

GAMES WORKSHOP

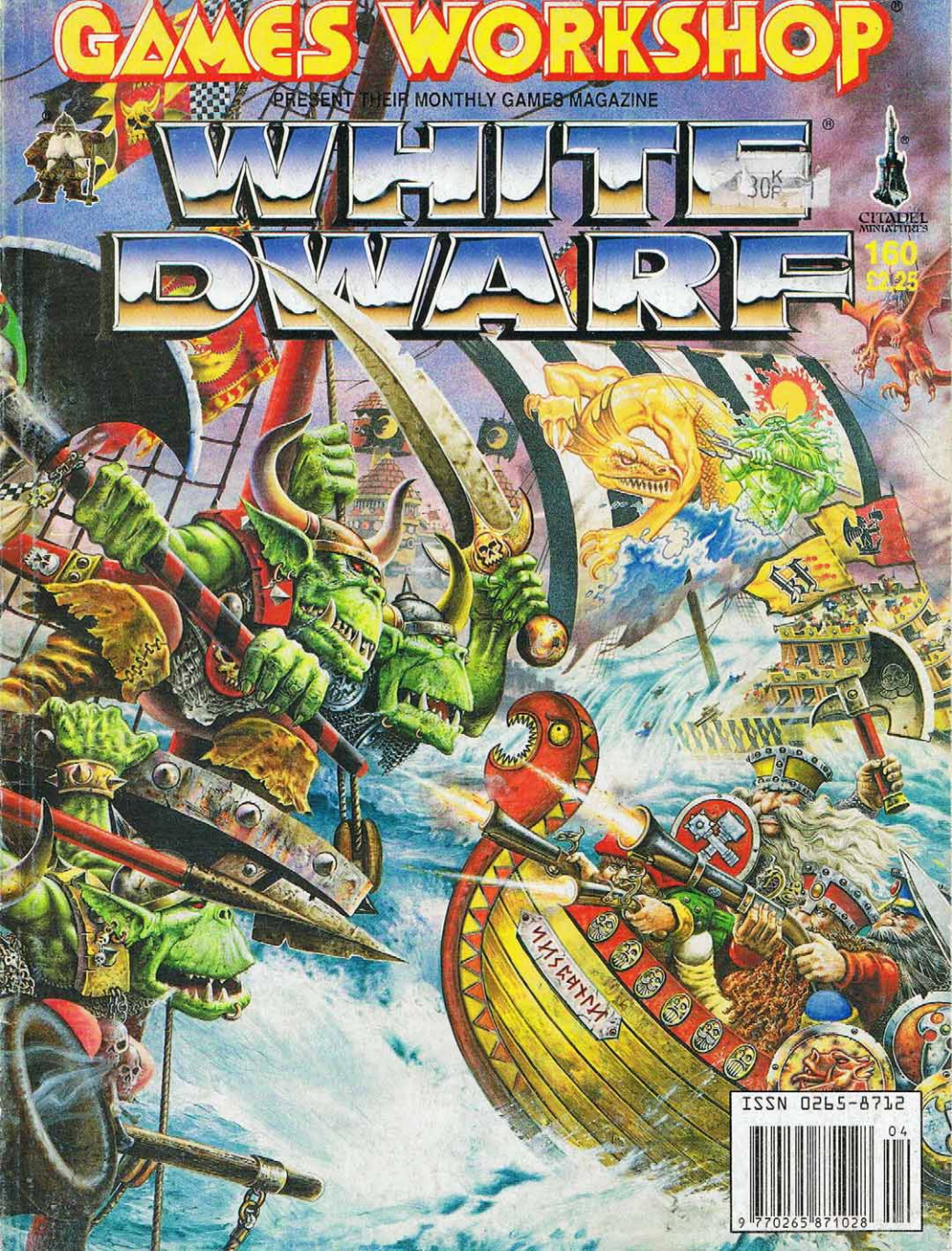
PRESENT THEIR MONTHLY GAMES MAGAZINE

WHITE DWARF



CITADEL
MINIATURES

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GOBLIN WOLF RIDERS RAID AN EMPIRE VILLAGE



SPACE WOLVES' LONG FANGS AND BLOOD CLAWS

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GAMES WORKSHOP AND CITADEL™ NEWS

WARHAMMER BADGES

One of the results of the recent readers' survey was that you wanted us to produce more badges. No sooner said than done, we have three new pin-badges now available. Cast in high quality pewter these pin-badges look great on bags and jackets. The three designs are available from all Games Workshop stores and Mail Order.



The Warhammer 40,000 eagle costs £2.99, the Terminator symbol is £4.99 and the Warhammer Battle badge is £3.99

READERS' POLL WINNER

While on the subject of the readers' poll, this year's winner – **Mark Irwin** came down to Nottingham this month to receive his prize.

Mark spent the morning at the Citadel Miniatures factory where he got to see how Citadel Miniatures are made as well as filling his pockets with all of the latest releases. He then came to the

FREE NEXT ISSUE!!

WARMASTER

By Jervis Johnson

Next month's issue of **White Dwarf** will include a complete free game! Designed by Jervis Johnson, the game recreates the titanic final confrontation between Warmaster Horus and the mighty Emperor of Mankind, that took place at the end of the galaxy spanning rebellion known as the **Horus Heresy**. Entitled **Warmaster**, the game includes a map of Horus's Battle Barge and over 70 full-colour counters representing the forces that took part in battle, including Space Marines, Imperial Guard, Chaos Space Marines, Dreadnoughts, Terminators, Daemonic Hordes, the Emperor and Horus themselves, and much more! The game starts just as a hand picked assault force led by the Emperor has teleported onto Horus's Battle Barge. In a desperate race against time the Emperor must find and defeat his arch enemy or die in the attempt!



HORUS
10-8



EMPEROR
10-9



**PRIMARCH
ROGAL DORN**
7-8

Games Workshop Studio and spent the afternoon chatting to all of the Games Workshop artists and designers. At the end of the day, Mark went home with his poll winner's prize of a copy of every Games Workshop game, rulebook and Citadel Miniatures boxed set currently in print.



Mark sits in the middle of his grand prize

GAMES WORKSHOP AT WOOLWORTHS

The latest convert to the Games Workshop hobby is Woolworths. Their newly refurbished store in Hounslow will re-open on March 26th and feature a special section devoted to Games Workshop games and Citadel Miniatures boxed sets.

TITAN LEGIONS

Due to the pressures of work here at the studio **Titan Legions** has unfortunately been delayed so it certainly won't be released this year. However, fear not! Work is continuing on both new rules and new models for the Epic system. Amongst the new models soon to be released are a splendid new Ork Great Gargant and an awesome Khornate Warlord Titan for the forces of Chaos. We will be including excerpts from Andy Chamber's ongoing work for Titan Legions in future **White Dwarfs** along with battle reports, new rules and 'Heavy Metals' for players of the **Space Marine** game.

WARHAMMER RECORDS

Warhammer recently achieved a major coup by signing British rock legends **Saxon** for their fourteenth album entitled **Forever Free**. The band have just finished a sell-out European tour with **Motorhead** and will soon be on the road in the UK supported by **Wraith**.

WARHAMMER NOVELS

The highly acclaimed series of **Warhammer** fiction has been newly published by **Bantam** and the books are now available from all major book stores. Games Workshop fans in Oxford were treated to a special press launch in Dillons Bookstore on February 10th when loads of the Games Workshop staff were on hand to chat about the the books and our hobby in general.

GAMES WORKSHOP **WARHAMMER** **DAYS**



Throughout the spring and summer, every Games Workshop store in the UK will be running special Warhammer days. There'll be competitions, prizes, quizzes, painting and modelling demonstrations and of course loads of games of Warhammer, Warhammer 40,000 and Space Marine that you can join in with.

Games Workshops' expert gamers, painters and modellers will all be there, so come along and join in the fun!

WARHAMMER DAYS MARCH/APRIL 1993

20th March

London Plaza and Manchester

27th March

Reading and Nottingham

3rd April

Preston and Oxford

10th April

Cambridge and Middlesbrough

17th April

Plymouth and Norwich

24th April

Cardiff and Leicester

LOOK OUT FOR FUTURE WARHAMMER DAYS AT STORES NEAR YOU.

WARHAMMER

THORGRIM GRUDGE BEARER

By Bill King and Rick Priestley

Your Dwarf army may be led by Thorgrim Grudge Bearer the Lord of Karaz-a-Karak and High King of all the Dwarfs. If you decide to do this, Thorgrim will be the General of your army and therefore replace the General described in the Warhammer Armies list for Dwarfs.

Thorgrim is the descendant of the most ancient and noble of all Dwarf Lords. His ancestors have ruled over the city of Karaz-a-Karak for hundreds of generations. As the High King he is the keeper of Dammaz Kron, commonly known as the Great Book of Grudges. Since ancient days the Dwarfs have recorded in this book every slight and each wrong done to them by other races. The account is said to even include wrongs done to the Dwarfs by the gods themselves and by the forces of nature, the mountains, weather, rivers, and so on. Dwarfs are very, very good at bearing grudges. The Dwarf language has no word for forgiveness, but many subtle

variations on revenge, recompence, and retribution. Each Dwarf Clan has its own list of reckonings, a detailed account of all the grudges it holds against its foes and neighbours. The biggest and most important of these records is Dammaz Kron, the Great Book of Grudges. This book records all the big racial grudges, deeds of treachery, broken promises, lies and all the causes ever given for the Dwarf race to resent anything. It is a very thick book, and it is kept up to date by the High King himself. Only he has the right to cross out an entry once proper retribution has been made (which is hardly ever... and even grudges which have been crossed out can still be read and are never forgotten but fondly recalled together with the story of how vengeance was finally enacted). Over the centuries the book has soaked up all the resentment and bitter feelings of the Dwarf race. Magic has grown into its pages, the years have given its vellum leaves authority and power. When



DAVE GALLAGHER

Thorgrim Grudge Bearer goes to battle the Great Book of Grudges goes with him. The book is consulted daily lest the opportunity to right some ancient wrong be missed. Of course, war will always bring new grudges to carefully describe. The most serious grudges, the great racial grudges of the Dwarfs, are written in blood and learned off by heart by every Dwarf.

