again came to rest on his reptilian chest.

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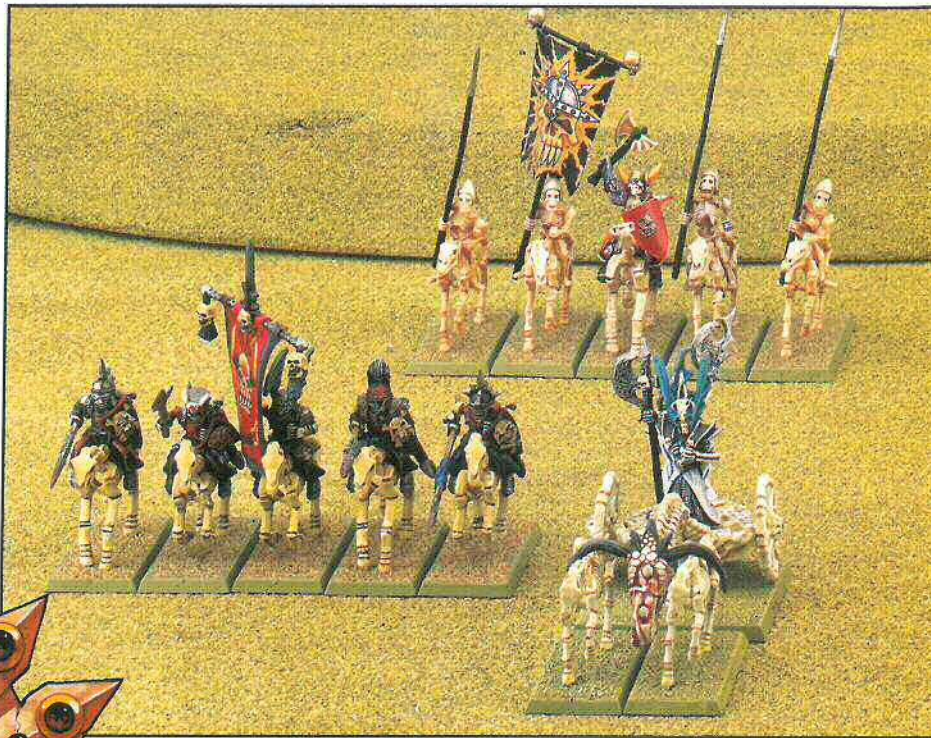
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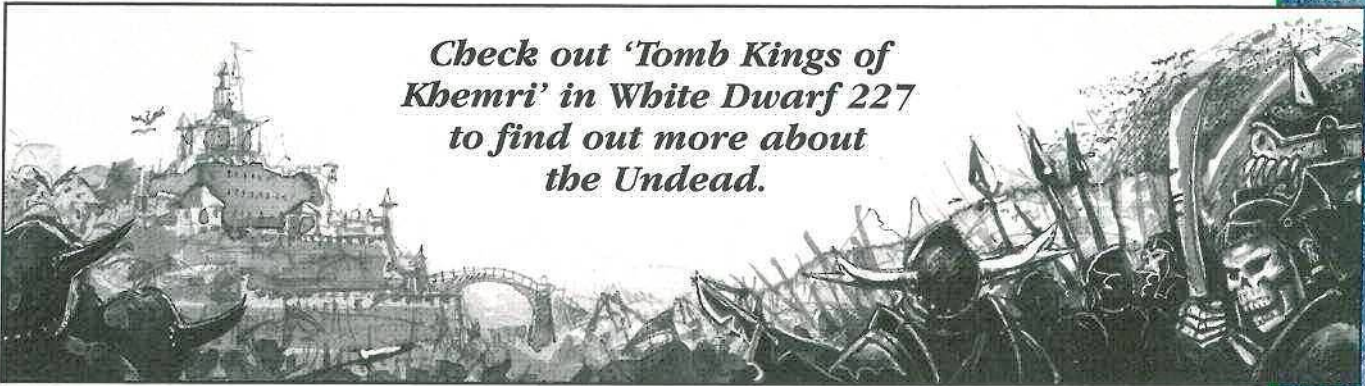
NICK MACKIE

You will have seen Nick's great Imperial Guard army in WD229. This month we feature not one but two of his Warhammer armies. The Undead force contains plenty of cavalry and mounted characters as well as a Zombie Dragon. The Lizardman army is full of powerful creatures such as Terradons, Temple Guards and Kroxigors, with loads of Skinks to bulk it out.



See 'Collecting a Lizardman Army' in this issue.





Check out 'Tomb Kings of Khemri' in White Dwarf 227 to find out more about the Undead.

UNDEAD ARMY



LIZARDMAN ARMY



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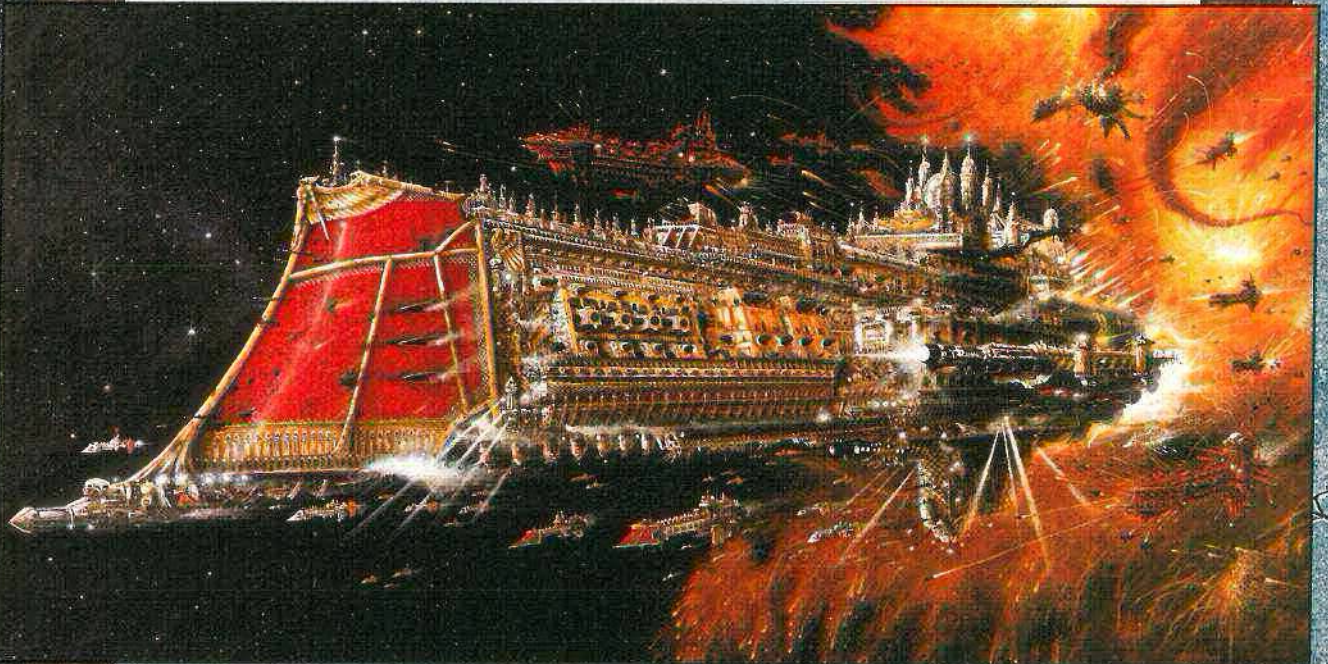
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Come along on Saturday 3rd April and play the first ever massed engagement of Battlefleet Gothic. Just ask staff for details.

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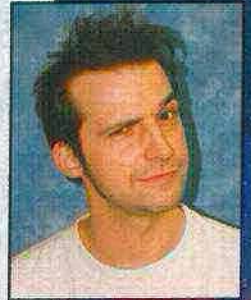
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SHORT STORIES • ILLUSTRATIONS • COMICS AND MUCH MORE

CHAPTER APPROVED

By Andy Chambers

Greetings citizens, and welcome to the Emperor's most holy Chapter Approved column. This is a great month for Chapter Approved, mainly because we're not going to publish an army list for once, giving me plenty of room to include an eclectic selection of subjects. I've been receiving a steady stream of letters from some seriously warped 40K players across the world and now, at last, some of them will get a chance to make it into print. I should offer thanks and commiserations in particular to all those who sent in Necron lists – unfortunately we had the one from Rick juiced and ready to go about the same time the lists started arriving. Also in this month's Chapter Approved we have a selection of Questions and Answers, lovingly prepared by Gav Thorpe, Jervis Johnson and myself, with a few (this is a lie) extra designers notes on close combats. Because Gav is such a nice chap, he's ensured that we have some new stuff too, specifically rules for smoke and blind grenades in 3rd edition 40K, plus a new Sacred Rites table so the Sisters of Battle can be more sanctimonious than ever.



Smoke & Blind Grenades in 40K

By Gav Thorpe

In 2nd edition 40K, many squads could be equipped with smoke or blind grenades, which could be used to block line of sight. Although intended to screen the unit from enemy fire, various nasty and devious tactics were evolved beyond this laudable intention (such as racing a bike squadron in front of your enemy's heaviest weapons and dumping blind grenades right in front of them). Blind grenades also remained in play, which meant that in many battles towards the end of the the last edition's life cycle, lots of time was spent at the start of every player's turn rolling dice to see what happened to the plethora of markers on the battlefield (as well as plasma grenades and missiles, models on fire, vortex grenades, Destructor templates – need I go on?). For these reasons, we decided not to worry about blind grenades in 3rd edition.

However, I was painting a squad of Space Marine Scouts the other day and thought 'Jes has gone to all the effort of designing some blind grenades on these; isn't it a shame we took them out of the rules'. Then an idea struck me, complete with cartoon light bulb appearing over my head with a DING! Why not just use the rule for a vehicle's smoke launchers! So, here it is...

The following unit types can be equipped with blind or smoke grenades (in case you don't know, blind grenades are just a more hi-tech version, which cause electromagnetic interference on scanners and such like, a bit like a chaff dispenser on a warplane). A unit carries enough blind/smoke grenades for one use during the battle. Blind/smoke grenades are used in the shooting phase instead of the unit firing any weapons. Mark the unit as using its blind/smoke grenades by placing cotton wool around them (or something similar). A unit cannot assault on the same turn it uses blind/smoke grenades. The blind/smoke screen lasts until the start of the player's next turn, and until then the unit counts as in cover, with a 5+ cover save. Because they count as in cover, models in the unit will also strike first if assaulted, unless the enemy is armed with something like frag grenades, or has an ability that allows them to always strike first (like Howling Banshee Aspect Warriors).

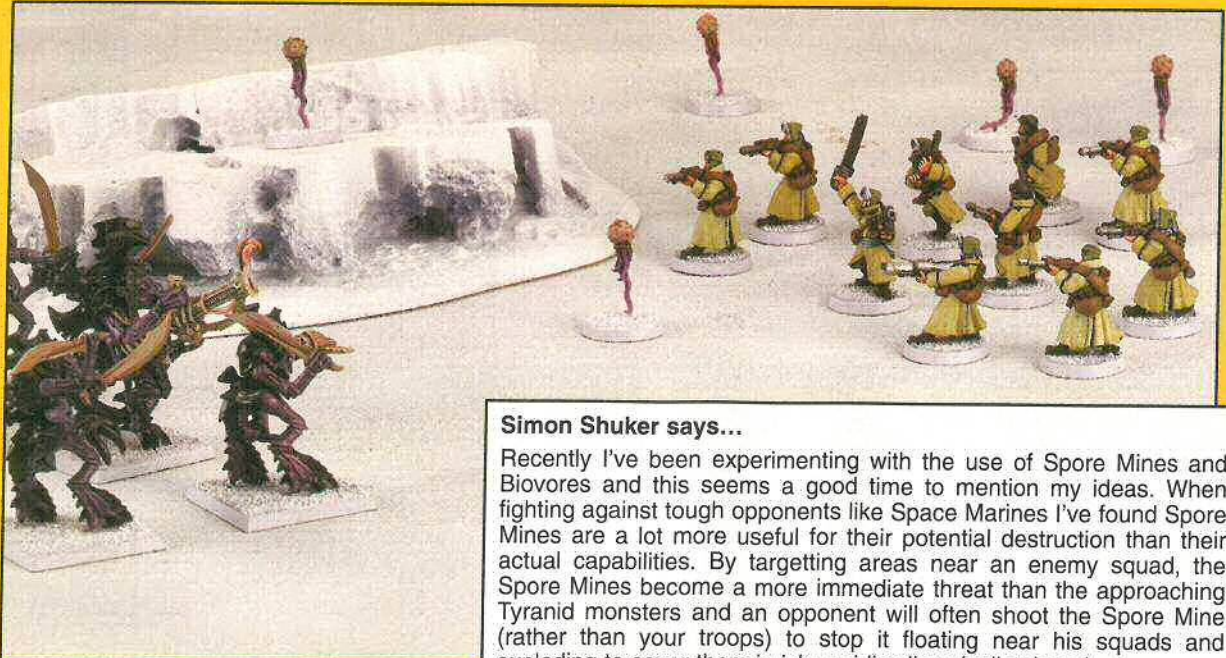
The following units can be given blind/smoke grenades for the points cost listed (all points are per model, every model in the squad must be given the same combination of grenades):

Space Marine Scouts and Scout Bikes	2 pts
Space Marine Bikes, Attack Bikes	2 pts
Assault squads (including Blood Angels Veteran Assault squads and Honour Guards)	4 pts
Imperial Guard Storm Troopers	2 pts
Ork Kommandos	2 pts
Eldar Guardian Storm squads	2 pts



Questions & Answers

- Q** In the Space Marine Codex it states that a Space Marine army can choose to arrive via drop pods in scenarios where the Deep Strike rules are used. Does this mean that at the start of the game:
- i] The army is in reserve and units are deployed using the Deep Strike rules on the turns when they arrive.
 - ii] All the units in the army are deployed via Deep Strike at the beginning of the game?
- A** *ii] is correct. Deep Striking troops are always in reserve at the start of the game unless specifically stated otherwise in the scenario (as is the case in the Space Marine Planetfall scenario for example). This applies to Tyranids dropped in Mycetic Spores too.*
- Q** In the Drop Pods rules in the Space Marine Codex it also states that Land Speeders may deploy using the Deep Strike rules. How fast are the Speeders assumed to be going when they arrive?
- A** *The Speeders are assumed to be moving at over 6" per turn, so they may fire one weapon and count all hits as glancing.*
- Q** Can a Tyranid Spore Mine kill you by crossfire?
- A** *Yes it can, because it is an enemy model – the presence of a Spore Mine behind you as you start to fall back is going to be just as dangerous and demoralising as the presence of an Imperial Guardsman or anything else!*
- Q** Does it explode if it does so?
- A** *No, a Spore Mine is only detonated if it moves within 1" of a non-Tyranid model, not the other way round.*
- Q** Can Biovores target anywhere on the table or must they fire at units?
- A** *A Biovore may target anywhere within range. The procedure we generally use is to place the Spore Mine model at the desired target spot, then guess the range and adjust the position of the model as appropriate, then roll for scatter.*
- Q** If, for example, I upgrade an Assault Marine armed with a bolt pistol and close combat weapon to have a plasma pistol instead, does the Marine lose his close combat weapon as well as his bolt pistol?
- A** *Ah, this is an oversight we made when we were worrying about models upgraded to have heavy weapons keeping their basic weapons as well. To keep things clear we ruled that a model which upgraded its weapon lost its starting weapons. However in the case of a model armed with a pistol and a close combat weapon, and you're just upgrading the pistol, the model can keep the close combat weapon, or conversely if you were to upgrade the close combat weapon (to a power weapon for example) you would keep the pistol.*
- Q** Sisters of Battle Rhinos are listed as costing both 45 and 50 points in 40K, which is correct?
- A** *A Rhino costs 45 points as listed in its own entry, not 50 points as in the transport options in the unit entries.*
- Q** Which vehicle upgrades may be chosen for different vehicles? The Codexes are confusing and contradictory on this subject.
- A** *The Codex army list entries tell you which upgrades may be chosen for different vehicles.*



Simon Shuker says...

Recently I've been experimenting with the use of Spore Mines and Biovores and this seems a good time to mention my ideas. When fighting against tough opponents like Space Marines I've found Spore Mines are a lot more useful for their potential destruction than their actual capabilities. By targetting areas near an enemy squad, the Spore Mines become a more immediate threat than the approaching Tyranid monsters and an opponent will often shoot the Spore Mine (rather than your troops) to stop it floating near his squads and exploding to cover them in icky acidic slime (evil snigger).

Mentioned in Dispatches

And lo from beyond the halls of time and the infinitude of the firmament they came – letters, letters without number, beyond counting they were and verily I became knee deep in the rustling multitude until I despaired. And then I decided to have my own little letters pages. Over the next few pages are some of the interesting letters I've received recently, all of which discuss some good ideas for 40K which you might like to adopt for your games.

Iron Warriors Getting Bigger?

Matthew may just be trying to play on my well-known Chaotic streak here, especially as I collect Iron Warriors too! Allowing the Iron Warriors to pick two Dreads as one Heavy Support choice would seem fair enough in view of their background, but there has to be a down side too, otherwise the Iron Warriors are simply better than the other Legions. I'd suggest something like limiting the Iron Warriors to less Fast Attack and Elite choices to compensate. I think it goes without saying that it's not a good idea to let the Iron Warriors have more Dreadnoughts AND make them cheaper...

Dear Andy Chambers,

My name is Matthew Farren and I am a Chaos player (Iron Warriors). I started playing just before the change over of rules; I must admit the new rules are a lot better.

I have noticed that in the rulebook, nearly all the armies have appendices apart from Chaos. As you can probably guess, this letter is about a new appendix. The Iron Warriors are supposed to be good at sieges and use big engines of destruction. I believe that any Iron Warriors player should be able to take two Dreadnoughts minimum (if they choose this option) for the price of one + 50 points and they count as one Heavy Support choice. Or another way is that the two Dreadnoughts together count as one choice and cost 100 points plus weapons. Thanks for your time.

Yours Sincerely

Matthew Farren

CODEX BLOOD ANGELS

- Q** What happens if you take two Blood Angels Chaplains? Do you get two Death Company units (evil laugh)?
- A** *You can only ever have one Death Company unit. If you take two Chaplains as two HQ choices, then both Chaplains and their Death Company Space Marines form a single unit.*
- Q** Is Chaplain Lemartes a character or an independent character? In his description it doesn't say one way or the other.
- A** *If the special character Chaplain Lemartes is not accompanied by Death Company then he is an independent character.*
- Q** Do Veteran Assault squads automatically include a Veteran Sergeant as standard? Or do extra points have to be paid to upgrade the Sergeant.
- A** *Veteran Assault squads have an ordinary Sergeant as standard and must pay +12 points to have a proper Veteran Sergeant.*
- Q** Why is a Blood Angels Force Commander only Leadership 9?
- A** *Because we made a boo-boo. A Blood Angels Force Commander is Leadership 10 like all other Space Marine Force Commanders (oops!).*
- Q** Why are Rhinos and Razorbacks cheaper for the Honour Guard than anybody else?
- A** *Because it's a mistake. The Rhino/Razorback option in the Honour Guard entry should be 65/85 points respectively (oops, oops!).*
- Q** Why are Baal Predator sponsons twice as expensive as anyone else's?
- A** *The sponson costs on a Baal Predator are actually for a pair of sponsons, not for each sponson like it says (oops, oops, oops!).*
- Q** Blood Angels Rhinos and Razorbacks have the overcharged engine rule which seems to imply that the bonus movement they get must be taken in a straight line, is this the case?
- A** *When a Rhino or Razorback uses its overcharged engines, the extra 6" move must be straight ahead.*
- Q** In WD 229, the Army of Death scenario stated the Blood Angels deploy 24" away from the enemy, but the map shows 18" between deployment zones. Which is correct?
- A** *Oops, it's 24" (do you really think we'd unleash an entire Death Company from only 18" away??? No don't answer that).*

CLOSE COMBAT NOTES

One of the problems with writing rules is that there are sometimes things that seem self-evident to you, but may be somewhat less so to others when they read the rules. In the new edition of 40K one of the areas that players have some trouble with is the close combat rules. We've therefore put together the following guidelines in order to make things a little bit clearer. These explanations are by necessity rather long, but don't worry, you don't have to memorise them, just refer to them when (or if) needed.

Failed Charges

Sometimes a unit will declare a charge, but fail to get any models into base contact with the enemy. For example, a unit that assaulted through difficult terrain might fail to reach the target of their charge. Under such circumstances the close combat is not fought, and the charge is considered to have failed, even if one or more of the chargers managed to get within 2" of the enemy. The same rule applies in similar circumstances where models from a unit are within 2" of the enemy but not in base contact; a unit must have at least one model in base contact with the enemy in order to fight in the close combat phase.

Drawn Combats

Note that a combat where one side lost but passed its morale check is considered a drawn combat, and that drawn combats do not only occur when both players roll the same number on the Moral High Ground dice roll. Basically, if neither side runs away at the end of a combat, then it is drawn, and unengaged models from each side must move up to 6" towards the enemy and try to get into the fight (see the rules for drawn combats on page 69 of the rules).



Allocating Attacks In Close Combat

There is an important difference between the way you allocate shooting and close combat attacks. Shooting attacks are made against a single enemy unit, while close combat attacks may be made against several enemy units. This means a unit can attack different enemy units in the close combat phase, which is not allowed when shooting.

Because units can fight more than one enemy unit in a close combat, the attacks of the unit must be allocated out against enemy units before they are resolved. Assuming the unit is in contact with more than one enemy unit (as will often be the case) you must allocate the attacks made by the models in the unit against enemy units that are in base-to-base contact with them, or an enemy unit within 2" if a model is not in base contact. If several enemy units are eligible, you may choose which to attack, and can split attacks between them if you wish. This sounds confusing but is easy to do in practice. Here's an example of how it works:

In the example above, the Space Marine player must allocate the attacks from models B and C against the Genestealer unit, and the attacks from model E against the Termagants, as these are the units they are in base-to-base contact with. Model D is in base contact with models from both units, so his attacks can be allocated to either unit or, if he has more than one attack, they may be split between the two. Model A's attack must be allocated against the Genestealers, as he is within 2" of them and not within 2" of the Termagants.