Thorgrim Grudge Bearer is a Dwarf of long beard and great girth, as is only right and fitting for a lord of such ancient lineage and high honour. He is quite capable of stomping along the mile long pillared hall of his palace vaults in Karak-a-Karak, but prefers to be carried aloft on his throne, borne on the sturdy shoulders of four worthy bodyguards. It is a long established tradition that the King of Karak-a-Karak should enter battle borne aloft on his throne, and Dwarfs are great respecters of tradition. The throne has been used by the High Kings of Karak-a-Karak for over four thousand years. All the most important grudges were written into the Book of Grudges from this very seat. Its antiquity and craftsmanship is a marvel amongst the Dwarf kind, wrought from precious metals and polished stones and inscribed with many arcane runes of protection.



Thorgrim wears upon his head the ancient and venerated Dragon-Crown. This crown is as old as the kingship and is said to have been made by Grungni himself in the first days, when the pages of Dammaz Kron were few and relatively unsullied. The Dwarfs look back to those days with tears of joy, blissfully recalling the time when the world was a better and more trusting place. The Crown has been worn by every high king since, and sits nobly on the brow of Thorgrim Grudge Bearer Lord of Karak-a-Karak.

THE THRONE IN COMBAT

The Throne Bearers are honoured veteran warriors, chosen for their doughty courage, wisdom, and might. They belong to Thorgrim's guard which is made up of the very best of all the Veterans. The Throne Bearers are compelled by the most terrible and binding of oaths never to flee from battle, flinch from danger or abandon their lord. Dwarfs take this sort of

thing extremely seriously, and to break such an oath would bring lasting dishonour to their entire family, descendants and ancestors, no Dwarf would ever desert the throne. In fact, one Dwarf Throne Bearer did once abandon his lord, as recorded in the Great Book of Grudges. His name was Forkhelm Stoutback, ever after known as Shiverback, who is said to have abandoned his Lord in the face of battle and whose entire family subsequently abandoned their ancestral home and wandered Dark Lands never to return. This terrible shame is not something Dwarfs ever talk about.

The Throne Bearers have such muscular stamina and fighting prowess that they are fully capable of fighting while still carrying aloft the King on his throne! If the throne group is engaged in hand-to-hand combat all of the bearers and the King himself may fight to any side including the rear. The bearers hack all around them and surge ahead with the throne, keeping foes away from the King. If any come near enough to the Throne to threaten the King, they are hewn down by Thorgrim himself.

Anyone in combat with the Throne must therefore face up against 12 attacks, 2 from each of the bearers and 4 from Thorgrim. If two or more throne bearers are removed as casualties, the throne can no longer move and must be defended where it is. King Thorgrim and the bearers always stay with the throne. In the crush of hand-to-hand combat an enemy in combat with the throne may choose to attack Thorgrim or a throne bearer.

When the throne comes under missile fire it counts as a large target (ie +1 to hit as described in the Warhammer Rulebook). The throne shields Thorgrim and its bearers from a fair amount of incoming fire. For each missile that hits, roll a D6 and consult the following table to see who or what has been hit.

D6	Shooting
1	Thorgrim
2-3	The Bearers
4-6	The Throne

RUNE ARTIFACTS

Thorgrim has the following rune artifacts. The complete rules for rune artifacts are given in the forthcoming Warhammer Armies Dwarfs book, but you can find an earlier version in WD153. Although this earlier set of rules has since been tested, refined, and substantially improved the general idea is the same.

	M	WS	BS	S	T	W	I	A	L	Save
Thorgrim	3	7	6	4	5	3	5	4	10	2+ (see special rules)
Throne Bearers	3	5	3	4	4	1	3	2	9	3+

Weapons and armour: Thorgrim is equipped with The Armour of the Dwarf Kings and armed with The Axe of Grimnir (a double-handed weapon). The Dwarf Throne Bearers are armed with hand weapons and wear heavy, gromril armour inscribed with ancient runes. This gives them a magic armour save of 3+.

Throne of Power: Points Cost 400

THE THRONE OF KINGS

The throne on which Thorgrim sits is the great throne of Karaz-a-Karak from the throne hall of the palace. It was created, according to tradition, by Grungni himself. To the Dwarfs it represents all that they hold dear, great age, craftsmanship, tradition, and endurance. It is said that while the Throne endures then the Dwarf race will continue. It is also said that should the Throne be destroyed, then the Dwarf race will perish. The Throne is carved with images of ancestors and ancient runes which protect the High King from hostile magic. To represent this aura of protection around the Throne, which protects not only the king but the entire throne group, roll D6 if any spell is cast at the group or any unit it is attached to. On a roll of 4 or more the spell is dispelled. This special save may be made once against any spell directed at the Throne. If it fails you can still use other dispel cards to try and counter the spell exactly as normal.

The Throne has powerful protective qualities. It heals wounds inflicted upon Thorgrim or any bearer. The Throne has a reserve of 4 wounds. If either Thorgrim or a bearer is wounded then one of the reserve of wounds is lost. Once these are all gone then the bearers or Thorgrim take wounds as normal. In effect this means that the throne group must sustain 4 wounds before wounds start to accumulate on either Thorgrim, or the bearers.

The Throne itself is inscribed with Azamar, the Rune Of Eternity, a rune so potent that only one of it can exist in the entire world. The Throne cannot be harmed by any known force. Thorgrim and the bearers may be slain but the Throne will endure. Even cannon shots will bounce off it. The Throne has no toughness or wounds characteristics because it cannot be destroyed.

If the throne group is hit by a cannon or bolt thrower or similar war engine, roll to determine which part of the throne group is hit as you would for other missile fire. In the case of war machines with templates the usual rules apply, so any individual element will be hit if it lies half within the template.



THE DRAGON CROWN OF KARAZ

Thorgrim's crown is marked with Za, the Rune of Kingship. The Dragon Crown automatically makes Thorgrim, his throne bearers and any unit he is leading immune to *fear* and *terror*. A unit led by Thorgrim also tests against Thorgrim's leadership of 10 during *break* tests. This is never reduced regardless of combat results or magic, the number to be tested against is always 10 on 2D6.

THE AXE OF GRIMNIR

Thorgrim carries one of the two legendary Axes of Grimmir. This axe is one of the most ancient, sacred and potent artifacts possessed by the Dwarf race. The original pair was forged by Grungni for Grimmir at the dawn of recorded time, when the Dwarf race was young. Grimmir fought with one axe in each mighty hand. The other axe was lost long ages ago when Grimmir fell fighting Chaos in the far north. Many pages of the Book of Grudges are devoted to this incident, and there are many sorrowful laments about the passing of Grimmir. The weapon is forged from hardened Gromril using a technique lost since the days of greatness. The axe never loses its edge even if used for splitting boulders all day. The runes are so potent that no Runesmith has ever been able to duplicate them. Once a hit has been scored with the axe, it wounds on a 2+ regardless of the victim's toughness. The target gets no armour save unless he is wearing magical armour. Magical armour saves as normal but with a saving throw modifier of -3. Each successful hit causes D3 wounds. Against Daemons the axe causes D6 wounds per hit.

THE ARMOUR OF THE DWARF KINGS

Thorgrim's armour is forged from hardened Gromril and bears several lost runes of protection, the like of which cannot be made in these later, sadder days. It grants him an ordinary armour saving throw of 2+. This is modified for the opponent's strength as normal and is otherwise treated exactly like ordinary armour. If this saving throw is failed then Thorgrim is allowed a re-roll. This second time he has an unmodified armour saving throw of 4+. This is not affected by saving throw modifiers for strength or magic weapons or anything else.

The armour also makes him completely immune to fire attacks such as Dragon breath and Skaven warfire throwers.

THE BOOK OF GRUDGES

This can be used by Thorgrim only when he is leading a unit of Dwarfs, which he does simply by joining the unit as explained in the Warhammer Rulebook. If Thorgrim is leading a unit he can recite ancient and damning grudges during the Dwarfs' movement phase. The Dwarf unit and Thorgrim may move normally but may not charge that turn. They must remain together whilst the Book of Grudges is read. As the High King reads the litany of treachery and shame, the Dwarfs become increasingly angry and vengeful, working up an unquenchable lust for retribution of the many wrongs done to them over the centuries. The Dwarfs tear at their beards and wail and gnash their teeth, cursing the fickleness of other races and the evil intent of their enemies. The Dwarfs become so enraged that a unshakable hatred grows within them for the enemy army. The Dwarfs become subject to the rules for *hatred* as described in the Warhammer Rulebook. This lasts until the unit is broken in combat.

DWARF KING'S THRONE OF POWER

Thorgrim, Dwarf king of Karaz-a-Karak is known as the Grudge Bearer because he keeps his own personal copy of the Dammaz Kron or Book of Grudges with him at all times. In battle Thorgrim recites ancient and damning grudges from the book inflaming the Dwarves with hatred for their enemies, with the result that they become resolute and almost unbreakable in combat.

The throne of power is an ancient Dwarf relic which has been used by the kings of Karaz-a-Karak for over four thousand years. Encrusted with countless powerful runes, it confers magical protection upon the king and his throne bearers and is able to heal them from the effects of wounds.



DWARF BANNER
OF KINGSHIP



THORGRIM'S
WAR BANNER



THORGRIM'S THRONEBEARERS



THORGRIM
GRUDGE BEARER.
KING OF
KARAZ-A-KARAK.





everything we sell, but if you want anything from a Snotling from plastic Land Raider kit you'll be able to find it in our stores!

As well as our extensive product range, Games Workshop stores are a real centre for the gaming hobby in your area. Each store has a special table set aside where you can try your hand at painting, or improve your skills with the help of our knowledgeable staff. Every store holds a weekly games night where you and your friends join in one of Games Workshop's exciting games, or learn how to play

SPACE MARINE



Games Workshop stores are much more than ordinary model shops – they're the centre of Games Workshop hobby gaming in your area. As soon as you walk into one of our stores you'll see gaming and painting tables, and a stunning display of beautifully painted Citadel Miniatures. Our friendly, young staff have been specially selected to make sure you get the maximum enjoyment from the hobby, whether you play Warhammer, Space Marine, Warhammer 40,000 or any of our other games. Just like you, they are all enthusiastic gamers, and can answer all your questions about rules, painting and modelling, or which miniatures to collect for your army. They'll also be able to tell you about the latest new games and miniatures that have come into stock, and what's in store for the future.

Our stores stock the complete range of Games Workshop games, Citadel and Marauder miniatures, White Dwarf magazine, Citadel paints, inks, brushes and modelling accessories, plus lots of other great products like our ever-changing range of T-shirts. It's impossible to list



new ones. (At particularly busy times of the year, like around Christmas, this may not always be possible, so please phone the store first to check.) Each store celebrates its birthday with a yearly special event, with all sorts of competitions, games, special offers, and sometimes surprise guest personalities such as Games Workshop writers, artists and figure designers. These events are always hugely popular, so be there early!

All new stores, store grand openings, special days, and our two premier gaming and painting events Games Day and Golden Demon are advertised in White Dwarf, so don't miss a single issue!

OPENING TIMES

All UK Games Workshop stores are open from 10.00am until 6.00pm Monday to Friday and from 9.30am until 5.30pm Saturdays unless otherwise stated.

GAMES NIGHTS

Every UK Games Workshop store holds weekly games nights where you can join in with games of Warhammer 40,000, Warhammer Fantasy Battle, Space Hulk and Space Marine.



▲ Playing Warhammer 40,000 – the Blood Angels advance!

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▲ Games Workshop stores stock the complete range of Games Workshop games, White Dwarf magazines, Citadel and Marauder Miniatures, painting and modelling supplies, plus books, T-shirts, and much, much more.

MAN O'WAR

This month sees the release of Man O'War, our brand new game of sea battles in the Warhammer World. In this article, Andy Jones explains the background to this latest addition to the Games Workshop world of hobby games. Elsewhere in this issue, there is a special 'Eavy Metal guide to collecting, assembling and painting the new range of ship models.

The Warhammer World is an exciting and dangerous place, filled with mighty heroes and deadly monsters. Vast armies clash in titanic battles, and smoke columns rise over the burning ruins of once proud cities. Our games bring all this excitement and action to the tabletop, as you manoeuvre your regiments of troops into battle.

Man O' War is the first Games Workshop game to take the action to the high seas. In this game of naval warfare each player takes command of a mighty warfleet. You will have to think carefully about the deployment of your warships, taking into account the direction of the wind, the positioning of the terrain and of course the strengths and weaknesses of your opponent's fleet.

Bretonnian Galleons run before the wind, bringing hundreds of cannon to bear against their foe. Orc Hulks lumber forwards, propelled by slave tread wheels, ready to smash their opponents with smash-hammers and iron clawz. Horrific monsters lurk within the immense Dark Elf Black Arks of Naggaroth, ready to emerge and wreak havoc upon their enemies. Dwarf Ironclads, all rivetted plates and belching smoke stacks, churn through the waters with great cannons swivelling to bear on the enemy fleet. Below the waves the Nautilus submarines slink towards their prey, torpedoes ready for launch.

The decks of these warships are crammed with battle-hardened warriors, eager to carry the fight onto the decks



GEORGE TAYLOR

of the enemy vessels in desperate boarding actions. Led by Admirals of great renown, they fight to the death until the decks of the ships run red with blood.

Wizards strive to control the elements, harnessing immense destructive powers which they hurl at the enemy fleet. Searing bolts of lightning strike from the sky, fireballs and goutts of flame explode deep within the enemy's ranks, and whirlpools strive to drag the biggest warships to their doom.



In Man O' War, all this action is represented on the tabletop, with you as the admiral of the fleet. You must work out the best strategy, and carefully plot the downfall of your opponent. Watch your plan unfold as your squadrons of ships move into place, and pray that the wind does not turn against you at the last moment. Wait until your ships are almost touching the warships of your opponent before unleashing devastating salvos into his fleet, or stand off and shell him from long range. The options are unlimited, and there are many fleets to choose from, each with its unique characteristics, strengths and weaknesses.

Warhammer players will recognise all the races in the game – Orcs, Dark Elves, the Empire, Dwarfs, Bretonnians and Elves are all accounted for. As you would expect, the ships of each fleet are true to the nature of their race: Elves have sleek, agile ships while the Orcs have relatively slow, tough hulks, for example. Whatever your favourite Warhammer army, you will be able to collect their warfleet and take to the seas in search of ever greater honour, conquest, treasure and glory!

THE DEVELOPMENT OF MAN O'WAR

The game originated at the desk of the ingenious Nigel Stillman, who has a great enthusiasm for naval history and strategy. Nigel created the core system and lots of people were involved in the early battles played out on our gaming tables at the Studio. For these games, Nigel even designed and hand-cast some prototype ship models complete with sails and banners.

Right from the outset it was clear that we had a very elegant new game on our hands and after several battles between the Imperial fleet and Bretonnian Galleons, we knew it was a winner. Here was a tabletop game that really gave the feel of great warships ploughing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggle. All the basic

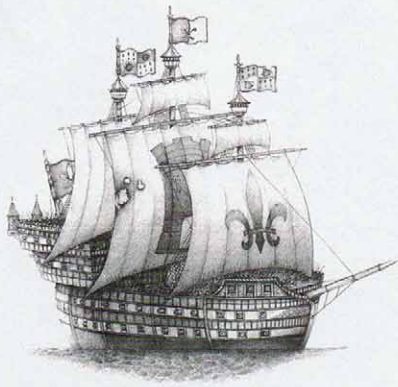
elements of the system were there, but the whole project now needed to be pulled together and given a good going over.

We gathered together all the prototype rules and played even more games. It soon became clear which parts of the game system were really fun and exciting, and which parts just didn't work. After about a month's work, we arrived at a point where we were all happy with the gameplay. At this stage there was no magic in the game, and very few fleets to choose from, but the rules and mechanisms for controlling movement, combat and damage were all in place.

Based on our experience with the Imperial and Bretonnian fleets, we began to devise rules for the other races in the game, some of which we've already mentioned, but also Skaven and Chaos. Bill King then set to work on the rulebook and wrote the background and colour text that would help to create the atmosphere of war at sea.

Bill brought plenty of new ideas to the game, and he, Nigel and I fought many battles over our newly painted blue table – Orcs versus Bretonnians (my flagship the Grande Roi always managed to do something spectacular or heroic), Elves versus the Empire (to this day Bill's flagship retains its solid reputation for somehow managing to be ablaze from stem to stern by the end of the first turn), and Dark Elves versus Dwarfs. At the end of many thoroughly enjoyable months, we had the game ready to go into production.

At the same time, Norman Swales, one of our Citadel Miniatures design team, was called in to create a range of miniatures to cover all the new ships we'd invented. Norman worked closely with John Blanche and Alan Merrett to ensure that the models for each race conveyed the right atmosphere and technology level of their war machines and inventions. Meanwhile, artists John Blanche, Mark Gibbons, Dave Andrews and Wayne England were working on the artwork for the rulebook and the other game components such as the cards, counters and terrain templates.



MANO'WAR

MANO

Raging Sea Battles in the



HOW TO PLAY MAN O' WAR

Man O' War is more than just a game - it's an absorbing hobby that encompasses painting miniature warships, constructing scenery, preparing your fleets for battle, and... the most fun of all... playing the game!

EMPIRE FLEET

The Empire fleet is one of the most powerful fleets in the Old World. It is characterized by its fast moving ramshires, and mighty floating castles. Long range support is provided by its Galleons while on its moving Wargalleys and Warships close with and destroy the enemy.

EMPIRE WARGALLEY

Wargalleys are multi-masted, lightly armed ramshires used for scouting and harassment. They are fast and maneuverable.

MOVES: Only 1" per turn with no turn limit. May move up to 2" if it is not being shot at.

ATTACK: May not attack unless it is within 1" of the enemy.

EMPIRE GALLEON

Galleons are heavily armed, multi-masted warships used for long range support and harassment. They are slow and maneuverable.

MOVES: Only 1" per turn with no turn limit. May move up to 2" if it is not being shot at.

ATTACK: May not attack unless it is within 1" of the enemy.

EMPIRE WARSHIP

Warships are heavily armed, multi-masted warships used for close combat. They are slow and maneuverable.

MOVES: Only 1" per turn with no turn limit. May move up to 2" if it is not being shot at.

ATTACK: May not attack unless it is within 1" of the enemy.

CRITICAL HIT TABLE

Roll	Effect
1-2	1 point of damage to the enemy fleet.
3-4	2 points of damage to the enemy fleet.
5-6	3 points of damage to the enemy fleet.

CAPTAIN'S CHART

The Captain's Chart is a map of the Old World. It shows the locations of the major cities, the sea, and the land. It is used to track the movement of the fleets and to determine the outcome of the battle.





THE IMPERIAL FLEET SAILS FROM MARIENBURG

Man O' War is now finally finished! The box contains two packs of playing cards, colour templates, hundreds of counters, a comprehensive rulebook, a complete set of press-out full colour card islands, sand bars, rocks and headlands, a full colour painting guide and a dozen plastic Wargalley models complete with masts and colour sails.



The game itself is easy to learn, with a 'quick start' option highlighted as you go through the rules. It doesn't take long to assemble the ships and read through the rules quickly, so within a few hours of getting the game home you should be ready to play your first game. The plastic Wargalleys included in the Man O' War box allow you to play out a battle between an Imperial fleet and a Pirate force straight away.

Once you are more familiar with the game, you can expand your collection of models with the new range of Citadel ships. All the main fleets in the Warhammer World are covered in the rulebook, so take your pick! Whether you prefer the agile, elegant Elf ships or the resilient Dwarf Ironclads, your local Games Workshop store will stock the models you need. Most of the ships described in the rulebook should be available by the time the game is on sale. The painting guide included in the game shows you how to paint your ships with Citadel acrylic paints.

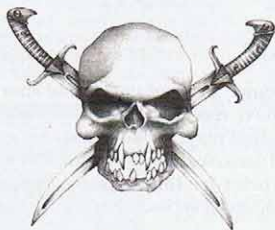
THE FLEETS

Each ship in Man O' War is a powerful fighting vessel in its own right, capable of giving and taking a great deal of damage. The smallest ships in the game operate in squadrons of three, and each ship in the squadron is able to sink a ship many times bigger than itself, if the fortunes of war go your way. These are called *Ships of the Line*, and they make up the bulk of your fleet.