Allocating Attacks Against Specific Models

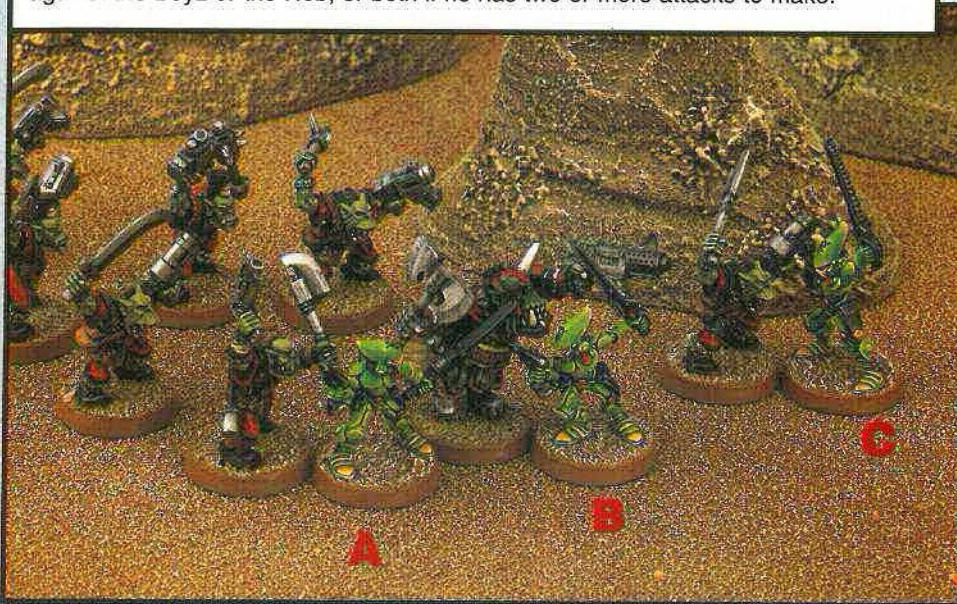
You may allocate the attacks made by a character against a specific target model in an enemy unit, but only if the enemy model is in base contact with him. This allows a character to target his attacks on a specific model, taking out the member of a unit armed with a heavy weapon, for example. If you allocate a character's attacks in this way then any wounds he inflicts cannot 'carry-through' and can only effect the specific enemy model he attacked.

The only other time you may allocate attacks against a specific model in a unit is if he is a character, as described above, or if the model has a different Weapon Skill or Toughness to any other models in the unit, as described on page 64 of the rules. It has to be said that it is extremely rare for non-character models in a unit to have differing Weapon Skills or Toughness, as normally all of the models in the unit have the same profile. However, when it does occur you must allocate the attacks against the different type of enemy models, and any wounds you inflict can only be taken on models in the enemy unit with the appropriate characteristics.

Allocating Attacks Against Characters

Characters are always treated as being a separate unit as far as the rules for allocating close combat attacks are concerned, including characters that are an upgrade for an enemy unit like Veteran Sergeants or Nobs.

In this example the attacks made by Striking Scorpion B must be allocated against the Ork Nob leading the unit, while the attacks made by Striking Scorpion C must be allocated against the Boyz. Striking Scorpion A's attacks can either be allocated against the Boyz or the Nob, or both if he has two or more attacks to make.



Removing Casualties In Close Combat

As with shooting attacks, it is the owning player who decides which of his models suffer wounds that are inflicted in close combat. Wounds from attacks allocated to a unit are taken first on models in base contact with the attacker, then on models from the unit that are within 2", and then on models from the unit that are further away.

Where there is a choice between equally eligible models (i.e. two models from a unit are in base contact and one wound is inflicted), then the owning player may choose which model he will lose.

Please note that in a multiple combat where several units are involved, excess wounds do not carry over from unit to unit; if you wipe a unit out, any 'left over' wounds are wasted.

Also note that attacks allocated against a character can only wound that character; excess wounds don't 'carry over' to other models nearby, even if the character was an upgrade for the unit, (i.e. in the example pictured above, attacks allocated against the Nob could only effect him, and wouldn't 'carry through' to the rest of the Boyz in the unit).

Sweeping Advances

Models that make a sweeping advance may be fired on by the enemy before the next assault phase, but only if it is the enemy player's turn (i.e. you don't get to shoot in the shooting phase unless it is your own turn). The unit making the sweeping advance can be fired upon by any enemy units (subject to range and line of sight of course), not just the one being assaulted. One final note; watch out when using blast templates against units making a sweeping advance, as a wily opponent can (and probably will) reposition the template so that you catch your own troops as well as his!

Vehicles In Close Combat

Units in base contact with an enemy vehicle, apart from one with a Weapon Skill (like a Dreadnought or War Walker for example), do not count as being engaged in close combat, and are in all ways treated as if they were not in base-to-base contact with an enemy model as far as the rules are concerned. This means that enemy units may shoot at them (though be careful with those blast templates again!), and that they can fire themselves. By the same token, the vehicle can shoot and be fired upon.



The mission on the opposite page has been sent to me by Laurence Sinclair, a puritanical Sisters of Battle player who also helpfully included a number of threats to try to bring forward the Sisters of Battle Codex. *Acta non verba, Laurence. One of Laurence's 'concerns' about not having a Codex for the Sisters was that they no longer got the benefits of offering their prayers to the Emperor at the start of the battle. Gav has already been doing some preliminary work for the Sisters, including a new Sacred Rites table, which I've filched from his desk to give you a look.*

SACRED RITES

By Gav Thorpe

Before the fighting begins, the Sisters of Battle kneel in prayer, offering their thanks to the Emperor and asking for His protection and guidance. The Battle Sisters are invigorated and emboldened by their prayers, instilled with grim courage and determination to overcome their foes.

Any Sisters of Battle infantry units (ie. not vehicles) may take part in these Sacred Rites at the start of a battle. For each unit, roll a dice on the Sacred Rites table to see what effect their prayers have. Higher ranking members of the Adepta Sororitas inspire greater acts of selfless sacrifice and dedication, and so may add a bonus to the dice roll, as listed below (only apply the highest modifier):

Character	Sacred Rites bonus
Canoness	+3
Celestian Superior	+2
Veteran Sister Superior	+1

Note: For a Canoness or Celestian Superior to lead a squad in the Sacred Rites, the character must be set up with the squad at the start of the battle.

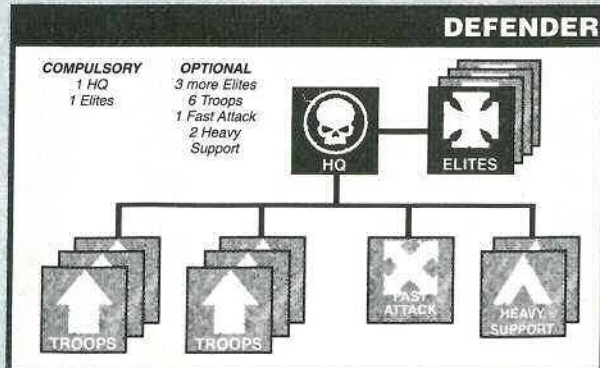
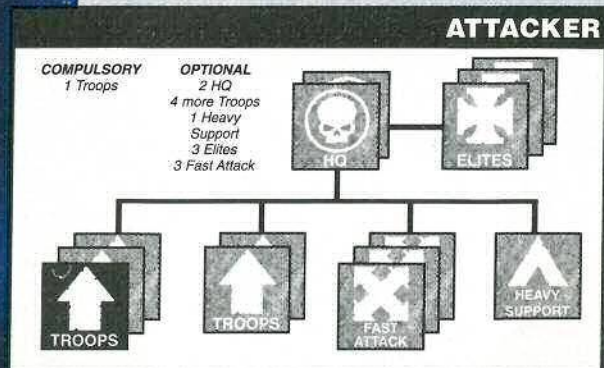
If the character leading the squad in the Sacred Rites subsequently leaves the unit, any benefit from the Sacred Rites is lost for the rest of the battle – the unit will think they are being abandoned by the Emperor! Note that this does not happen if the character is killed whilst with the unit – they become martyrs! The unit also loses its Sacred Rites if another character takes over leadership of the unit.

The results of the Sacred Rites apply to all members of the squad and any characters who start the battle with them, including the character leading the Sacred Rites.

Sacred Rites Table

D6	Effect
1	No effect.
2	The unit never counts as outnumbered in an assault.
3	The unit cannot be pinned.
4	The unit ignores any negative modifiers on Morale checks and Pinning tests.
5	The unit may re-roll any failed Morale check.
6	The unit may always attempt to regroup, with no restrictions.
7	The unit never falls back and is automatically assumed to pass any Morale check it is required to make.
8	In close combat, the unit always hits on a 3+, regardless of relative Weapon Skills.
9	All models in the unit add +1 to their Attacks for the duration of the battle.

The Assassins mission has unique Force Organisation charts to represent the facts that the defender would naturally have his best soldiers guarding his commander and that the attacker is mounting a lightning raid.



ASSASSINS

ATTACKER'S BRIEF

You have been chosen to lead a crack commando force to kill the enemy high commander, with the intention of causing enough confusion to disrupt their attack and bring you victory.

DEFENDER'S BRIEF

As you were enjoying your afternoon nap (or prayer session, or meal, or psychic communion with the Hive Mind etc.) one of your trusted bodyguards brought you news that a large enemy force has appeared on the horizon. You must endeavour to stay alive until reinforcements can arrive to carry you to safety.

SCENARIO SPECIAL RULES

The Assassins mission uses the *Fortifications*, *Hidden Set-Up*, *Infiltrators*, *Random Game Length* and *Reserves* scenario special rules.

SET-UP

1 The defender's deployment zone is up to 18" on from one of the long table edges, in which they may place fortifications. The attacker's deployment zone starts 18" further towards the opposite edge.

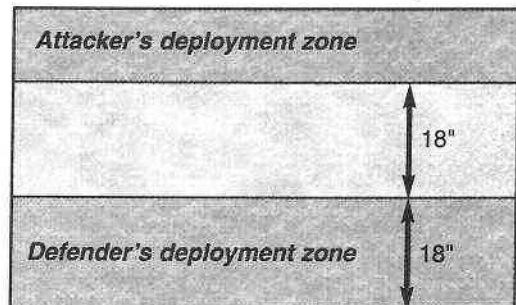
2 The defender's HQ must be set up on the table, but any Fast Attack unit must be placed in reserve. Other units have the option of being reserves or being set up on the table. Once decided, set up using the Hidden Set-Up rules. The HQ must be at least 12" from any edge.

3 The attacker deploys his entire force.

4 The defender reveals his set-up.

5 Any attacking infiltrators may make one free move, ignoring terrain. Eldar may not fleet foot.

6 The attacker gets the first turn.



MISSION OBJECTIVE

The attacker wins if he can completely wipe out the defender's HQ unit. Note that in this scenario the defender's HQ is subject to the They Shall Know No Fear rule, and will always regroup, because otherwise they might just flee off the table, and what fun would that be?



RESERVES

The defender's reserves enter from his own table edges.

GAME LENGTH

The game lasts a variable number of turns.

LINE OF RETREAT

Troops fall back towards the long table edge of their own deployment zone.



WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved)
Games Workshop
Willow Lane, Lepton,
Nottigham, NG7
2WS

Note: Please don't include rules queries etc. with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.

To the writer of 'Chapter Approved',

I have enclosed some rules for bayonets for Imperial Guardsmen in Warhammer 40,000. If you wish you could send me loads of freebies. What? What d'you mean "no"? Ah well, just print my name if you choose to print the rules and I'll be happy. Oh, and if they make it into Codex Imperial Guard then put my name in the credits. What? What d'you mean "no" again? Hey, what's that red dot between your eyes?

But seriously, you have my permission to modify them as you see fit. What? You would anyway? Ah well, you can't win 'em all.

These rules are inspired by that great film, 'Zulu', in which the entire company is armed with bayonets, and at the end the Colour-Sergeant attributes the victory to a bayonet "with some guts b'hind it". The stuff legends are made of!

Bayonets: +15pts per Guardsman with lasgun

Some Imperial Guard squads are issued with bayonets by their commanding officers for special missions, whilst some regiments, notably the Praetorians, maintain whole squads of Bayonetiers. These men make ideal close combat troops and are often used to hold a position that is in danger of being overrun. The main benefit of using a bayonet is that the Guardsman may use both ends of his gun to attack with. However, often an enemy squad that makes a determined charge at Bayonetiers has a third of its numbers cut down before they even throw a punch, having been impaled on the bayonet of a grim-faced Guardsman who is determined to defend his position.

This upgrade may be given to any squad that contains Imperial Guardsmen armed with lasguns, ie. Command HQs, Storm Troopers, Command Sections, Infantry squads, Armoured Fist squads, Mortar squads, Fire Support squads and Anti-Tank squads. All members of the squad who are armed with lasguns must have bayonets clearly shown on the models to take this upgrade. You must buy bayonets for all of the members of the squad armed with lasguns or none of them (ie. you may not purchase a bayonet for some men but not others).

Any model equipped with a bayonet gets +1 Attack and also gets to strike first in close combat regardless of Initiative. This bonus is only conferred in the open – if either side is in cover then the order of attacking is determined as normal.

If a Guardsman with a bayonet is charged (not if he charges), he may attempt to impale one of the enemies who is charging him on his bayonet. Roll a D6 before all other attacks are worked out. On a roll of a 5 or 6 the enemy takes a wound (normal armour saves apply). The wounds inflicted by grenades (the Guardsmen are too busy keeping their heads down). Also, if an enemy is successfully impaled then the Guardsman loses his +1 Attack bonus (he has to waste time scraping the corpse off his bayonet).

David Helps, age 16.

They Don't Like It Up 'Em

Hmm, I can't get over the feeling that David's got a little bit carried away with the idea of the bayonet. +1 Attack/strike first/impale is a lot to get out of strapping a knife on the end of your gun, so why doesn't everyone do it? To be fair, I imagine that David is also thinking in terms of the Guardsmen being specially trained, and having lots and lots of bayonet drill. All that being said, he's had the good sense to charge a lot of points for Bayonet-boys, which would ensure that they wouldn't get completely out of hand. Personally I'd be inclined to make bayonets cheaper and less effective – something like +3 points each and give models +1 Initiative.

Dear Mr (Andy) Chambers,

I am writing concerning what I see to be a bit of an inconsistency in the new 40K rules. What concerns me is the use of 'anti-personnel' type weapons, like multi-lasers, scatter lasers, shredders and deathspinners, against vehicles. These weapons are characterised by a high Strength (in some cases coupled with a high rate of fire) and a lousy capacity to penetrate armour, making them ideal against lightly armoured troops, which I have no doubt is the intent for the profiles of these weapons. However, a crafty (or just plain devious) commander will soon realise that these weapons' poor armour piercing ability is not accounted for when firing at vehicles, as Strength is the only variable. This does not seem to me to be in keeping with the 'spirit of the rules', especially in the case of weapons like deathspinners, which can get through a Razorback's armour just as easily as a Marine's armour (Marine gets a 3+ save, 5+ must be rolled to penetrate the Razorback is roughly a 30% chance of going through either way). With most other weapons the Razorback is tougher, and rightly so. Why should weapons which are geared towards taking out troops have this advantage?

OK here comes the constructive bit.

The only solution to this that I can see is to stipulate that any weapon with an AP of 6 must halve its Strength against vehicles and any weapon with an AP of '-' may NOT penetrate a vehicle's armour. I realise that this is a great 'house rule' but my usual opponent is a particularly shrewd (to put it politely) Eldar player who loves to make me hate his Warp Spiders, and I doubt that he would agree to any house rule that does not work to his advantage... So, what do you say? Is this rule worthy of 'Chapter Approved' status? Do you agree that this presents a discrepancy, and if so do you have any other ideas to resolve it? I would love to hear your thoughts on the subject either in the form of a reply or in the Q&A of your new CHAPTER APPROVED column.

Patrick Sharman

Armour Piercing

Uncle Andy Sez: this is an interesting idea but it overlooks one thing – a lot of light vehicles like Warbuggies and Vypers have exposed crewmen (and are usually lightly armoured to boot). This means they would be just as vulnerable to shooting as guys on foot. Also a light vehicle's armour value represents their speed and manoeuvrability, plus the fact that shots could go straight through them without damaging anything too vital, rather than how thick their armour plates are. A better solution might be to rule that weapons with an AP of 6 or '-' can only cause glancing hits against vehicles.

FRED OR DEAD!

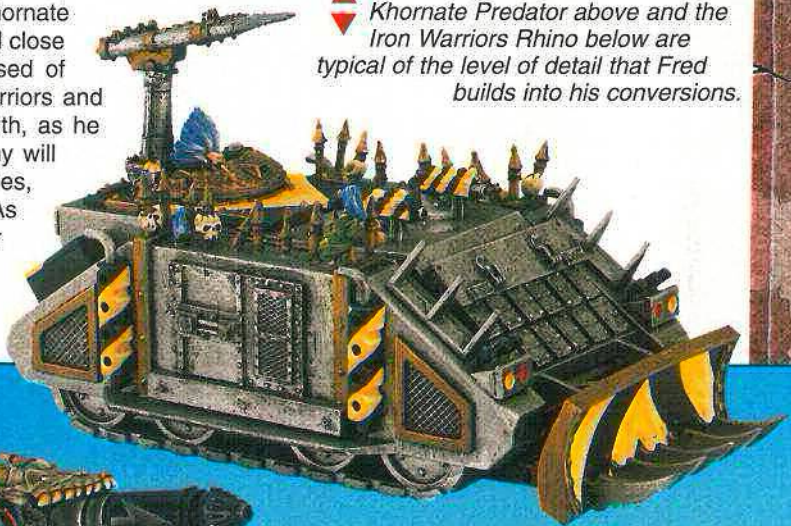
This month we have something of a run on 40K Chaos Space Marine armies. You know what it's like – you wait months for one and then two come along at once! Mind you, when an army is as nice as Fred Reed's, I can't see anybody complaining!

Fred Reed is no stranger to these pages. Even though his job as Hobby Manager for the South West region takes up most of his time, he still manages to produce really first rate armies. Several have been featured in previous issues of White Dwarf and he has picked up many awards at staff tournaments for the superb quality of his painting and modelling. Fred recently finished this enormous Warhammer 40,000 Chaos army which we just had to show. As you can see, Fred has really pushed the boat out and produced some wild conversions – check out the Iron Warriors Dreadnought that uses hardly any Dreadnought bits at all, or the Predator covered with sliced and bleeding flesh! More than just a collection of stunning conversions however, this is a fantastic army and one that any gamer would be justly proud of.

Eventually Fred hopes to paint up enough troops for three separate Chaos armies: one Khornate army, very much geared to fast attack and close combat; a second army entirely composed of Chaos Space Marines – mainly Iron Warriors and Black Legion; and finally a third army with, as he puts it, "all the weird stuff". This last army will eventually contain things like Noise Marines, Thousand Sons, Daemons and Cultists. As you can see from the photographs over the page, Fred is well on the way to finishing these armies. The only question now is – what will he do next?



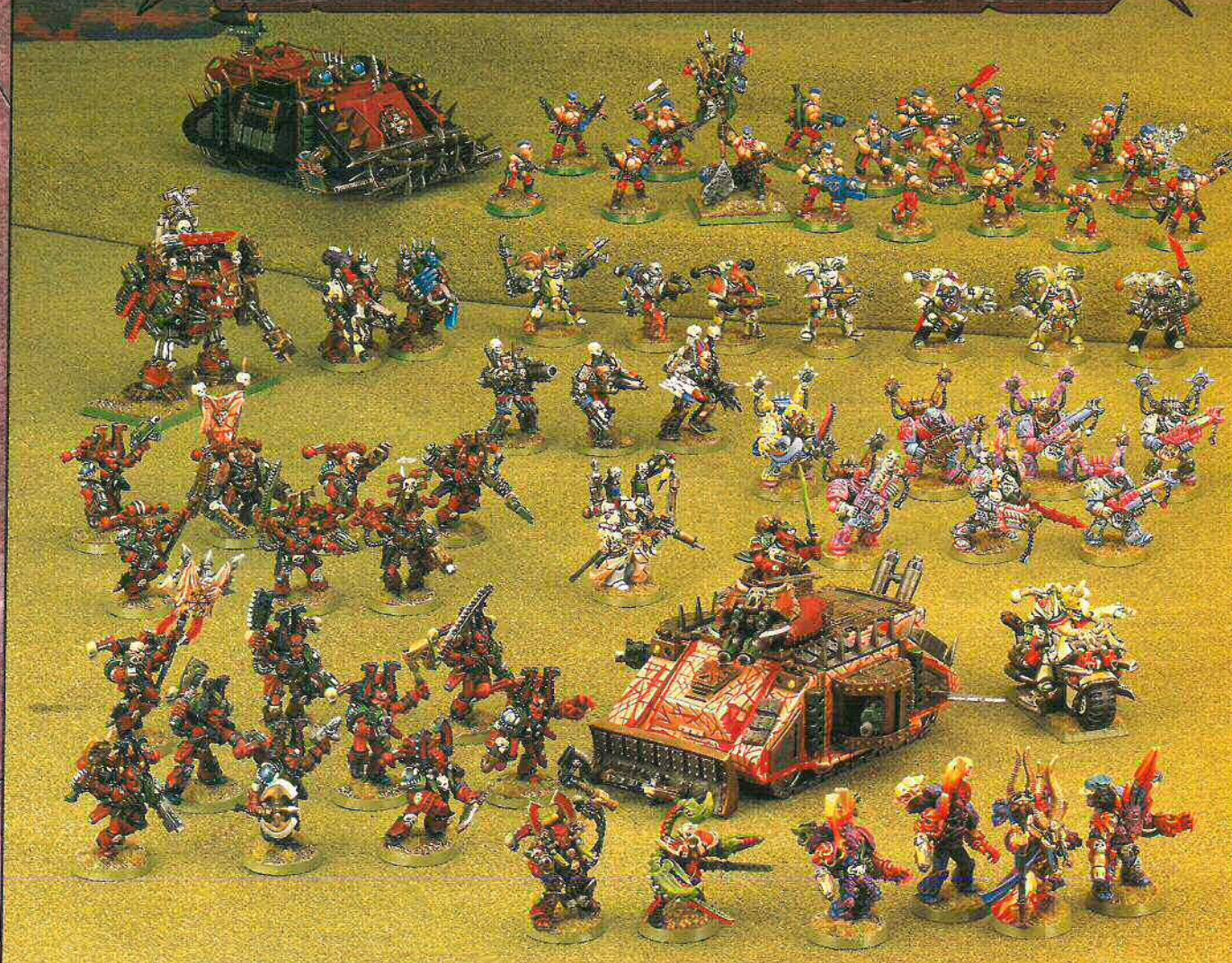
◀ Converting mad! Both the Khornate Predator above and the Iron Warriors Rhino below are typical of the level of detail that Fred builds into his conversions.



Remember this? Way back in White Dwarf 203 we showed you Fred's amazing 40K Chaos Thunderhawk Gunship conversion. We like it so much that we thought we'd dig it out again! Practically every inch of this awesome machine has been converted in some way.

FRED REED'S CHAOS ARMY

Fred's army so far. Note the use of converted Necromunda Goliath gangers as Chaos Cultists.