The bigger ships are the foundation stones of your fleet, carrying hundreds of guns or catapults, and crewed by the best warriors at your command. These are the mighty *Men o' War*, immense towering constructions of awesome destructive power. A battle between two Men o' War can last a long time, as there is no easy way to send one of these giant ships to the bottom of the sea. Rams bite, cannons roar, magic flashes and warriors fight bitter boarding actions, yet still the Men o' War stay afloat, often terribly damaged and burning fiercely. These ships are the

floating fortresses of the sea, bastions of power which can win the game if used properly.

You have to marshal your forces, as there are no 'throw away' units in Man O' War: the loss of one of your ships of the line is a great blow, and the loss of one of your great Men O'War is an unthinkable tragedy!



MAGIC

Magic is a very important element of any Warhammer game, and this is certainly the case in Man O' War. Players can choose their wizard from one of the eight Colleges of Magic. You must choose a wizard to suit your fleet – a Celestial or Grey Wizard is a good choice if you have a fleet that needs wind to fill its sails, for instance. These wizards can control the elements, and at least give you some control of the fickle forces of nature. If you want a wizard who can call down hellfire upon your opponent's fleet, you would be better taking a Bright or an Amethyst Wizard.

The spells come as a deck of cards, and you get bonuses for casting spells of your own colour. Careful manipulation of your hand of cards can put you in a strong position, and it is often worth holding onto cards which you think your opponent needs! Using the example above, if you are playing a game against a fleet which is dependent on the wind, such as a Bretonnian fleet, it is likely that your opponent will have a Grey or Celestial Wizard. Given the opportunity, you should try and hang onto his spell cards if they come into your hand, depriving your opponent of his most powerful magic. But be sure that a skilled player will be doing the same to you if he can!

Each ship in the Man O' War game has a template which is used for recording the damage the ship suffers throughout the course of the battle. The template also acts as a targeting guide, dividing each ship up into a number of clearly defined sections so that you can see where any shots hit. As well as the full-colour card templates which we have included in the game, the Fleets section for each race has a full set of templates for you to photocopy and glue onto card as you collect more and more ships.

The rulebook also includes a number of scenarios which provide you with set objectives and victory conditions for your battles, a campaign system that allows you to link a number of battles together, and an experience system so your ships can improve from game to game.

You can characterise your bigger ships by buying them Man O' War cards. These cards give your ships special abilities, from long range guns through to magical

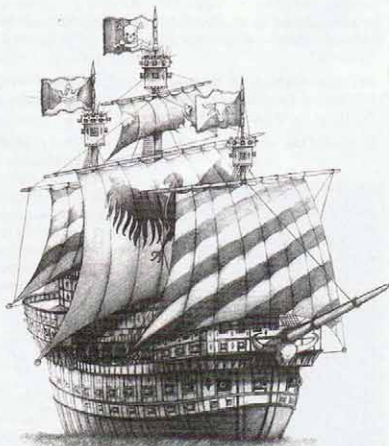
figureheads. In battle, they often add that extra special attack which really makes your biggest ships vessels to be feared.

NEW MINIATURES

In the Man O' War box you will find a dozen Wargalleys to fight your first battles with. When you want to build up your fleet with bigger and better ships you will find plenty of choice in Citadel Miniatures' brand new range of ship models designed by Norman Swales, Michael Perry and Kevin Adams. I would be hard pushed to say which I prefer, as the models are all equally good. In the games I have played, I've favoured the Bretonnians or the Dwarfs, and am currently painting up a fleet of each.

FUTURE DEVELOPMENTS

We're looking forward to seeing some exciting Man O' War features in White Dwarf over the next few months, including a battle report and some in-depth painting details in 'Eavy Metal. Needless to say, we have many metal models designed or underway for Man O'War, and these will be coming out at a steady rate once the game has been released. Man O'War is a worthy addition to the Warhammer range of games and one which we look forward to playing and writing about. We'd also like to hear any ideas or suggestions for our new game. So, feel free to drop us a line at the Games Workshop studio with suggestions for what you'd like to see for the Man O' War game. Perhaps you have ideas for new ships, new fleets, or new game rules, or maybe you'd like to pass on a hot modelling tip or painting details. I'm afraid we can't promise to reply to every letter (and we certainly won't be able to reply unless you send us a stamped addressed envelope!) but we do read and appreciate all comments.



WARHAMMER[®]

BOOKS

Many of you have written in to ask when the Warhammer series of novels and short stories will once again be available. Book publishers Bantam have recently taken over publication of the books and they are now once again available through major bookshops and all Games Workshop stores. The first six releases consist of two Warhammer 40,000 and four Warhammer Fantasy books. This is the first time in print for Ian Watson's Space Marine and David Ferring's Warblade, the third novel in the Konrad series.



INQUISITOR BY IAN WATSON

In the war-torn universe of the 41st millennium, all is whelmed in darkness, and the Emperor is the only light.

Behold the Liber Secretorum of the so-called renegade Inquisitor, Jaq Draco of the Ordo Malleus.

Is this the only hard evidence of an awesome plot to overthrow the Emperor and hold humankind in thrall? Or is it an amazing plan for the mental salvation /enslavement of the human race? A plan guided by the Emperor's own wisdom which he himself will not acknowledge lest even loyal believers rebel against it?

This is the story of the Inquisitor Draco, and his loyal servants Grimm the Squat and the exotic Meh'Lindi, an assassin as deadly as she is beautiful.

Inquisitor takes us from the purging of the 'Stealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and as far as the throne room of the Emperor himself. Draco uncovers a major conspiracy which throws all his training and dogma into doubt, and which may threaten the future of the Imperium and even humanity itself.

"...a high class space-adventure, executed with vigour and panache."
The Oxford Times



SPACE MARINE BY IAN WATSON

His grizzled hair was cropped tight, a pad of wire upon a rock-like skull, and implanted in his brow were two shiny steel studs.

Lexandro's heart surged, and a certain awe invaded him. From devotional vids broadcast by the Ecclesiarchy, and memory of a stained-glass window in a chapel where his mother had taken him when much younger to drone prayers, he recognized a Space Marine...

A fur-trimmed dark blue cloak embroidered with unfamiliar icons and sunbursts hung to lap the Marine's heavy jackboots partly concealing a yellow uniform chevroned in azure — a uniform bulging with slabs of muscle. Fanged skulls within potent crosses adorned his knees. The giant was wearing an engraved power sword and a similarly encased bolt gun in a holster of brass lined with slithery lizard hide.

"The brilliant ideas man of British Science Fiction."
Financial Times

"The most exciting science fiction writer since H.G. Wells."
Daily Mail

"For sheer inventiveness and intellectual brilliance, Ian Watson has already established a place in the front rank of contemporary writers." **Times Literary Supplement**



NEW
TITLE

WARHAMMER

THE KONRAD TRILOGY

BY DAVID FERRING

Konrad, Shadowbreed and Warblade form a trilogy of novels set mainly in the Empire between the years of 2490 and 2502. The hero of the series is Konrad, locked in a struggle to unravel the mystery of his past and free himself from the forces of Chaos which seek to control and destroy him.

KONRAD

The Beastman was not much taller than Konrad, but it seemed far bigger because of its width. Covered in thick reddish fur, it was also clad in pieces of rusty armour which were worn seemingly at random, and around its fat belly was a belt from which hung a variety of knives, saws and cleavers – the tools of a butcher.

They both froze, staring at each other. The moment stretched into eternity, then the being rapidly raised its right

arm, in which it held a massive axe. It roared out a blood curdling war-cry and hurtled towards Konrad.

"The most intriguing new development in fantasy..."

Malcolm Edwards, British Book News

SHADOWBREED

The horse seemed to know exactly what it must do, and Konrad did not have to think about controlling it. Neither did he have to think about killing, that came naturally.

The Beastmen came from both ends of the valley. They attacked with insane frenzy, incited by the flow of blood.

In a matter of minutes, Konrad shed as much blood as was spilled during a sacrifice to Khorne. His sword swung through the night, slashing and slicing, and the bronze of the blade turned to blood as the Beastmen turned to corpses.

"Games Workshop has stepped into the fray with a series of novels... put together by people who can write... The sooner more reviewers urge general fantasy readers to take a peek at this series, the quicker the snobbery over this type of book will be broken down..."

John Gilbert, Fear



WARBLADE

"Konrad!" hissed the Skaven. "We've been waiting for you..."

Gaxar had adopted his human guise, and he stood in the cave into which the narrow tunnel opened. The cavern was illuminated by phosphorescence from the subterranean rocks, a ghostly light which cast no shadows.

Konrad and the Aldorf officer gazed at the terrible scene which confronted them.

Litzenreich and Ustnar were nailed by their hands and feet to the ground, their limbs outspread... They writhed in agony, but were unable to voice their pain because they had been gagged.

Human and Dwarf lay eight feet apart. Between them was room for another crucifixion, and four iron nails marked where the third victim's palms and ankles would be hammered to the rock – and Konrad was the intended sacrifice.



DRACHENFELS

BY JACK YEOVIL

Above them, the fortress of Drachenfels stood against the crimson sky, its seven turrets thrust skyward like the taloned fingers of a deformed hand.

This was where their adventure would end, in a fortress older than the Empire, and darker than Death. The lair of the Great Enchanter – Drachenfels.

With the help of Genevieve the vampire, Detlef Sierck, greatest playwright and impresario in the Warhammer World, attempts to recreate on stage the death of Drachenfels, the Great Enchanter. But the dead do not sleep so easily.