◀ Arguably the most striking figures in the whole army, these colourful Noise Marines are led by this Aspiring Champion in Terminator armour.





Khorne Berserker Champion. This figure has been converted using an Ork power claw to make a really monstrous power fist.



Fred originally converted this figure to represent Arhra – the Fallen Phoenix of the Eldar. But it fits really well in his Chaos force.



▶ *Just how much can a miniature be converted? Fred has really gone berserk (oh dear, oh dear... – Fat Bloke) on this Khornate Dreadnought.*

Ahriman leads a squad of heavily converted Thousand Sons Chaos Space Marines.

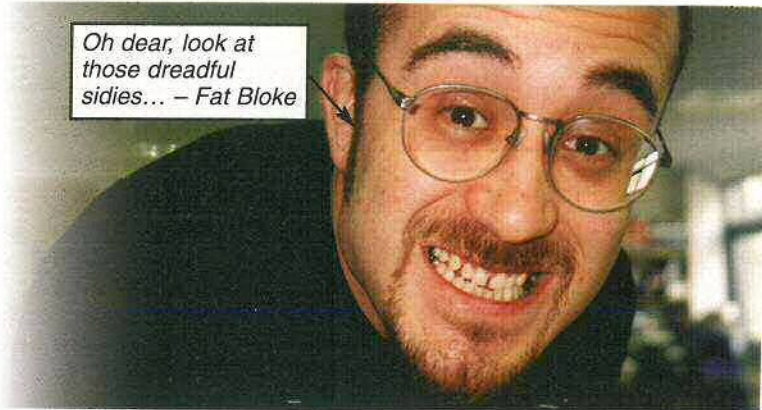


The Citadel Journal – the
bi-monthly magazine
written by GW fanatics
for GW fanatics.

It's undergone a few
changes since
Fat Bloke's era.

Journal Editor Steve
Hambrook explains...

Oh dear, look at
those dreadful
sides... – Fat Bloke



the citadel Journal

The Games Workshop magazine by hobbyists, for hobbyists!

What's it all about then?

Being a Games Workshop enthusiast is a whole lot more than just being a collector and painter of Citadel miniatures, it's being totally immersed in the Games Workshop hobby. By that we mean painting, collecting armies, playing games, converting models, entering tournaments and competitions, modelling terrain, joining (or even running) games clubs, but above all, having a laugh and enjoying yourself (*you know someone who plays and told you all about this, do you Steve? – Fat Bloke*).

How many of us are there?

In the UK alone we print around 100,000 White Dwarf magazines every month – now that's a big hobby! There are over a hundred Games Workshop stores in the UK and countless other independent hobby stores that stock our games. In most major towns you'll find at least a couple of gaming clubs dedicated to Games Workshop. Now that's a BIG hobby!

And what's the best thing about our hobby?

It's not that we get to play the best wargames around, it's not that we have the finest crafted miniatures at our disposal to paint and it's not even the diverse group of nutters that we

get to meet in the pursuit of our hobby. Freedom! Creativity! Jelly (*Eh? – Fat Bloke*)! That's what it's all about! Warhammer, Warhammer 40K and all our other games are just the starting point for much bigger things. Our games offer you the freedom to get really involved, far more involved than you can in any strictly regulated sport. Within the framework of our worlds you can create your own rules, scenarios, campaigns, background, terrain, conversions and so on. After all, we don't have the monopoly on good ideas just because we work here. Thousands of enthusiasts around the world constantly write in to us with great ideas for our games. And that is where the Citadel Journal comes into play...

What's this Citadel Journal then, eh?

Ever since Rick Priestley wrote the first Warhammer rules, gamers have been writing back with their ideas for our games. Which is great, as it shows that players are keen enough to put pen to paper and get involved, rather than just being drip-fed by us. From the first irregular issues edited by none other than Rick back in the early eighties, to its revival in 1991 as a regular games



magazine
with bunker-beings

such as Gav Thorpe and Ian Pickstock, through to its days as Mail Order's very own mag during the much renowned 'Fat Bloke era', right up to its absorption in the sinister empire of the Black Library, the Citadel Journal has been one of our stalwarts, and one of our best-kept secrets.

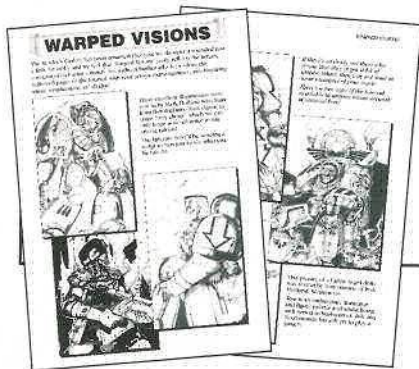
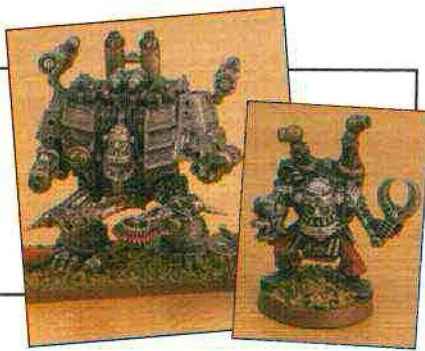
And as long as you gamers keep sending us great ideas for our games, then every two months we will pull the very best together and print 96 pages of them in the Citadel Journal, so other GW fans get to see them too. Every issue of the Journal is crammed to bursting with articles written by gamers like you. Each article is as much about the author and their gaming group as the games themselves because, after all, it is YOUR mag! The Journal is your chance to get your ideas in print!

So, what's in it then...



ACE HOUSE RULES: If it's cool and original house rules you want, from troops types to special characters, army lists, vehicles, new weapons, magic items, skills, terrain rules and much more – you'll find them in the Journal. For example, in Journal 30, we have Tom O'Brennan's 'Witch Hunter Warbands', giving you a full Warhammer ally list for these deranged puritans out to punish the guilty and protect the innocent!

COOL CONVERSIONS: If you want to see some of the best model conversions around and learn how to make and paint them for yourself, then it's all covered in Dok Butcha. Check out Journal 29 for Neil Rutledge's Dethnawt Ork Dreadnought conversions.



WARPED VISIONS: If you want to see cool artwork from up-and-coming artists then check out 'Warped Visions', which brings you some of the best amateur fantasy art there is, such as Mark Holland's Terminators from Journal 24.

INCREDIBLE SCENARIOS: There are ready-to-play scenarios for all of our games systems – complete with special characters, extra rules and anything else you need to get playing. In Journal 28, we ran Andy Judson's 'Attack on Doran VI' for WH40K, which presented rules for a new troop type – Citizen Militia – as well as a particularly foul new special character – Festamus the Putrid.



What? There's more...

If you want to know if there's a gaming club in your area, or want to advertise your own gaming club – look no further than the club contacts listing. If you want to learn more about terrain making, without getting covered in PVA glue, take a look at the excellent 'Underhive Workshop' by Tom Merrigan in Journal 30. You'll also find exclusive Journal Mail Order deals in every issue. Finally, to cap it all, there's a letters page full of your ideas, opinions and topical ranting, that doesn't pull any punches.

So if you are looking for an abundance of innovative (if sometimes surreal) ideas for all of our games, from Quest to Necromunda, from Epic to Blood Bowl, and of course Warhammer and Warhammer 40,000, then pick up the Citadel Journal. So long as we keep getting articles for a particular gaming system, we'll keep supporting it!



Is it Official?

We sometimes get letters from disgruntled gamers complaining that their mates won't let them use the rules in the Journal because they are not 'Official'. This is partly down to us stamping things as 'Chapter Approved' or stating that certain rules are 'official', in the Journal and in White Dwarf. This has caused confusion for some gamers. The worst thing in the world for our hobby would be a drift towards 'rules lawyers' and officialdom – we get enough of that from the tax office and traffic police (*no hint of bitterness there, eh Steve? – Fat Bloke*). We thought we'd let none other than Rick Priestley set the record straight:

'Most gamers like to invent their own rules, to invent characters and perhaps even design their own scenarios. I know of players who go even further, changing the basic rules to suit their own style of play. And why not indeed! Warhammer is supposed to be a broad set of game rules that veterans can adapt, change or add to as they please...'

'I'd like to make a plea about queries, questions and 'officialdom' in the hobby. Warhammer is inherently adaptable, the rules and ideas in the game are a springboard to better and greater things. I encourage players to develop the game to suit themselves, to invent and change rules to their own taste and to explore their own ideas about rules, modelling, scenery and background.'

'This is what makes gaming such an absorbing and fascinating hobby. Indeed, Warhammer would be all the poorer were it not for the influx of ideas and innovation from its many devotees.'

From the Warhammer rulebook, p112.

There it is, straight from the horse's... er, Rick's mouth. So, let's put this 'official' thing where it belongs (if you're competing in a tournament or playing at a club you will have to adhere to any restrictions set by the organisers) and get on with the fun of our hobby! If gamers put forward fresh ideas that have been researched and playtested to ensure that they are well balanced, it is then up to their fellow gamers to use, experiment with or change them further at their own discretion. Of course, if you do have cool ideas, let us have a look at them!

Whatever rules you end up using is fine, but please don't try to justify your actions or force your opinion, by saying that

Continued overleaf...



Continued from previous page

what you are doing is 'official', 'cos it isn't. There's no such thing as official or unofficial rules, just the rules you and your mates use. It's all down to common sense and consent.

So, where does this leave us? Well, from now on we have decided to stop labelling things as 'official' or 'unofficial'. Just like the rulebooks themselves - do they claim to be 'official' anywhere? Of course they don't! This is an inclusive hobby and we want to encourage, not discourage, gamers from being just as creative as we are. From now on, if you and your mates see something in the Citadel Journal and want to use it, you can... it's up to you. Here's what the Games Developers had to say:



"There are some players who like to stick rigidly and unthinkingly to the rules, lest they offend some mighty deity of games rules writing! Such individuals are to be pitied rather than pandered to."

Rick Priestley

"Writing rules is fun - everybody should have a go!"

Jervis Johnson



"I do not get upset because people write their own rules. I get upset because they don't."

Tuomas Pirinen



"Wargames rules should not be seen as a lawcode, but rather as methods which you can use as they are or customise to suit yourself."

Nigel Stillman



"We are constantly being asked to 'rubber stamp' people's ideas. There's no need for this, players are sensible enough to decide for themselves."

Gay Thorpe



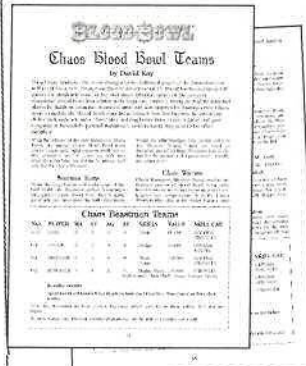
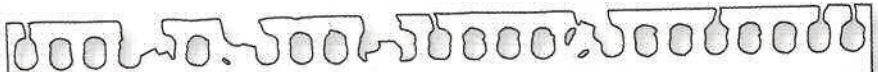
"Officialdom is all a matter of perspective."

Andy Chambers



Letting you have your say...

Seeing as the Journal is your mag (after all, you write it - we only put it together!), it's important to know what you, the readers, are thinking. We may not act immediately on every issue that you raise in your letters (or at all, considering some of the strange suggestions we get!), but you can rest assured that we do take into account all of your opinions and will implement changes when we can, just to keep you lot happy!



I have been a Journal subscriber since issue 12. In that time the Journal has improved immensely and continues to do so. I like the current 'digest' format, 96 pages jam-packed with articles! There is always a good spread: scenarios, house rules, tournament reports and modelling tips, something for everyone, in other words. The move towards having photos with every article also makes them more interesting, giving you the chance to see how other gamers bring their ideas to life (so to speak). All in all, I find the Journal a really interesting read.

- David Kay, Brisbane, Oz

I think that the Journal serves as a springboard for modelling and gaming inspiration for 'normal gamers', in as much as it shows more realistic approaches to how to do things without the resources of Games Workshop. Whereas White Dwarf cannot show people's house rules, the Journal is the ideal place for them. The Journal covers the hobby as opposed to the products.

- Tom Hebblewhite, Northampton

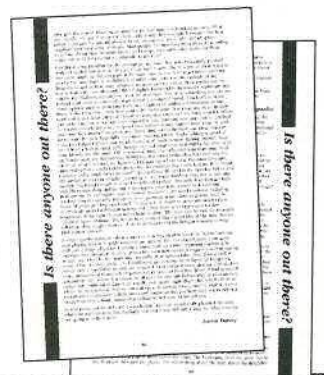


The Journal has featured in my library for a long time, back to issue 7 or 8, and the current incarnation is the one that I find most useful. The Journal has become a place for GW hobbyists to share ideas, some great and some bizarre, yet they all allow gamers, who might never meet, a chance to present their pet projects before a wider audience than just their local gaming group. About the only thing that would make the Journal better is to make it an online magazine as well.

- Joshua Thaler, Dublin

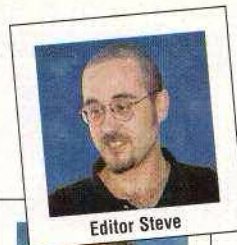
What makes the Journal so special for me is that the vast majority of its contents are written by mad gamers such as myself. The magazine has a far more hands-on approach. There's always more scope for experimentation. It gives you a chance to try something which you and your friends can discuss and modify as much as you like. This applies to everything in the Journal, whether it be a new scenario, a funky conversion or a set of interesting house rules. The Journal is always brimming with cool ideas.

- Aaron Tunney, via the Net

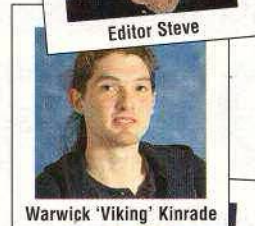


Meet da Journal Krew...

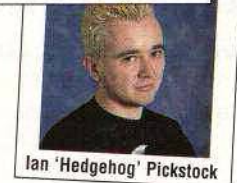
The new Journal crew is a mixed bag of some old and some new faces (all of which, sadly, are equally frightening!). I'm Steve, the shiny new editor, the owner of those much maligned sideburns, which are becoming quite famous (or should that be infamous?) in their own right. I'm ably assisted by the statuesque Viking Warwick Kinrade, who injects a bit of die-hard hobby into the mag, leaving me to concentrate on all the awful puns. Anything too difficult for us (Typing? Spelling? Thinking? I hear you cry...) is left to that old hand Ian Pickstock, whose wealth of knowledge and expertise we constantly pilfer (check out the cool new covers). Finally, we are overseen by the inquisitive eye of Andy Jones, Black Library Inquisitor and le grande fromage.



Editor Steve



Warwick 'Viking' Kinrade



Ian 'Hedgehog' Pickstock

What's in the next Journal then?

For Journal 31, we've clawed our way through the mountain of submissions for the best articles to share, and here's what we have in store for you:

DARK TIDE RISING: Warwick brings us a mammoth Warhammer campaign full of maps, special characters and bucket-loads of extra rules. Each of the four scenarios pits the malevolent forces of the Skaven against the Empire army of the legendary Count Mandred Skaven Slayer. Can you save the Empire from a crushing defeat? Or will you be the one finding favour with the Council of Thirteen?

CAVERNS OF THE BEASTMEN: There are loads of bloodthirsty foes to slay in this Warhammer Quest adventure: Bestigors, Gors and Ungors. Your warriors must fight against the ravenous Children of Chaos in their search for a stolen, sacred artefact.

BLOOD BOWL DOUBLE: This issue, not one but two Blood Bowl features – firstly, players can give those penalties the boot with some cool new rules for the kicking game. Then there's the utterly manic 'Deathbowl', a game with two pitches and four teams, bringing a new, apocalyptic level of violence to Blood Bowl.

GORKERS AND MORKERS wouldn't be proper Orkers without four feet of mean, bad tempered, razor toothed fungus to cultivate. Yes, just what every Gorkamorka player has been waiting for – Squigs in Gorkamorka!

WH40K CAMPAIGN: In 'The Siege of Herodopolis', can the hard pressed forces of a small Imperial planet hold out against the massed Ork hordes of Waaagh Bigmowf until the Space Marines arrive?

OVERWATCH! We check out the Sheppey games club, in the south of England.

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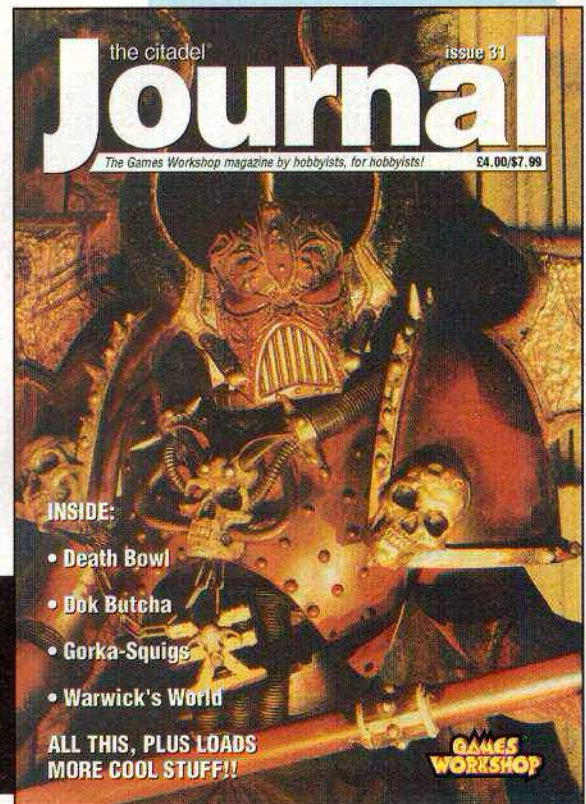
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BATTLEFLEET

GOTHIC

WAR OVER CALYDON

A Battlefleet Gothic Battle Report

by Andy Chambers, Dave Andrews, Gav Thorpe, Tim Adcock and Simon Shuker.

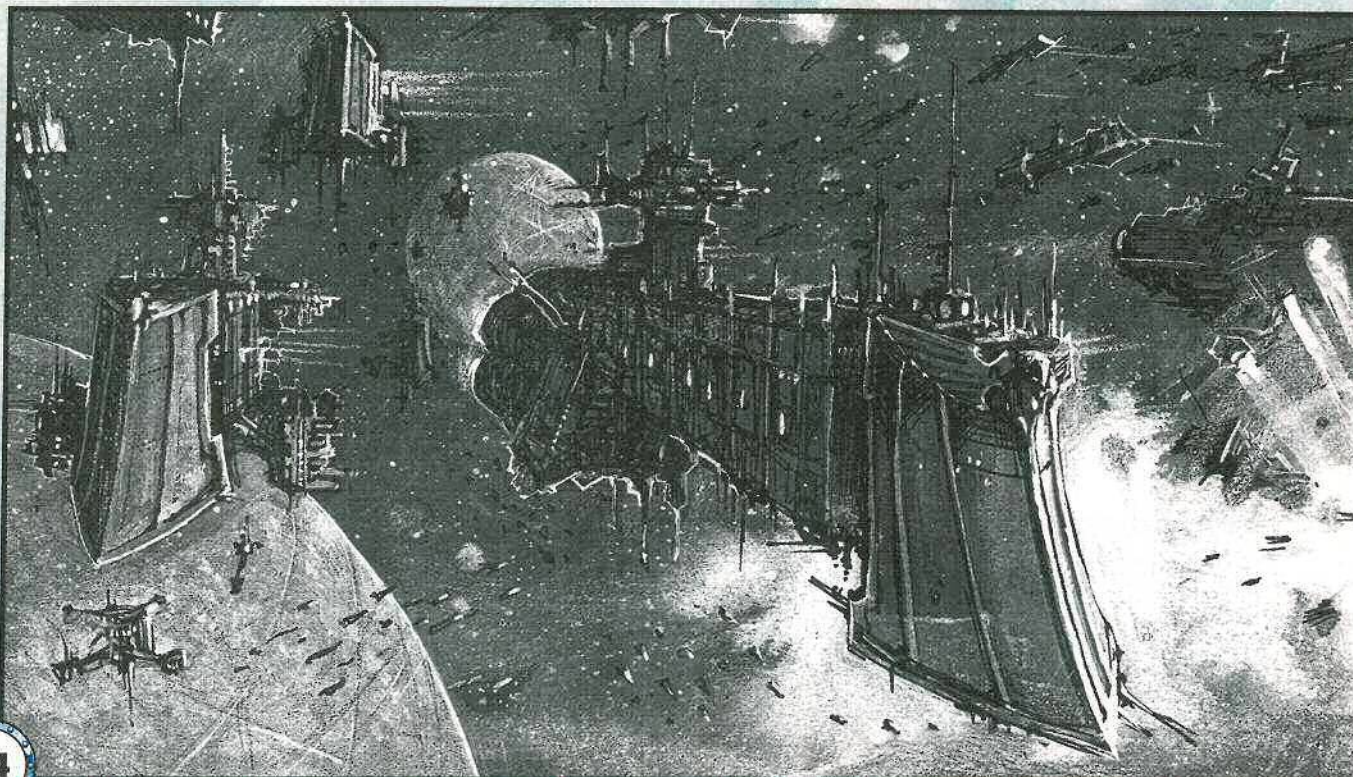
This is going to be strange. White Dwarf has (to the best of my knowledge at any rate) never presented a battle report with spaceships in it before. This means we're on virgin territory here and we're going to handle this report in a different way to usual. However it's traditional to do a battle report for a new game coming out, so you can get some idea of how the beast plays and what are good or bad tactics. Thanks to Simon Shuker for having the bravery, or perhaps naivety (oh, *definitely naivety* – SS), to have a go at tackling the maps.

THE SCENARIO

Battlefleet Gothic relies on using lots of different scenarios to ensure that the battles are not simple line-up-and-joust affairs. Instead, aspiring fleet commanders are presented with problems to solve – how to escort a convoy through a region of space infested with raiders or pirates, how to prevent an enemy breaking through your blockade and so on.

Gothic includes ten different scenarios and our first hurdle was choosing which one we were going to fight. In the end we decided that scenario eight, Escalating Engagement, would make for an exciting game report. In an escalating engagement two opposing fleets are hunting for each other through a star system. Both fleets have split up into several 'divisions' to spread the search wider, and as the battle begins, two of these divisions have made contact and signalled to their own fleets that the enemy is in sight.

In practical terms this works by each player splitting his fleet up into five divisions. Each of the divisions is represented by a counter (called a contact marker in the game, or a 'ping' if you're Gav) which has a number on the back. The players note down the numbers of their divisions and what's in each before turning the counters face down and drawing one at random. This is the division which has made contact and starts the game on the tabletop, facing off against whatever the enemy division contains. As you can imagine this can



lead to a battleship running into a just couple of destroyers if you're unlucky, but a lot depends on how you choose to split up your fleet. Besides, the destroyers would easily outrun the battleship as long as they got out of range of its weapons quick enough...

After this initial deployment, each player randomly chooses another of the contact markers, which represent their remaining divisions, at the end of each turn. The contact marker is placed on a randomly selected table edge to indicate the imminent arrival of that division as it speeds to the assistance of those already fighting (well, hopefully anyway). At the start of their turn a player gets to roll a dice for any of their contact markers already on the table edge, and if they score high enough the ships in that division arrive (in the nick of time).

The twist in the tale is that if there are friendly ships close to a contact marker when it makes its arrival roll, it gets a healthy bonus on the dice roll, to represent them receiving accurate coordinates and communications from the ships engaged. If the arrival roll is failed, the contact marker can slide along the table edge to represent the division adjusting their course to arrive at a slightly different point on the battlefield, since they're obviously further away than anticipated.

For those of you with a historical bent, this particular scenario is based on the Battle of Jutland (or Skaggeiak as the Germans called it) in WWI. If you like a challenge, the Battle of Jutland would make a great Battlefleet Gothic game to re-enact, although the dozens of capital ships involved would make it a long fight!

THE PLAYERS

Gav and I have been protagonists throughout the playtesting and writing of Battlefleet Gothic. I've mostly

commanded the Imperial fleet while Gav has been Warmaster of the vile forces of Chaos. For this battle it seemed only natural to reprise our roles, especially as Gav has a number of good drubbings to avenge. Dave Andrews and Tim Adcock have designed the miniatures for Gothic, and also played several games while we were writing it. They asked for another game shortly before we were due to fight the battle report, so we callously roped them in. Tim designed the Chaos ships so he went on Gav's side, and Dave designed the Imperial ships so he came on my side. And despite whatever you might hear, it simply isn't true that we invited them along so we could blame them if we lost!

THE TERRAIN

The celestial phenomena (that's what we call terrain in Battlefleet Gothic) are rolled up randomly, using the table in the main rules. This gave us a battle in the outer reaches of the star system where it's cold, dark and there are plenty of dust clouds and asteroid fields. The main features proved to be a large asteroid field with a smaller one nearby, some scattered dust clouds and a medium sized planet with a single moon.

The celestial phenomena have the following effects;

Asteroid fields block firing and torpedoes and are dangerous to move through.

Dust clouds reduce the effectiveness of firing through them and slow down movement.

The planet and moon also block firing but may be moved 'through' (ie over or under). They also project a gravity well a short distance around them which ships can use to turn, using a slingshot orbit to swing tightly around the planet. As is often the case, clever use of the gravity wells was to prove highly significant in this battle.



CHAOTIC DECISIONS



Gav Thorpe



Tim Adcock

Gav: During the development of Battlefleet Gothic, I concentrated on helping Andy with the Chaos ships and fleet list while he devoted his attention to the Imperial forces of Gothic Sector. So it

was that I was given command of the Chaos fleet for this first Gothic battle report, ably aided by Tim, who designed the Chaos ships (and what a splendid job he's done too).

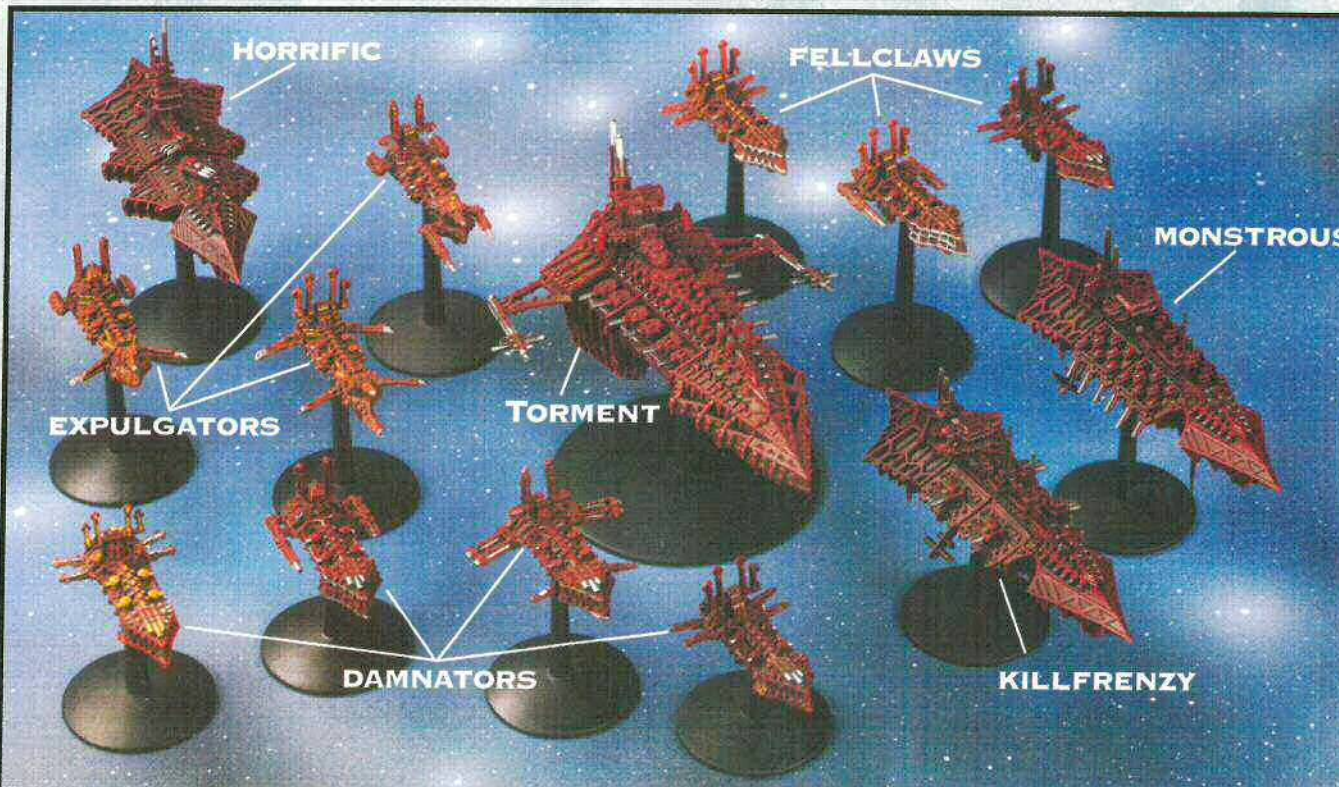
When it came to choosing the Chaos fleet, I drew on the large number of games I've already played to inform my choices. There are two advantages that most Chaos ships have over their Imperial enemies: range and speed. This extra range and faster movement means that a Chaos fleet does well if it can use its extra speed to keep the enemy at a distance, utilising its long range guns to good effect while the enemy cannot return fire. Unfortunately, this is far, far easier said than done – especially against Imperial ships which have a thick front armour and can charge straight for you without risking too much.

To start with, my fleet needed a Warmaster to lead it. High Leadership values are vital in Battlefleet Gothic and I

decided not to skimp on getting a good fleet commander. Fleet commanders also have re-rolls, which are very useful when that all-important command check to reload your torpedoes or try to lock on to the enemy fails. A Warmaster can be given an extra re-roll with the Mark of Tzeentch, a real snip at 30 points. As Tim was also going to be playing, it seemed churlish that he didn't have anyone to represent him in the fleet. Luckily, Chaos fleets can include Lords as well as Warmasters, and I paid out the points for Gethra Sadivist, a Lord with the Mark of Slaanesh, which would give Imperial ships nearby a reduction to their Leadership.

After deducting the points for these from my total, I still had plenty left to spend. My next stop in the fleet list was the Cruisers section. If you want to include any heavy cruisers in a Chaos fleet you have to have at least two normal cruisers, and for that lovely battleship you need three cruisers or heavy cruisers. I was beginning to see a plan. A battleship, two cruisers and a heavy cruiser would be my capital ships, with the rest of the points spent on whatever small escorts I could afford.

In my opinion, a Chaos fleet isn't right without at least one Murder class cruiser. With its solid gun decks, the Murder class can outrange most Imperial ships, and even give them a nasty broadside duel at close range. My other favourite cruiser class is the Slaughter. Faster even than Imperial frigates, the Slaughter is strange for a Chaos ship because its weapon batteries only have a 30cm range. However, what batteries they are! Combining fire with its prow weapons, a Slaughter class can bring more firepower to bear than a Retribution class battleship (although at half the range) and still has two lance shots

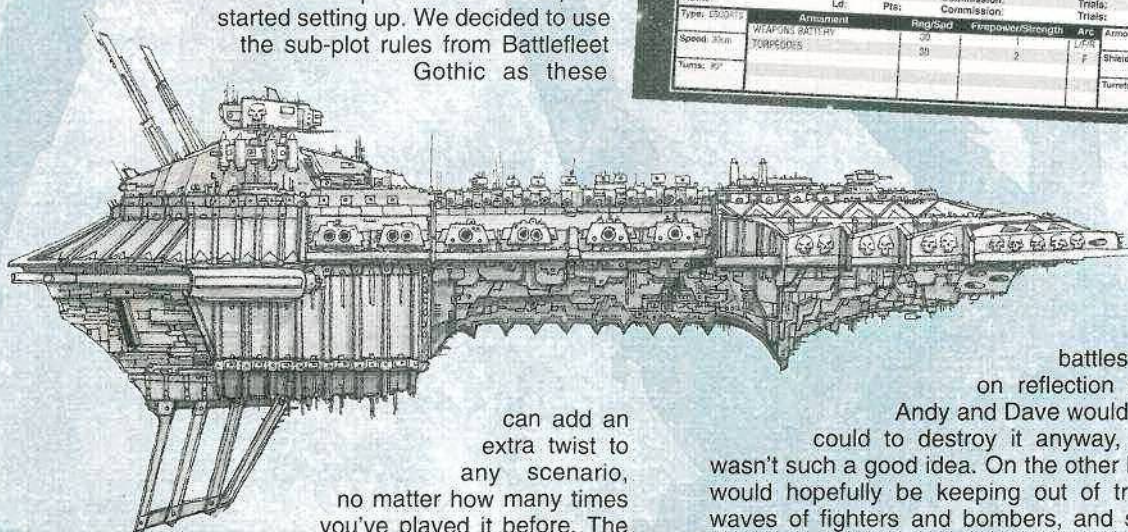


on top of that. While the rest of your fleet tries to keep its distance, a Slaughter class can race into the middle of the enemy fleet and just pound away, crippling enemy cruisers with just one or two salvos.

The next thing to consider was attack craft – tiny, little things (compared to the main ships) like fighters, bombers and assault boats. Attack craft will rarely win you a battle outright, but the side with air superiority (or should that be vacuum superiority?) has a distinct edge. Fighters are particularly useful for a Chaos fleet as they can intercept all those torpedoes an Imperial fleet can throw at you. The choice was simple: either a Styx class heavy cruiser or a Despoiler class battleship, either of which can launch a considerable number of attack craft. In the end I decided to go for the Styx for the simple reason that this meant my battleship could be a Desolator class with its massive broadside batteries of long range lances – the perfect support ship for a Chaos fleet.

The final task was to use up the points with raiders and/or destroyers. In the end I went for seven Infidel raiders in squadrons of three and four vessels, and a three-strong squadron of Idolators. The Infidels are useful because they are among the few Chaos vessels to be armed with torpedo tubes. They have made themselves a considerable annoyance to Andy in the past and hopefully would do the same in this battle.

For the Escalating Engagement scenario, the fleet must be divided into five divisions, which arrive randomly throughout the battle. Selecting our divisions wasn't too difficult. I know from experience that battleships must have a squadron of escorts around to cover their rear from enemy vessels, and the *Horrific* (the Styx class heavy cruiser) would also benefit from this kind of arrangement. This meant the fleet easily broke down into a battleship plus escorts, heavy cruiser plus escorts, two cruisers and an escort squadron. With the fleet selected and put into divisions, we started setting up. We decided to use the sub-plot rules from Battlefleet Gothic as these



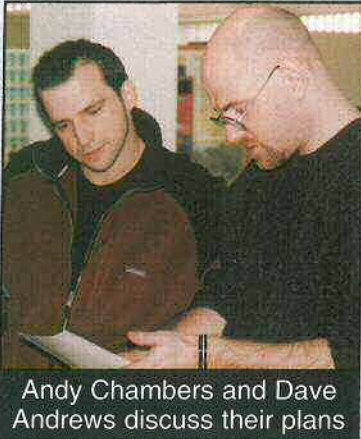
can add an extra twist to any scenario, no matter how many times you've played it before. The Imperial players generated Secret Intelligence and decided to place their spy aboard the *Horrific*, while we had a Desperate Mission. In this sub-plot, a chosen capital ship

BATTLEFLEET GOTHIC FLEET REGISTRY									
Fleet Commander: ADMIRAL ANDREUS		Leadership: 5		Re-rolls: 3		Rank: ADMIRAL		Points: 175	
Notes (Marks of Chaos, etc):									
Fleet Commander: Leadership: Re-rolls: Rank: Points:									
Notes (Marks of Chaos, etc):									
CLASS: REPRISAL CLASS									
Name: CARDINAL BORAS		Ld: 6		Pts: 165		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes: COMMANDED BY ADMIRAL ANDREUS									
Type: BATTLESHIP	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 3+	
Speed: 20cm	PORT WEAPONS BATTERY		30	12		L		Shields: 4	
	STARBOARD WEAPONS BATTERY		30	12		R		Shields: 4	
	DORSAL LANCE BATTERY		30	3		L/R		Turrets: 4	
	PROW TORPEDOES		SPEED 30	3		F		Turrets: 4	
Hit Remaining									
12 10 8 6 4 2									
11 9 7 5 3 1									
CLASS: MARS CLASS									
Name: IMPERIOLE		Ld: 8		Pts: 270		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes:									
Type: CRUISER	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 2+	
Speed: 20cm	TWO LANCE BATTERIES		30	6		L		Shields: 2	
	PORT WEAPONS BATTERY		35	8		L		Shields: 2	
	STARBOARD WEAPONS BATTERY		35	8		R		Shields: 2	
	DORSAL LANCE BATTERY		30	2		L/R		Turrets: 2	
	PROW HOUR CANNON		30-150	1		F		Turrets: 2	
Hit Remaining									
8 6 4 2									
7 5 3 1									
CLASS: LUNAR CLASS									
Name: PROMULGE		Ld: 6		Pts: 180		Commission:		Trials:	
Name: REPRISAL		Ld: 6		Pts: 180		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes:									
Type: CRUISER	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 3+	
Speed: 20cm	PORT LANCE BATTERY		30	12		L		Shields: 2	
	STARBOARD LANCE BATTERY		30	12		R		Shields: 2	
	PORT WEAPONS BATTERY		30	6		L		Shields: 2	
	STARBOARD WEAPONS BATTERY		30	6		R		Shields: 2	
	PROW TORPEDOES		30	6		F		Turrets: 2	
Hit Remaining									
8 6 4 2									
7 5 3 1									
CLASS: DAUNTLESS CLASS									
Name: HAYOCK		Ld: 9		Pts: 110		Commission:		Trials:	
Name: HEARN		Ld: 9		Pts: 110		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes:									
Type: CRUISER	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 3+	
Speed: 20cm	PORT WEAPONS BATTERY		30	4		L		Shields: 1	
	STARBOARD WEAPONS BATTERY		30	4		R		Shields: 1	
	PROW LANCE BATTERY		30	3		F		Turrets: 1	
			30	3		F		Turrets: 1	
Hit Remaining									
8 6 4 2									
5 3 1									
CLASS: SWORD CLASS									
Name: SQUADRON SQUADRON (x2)		Ld: 6		Pts: 35		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes:									
Type: ESCORTS	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 2+	
Speed: 20cm	WEAPONS BATTERY		30	4		L/R		Shields: 1	
			30	4		L/R		Shields: 1	
			30	2		F		Turrets: 2	
			30	2		F		Turrets: 2	
Hit Remaining									
8 6 4 2									
5 3 1									
CLASS: DOBRA CLASS									
Name: SQUADRON SQUADRON (x3)		Ld: 8		Pts: 90		Commission:		Trials:	
Name:		Ld:		Pts:		Commission:		Trials:	
Notes:									
Type: ESCORTS	Armament		Ring/Spd	Firepower/Strength		Arc		Armour: 4+	
Speed: 30cm	WEAPONS BATTERY		30	1		L/R		Shields: 1	
	TORPEDOES		30	2		F		Turrets: 1	
			30	2		F		Turrets: 1	
			30	2		F		Turrets: 1	
Hit Remaining									
8 6 4 2									
5 3 1									

has to survive the battle relatively intact. It was tempting to choose the battleship, *Torment*, but on reflection we decided that

Andy and Dave would be trying all they could to destroy it anyway, so perhaps this wasn't such a good idea. On the other hand, the *Horrific* would hopefully be keeping out of trouble, launching waves of fighters and bombers, and so stood a good chance of avoiding the worst attentions of the Imperial fleet. So it was the *Horrific* that had a desperate mission. With the two sub-plots together, it was obvious that the fate of the *Horrific* could make the difference between a heroic victory and a miserable defeat!

CHOOSING THE IMPERIAL FLEET



Andy Chambers and Dave Andrews discuss their plans

Andy: It's difficult to pick a fleet for an escalating engagement as it is almost inevitable that your ships will arrive in precisely the wrong order to support each other. Instead I chose what's a fairly standard Imperial fleet for me. I started with the Admiral, compulsory in any fleet worth more than 750 points and pretty dang useful

anyway. The Admiral has a set Leadership value and gives the fleet he commands a number of re-rolls against failed command checks. For those of you who didn't catch the preview Gothic rules in White Dwarf 225 (where were you?), command checks are an important part of the game. If you want a ship to move faster, or lock on, or reload its torpedoes or attack craft it needs to pass a command check by rolling equal to or under its Leadership value. To cover the worst foul ups I invested in a reasonably good admiral with a Leadership of 9 and two re-rolls, expensive in terms of points but a good way of enhancing the whole fleet.

The first ship had to be a Retribution class battleship, the *Cardinal Boras*, supplying the big guns with its 60cm range weapons batteries and lances. Next I took the *Imperious*, a Mars class battlecruiser, to give me some launch bays so that I could use fighters to fend off Chaos attack craft and hopefully put in some bomber attacks myself. The Mars class also has long range lances and a nova cannon – an awesome guess range weapon capable of hitting targets up to 150cm away.

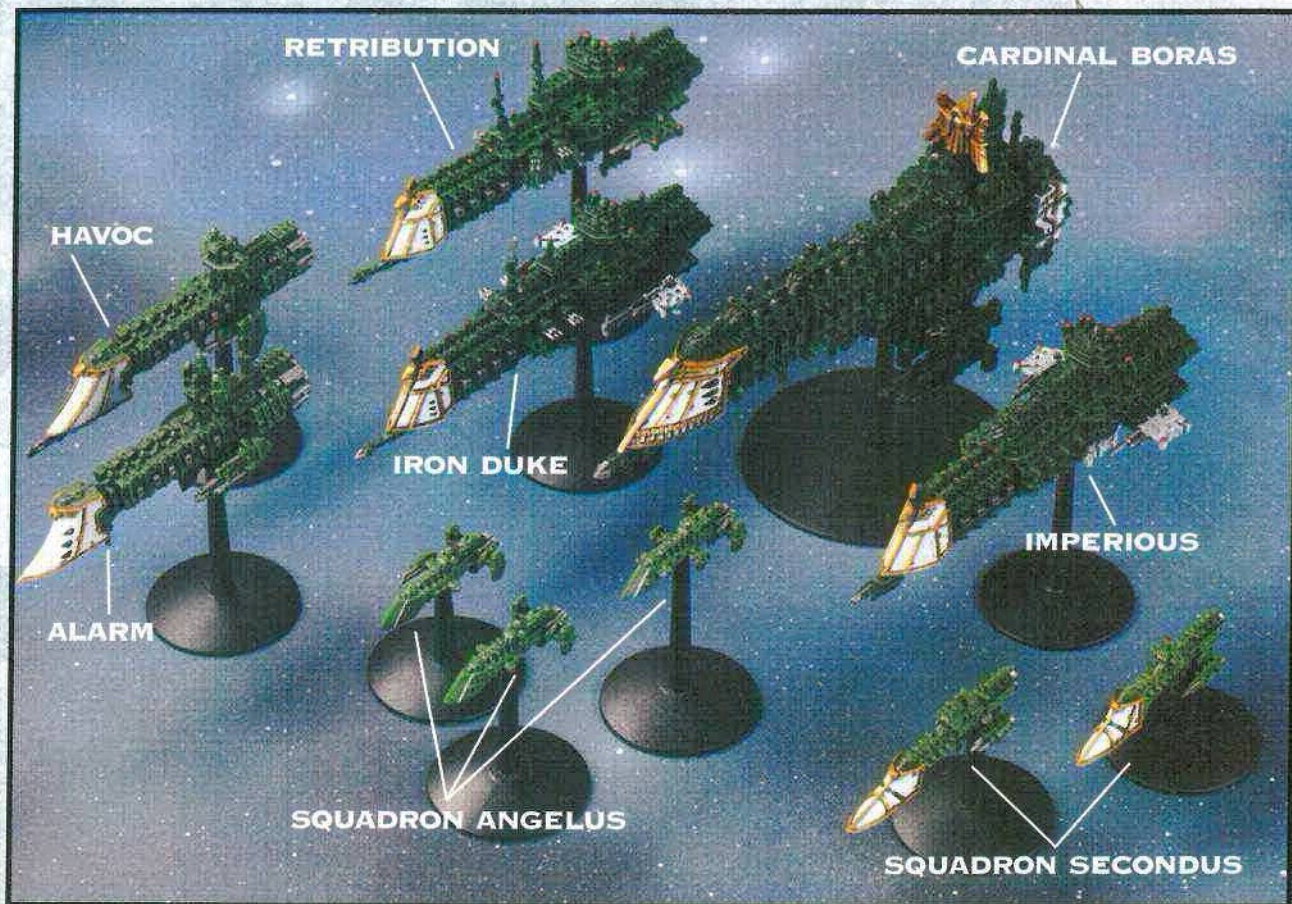
Ordinarily these two ships would give supporting fire from behind a battleline of cruisers, so I went on to choose two Lunar class cruisers, the *Retribution* and the *Iron Duke*, to stand up front and engage the enemy. Lunar class cruisers are good all-round ships with a shortish range of 30cm, so they could be relied on to give a good account of themselves as long as they were not caught in a gun battle with a longer ranged foe (if this did happen they could withdraw under the cover of the longer ranged guns on *Imperious* and *Cardinal Boras*).