"Great fun, a fast and witty backstage drama with vampires and monsters thrown in that any lover of fantasy or horror would find alluring..." – Eugene Byrne, Venue

"A thoroughbred, supernatural adventure..."
John Gilbert, Fear



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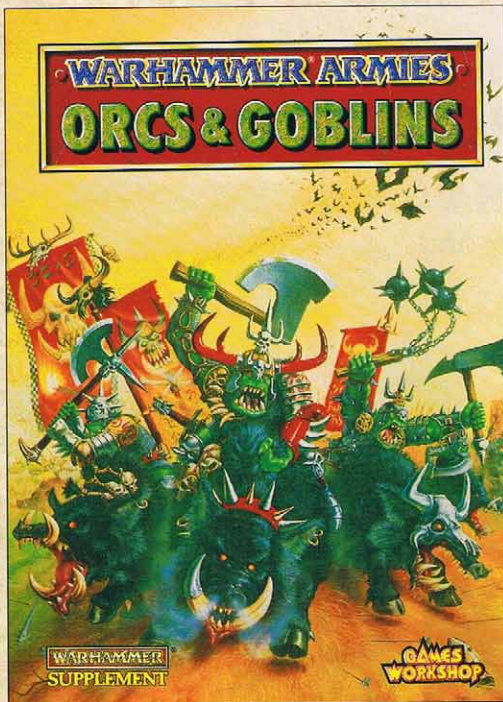
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Offers open all day (while stocks last).

WARHAMMER



Orcs & Goblins is the latest volume in the exciting Warhammer Armies series. This new supplement is packed with illustrations and includes background information, a history of the Orc and Goblin race, and a comprehensive Bestiary. There is also a full army list, special rules for Orc and Goblin forces in Warhammer, and a selection of new magic items.

WARHAMMER ARMIES ORCS & GOBLINS

This book is an invaluable companion to the Warhammer game of fantasy battles. The history of the Orc and Goblin races is described at length and details the rise to prominence of some of the most fearsome Orc and Goblin Warlords and their voracious quests for power and glory.

Army List: The comprehensive army list for Orc and Goblin armies includes Big'uns, Goblin Wolf Chariots and Orc Boar Chariots, Goblin Wolf Riders, Orc Boar Boyz, Savage Orcs, Night

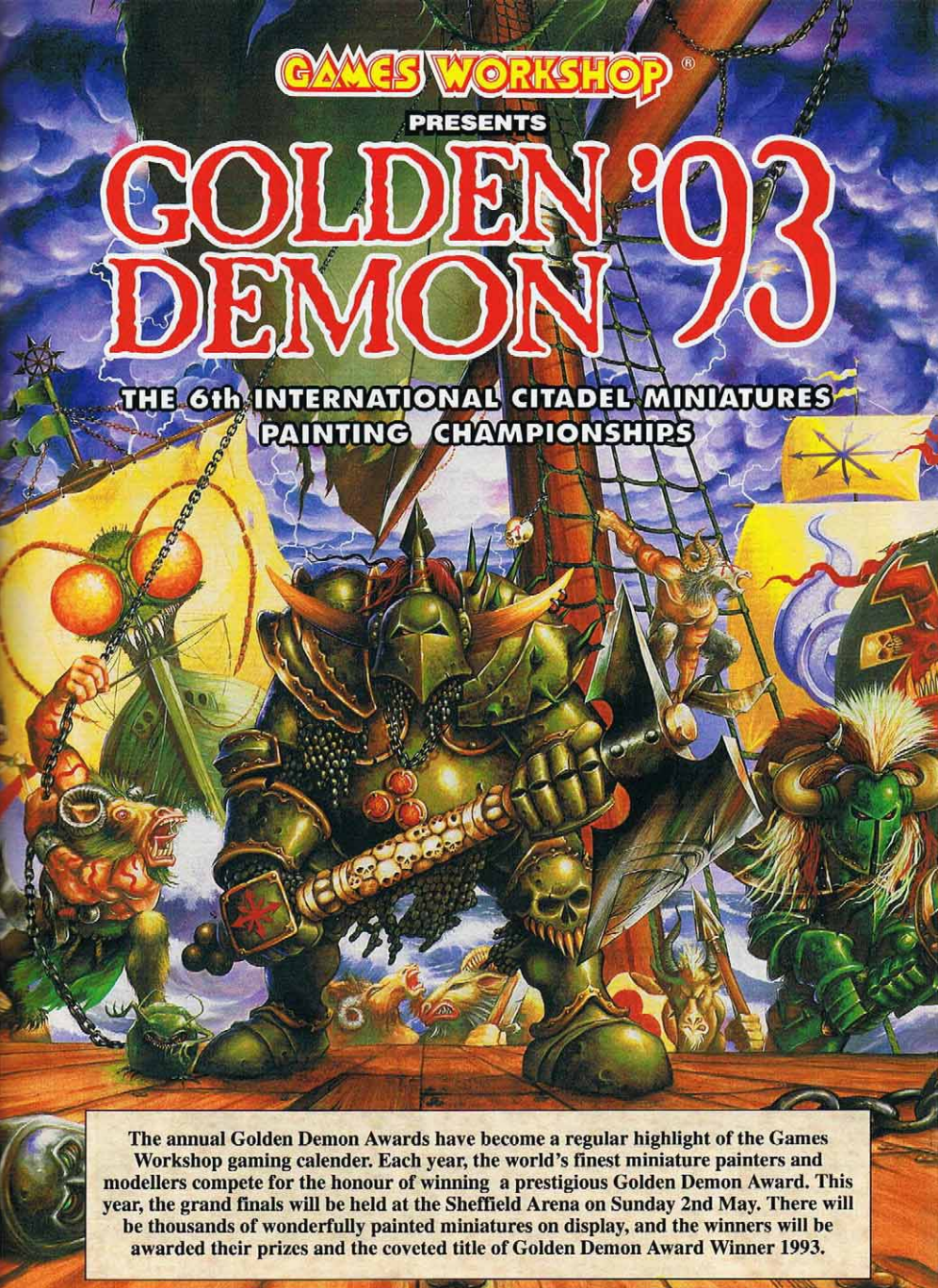
Goblins, Forest Goblins, Trolls, and many more types of warriors. Fiendish war machines such as Rock Lobbers, Bolt Throwers, and Goblin Doom Diver Catapults are also covered

A full list is provided for including heroes, shamans, and monsters into your army. A separate section describes some great Warlords of past and present, including Grom the Paunch of Misty Mountain, Gorbak Ironclaw and Azhag the Slaughterer.

Special Rules: Complete game details are included for all Orc and Goblin weapons, devices, and unusual warriors including Doom Divers, Squig Hunters, Big'Uns, Snotling Pump Wagons, Night Goblin Squig Hoppers, and many more.

In addition: a large and colourful selection of 'Eavy Metal photographs of the Orc and Goblin armies painted by the Games Workshop figure painters, and a complete battle report featuring Orcs and Goblins in battle against Dwarfs.

**GAMES
WORKSHOP**



GAMES WORKSHOP®

PRESENTS

GOLDEN '93 DEMON

**THE 6th INTERNATIONAL CITADEL MINIATURES
PAINTING CHAMPIONSHIPS**

The annual Golden Demon Awards have become a regular highlight of the Games Workshop gaming calendar. Each year, the world's finest miniature painters and modellers compete for the honour of winning a prestigious Golden Demon Award. This year, the grand finals will be held at the Sheffield Arena on Sunday 2nd May. There will be thousands of wonderfully painted miniatures on display, and the winners will be awarded their prizes and the coveted title of Golden Demon Award Winner 1993.

GOLDEN DEMON '93

Golden Demon '93 is the Grand Finals of the 1993 International Citadel Miniatures Painting Championships, and this year it's going to be even bigger and better than before. The world's best painters, along with thousands of their beautifully painted miniatures will be at the Sheffield Arena on 2nd May 1993 to compete for a host of prizes including the coveted Golden Demon Slayer Sword which will go to this year's supreme painter.

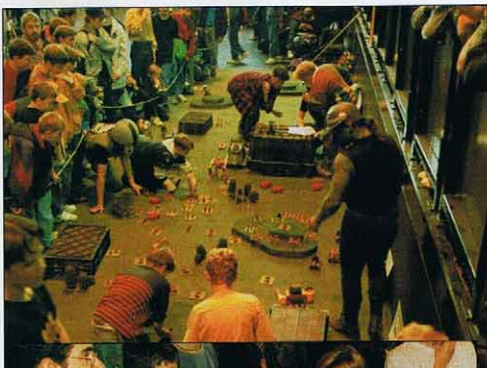
There will be numerous participation games where you can come along and join in. All of the miniatures and terrain are provided so just turn up at the table. In addition there will be special exhibition games where vast armies will fight over stunningly detailed terrain.

The mammoth Games Workshop, Citadel and Marauder miniatures retail stands will be packed to capacity with all of the latest games and forthcoming miniature releases.

Stunning displays of the finest fantasy art will be on show along with the latest work from all of the Games Workshop designers and artists. They will be more than ready to chat about your favourite game or answer any of your questions concerning the hobby.

Electronic Arts will be there with the completed version of the Space Hulk game plus demos of their two new games featuring Orks and Eldar.

And throughout the day there will competitions, quizzes and a host of special events taking place under the watchful eye of Commissar Bone.



- ◆ Top: One of last year's award winning miniatures.
- ◆ Above: Commissar Bone takes the stand.
- ◆ Top right: The gigantic Space Marine game.
- ◆ Opposite: A battle to decide the fate of the Empire.

Clockwise – top to bottom:

- ◆ Some of the brilliantly painted flags and banners on display.
- ◆ Crowds around the speed painting competition.
- ◆ Hundreds of gamers join in the fun.
- ◆ A game of Space Hulk in progress.
- ◆ A participation game of Warhammer.



TICKETS AND HOW TO GET THERE

With Golden Demon fast approaching, now is your last opportunity to buy a ticket for the world's premier miniatures and fantasy gaming event. Entry to the event is by advance ticket only. There will be no ticket sales on the door. Tickets to the event are £5.00 and can be bought by either:

1) Dropping into your local Games Workshop store or 2) Phoning the Mail Order Golden Demon Ticket Hotline on (0773) 713213. All mail order tickets are post free.

All Games Workshop stores will be organising special coaches to the event, so contact your store manager now to book your place.



The Sheffield Arena is one of the largest and best-equipped exhibition centres in the country and an ideal venue for the Golden Demon Awards. Transport to the venue couldn't be easier with excellent road and rail links.

SPACE MARINE®

THE ASSAULT ON BARBARIUS

By Mark Watts and Richard Helliwell

This month's battle is a bitter struggle between an Imperial Guard army commanded by Mark Watts, and an Eldar Warhost led by Richard Helliwell. The battle took place near to the now devastated city of Barbarius Prime...