Huge, lumbering ships with lots of guns are very nice but they're, well, lumbering and if a squadron

of agile destroyers or frigates can get round behind them they won't be able to shake them off. The best defence against the piranha-like depredations of these kind of enemy ships is to have some light, escorting ships of your own. Sword class frigates are ideally suited to protecting larger ships, having a good combination of firepower and turrets to shoot down incoming torpedo salvos and attack craft. I selected a pair of these minnows to protect the whales and took a squadron of three Cobra class destroyers to run interference. Cobra's are as puny as a puny thing, but they are armed with torpedoes so they can break up an incoming enemy attack and then scuttle for cover while they reload.

I didn't choose too many escort ships because I wanted to try out a couple of Dauntless class light cruisers. Although expensive in points and poorly protected, light cruisers combine the manoeuvrability of an escort ship with the punch of a cruiser. I hoped these ships would be able to help protect my gunline and/or aggressively hunt down enemy escorts and cruisers.

BATTLEFLEET GOTHIC™ FLEET REGISTRY											
Fleet Commander: MALFICA ARKHAM		Leadership: 9	Re-rolls: 1	Rank: WARMASTER	Points: 130						
Notes (Marks of Chaos, etc): MARK OF TEEBVTCH											
Fleet Commander: GETHRA SADI'VIST		Leadership: 9	Re-rolls:	Rank: LORD	Points: 75						
Notes (Marks of Chaos, etc): MARK OF SLAANESH											
CLASS: DESOLATOR CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: BATTLESHIP	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes: COMMANDED BY MALFICA ARKHAM					
Speed: 14cm	PORT LANCE BATTERY	60	4	L	Shields: 4						
Turns: 40°	STARBOARD LANCE BATTERY	60	4	R	Turrets: 4	Hits Remaining					
	DORSAL LANCE BATTERY	60	6	L/R		12	10	8	6	4	2
	PROW TORPEDGES	SPEED 30	9	F		11	9	7	5	3	1
CLASS: STYX CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: CRUISER	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes: COMMANDED BY GETHRA SADI'VIST					
Speed: 30cm	PORT LAUNCH BAYS	20/30	3	-	Shields: 2						
Turns: 45°	STARBOARD LAUNCH BAYS	20/30	3	-	Turrets: 3	Hits Remaining					
	DORSAL LANCE BATTERY	60	2	L/R		8	6	4	2		
	PROW WEAPONS BATTERY	60	0	L/R		7	5	3	1		
CLASS: SLAUGHTER CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: CRUISER	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes:					
Speed: 30cm	PORT LANCE BATTERY	30	2	L	Shields: 2						
Turns: 45°	STARBOARD LANCE BATTERY	30	2	R	Turrets: 2	Hits Remaining					
	PORT WEAPONS BATTERY	30	8	L		8	6	4	2		
	STARBOARD WEAPONS BATTERY	30	5	R		7	5	3	1		
PROW WEAPONS BATTERY	30	6	L/R								
CLASS: MURDER CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: CRUISER	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes:					
Speed: 20cm	PORT WEAPONS BATTERY	45	10	L	Shields: 2						
Turns: 45°	STARBOARD WEAPONS BATTERY	45	10	R	Turrets: 2	Hits Remaining					
	PROW LANCE BATTERY	60	2	F		8	6	4	2		
						7	5	3	1		
CLASS: INFIDEL CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: ESCORTS	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes:					
Speed: 30cm	WEAPONS BATTERY	30	2	L/R	Shields: 1						
Turns: 90°	TORPEDGES	30	2	F	Turrets: 1	Hits Remaining					
CLASS: IDOLATOR CLASS											
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Name:	Ld:	Pts:	Commission:	Trials:							
Type: ESCORTS	Armament:	Ring/Spd:	Firepower/Strength:	Arc:	Armour:	Notes:					
Speed: 30cm	WEAPONS BATTERY	45	2	L/R	Shields: 1						
Turns: 90°	LANCE	30	1	F	Turrets: 2	Hits Remaining					



ORGANISING THE FLEET

For an escalating engagement, the fleet is split into five divisions which will arrive randomly throughout the battle. Before Captain Dave and I went on to deciding what to put in the divisions, we rolled for the Leadership ratings of our ships. Leadership for ships is normally generated randomly if a battle is not a campaign game (which this isn't). Leadership represents the competence and experience of the captain and crew, the state of their communications and so forth. In our case the random rolls produced the following (absolutely appalling) results:

Cardinal Boras	Ld 6
Imperious	Ld 6
Iron Duke and Retribution	Ld 6 & 8
Havock and Alarm	Ld 9 & 8
Squadron Secundus	Ld 6
Squadron Angelus	Ld 8

To overcome some of the worst of our Leadership problems we placed our Admiral aboard the *Cardinal Boras*, increasing its Leadership to 9. As the *Imperious* would definitely need to reload its attack craft during the game, it was important to improve its Leadership. After some debate we decided to operate *Imperious* and *Havock* as a single squadron. This meant the squadron would use *Havock's* Leadership of 9 for command checks. Sorted! Sadly this meant that *Iron Duke* and

Squadron Secundus would simply have to hope they weren't called on to make command checks too often.

With our main ships now somewhat better led, we organised our divisions as follows:

Dave commanding:

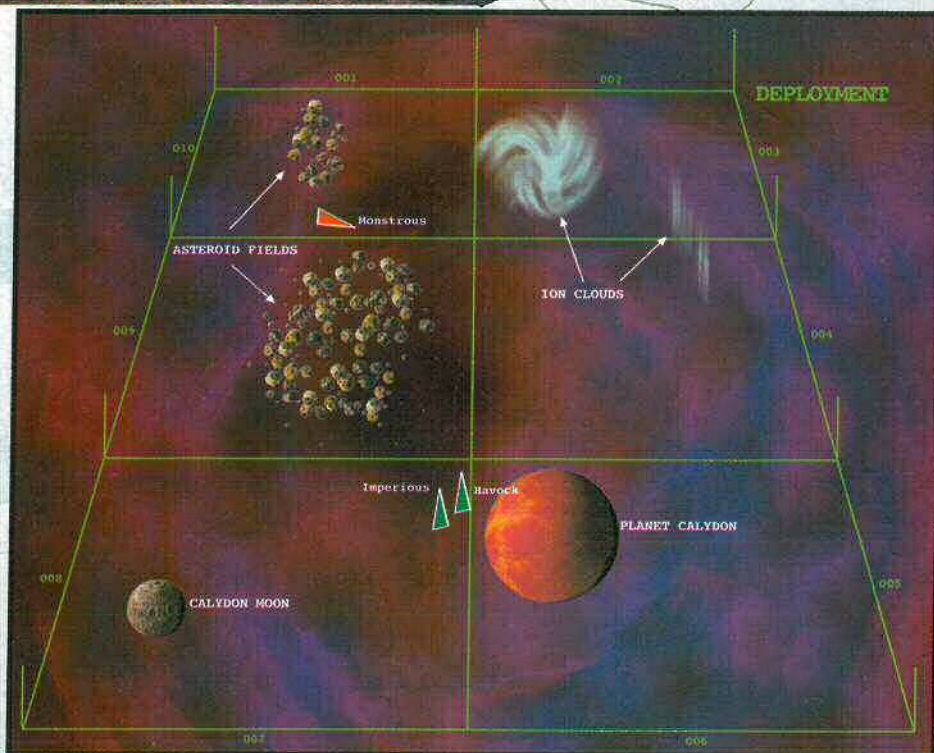
- Cardinal Boras and Squadron Secundus
- Iron Duke

Andy commanding:

- Imperious and Havock
- Retribution
- Alarm and Angelus Squadron

SUBPLOTS

To add some extra spice to the game we decided to use the additional subplots in the Gothic rules. These introduce extra victory conditions, random events and other unforeseen circumstances rolled up at random. Our subplot turned out to be that there was an Imperial spy aboard one of the Chaos ships we were hunting for (brave man). His information and reports gave our Admiral an additional re-roll (hoorah) but we were under orders to extricate said spy by making a hit and run raid or boarding the Chaos ship at some point in the battle (hmmm, easier said than done). Gav told us the names of the Chaos capital ships in the opposing fleet and we chose the *Horrific* as the one our spy was aboard.



EXTRACT FROM SECOND LIEUTENANT RUSSEL'S LOG, THE MOST BENEFICENT EMPEROR'S MARS CLASS BATTLECRUISER IMPERIOUS.

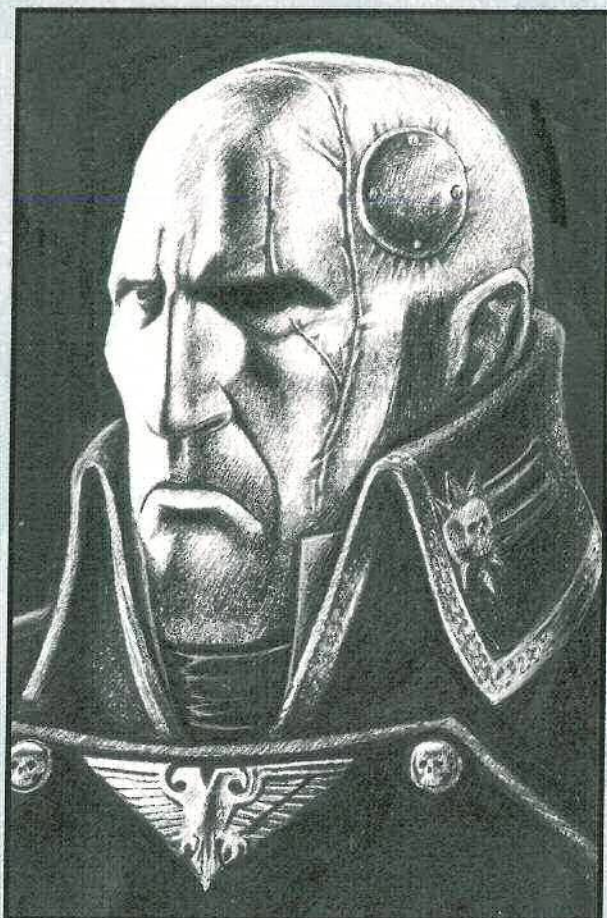
Thirteenth day of Heracles

17:05 Ship Standard Time. Still on station orbiting Calydon, *Havock* in attendance. Captain Bast has transferred aboard *Havock* for dinner with Commander Leight. Reports from scouting patrol have notified us that enemy battleship *Torment* has been prowling this area. Admiral Andreius aboard *Cardinal Boras* en route to our position, but we must be vigilant.

17:37SST. Officer of Surveyors reports anomalous energy spike beyond orbital asteroid field. Have notified Captain Bast, who will be returning shortly.

17:42SST. Red Alert! Energy spike is definite engine signature. Filtering now. Identified as *Monstrous*, renegade Murder class cruiser. All hands at gun positions. Nova cannon power relays are active.

17:43SST. Our foe realised he had been detected and attempted to burn retros and remain out of sight. Attempt was unsuccessful and *Monstrous* has drifted into targeting range. Captain Bast is shuttling back. We have detected a second energy reading, approaching from the other side of Calydon's moon from decadrant 008. Captain has given comm-order to fire nova cannon. We are remaining in orbit, as is *Havock*. Nova cannon firing – detonation short of target, we lack the Captain's keen eye! Signal for reinforcements sent. Answering call from the *Cardinal Boras*. Is incoming with *Squadron Secundus* in attendance.



17:49SST. *Monstrous* has altered course towards Calydon but not yet able to fire on us. Another energy contact appeared on surveyors, moving in from beyond *Monstrous*. Captain Bast back aboard. Breaking orbit with *Havock* in attendance. Closing range with target. Nova cannon firing. Target well hit! Surveyors indicate all shields overloaded. Target badly damaged. Captain Bast well pleased. Dorsal lance turrets, thirty second salvo. Target well hit! *Monstrous* on fire from starboard galleries to aft engine decks. More Imperial forces responding to message.

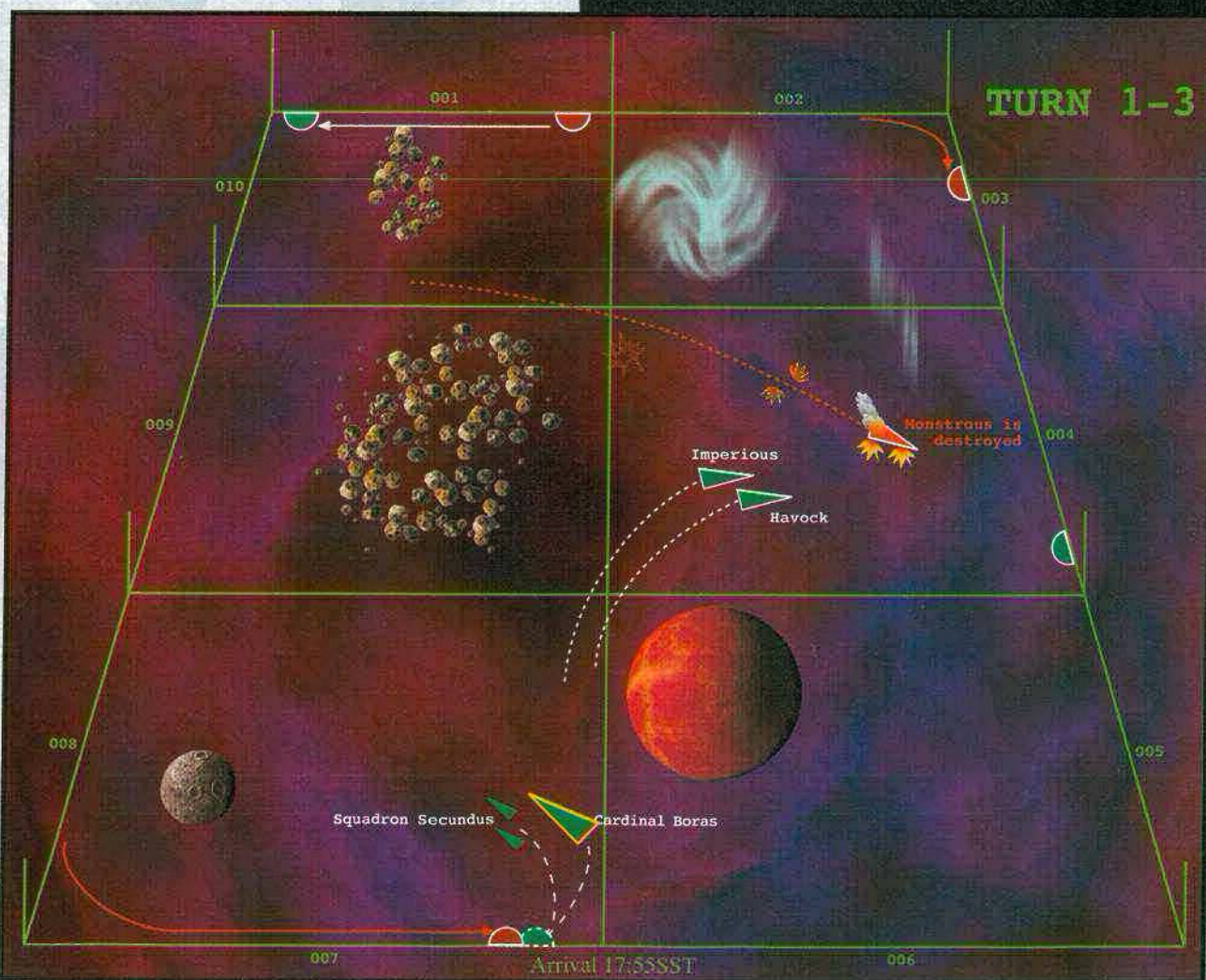
17:54SST. *Monstrous* continuing on course. Surveyors indicate energy outlay directed towards repair. Fire still burning on target. Nova cannon firing. Target well hit! Energy readings of *Monstrous* at minimal. Target is a hulk, continuing to drift. Explosion has extinguished fire. Multiple enemy signals closing fast from decadrant 001. *Cardinal Boras* reaches battlezone, will establish orbit around Calydon's satellite. *Squadron Secundus* is directing weapons to the rear of *Cardinal Boras*. Enemy signals right behind the *Cardinals Boras*, imminent arrival. Course laid in to recover hulk of *Monstrous*.

Hitting with the nova cannon

Nova cannons are unusual weapons in that no roll to hit is made for them. Instead the firer has to guess the range to the target ship, and then a template is placed with its outer edge at the range guessed. If the hole in the centre of the template is over the target ship's base, a direct hit is scored and the target suffers D6 automatic hits(!). If a ship's base is covered by the outer edge of the template, it suffers one automatic hit.

As you can imagine, good guesswork can make a nova cannon deadly, whereas poor guesswork will make it useless. Here are some top tips on getting the best out of nova cannon:

1. Choose an easy target – a battleship or a squadron of enemy vessels is a lot easier to hit than one small ship on its own.
2. Don't think about it too hard, your first 'gut feeling' about how far away the target lies is probably pretty accurate.
3. Add about 2-3cm onto your 'gut feeling' estimate. Remember the range is measured to the outer edge of the template and you need the centre of it to be over the target for maximum effect. Boom!



18:02SST. Energy signal beyond gas clouds on course from decadrant 003, approaching rapidly. Have visual confirmation now. Slaughter class cruiser at full speed. Positive identification, continuous transmission from enemy vessel – “Killfrenzy Killfrenzy Killfrenzy...” Admiral Andreius has ordered us and *Havock* to link with Imperial vessels approaching from starboard. *Cardinal Boras* continuing on course to achieve moon orbit. New enemy signal to starboard, approaching Calydon directly.

Antici... ..pation

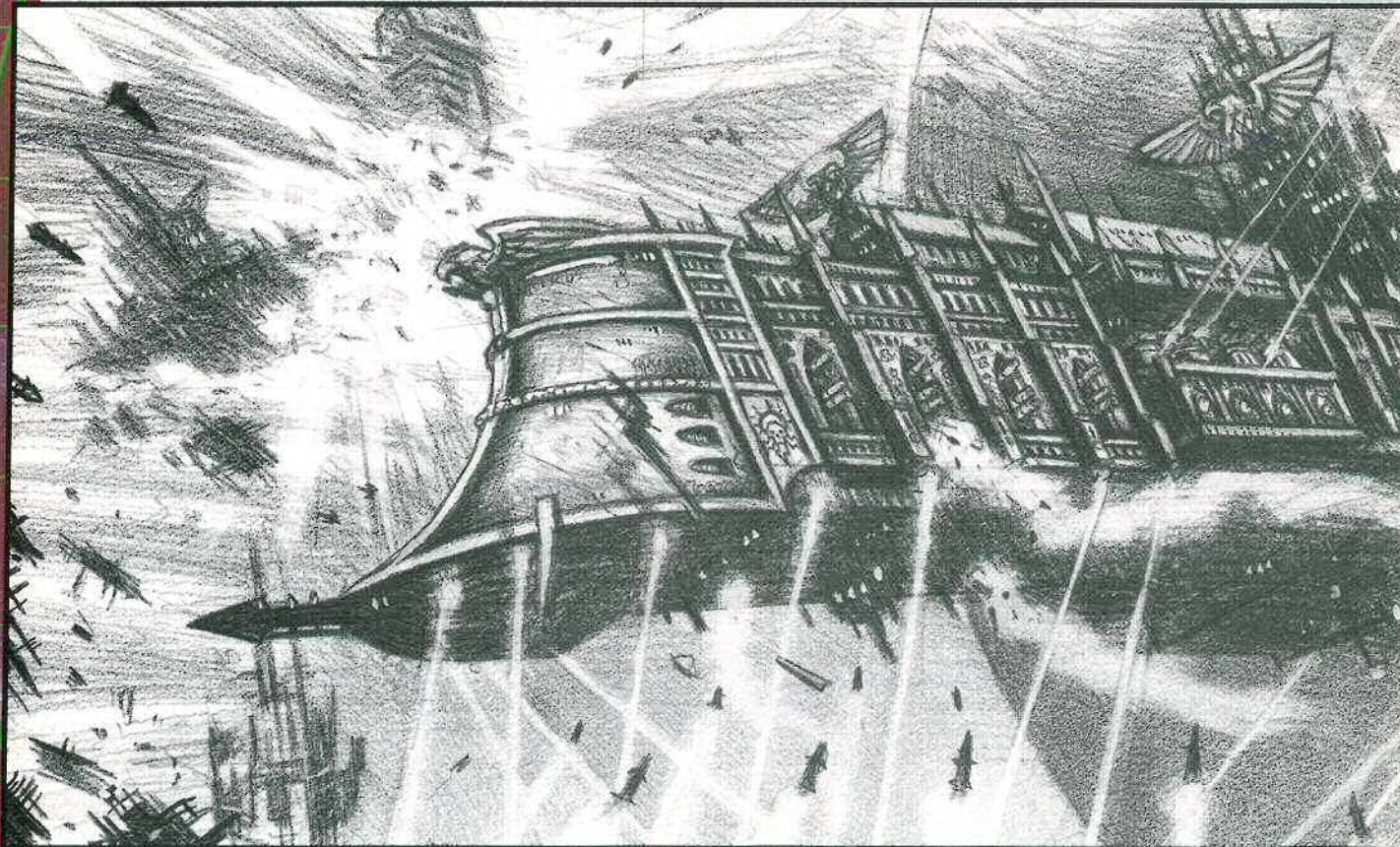
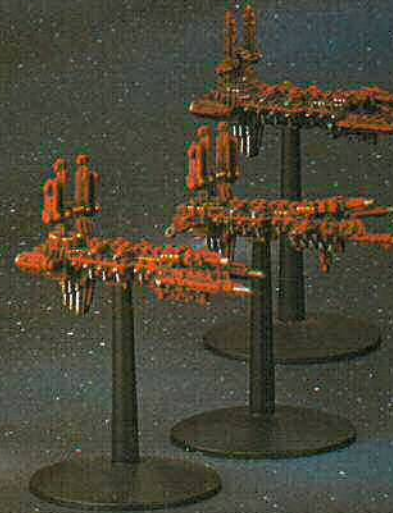
One of the hardest things to get your head round when commanding a fleet of ships rather than a 40K or Warhammer army is the fact that everything keeps moving, whether you want it to or not! What this means is that by manoeuvring yourself into what seems to be a good firing position for one turn, you may find that in future turns your ships become scattered and vulnerable to attack. Here's some top tips on how to plan your moves.

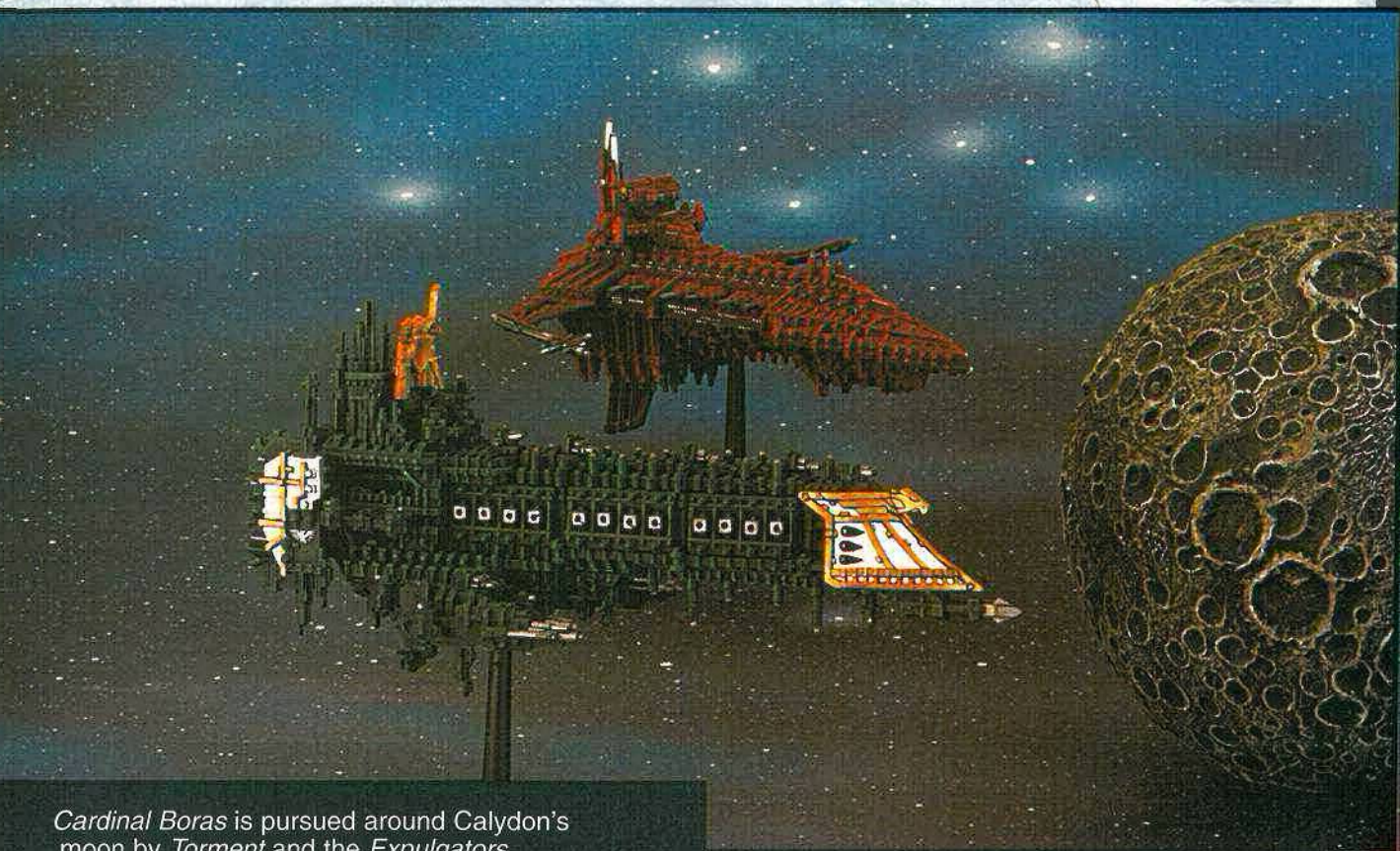
Don't just look at where your ships will be after their next move, anticipate where they will be after several turns and think about whether that's where you really want them to be.

Try to bring your ships together so that they are moving in more or less the same direction. This will stop them being picked off one at a time because they are split off.

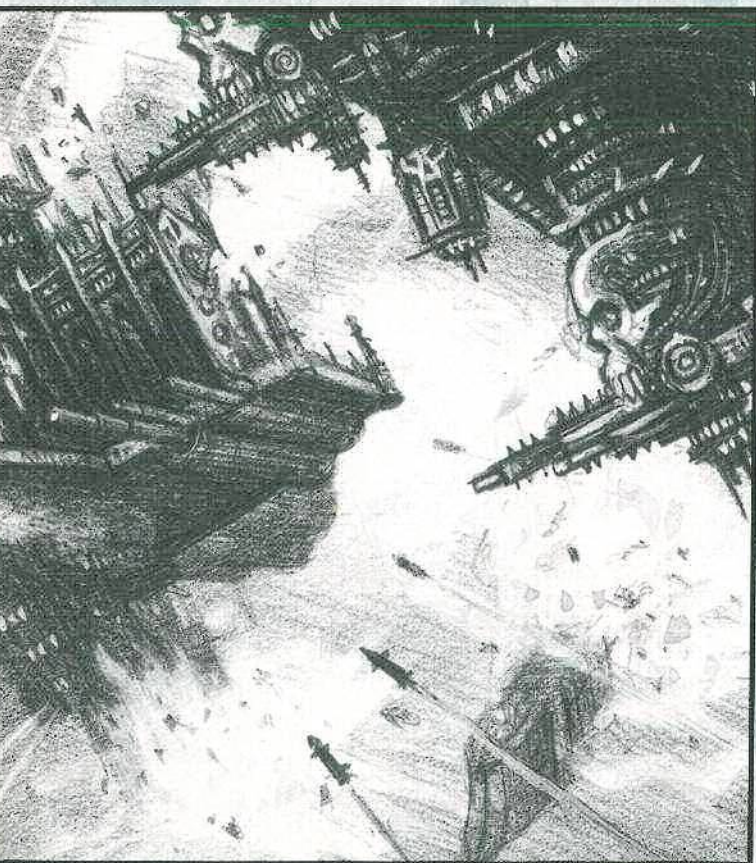
Keep escort ships back until you know where the main fight is taking place. If escorts are committed to combat too early they can be destroyed ahead of your main fleet. Their greater speed and manoeuvrability is more useful for covering gaps in your fleet than taking off and attacking things on their own.

HINTS AND TIPS





Cardinal Boras is pursued around Calydon's moon by Torment and the Expulgators



18:13SST. Latest enemy signal identified as Styx class heavy cruiser and squadron of Infidel raiders. Infidels bear the markings of *Fellclaw* pirates. Heavy cruiser identified as *Horrific*. Admiral Andreius informs us that an Imperial agent is aboard the *Horrific*. All ships must endeavour to recover our ally. *Horrific* launching bombers. Two waves, six squadrons in total. *Fellclaws* engaging *Havock*, torpedoes are launched. Torpedoes score two major hits on *Havock*. Enemy signal approaching beyond *Killfrenzy*.

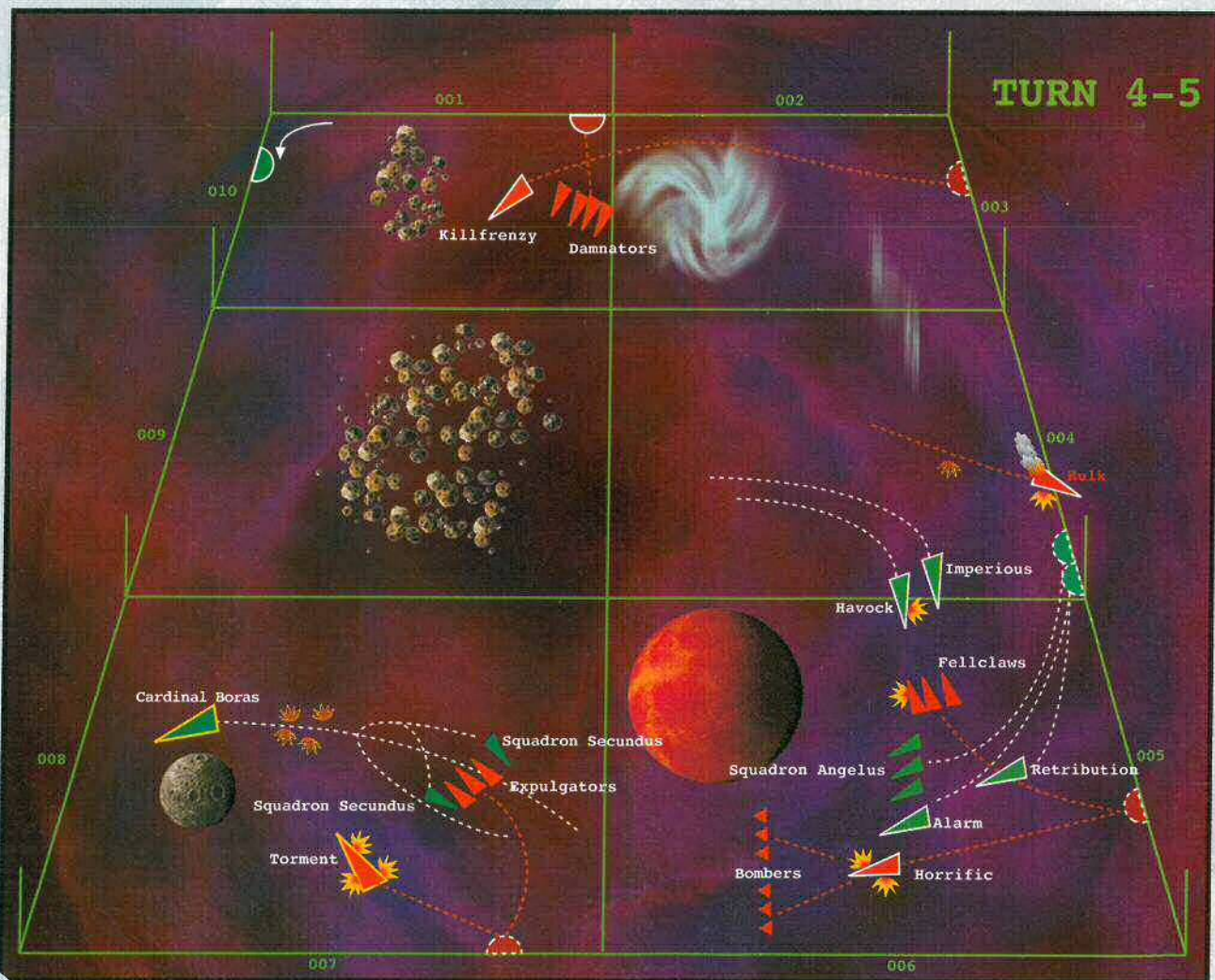
18:14SST. Signal following *Cardinal Boras* within scanning range. Hell's teeth, it's the *Torment*! *Torment* and squadron of *Idolator* escorts bearing down on flagship, all power to weapons. They've locked on to the battleship. Enemy firing. *Horrific*, twenty second lance salvo at *Cardinal Boras*, stripping flagship's shields. *Idolators* firing, weapons batteries at close range, forty five second lance salvo. The *Cardinal's* shields are down. Structural damage along engine housings and aft decks. *Torment* opening fire on *Cardinal Boras*, dorsal weapons and sixty second lance salvo. *Cardinal Boras* hit severely, surface damage to port galleries and prow. Still fully operational. *Torment* launching torpedoes at full spread, *Squadron Secundus* frigates bracing for impact. Massive detonations among *Squadron Secundus*. No damage inflicted! The Emperor was watching over them! *Idolators* identified as *Expulgators*.

18:15SST. Imperial arrivals – *Retribution*, *Alarm* and *Squadron Angelus* incoming from decadrant 004. We are moving through enemy torpedoes. Turrets shoot down one torpedo, no impacts. *Horrific* directing power to defensive systems – they're bracing for Imperial attack. *Fellclaws* making evasive manoeuvres, bracing for attack. *Retribution* fires on *Fellclaws*, shield of lead vessel depleted.

18:16SST. Nova cannon firing at *Horrific*. Target well hit! Target's shields overloaded. *Alarm* targeting *Horrific*. Damage to enemy's superstructure, severe damage to starboard launch bays, enemy engine failure reported by Officer of Surveyors. *Alarm* reports attempted teleport attack on *Horrific* unsuccessful.



Andy checks whether the *Imperious* and *Havock* are within Calydon's gravity well.





Killfrenzy and the Damnators join up in sector 010/001, ready to engage the Imperial fleet.

Control the battlefield

The effects of celestial phenomena can be decisive in a battle. Asteroid fields, planets and dust clouds can protect your ships from enemy fire or block a route of advance. The gravity wells of planets or moons can be used to manoeuvre your ships into position much faster than they could manage otherwise. This makes it important to control the battlefield and make the celestial phenomena work for you instead of against you. In this battle the Imperial fleet used the planet and moon to help move their fleet together and protect them from the *Torment's* firing until they were ready to attack.

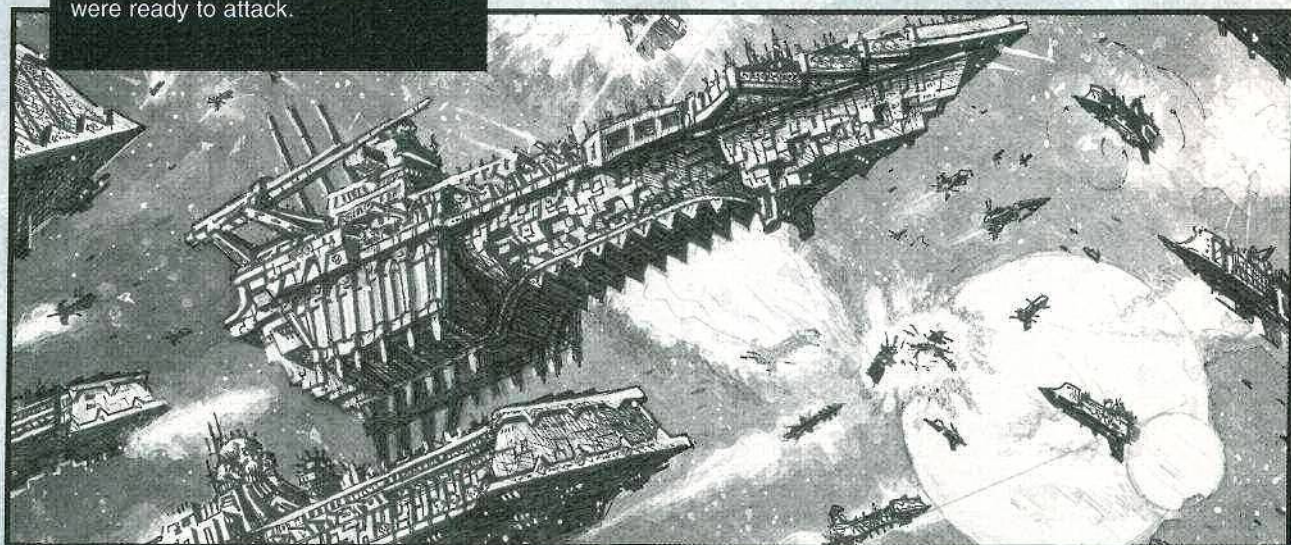
HINTS AND TIPS

18:17SST. *Cardinal Boras* returns fire on *Torment*. Firing reduced due to battleship's braced status. Three quarters of *Torment's* shields knocked down. *Squadron Secundus* opens fire on *Expulgators*, shield knocked down, no damage. We are launching fighters to intercept enemy bombers. We pray they arrive in time. *Horrific* directing power to repair systems, no major repairs detected.

18:19SST. *Horrific* using Calydon's gravity well to turn. *Killfrenzy* and *Damnators* on closing course. *Expulgators* emitting active lock-on signals. No lock-on detected. Surveyors show *Torment* has reloaded torpedoes. *Torment* targeting *Cardinal Boras*. Shield loss on the Admiral's vessel. No structural damage. *Expulgators* targeting *Cardinal Boras's* engines – the Admiral's shields fail but no damage suffered. Frigate of *Squadron Secundus* destroyed by twelve second lance salvo from *Torment*. Enemy bombers redirecting attack towards remaining frigate of *Squadron Secundus*. Frigate utterly destroyed.

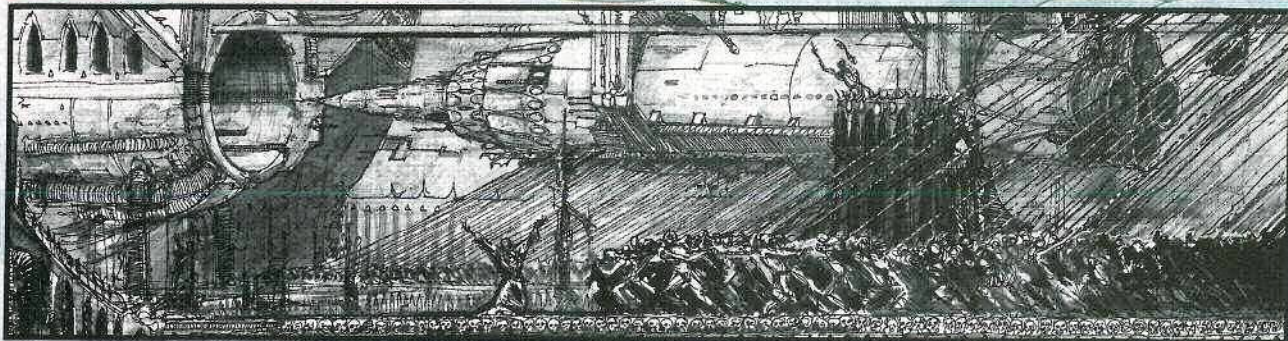
18:21SST. *Torment* launching torpedoes. The Admiral looks in trouble. Emperor's blessings! *Torment's* torpedoes prematurely detonated in debris and radiation cloud!

18:22SST. Officer of Surveyors reports *Horrific's* engines fully operational. Extensive repairs to *Horrific's* launch bays – probably fully operational.



BATTLEFLEET GOTHIC

WAR OVER CALYDON



18:23SST. *Cardinal Boras* achieves orbit over Calydon's moon. *Alarm* and *Squadron Angelus* moving on *Horrific*. *Retribution* starting circumnavigation of Calydon. *Havock* and ourselves moving to close on *Horrific* and *Torment*. Nova cannon firing. Target missed, detonation overshot *Horrific*. *Havock* fire against *Fellclaws* ineffective. *Horrific* under heavy fire from *Retribution*, *Alarm* and *Squadron Angelus*. *Squadron Angelus* launches torpedoes at *Horrific*. Three confirmed hits on target, though *Horrific* well braced for the impact. *Horrific* critically damaged, totally crippled. *Havock* attempts teleport attack on *Horrific*, once again boarders are repelled. *Cardinal Boras* taking aim on *Expulgators*. Energy surge from *Expulgators* indicates escorts prepared for incoming fire. *Cardinal Boras* targeting poor, no hits registered against enemy. *Alarm* launches torpedoes at the *Torment*.

18:34SST. *Killfrenzy* and *Damnators* still on closing course. Shadowed by remaining Imperial division out of identification range. *Horrific* turning in gravity well to

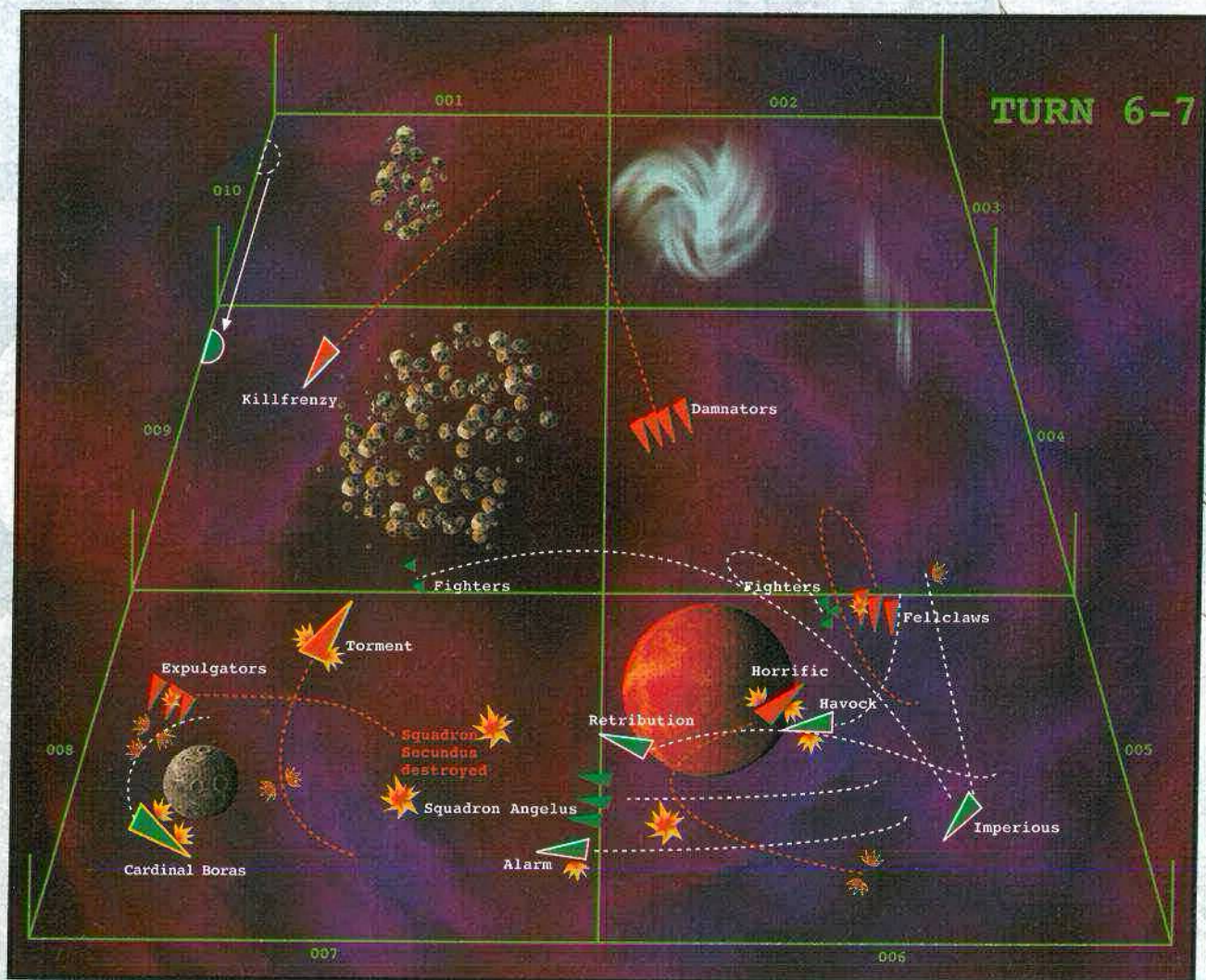
bear on our position. *Expulgators* tailing *Cardinal Boras*. *Torment* moving away from Calydon's moon. *Fellclaws* turning on our stern, firing ineffective against us. *Havock's* shields stripped by fire from *Horrific*. *Horrific's* lances score damage on *Havock* with twenty second salvo. *Cardinal Boras* loses single shield to fire from pursuing *Idolators*. *Torment* adds fire against *Cardinal Boras*, overloading two more shield banks. *Torment's* starboard lances target *Alarm*. *Alarm* prepares to receive fire. Shields overload on *Alarm*, minor damage inflicted on hull.