For a moment, after the preliminary bombardment ended, it was uncannily quiet. Now that the thunderous roar of the Basilisks had stopped, the silence seemed almost to ring in Kaminski's ears. He raised his lasgun nervously to his shoulder and, leaning forward against the rim of the foxhole, sighted along its barrel. As he scanned the open area between the city's edge and the rubble his stomach tightened with a mixture of fear and anticipation. The enemy were out there. He could sense it.

Behind Kaminski the air suddenly vibrated with the roar of engines as the crews of the Shadow Swords and Storm Hammers drove their super-heavy tanks into position. A hideous grating sound assaulted his ears as the vehicles crushed and powdered the rubble beneath their great tracks. The earth shook beneath the monstrous tread of a Reaver Titan. The canteen that Corporal Strega had left balanced precariously on the foxhole's edge tumbled and fell back into the pit. The little man cursed as his supply of purified drinking water puddled in the cold hard earth. Kaminski refused to be distracted. He continued to stare intently outward, as if his life depended on it.

All along the Imperial Guard line he knew his fellow troopers would be doing the same. It was their job to hold this patch of scorched earth against the foe whatever the cost. Each man would be quiet now, lost in his thoughts, wondering whether the next hour would bring death or glory. Each of them would be thinking of their homeworld Xenophon. Each of them would be wondering if they had crossed the cold gulf between stars only to die here in the frosty streets of Barbarius.

Across the open ground in front of the gutted and abandoned palace nothing moved save a torn scrap of parchment, blown by the chill northern wind. At this range Kaminski knew he could hit the paper easily, if he wanted to, but the ingrained caution acquired through endless streetfighting in the plastel corridors of his hivesworld home warned against it. Years of gang war amid the shadowy man-made canyons of the Power Sector had taught him a simple rule: never give away your position. Still his finger twitched. Part of him craved any release from the dreadful tension. Any action seemed preferable to this endless waiting.

He watched the ruined building warily, wondering if the foe skulked inside them. Broken windows stared back at him like sightless mocking eyes. The skin between his shoulder blades crawled. His entire body felt rigid, locked, anticipating the shot that might kill him. He forced himself to let his breath out quietly, realising uneasily that he had been holding it in. The air tasted clean and cold and clear. He missed the metallic taint of the recycler, and the countless scents that filled the hive atmosphere. He missed having a metal roof over the world. He felt exposed here beneath the cruel blue of the open sky. He had been told to watch the sky. The enemy might descend from it.

The Eldar were out there, and they were alien, different, incomprehensible. They might look vaguely human, but they were not. They spoke differently, thought differently. They came from a different culture, and Kaminski belonged to a society that had taught him to be suspicious of people just from a different street. They were infidels; they did not believe in the Emperor. The thought of that blasphemy almost took Kaminski's breath away. He wondered what mercy he could expect to receive from a folk that did not believe in the Protector of Mankind. Not much, he thought, and that did not incline him to show any mercy himself.

"Look, there!" Strega shouted. Kaminski's gaze followed the corporal's pointing finger. Yes, things were moving. He could see small, sleek streamlined vehicles gliding unnaturally across the ground. Great tanks skimmed through the air. Strangely armoured warriors moved among the ruins. Shimmering fields of polychromatic light indicated the presence of something big in the distance, but even as he watched the fields danced and shifted, troubling the eye and making it virtually impossible to see what they concealed. The hair on the back of Kaminski's neck stood on end. In the middle of the enemy line he saw a giant figure clutching a blood-dripping spear. The huge alien thing turned its burning gaze on him and Kaminski's heart almost stopped. He knew that it knew he was looking at it and he sensed its terrifying fury and bloodlust. Kaminski whispered a prayer to the Emperor, uncertain even whether the Protector could save him from this apparition.

"Fire at will," Strega ordered. Kaminski needed no encouragement. His finger squeezed the trigger. The Battle of Barbarius had begun.



JOHN BLANCHE

THE GAME BACKGROUND

The exact reasons for the Eldar strike against the Imperial world of Barbarius are unknown. Random raids on human worlds by Eldar pirates are not uncommon, but the forces that launched this attack appear to have come from Alaitoc, one of the oldest and most respected of the Eldar craftworlds.

Who knows what provoked the Eldar of Alaitoc to move against a human world? Inquisition sources have speculated that the cause of the raid may be directly traced to the disturbance of certain archaic relics recently discovered on the planet.

A party of Tech-Adepts had broken open the ancient tomb-complex known as the Maze of Kulhucan and removed artefacts that appeared to have been of Eldar origin. Virtually every member of the exploratory party died under mysterious circumstances shortly afterwards. Within weeks civil disturbances had become endemic on Barbarius, necessitating the redeployment of elements of the Fifth Xenophonian Guard army and their supporting Titan legion. These were swiftly joined by warriors of the Ultramarines who put down the uprising with prompt and commendable dispatch.

Just as this crisis was averted the Eldar arrived and demanded the return of the artefacts, claiming that they were spiritually dangerous to their human finders. The Imperial governor quite rightly refused to surrender Imperial property to these arrogant interlopers and refused to listen to the words of infidels concerning spiritual dangers. With no provocation the Eldar forces launched an assault on the governor's palace in the capital city of Barbarius Prime, the very place where the Eldar relics were stored. Massive loss of life ensued. Planetary

Governor Hildemar Borgen was killed in the line of duty while leading his palace guard against the Eldar. The attack was driven off but heavy losses were incurred.

Reinforcements were rushed to Barbarius Prime in time to counter the second wave of the Eldar attack. This time the aliens had returned in massive force. Only prompt action by Imperial Field Commander Zhukov could save the day.

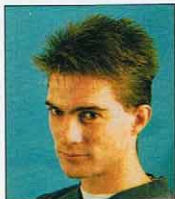


Since the release of Space Marine and its supplements, we've been playing lots of games at the Studio, some of which have been published in White Dwarf as battle reports. The last game between Mark and Richard pitted the forces of Chaos against an army of Space Marines. Mark usually fights with his own Imperial Guard army, and so when the opportunity arose to use his favourite Space Marine army against a force of Eldar, he jumped at the chance.

Like most of the Space Marine games we've played, this would be a 4,000 point game. The advantage of a game this size over larger point games is that it forces you to choose carefully the troops you really need to get the job done. This poses some interesting tactical problems, and the size of the game means you should be able to complete it over the course of an afternoon or an evening.

THE IMPERIAL GUARD ARMY

(Mark Watts)



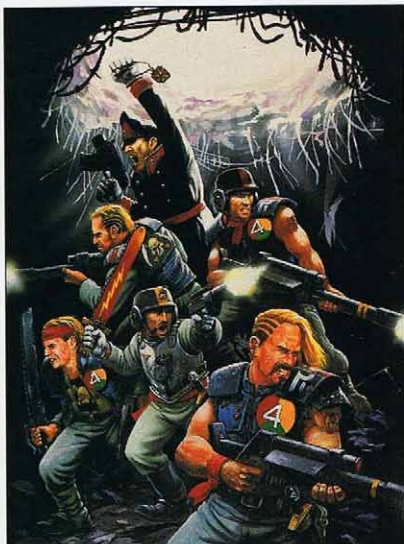
An Imperial Guard army is basically made up from large companies along with a range of accompanying support units. Top of my list was an Artillery company – with all those barrage weapons at my disposal I would be able to soften up areas of strong opposition at long range before my ground forces arrived. The great advantage the Imperial Basilisks and

siege mortars have over other races' artillery is their high save modifier. On average, half the buildings you hit with these weapons are likely to come crashing down. This factor alone should make your opponent think twice about deploying his infantry in the 'cover' of buildings. Attached to this company were my Deathstrike missiles, which were loaded with multi-barrage warheads. Although the results from these weapons are sometimes a little unpredictable, for a mere 250 points they are a must for any Imperial Guard army. To protect my artillery from fast-moving close combat troops like Eldar jet bikes I bought a detachment of Rough Riders. These would act as a mobile reserve, able to redeploy rapidly to engage any enemy units that got behind my lines.

My next two cards, the Tactical and Heavy companies, would provide the bulk of my considerable number of infantry. As long as I could get the heavy platoons into strong positions with good fields of fire they should be able to just sit tight on first fire and pick off Richard's vehicles if they try to make pop-up attacks. They would also have the job of laying down supporting fire for any attacks I made. The Tactical company alone consisted of thirty stands of infantry, plus the command stands, probably more infantry than the Eldar will be able to field for the whole battle! Despite their Close Assault Factor (CAF) of zero, they should be able to win any small combats simply by ganging up against the enemy stands. As the Tactical company was so large it would be able to soak up a lot of fire before it broke, making it an ideal (and expendable) unit to spearhead my attack. A Sentinel Support card for this company provided them with some speedy mobile forces and an Ogryn Support card toughened up their close combat ability.



What I really needed now was some weight to throw in with all these infantry. If you want weight you can't get heavier than Imperial super-heavy tanks. I decided to take two companies of these. The first would be a company of Storm Hammers, whose four battle cannons and vast array of bolters make them devastating at short range. These tanks would be used to advance alongside the Tactical company or act as mobile fortifications, remaining on first fire orders to hold any objectives I captured. For my other heavy tank company I chose Shadow Swords. These are one of my real favourites. Their awesome volcano cannons, with their high saving throw modifier and low to hit roll inspires an appropriate amount of



DAVE GALLAGHER

fear in any opponent with Titans in his army. No Imperial force would be complete without a Titan and as Neil, one of the 'Heavy Metal miniature painters, had just finished a nice heavily armed Reaver, I opted to include that in my army for an additional bit of mobile firepower.

The only thing my army lacked now was a quick strike force, so I turned to the Space Marines and selected an Ultramarine Scout company supported by three Thunderhawk gunships. With a highly mobile force like this I could snatch objectives or make lightning attacks on any of Richard's weapons or vehicles that might be causing me problems. For each Imperial Guard Company card I selected (excluding the Scouts, as they are classed as Space Marines), I automatically received a free commissar stand with its accompanying Rhino. Not only can you use commissars to take control of any detachments whose command stands are killed, but as they are an exception to the normal Chain of Command rule they can lead attacks while the Company command stands stay safely at the back.