18:35SST. *Torment* turrets opening fire on torpedo salvo from *Alarm*. No hits registered against *Torment*.

18:39SST. Master of Ordnance reports malfunction in launch bays. Admiral Andreius insists we reload our flight bays for immediate launch. *Squadron Angelus* readied for another torpedo run. *Cardinal Boras* continuing to orbit moon. *Alarm* and *Squadron Angelus* close in on *Torment*. *Havock* closes on *Horrific*. Nova cannon targeting *Expulgators*. One enemy well hit! One

Imperious launches Starhawk bombers against the *Fellclaws*.





Brace For Impact

Brace For Impact is a special order which ships can use if they pass a command check when they come under fire. Brace For Impact gives the ship a 4+ saving throw against any damage sustained by the ship but reduces the effectiveness of its firing on its next turn (more energy has been put into protection and the crew are concentrating on damage control duties). Brace For Impact can make a ship very hard to cripple or destroy, as was the case with the *Cardinal Boras*. Deciding when to brace is tricky though, because it puts the ship or squadron on the defensive and makes it less effective next turn. If too many of your ships end up bracing for impact, your enemy effectively has you on the run and you'll lose the ability to fight back effectively. On the other hand it's better to brace a ship for one turn than have it crippled or destroyed for the rest of the battle.

HINTS AND TIPS

enemy caught in blast and shields overloaded. Lances and batteries targeting *Horrific*. Enemy shields overloaded. Structural damage inflicted.

18:42SST. *Cardinal Boras* targeting thirty second lance salvo at *Expulgators*. Targets not hit.

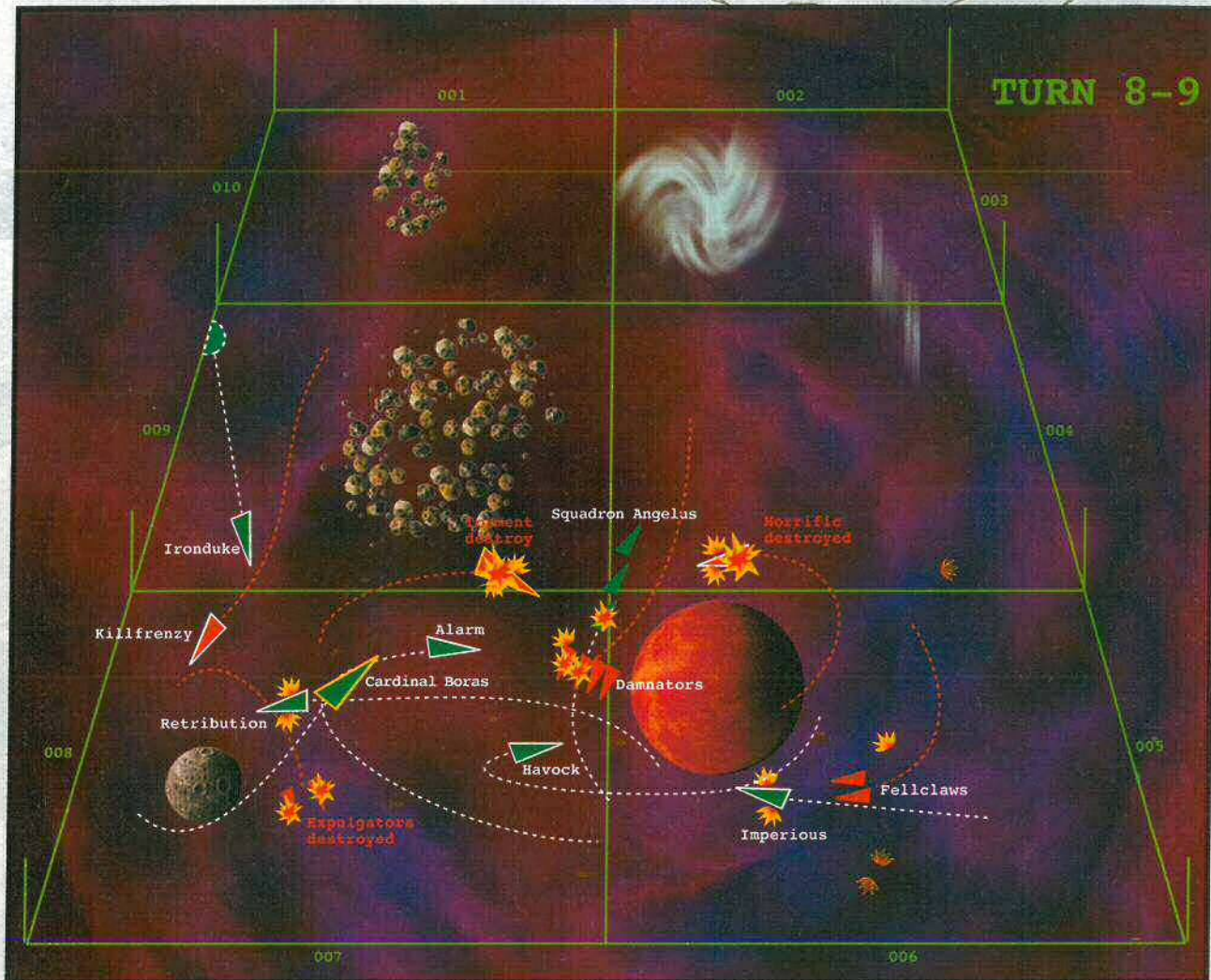
18:44SST. Battleship broadsides against *Torment*. Target partially hit, one shield bank depleted.

18:47SST. *Alarm* fires thirty second lance salvo at *Torment*. More enemy shield loss. We are deploying our Starhawk bomber squadrons against the *Fellclaws*. One target destroyed. Awaiting losses report from Master of Ordnance.

18:48SST. *Retribution* torpedo salvo reaches *Torment*. Several torpedoes destroyed. Target suffers minor damage. *Expulgators* breaking off from *Cardinal Boras*, targeting *Alarm*. *Alarm* is braced for impact. Enemy firing ineffective, no damage inflicted.

18:51SST. *Horrific* and *Damnators* taking up position together. *Horrific* launching fighters, targeting our bombers. *Killfrenzy* moving around asteroid field, closing with *Torment*. *Havock* lost shields to fire from *Fellclaws*, enemy lance salvo missed. We are under fire from batteries of *Horrific*. No serious hits reported, shields fully intact.

TURN 8-9



Supporting fire

Ships in Battlefleet Gothic are heavily armed, but they're heavily protected too. It's a good rule of thumb to assume that you will need the concentrated fire of two ships to damage one of similar size. So two cruisers should be able to cripple an enemy cruiser over a couple of rounds of firing, whereas one cruiser would probably only knock its shields down and cause no damage. Even with the help of a squadron of Idolators, the Chaos battleship *Torment* was unable to cripple the *Cardinal Boras* before Imperial reinforcements arrived and was itself destroyed by the massed firing of several Imperial ships. If you can concentrate your firing in this way you'll find it much easier to take down opposing ships. Likewise, once an enemy ship has its shields knocked down, hit it with everything you've got!

HINTS AND TIPS

18:53SST. *Squadron Angelus* under bombardment from *Torment*, no damage sustained. *Torment* firing lances at *Retribution*. *Retribution* hit, shields absorbed fire, no structural damage sustained. *Iron Duke* within identification range, right behind the *Killfrenzy*. *Iron Duke's* firing reduces enemy's shields, launching torpedo salvo towards *Torment*. We are launching more bombers. Nova cannon firing. *Torment* well hit, shields overloaded to maximum, no permanent damage registered. *Torment* is directing power to internal systems; they're bracing for impact.

18:55SST. *Retribution* fires rolling broadsides against *Torment*, target hit. *Retribution's* lances have scored severe hits on *Torment*. The enemy's bridge is destroyed! *Torment* is severely damaged from prow to stern now. *Cardinal Boras* targeting *Torment*. *Expulgators* have interposed themselves between battleships, taking fire from *Cardinal Boras*. Escorts annihilated by massed broadsides and lance salvos from *Cardinal Boras*.



The Imperial fleet forms its battleline and bombards the Chaos fleet, causing the destruction of *Torment*, *Horrific*, two of the *Damnators* and crippling *Killfrenzy*.

19:01SST. Our lance batteries have damaged *Torment*. Gun decks firing on *Fellclaws*. Shield on lead ship knocked down. *Squadron Angelus* has depleted shield on *Horrific*.

19:02SST. *Cardinal Boras* launching full torpedo salvo at *Torment*. Torpedoes not detonated by debris impeding line of fire. *Retribution* torpedoes explode within radiation cloud, no damage inflicted. We are launching four more bomber squadrons.

19:06SST. *Killfrenzy* moving at speed towards *Cardinal Boras*. Turning for full broadside against *Alarm* and *Iron Duke*. Enemy firing totally ineffective, no targets within range!

19:07SST. *Horrific* stationary within Calydon's gravity well. *Havock's* shields knocked down by *Fellclaws*. *Cobra* of *Squadron Angelus* destroyed by fire from *Horrific*. *Retribution* lost shields to fire from *Damnators*. *Torment* targeting shieldless *Retribution*. Damage sustained by *Retribution*. *Damnators* launching full torpedo spread against *Retribution*. *Retribution* is braced for impact, minimal damage sustained.

19:10SST. Torpedoes from *Iron Duke* fail to damage *Torment*.

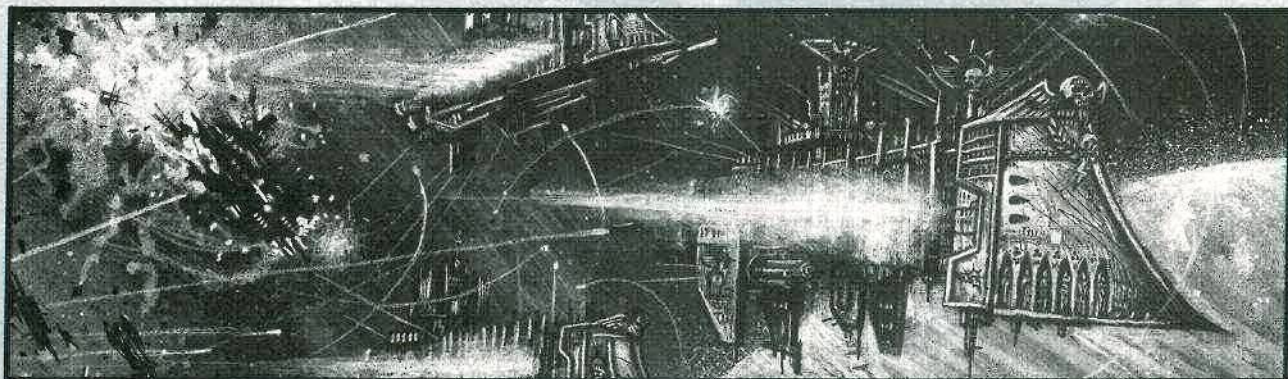
19:12SST. *Damnators* hit by *Iron Duke's* torpedoes. One vessel destroyed. *Horrific's* turrets shoot down one of our bomber waves. Other bombers have destroyed *Infidel* in *Fellclaws* squadron.

19:15SST. *Cardinal Boras* staying on course, has locked on to the enemy. Nova cannon firing at *Torment*. Target well hit! Target has no shields. *Iron Duke* closing for the kill on *Torment*. *Iron Duke's* fire causing damage. All weapons on *Cardinal Boras* targeting *Torment*. Full broadsides and lance salvos, continuous fusillade. *Torment* severely hit. *Torment* is blazing from stem to stern. *Torment* destroyed! Praise the Emperor!

19:18SST. *Alarm* targeting *Horrific* with forward lances. Target destroyed! *Horrific* is drifting hulk, will recover later. *Havock* firing torpedoes at *Killfrenzy*.

19:21SST. *Killfrenzy* hit by torpedo salvo from *Havock*. Severe damage. Master Gunner reports *Killfrenzy's* bridge destroyed! *Killfrenzy* has been crippled with one salvo!

19:22SST. Traitor vessels breaking off combat. Admiral Andreius has ordered us to recover hulks. Dauntless light cruisers and escorts will pursue the enemy. Victory for the Imperium! Death to the renegades!



CHAOS CONCLUSIONS

Gav: Dagnabbit! It was all looking so good at one point, and now what are we left with? The hulks of a battleship, heavy cruiser and cruiser, a crippled cruiser and a small handful of escorts. Abaddon will not be pleased with our performance. So, what went wrong?

There were several reasons for the Chaos fleet's unseemly demise. Firstly, Tim and I failed to organise our ships properly once they were on the tabletop. The Imperial fleet (helped by two of their divisions turning up next to each other and brought on to the table next to a third) actually began to resemble a fleet organised for battle, rather than a scattering of ships and squadrons dotted all over the place. As it was, once the Imperial ships were lined up and ready to go, there was not much Tim or I could do to match their combined effectiveness.

Secondly, the *Torment* didn't end up in the best position. Although it was nice to pound the *Cardinal Boras* for a turn or two, this was only ever going to be a short term gain. In such close confines, the Retribution class battleship's massed guns are more effective than the few lance shots on the Chaos battleship. Ships like the *Torment* are better at maximum range, preferably firing through dust clouds and blast markers. In these situations, the lances are just as effective as they are when right next to the enemy, while the enemy's firepower will be seriously reduced, so that even a lumbering battleship like the *Cardinal Boras* will only be rolling two or three dice to hit. As it was, even with the help of the *Expulgators*, the *Torment* just couldn't do enough damage to cripple the *Cardinal Boras*. If we had managed this, things might have been very different at the end...

Thirdly, we had some really sore luck at times. Take, for example, the *Torment's* initial torpedo salvo against the Sword class frigates of *Squadron Secundus*. A Strength 9 torpedo salvo that should hit all of them with some

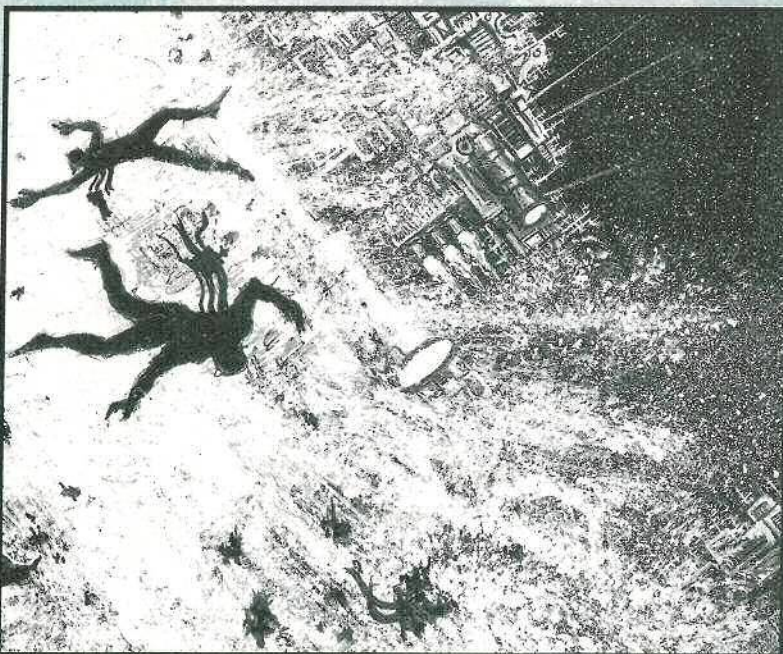
reasonable luck. Did any of them hit? Of course not! And again later, with the *Torment's* torpedo salvo blowing up on the blast markers. Curses!

And lets talk about nova cannons shall we? Andy has had a lot of practice with the old range-guessing, it must be said, but to miss only two out of nine shots is pretty superhuman. No wonder Captain Compel Bast gained such a reputation during playtesting.

So all in all we lost because we didn't have a proper plan, while Andy and Dave did. This was compounded by some bad luck on our part (although the bad luck wasn't all one way, I have to say) and some very effective shooting by the *Imperious*. Well, no matter. We'll be back, you can be sure of it!

IMPERIAL CONCLUSIONS

Andy: The last few turns made it all look like a foregone conclusion, but for a long time the Imperial fleet was in grave danger of being outmanoeuvred and badly mauled by the numerous Chaos escort ships. One of the decisive moves for the Imperium was sending the *Imperious* and *Havoc* into range of the contact markers on the far side of the planet (choosing to ignore the chance of more nova cannon shots at the *Killfrenzy* to do so). This ensured the quick arrival of two extra divisions to assist the *Cardinal Boras* against the *Torment*. Also, the *Cardinal Boras's* use of the moon's gravity well to come about and get behind the *Torment* was essential to the survival of the *Cardinal Boras* and the destruction of the *Torment*. Finally, it must be said that the inspired shooting by the *Imperious* with its nova cannon inflicted immense harm on the Chaos fleet and paved the way to victory.



TOTAL LOSSES

CHAOS		
	CRIPPLED/DESTROYED	
BATTLESHIPS	-	-
HEAVY/BATTLE CRUISERS	-	-
CRUISERS	1	-
ESCORTS	-	3

IMPERIAL		
	CRIPPLED/DESTROYED	
BATTLESHIPS	-	1
HEAVY/BATTLE CRUISERS	-	1
CRUISERS	1	1
ESCORTS	-	6

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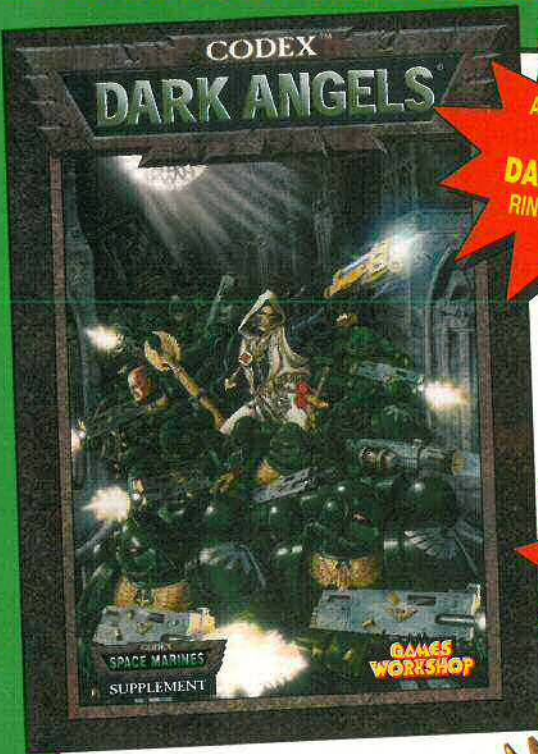
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£40**



In this box is all you need to fight exciting space battles:

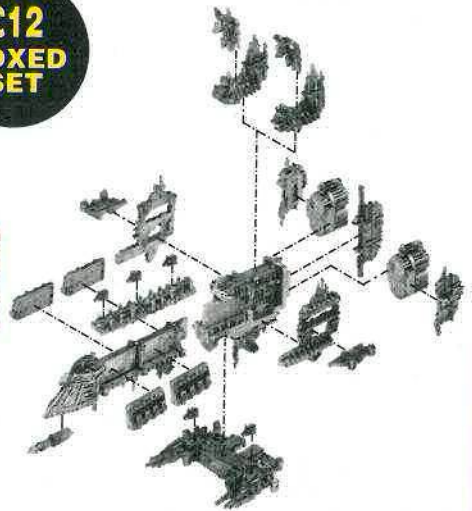
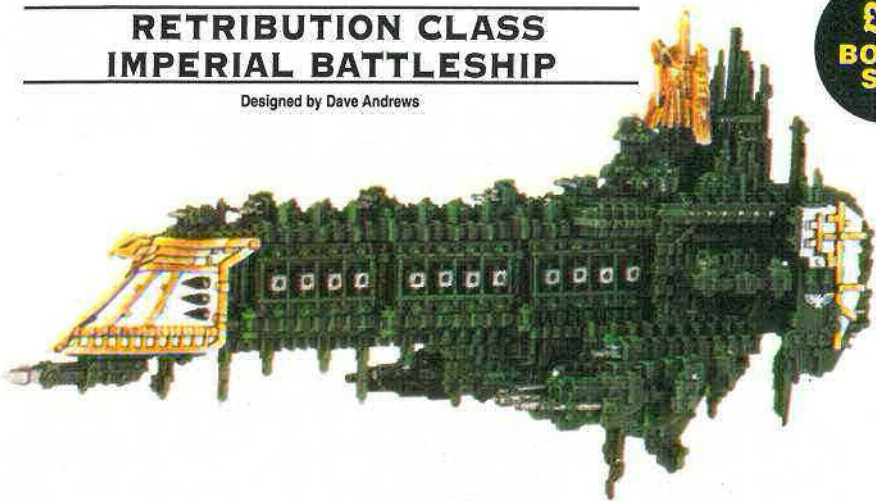
- Battlefleet Gothic rulebook with campaign rules
- 4 Imperial Cruisers (multi-part kits)
- 4 Chaos Cruisers (multi-part kits)
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip

BATTLEFLEET
GOTHIC

**RETRIBUTION CLASS
IMPERIAL BATTLESHIP**

Designed by Dave Andrews

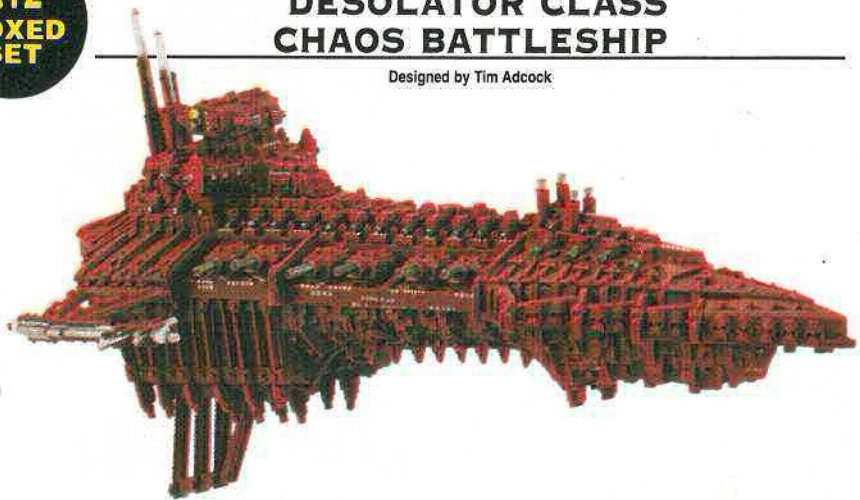
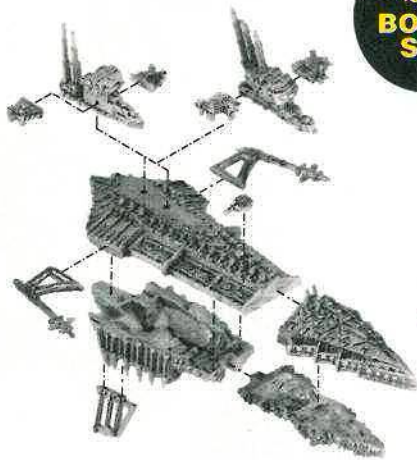
**£12
BOXED
SET**



**£12
BOXED
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CHAOS BATTLESHIP**

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BATTLEFLEET
GOTHIC

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**ACONITE CLASS
ELDAR FRIGATE
ADVANCE ORDER**



**HELLEBORE CLASS
ELDAR FRIGATE
ADVANCE ORDER**

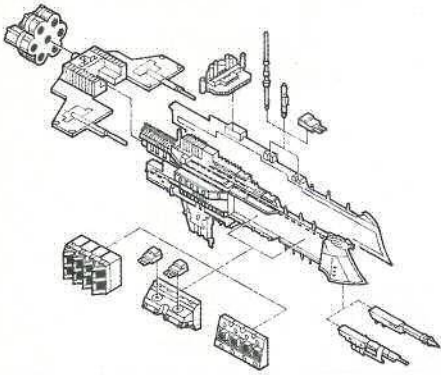


**NIGHTSHADE CLASS
ELDAR DESTROYER
ADVANCE ORDER**

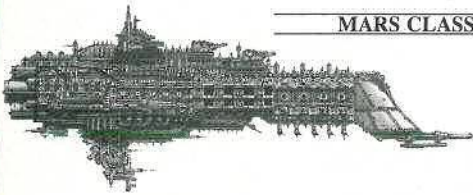


Eldar Ships designed by Tim Adcock

The new Imperial Cruiser plastic sprue is a multi-part kit with interchangeable weapon bays, with which you can assemble not one, but **seven** different classes of Imperial Cruiser, as shown below.



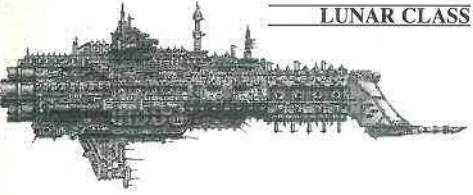
MARS CLASS



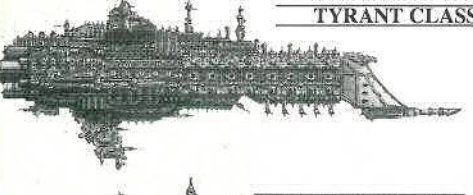
OVERLORD CLASS



LUNAR CLASS



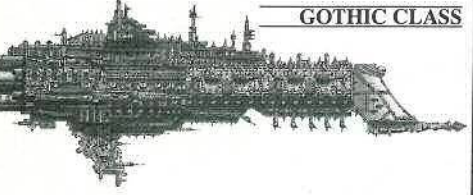
TYRANT CLASS



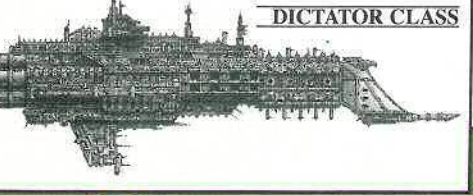
DOMINATOR CLASS



GOTHIC CLASS

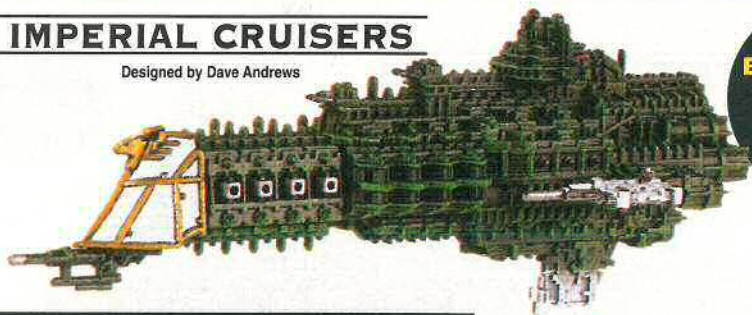


DICTIONATOR CLASS



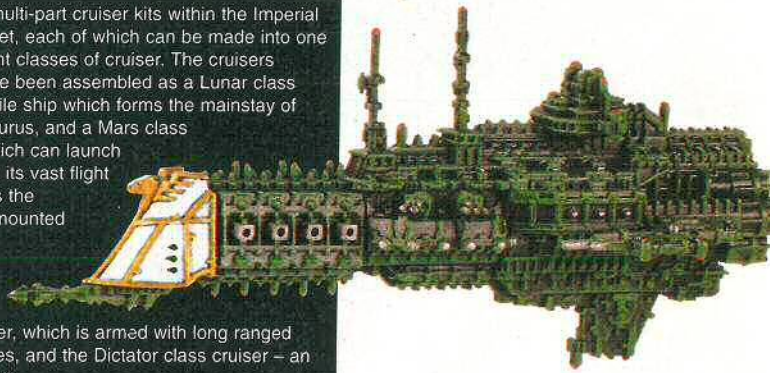
IMPERIAL CRUISERS

Designed by Dave Andrews



£8
BOXED SET
contains
2 plastic
Imperial
Cruiser kits

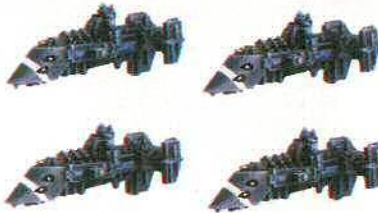
There are two multi-part cruiser kits within the Imperial Cruiser boxed set, each of which can be made into one of seven different classes of cruiser. The cruisers shown here have been assembled as a Lunar class cruiser, a versatile ship which forms the mainstay of Battlefleet Obscurus, and a Mars class battlecruiser, which can launch attack craft from its vast flight bays and carries the powerful, prow-mounted nova cannon. Other Imperial designs include the Overlord class battlecruiser, which is armed with long ranged weapons batteries, and the Dictator class cruiser – an attack craft carrier.



COBRA CLASS IMPERIAL DESTROYER

Designed by Dave Andrews

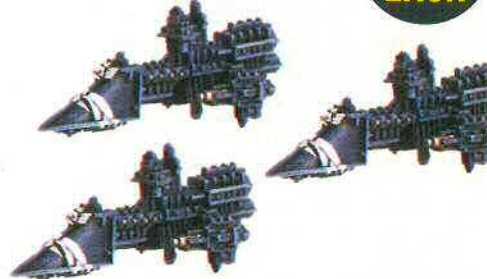
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Designed by Dave Andrews

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IMPERIAL BATTLEGROUP

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FLEET DEAL

The Fleet Admirals are rushing their ships to the defence of Gothic Sector. To help you gather a battlegroup to defend the sector, we have come up with this special deal, based on the Imperial fleet used in this month's battle report:

- Battlefleet Gothic Boxed Game (4 Imperial cruisers contained within the boxed game!)
- Retribution class battleship
- 2 Dauntless class light cruisers
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- 3 Cobra class destroyers

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Mines



Bombers



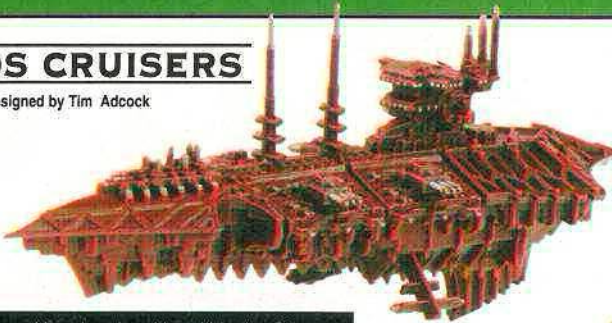
Fighters

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Fighter & Bomber designs may vary from those illustrated. Designed by Dave Andrews

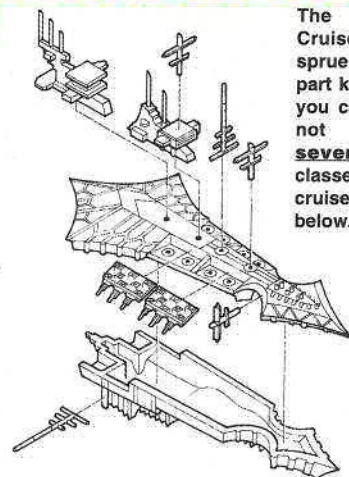
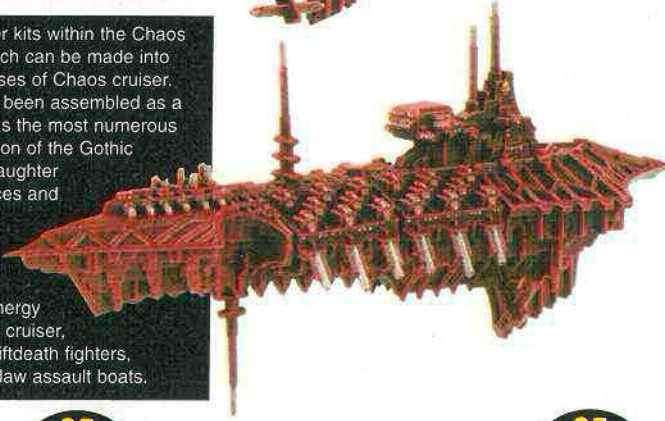
CHAOS CRUISERS

Designed by Tim Adcock



£8
BOXED SET
contains
2 plastic
Chaos
Cruiser kits

There are two multi-part cruiser kits within the Chaos Cruiser boxed set, each of which can be made into one out of seven different classes of Chaos cruiser. The cruisers shown here have been assembled as a Murder class cruiser, which was the most numerous Chaos vessel during the invasion of the Gothic Sector, and the fast moving Slaughter class, which is armed with lances and heavy batteries. The Chaos cruiser model can also be assembled to represent the mighty Hades class heavy cruiser, with its multiple high-energy lances, or the Devastator class cruiser, which can launch waves of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault boats.



The new Chaos Cruisers plastic sprue is a multi-part kit with which you can assemble not one, but **seven** different classes of Chaos cruiser, as shown below.

INFIDEL CLASS CHAOS RAIDER

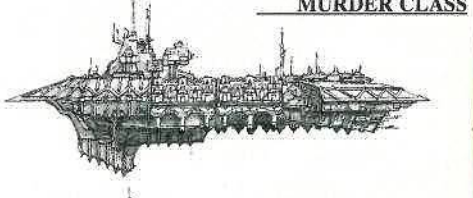
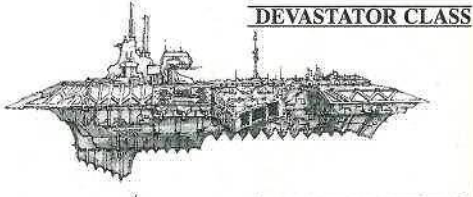
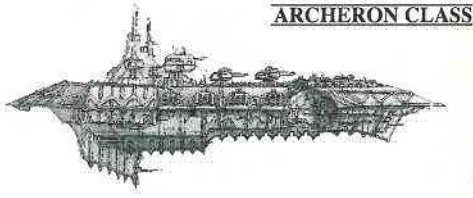
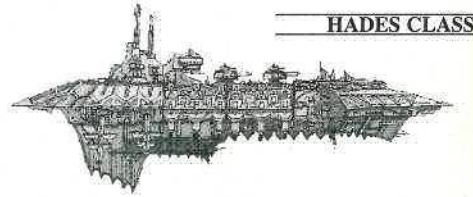
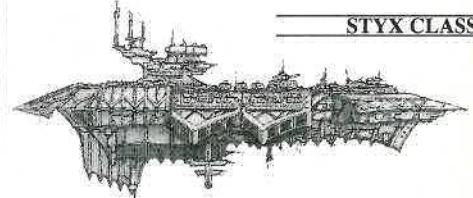
Designed by Tim Adcock

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EACH

IDOLATOR CLASS CHAOS RAIDER

Designed by Tim Adcock

£5
FOR 3
OR £1.75
EACH



BATTLEFLEET GOTHIC

CHAOS WARFLEET

£68
FLEET DEAL

The Gothic Sector lies burning before you, the Imperial fleet is scattered. To help you gather a warfleet to destroy this sector in the name of Chaos, we came up with this special deal, based on the Chaos warfleet used in this month's battle report:

- Battlefleet Gothic Boxed Game (4 Chaos cruisers contained within the boxed game!)
- Desolator class battleship
- 3 Idolator class raiders
- 7 Infidel class raiders



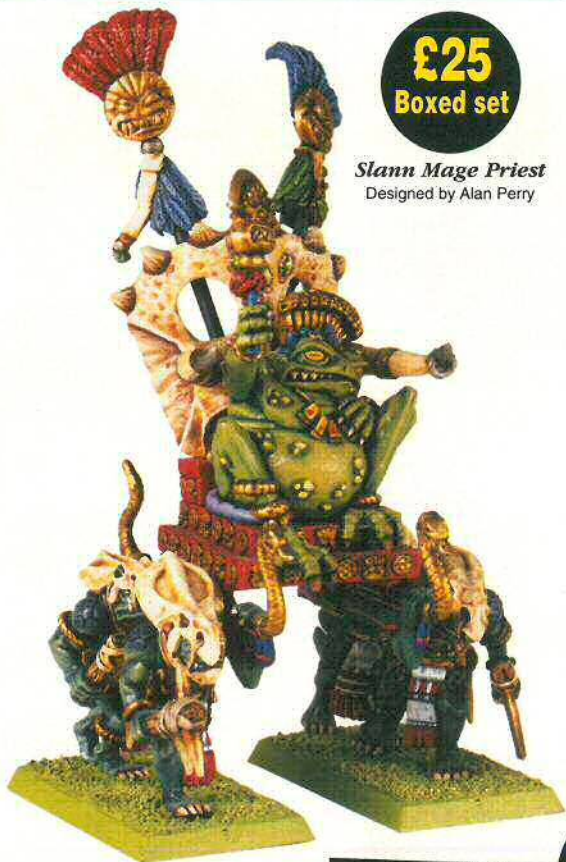
FREE!



All for **£68** and we'll also send you two sets each of the Fighters, Bombers & Mines **FREE!** The Fighters, Bombers & Mines are also available separately from Mail Order - give us a ring for prices. Plus if you are one of the first 500 people to order this deal, we will also send you a **FREE!** Battlefleet Gothic rank pip.

Fighter & Bomber designs may vary from those illustrated. Designed by Dave Andrews & Tim Adcock

SPAWN AGAIN!



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Designed by Alan Perry



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Tenebuini Prophet of Sotek

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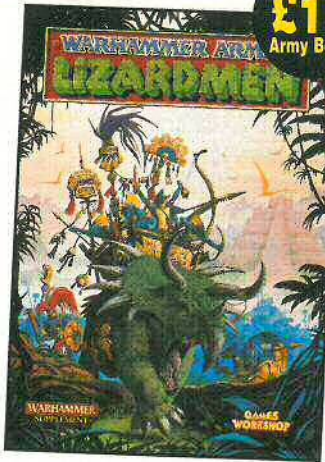
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Designed by Alan Perry

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NEW

WARHAMMER

TICHI-HUICHI'S RAIDERS

SKINK COLD ONE RIDERS REGIMENT OF RENOWN
Designed by Alan Perry & Trish Morrison

£20
Box set
includes Tichi-Huichi,
standard bearer, musician
& 2 Skink
Cold One Riders



£4
each



Skink Cold One Rider

INXI-HUINZI'S SKINK COLD ONE RAIDERS

Inxi-Huinzi – Skink Hero on Horned One Xltzhpctli
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Plus 4 more Skink Cold One Riders
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(see Jungle Fever 3 this issue)

QERM-ITT'S LIZARDMAN PYRAMID TEMPLE GUARD

In this month's White Dwarf, Nick Davis talks about collecting his favourite army, the Lizardmen. We have put together a fantastic army deal based on that army, for only £105. It's an ideal 1,000 point Lizardman starter army, or you could add it to your existing force.

We have also worked out an army deal for the 1,000 point expansion to Qerm-Itt's army (see the article for details) which includes:

- 10 Saurus Temple Guards including standard, musician & champion
 - 10 Saurus warriors with spears including standard, musician & champion
 - 3 Terradons
 - 1 Salamander
 - 1 Stegadon
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ARMY
DEAL



▲ QERM-ITT'S LIZARDMAN PYRAMID TEMPLE GUARD



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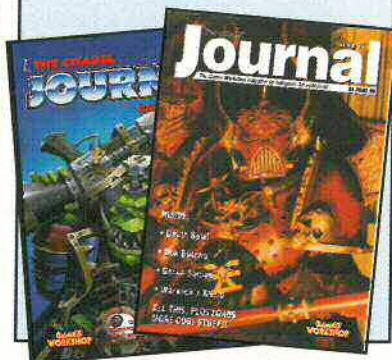
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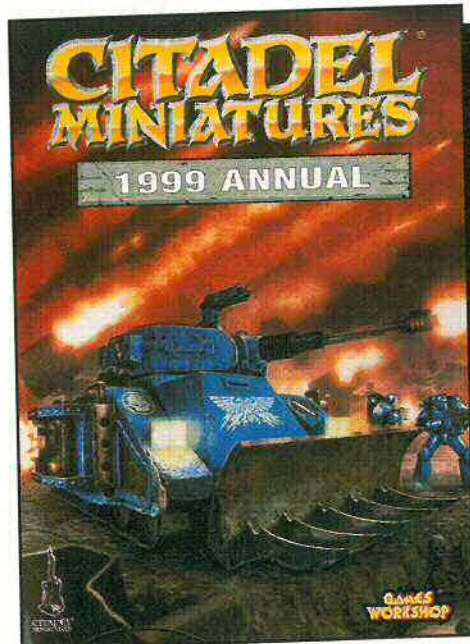
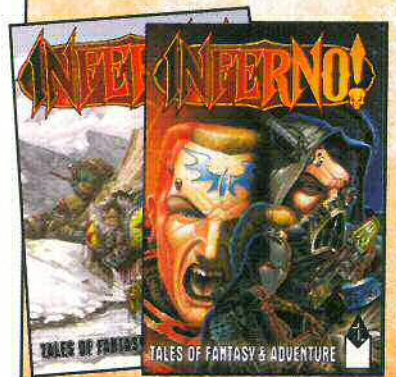


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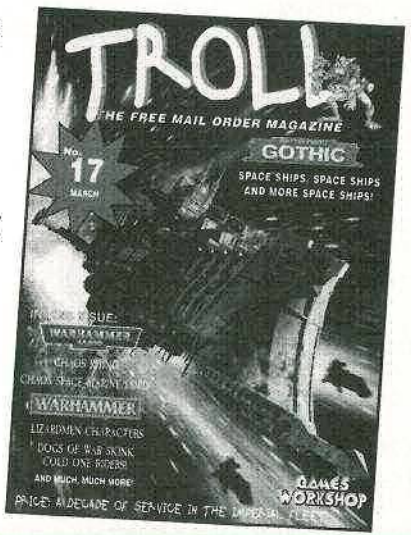
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TROLL 17

This month's issue of Troll, Mail Order's own magazine, is full to the brim with deals and crazy ideas, including...

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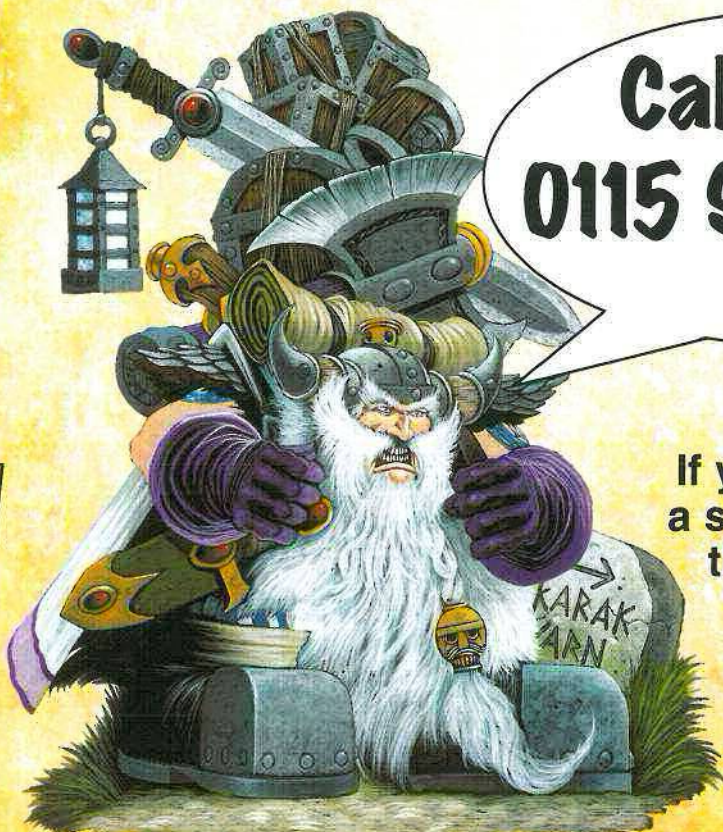
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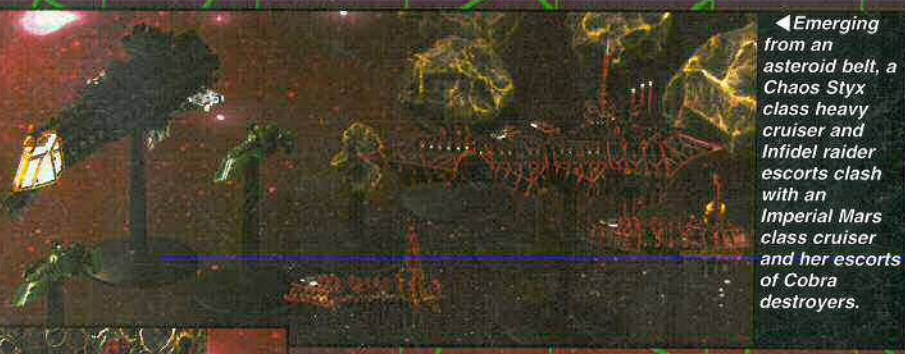




▲ Imperial Battlegroup Ares with its flagship, a Retribution class battleship.



▲ An Imperial scout fleet led by a Dauntless class light cruiser.



◀ Emerging from an asteroid belt, a Chaos Styx class heavy cruiser and Infidel raider escorts clash with an Imperial Mars class cruiser and her escorts of Cobra destroyers.



▲ Imperial Sword class frigates



▲ Chaos Infidel class raiders

▶ A Chaos Styx class heavy cruiser exchanges fire with a badly out-matched Imperial Dauntless class light cruiser.



▲ An Imperial Gothic class cruiser prepares to dock with an asteroid base.

▼ Chaos warfleet Hellbringer forms up around its Warmaster's Desolator class battleship.



BATTLEFLEET
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