THE IMPERIAL BATTLE PLAN

One of the most important decisions for an Imperial Guard commander lies in the initial deployment of his troops. On the whole, the army is very slow moving and this means that it is very hard to correct any badly deployed units once the game has started. My basic plan was to move all my troops into the best positions for first fire by the end of Turn One. After this, the only units I intended to move were the companies and detachments I had chosen to be responsible for capturing objectives. As most of the Eldar army would be attempting to engage my detachments in close combat, the ones on first fire would have a better chance of killing off their opponents before the hand-to-hand combat took place. Failing this, my numerically greater Tactical infantry would simply attempt to



IMPERIAL GUARD ARMY



IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammer No. 1 Storm Hammer or also the company HQ tank.



No. 1
HQ Tank



No. 2

POINTS VALUE 500

IMPERIAL GUARD ROUGH RIDER SQUADRON

An Imperial Guard Rough Rider Squadron consists of 10 Rough Rider tanks including a reserve HQ tank.



POINTS VALUE 150

IMPERIAL GUARD SENTINEL SQUADRON

An Imperial Guard Sentinel Squadron consists of 5 Sentinels including a reserve HQ Sentinel.



POINTS VALUE 100

IMPERIAL GUARD COMMISSAR

The very Imperial Guard company you eventually need as extra Commissar card for free. Each card enables you to field a Commissar card plus the other company.



POINTS VALUE - FREE

THUNDERHAWK GUNSHIP

POINTS VALUE 50



IMPERIAL GUARD OGRYN PLATOON

An Ogryn Platoon consists of 4 Ogryn troop units including an Ogrin leader (HQ).



POINTS VALUE 100

DEATHSTRIKE MISSILE BATTERY

An Imperial Guard Deathstrike Battery consists of 3 Deathstrike launchers, including 1 Heavy HQ launcher.



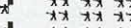
POINTS VALUE 250

IMPERIAL GUARD TACTICAL COMPANY

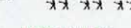
An Imperial Guard Tactical Company consists of 1 company HQ unit plus 3 tactical platoons.



Tactical Platoon 1



Tactical Platoon 2



Tactical Platoon 3

SPECIAL CARD

REAPER TITAN



POINTS VALUE 500

IMPERIAL GUARD SHADOW SWORD COMPANY

An Imperial Guard Shadow Sword Company consists of 3 Shadow Swords. No. 1 Shadow Sword is also the company HQ tank.



No. 1
HQ Tank



No. 2



No. 3

POINTS VALUE 500

IMPERIAL GUARD ARTILLERY COMPANY

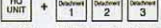
An Imperial Guard Artillery Company consists of 1 company HQ unit plus 3 artillery batteries.



POINTS VALUE 600

SPACE MARINE SCOUT COMPANY

A Space Marine Scout Company consists of 1 HQ unit plus 3 scout platoons.



POINTS VALUE 450

IMPERIAL GUARD HEAVY COMPANY

An Imperial Guard Heavy Company consists of 1 company HQ unit plus 3 heavy platoons.



POINTS VALUE 600

swamp their opponents and win the combat by weight of numbers.

As I couldn't hope to match the Eldar army for speed, I knew it was likely that they would capture most of the objectives in the first turn, including the ones that appeared to be quite deep into my side of the board. However, I decided not to worry about this too much as I could always re-capture the lightly held ones later, as well as using the Thunderhawk gunships and Ultramarines to snatch any unguarded ones on the other side of the board.

Having won the dice throw for choice of table edge I had to think long and hard about which side I wanted. Although it was tempting to go for the most cover I reasoned that as the Eldar were likely to be doing the attacking I would take the more open side to give my troops a better field of fire. Even though I had the far larger army, I decided to concentrate my forces where I felt the objectives were thickest, and drew up my battle plan accordingly.

I deployed the Artillery company and supporting Rough Riders in the centre (opposite the greatest concentration of buildings) on the very edge of the table in one long line with the Basilisk detachments on either end. By putting the maximum distance between each vehicle (6cm) I would be able to cut down on any losses caused by area effect weapons. By placing them as far back as possible, my artillery could still hit most of the table, while making it impossible for the Eldar jet bikes to reach me in the first turn. It was the task of the Tactical and Storm Hammer companies to capture Objectives 3 and 5, and I placed them to the right of Objective 6. Behind and to the right of these forces, the Deathstrike missiles waited for the order to send their multi-barrage warheads arcing towards the Eldar lines.

I placed one detachment from the Support company into the building containing Objective 6, while another detachment deployed outside in order to charge forward and take control of the building on the hill directly in front of them. The remaining detachment stood at the bottom of the hill on the left, beneath the shadow of the towering Reaver Titan. Although slightly exposed, both the Support detachment and the Reaver had sweeping fields of fire across the centre of the battlefield and around the open ground in front of the Imperial governor's palace. The Sentinels standing by the edge of the marsh were to advance on Objective 7 (with a commissar to lead them) in order to provide me with the few extra victory points that I was sure to need on the first turn.

Behind these units sat the monstrous shapes of the Shadow Swords with their awesome volcano cannons. These super-heavy battle tanks would sit on first fire, taking out any armoured Eldar skimmers on pop-up attacks, or, should the event arise, to deliver the killing blow to any Titan that strayed within their range. The Ultramarines in their Thunderhawk gunships were in orbit above the planet waiting for orders from the commander on the battlefield.

This just left me to position my two close combat units, the Ogryns and the Rough Riders. I wanted the hulking Ogryns close to my Tactical infantry when they attacked the palace so that they could deal with any stubborn defenders as well as providing a formidable defence when the Eldar counter-attacked. All I had left to do was place my remaining commissars (that I got free with my Company cards) in positions where the fighting and casualties would be the thickest, to inspire my army should they start to doubt the omnipotence of the Emperor.



JOHN BLANCHE

THE ELДАР WARHOST

(Richard Helliwell)



It's been four months since my last battle with Mark, and once again I have taken up the challenge of a game of Space Marine. This time the fight will be against Imperial forces, with me using the Eldar forces as described in the *Renegades* supplement.

Right from the start, I knew this game would be a major challenge. Mark is well-versed

in the use of Imperial Guard – his own Imperial Guard army has been tuned almost to perfection over countless battles, and his basic strategy of holding back and bombarding the hell out an opponent is tirelessly destructive. On the other hand, I'll be fighting with an army quite new to me. The Eldar are an army of awesome power with an array of unusual and deadly weapons, but these new powers must be mastered, tactics need to be changed and fresh strategies formed. This is an army very unlike my Blood Angel Space Marines. The Eldar seem to be a jack-of-all-trades and you must learn to master a combination of tactics in order to defeat your enemy. I practiced some new strategies by fighting a few battles with the Eldar before we played this game, which also gave me the chance to try out all the exotic Eldar weapons and work out which ones would be the most effective against the Imperial Guard.

The first company cards I picked were three Eldar Hosts: the Wind Rider Host, an Eldar Falcon Host and a Guardian Defender Warhost. These were to be the core of my army, and with the Wind Riders and Falcons I planned to attack the flanks of Mark's slow-moving Imperial Guard. I could have taken the Eldar Warhost in place of the Defender Warhost and the Eldar Falcon Host, but for the extra fifty points I decided to take the equivalent of the Warhost but in two separate parts. This allowed me to take an extra Special card, and it gave me the flexibility of transporting infantry stands in the Falcon grav-tanks without having to keep both the Guardians and Falcons together. Later in the game I could split off the Falcons for attack elsewhere on the board.



With three Company cards I could now take up to three Special cards. I decided to take all three, and chose a Warlock with his potent psychic powers, and the Exarchs with their excellent close combat score and powerful ancient artefact weapons. The last Special card had to be a Titan, and for this battle I chose a Warlock Titan. The psychic attacks are worth the equivalent of a Warlock, and with the Psychic Lance the Warlock is a formidable war machine that can mind-wipe anything beneath its barrage. It should prove to be an excellent weapon against the Imperial Guard infantry and vehicles. The Titan will also be armed with lascannon, missile launcher wings and an Eldar power fist, enhanced by the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which gives it a potent ranged capability as well.



DAVE GALLAGHER

As the Eldar army is mainly painted in the colours of the Alaitoc craftworld I took the Alaitoc Scouts as a Free card. For my other Free card I chose an Avatar, living embodiment of the Eldar war god Khalea Mensha Khaine – the bloody-handed god.

Because I took the Exarch Special card I had to take at least two Aspect Warrior Support cards. This wasn't much of a restriction as I wanted to take the Dark Reapers anyway to cut down the Imperial Guard before they got into range with their own weapons, as well as the Striking Scorpions – troops the Imperial forces can't match in close combat. To provide the army with some barrage weapons I took one Warp Hunter and two Doomweaver squadrons. For both these vehicles there is always a high chance of their weapons deviating from their chosen targets, but this is no problem when fighting massed formations like Imperial Guard – the templates are more than likely to land on top of one enemy formation or another!

To provide my troops with some added firepower I chose two anti-grav lascannon Support cards. They are quite cheap, and would be able to keep to the back and provide covering fire. For the same reason I took a Deathstalker Prism Cannon, with its added ability to make pop-up attacks. To accompany my troops as they advanced into enemy positions I took the war walkers which can provide both long range fire as well as deadly short range fire with their scatter lasers.

The last two weapons are among my favourites – the vibrocannons which can plough through tanks, buildings and anything else in their way, and the Wave Serpents, which can be used for either of two roles: transporting troops in reasonable safety or in their weapon mode, firing off their shields and laying waste to all in their path.

THE PLAN

I was undaunted after losing the dice roll for table edge, because in this instance both sides were very similar, and although Mark had gone for the side with the hills, this gave me the side with most cover (a much better place for pop-up attacks). The cover would also give me the opportunity to creep forward without becoming an obvious target.

My plan was reasonably simple. I would place the main part of my forces in the shelter of the buildings on the left, with a fast flanking attack force on the far right, to follow the edge of the cover and swoop round into my opponent's left flank.



I placed my main force of long range weapons, the Deathstalker, Doomweavers and Warp Hunters, behind buildings as close to the set-up line as possible (25cm from the table edge). All of these weapons were safe behind the buildings and could either make pop-up attacks or, in the case of Doomweavers, fire indirectly. The lascannons were placed between buildings on the left of the board, where they would be able to cover both the open ground and the hills in Imperial territory. The Dark Reapers waited in the cover of a wood. All of these models began the game with first fire orders.

My entire Wind Rider Host were mixed in with the front rank of my main force. It doesn't matter if you put troops like these out in the open on the first turn, because you will always get the chance to race them to cover before the firing begins, even if you don't get the initiative. My plan for these troops was for them to charge forward taking cover around the hill near Objective 5, bringing them into close combat on the second turn.

I planned to occupy the centre of the table with the Titan, and hold Objective 3. From this central position I could blast at the enemy troops as they come over the hills. To provide support and protect the Titan from suicide squads of Space Marines descending in their drop ships to engage it in close combat, I placed the war walker squadron and Warlock close at hand.

The Exarchs, two thirds of my Guardian Defender Warhost and the mighty Avatar would all begin behind the rubble surrounding Objective 2. Their orders were to advance forward to take the objective, and then cut down any troops foolish enough to cross the open ground in front of it.

For my high-speed flanking attack, I intended to use my entire Eldar Falcon Host on the far right of the table, supported by a Vyper jet bike unit. The Striking Scorpions and the remaining third of the Guardian Defender Warhost would be carried aboard the Falcons. These swift units would be able to follow the terrain along this edge of the board and attempt to capture Objectives 7 and 8.

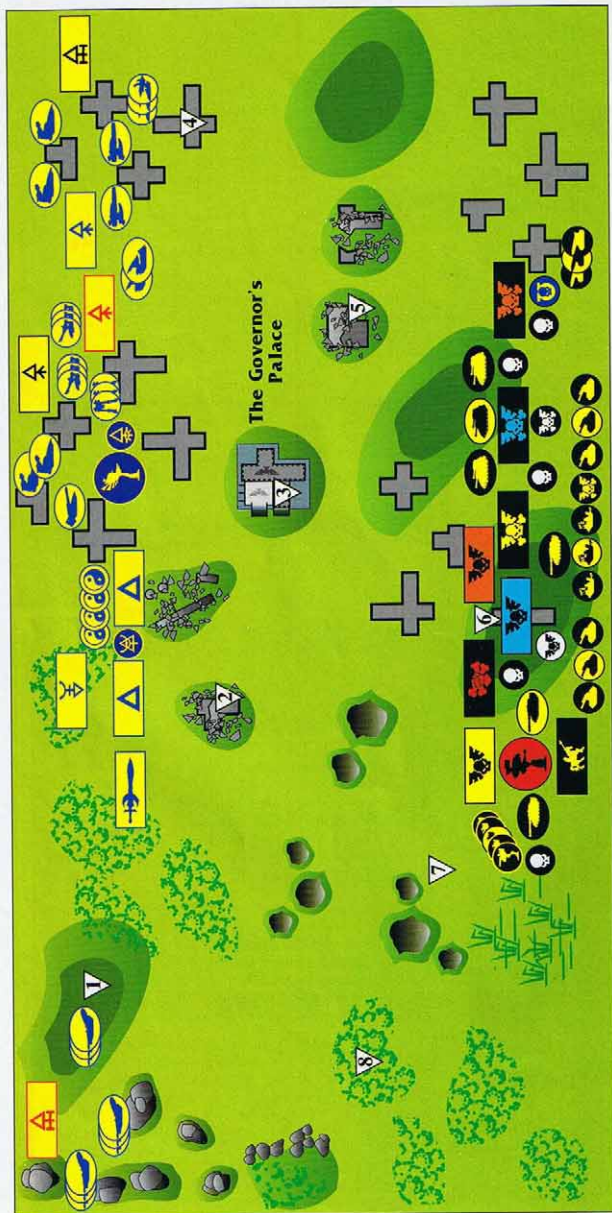
Last of all, I placed the free Eldar Scouts in the woods below Objective 1 where they could progress to firing positions on the edge of the open ground.

ELDAR WAVE SERPENTS

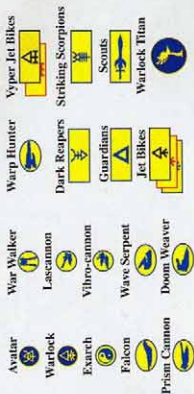
One of the Eldar's strangest and potentially best weapons is the Wave Serpent. This troop-carrying vehicle contains a powerful warp energy generator that forms a protective and impenetrable wall of force that it pushes out ahead of it. Alternatively, the Wave Serpent can forgo the protection of its shield for a turn and opt to use the warp wave as an offensive weapon. As the Wave Serpent fires in the orders phase, before any order counters are placed, it has the potential to cause immense disruption to your enemy's battle plan. With forethought it's possible to guess where your opponent will place his best units (like Titans) enabling you to deploy your Wave Serpents opposite them. With good dice rolls, the wave will hit them before they move and long before they can fire. Any models the wave passes over are pushed aside and may do nothing for the rest of the turn. In addition, the force of the wave will cause a hit on a D6 roll of 4, 5 or 6. Once the Wave Serpents have fired their shields it's best to move them into cover, possibly with some close combat troops around them as protection against vengeful aggressors.

Richard used this ability to good effect in our game when he found his Wave Serpents opposite my Deathstrike missiles. Not only did the resulting waves destroy two of the launchers, but by hitting part of the Tactical detachment in front, he prevented them and the command stands next to them from moving up and taking Objective 5. Luckily for me, a nearby commissar was able to speed over and secure it from the prowling Eldar jet bikes until I could move the infantry up in Turn Two.





ALAITOC CRAFTWORLD ARMY



IMPERIAL GUARD ARMY



**ALAITOC CRAFTWORLD ARMY**

Avatar	War Walker	Warp Hunter	Vyper Jet Bikes
Warlock	Lascannon	Dark Reapers	Striking Scorpions
Exarch	Vibro-cannon	Guardians	Scouts
Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basilisks		
Shadow Swords	Deathstrikes		
	Sentinels		
		Rough Riders	Ultramarines

TURN 1

TURN 1: THE REAVER TITAN ADVANCES TOWARDS THE ELДАР GUARDIANS AND EXARCHS.

As the Imperial army rolled into the outskirts of one section of the city, the Eldar force swept down from the encircling mountains and hills towards the other. The Imperial Guard had barely got to their starting positions when a burst of warp energy from the Eldar Wave Serpents crashed into their lines. A Tactical infantry detachment that had been advancing through the streets towards Objective 5 never saw the shimmering wave of force as it lapped over and around a building to their front and crashed down, sweeping five of them aside as it rushed past. Behind them the air was rent by explosions as one of the waves struck the Deathstrike missile detachment, destroying two of them before it finally dissipated.

Their impenetrable shields temporarily gone, the Wave Serpents withdrew to the shelter of a building on their left. Dropping down from their position in low orbit two Thunderhawk gunships streaked over the battlefield towards the Eldar lines. With the precision that only years of training can achieve the gunships landed directly behind the Wave Serpents and a squadron of Doomweavers, sending the Ultramarine Scouts charging into combat. The following fight was short but bloody, and although all the Eldar vehicles were destroyed, the Scouts' casualties were higher than expected.

The Eldar Wind Host took to the air like a vast swarm of angry wasps as three units of jet bikes and one unit of Vypers sped across the open ground past Objective 4 and behind the cover of the hill beyond. One unit of jet bikes separated from the main body and dived in low towards the ruins of Objective 5.

As the skimmers approached, Commissar Volga leapt from his Rhino and dashed into cover amidst the ruins around the objective. As he ran, he squeezed off a burst of bolter fire that sent a jet bike spinning down to the ground in flames.

The remaining unit of Vyper jet bikes that had been deployed on the other flank by Objective 1 skimmed over the treetops before disappearing behind the woods on the Imperial side of the battlefield. Rising up from behind the hill with them, the Eldar Falcon Host moved towards their planned objectives. As one detachment of Falcons landed behind Objective 8, their hatches cracked open and the Striking Scorpions leaped out, scuttling forward into the cover of the trees. The other detachments of Falcons both peeled off and dropped out of sight of the Imperial army behind the woods in front of Objective 1.

In the centre, the Avatar stormed forward towards the ruins with his honour guard of Exarchs and two detachments of Guardians following in his wake. Towering above the battlefield, the Warlock Titan strode forward as the war walkers darted nimbly between its legs and sought out the protection afforded by the thick palace walls. The only other Eldar movement came from the anti-grav las and vibrocannon batteries as their crews guided them between the buildings and began setting their targeters on the distant Imperial forces.

On the Imperial right, with half of the Tactical detachment still stunned from the Wave Serpent attack, the remaining squads dashed forward to join Commissar Volga amidst the ruins around Objective 5. With a deafening rumble of engines the massive armour-clad forms of the Storm Hammers crested the hill, their turrets swinging round to bring their battle cannon to bear on the Eldar.

In the dark shadows of the towering Storm Hammers yet another detachment of Tactical infantry charged out from the buildings towards the palace. Hoisting their lascannons onto

their shoulders a detachment of Support infantry sprinted for the cover of the central buildings. Hot on their heels, the Ogryns led by Commissar Barak occupied the adjacent building. With the Sentinels skirting the edge of the marsh and securing Objective 7 on its left flank, the Reaver Titan strode forward towards the craters in order to get a line of sight on the shimmering form of the Warlock Titan.

Shuddering from the massive recoil of their high explosive shells, the Imperial Basilisks began to rain death upon the Eldar Guardians in an attempt to dislodge them from the ruins. The Eldar barely had time to take cover before the screeching shells rained down on their position blasting two Guardian squads and an Exarch from the rubble. The spirit of battle now began to flow through their blood as the surviving Exarchs poured fire into the Reaver Titan. With a blinding flare the energy beams took down one void shield after another, stripping the Titan of its protection. Taking advantage of this situation the Dark Reapers in the woods fired their missile launchers only to see their shots ricochet off the Titan's armour.

Vulnerable without its shields, the Reaver began to attract more fire. A shot from a distant Prism Cannon slammed into the Titan's leg, weakening its armour and causing extensive damage. The Warlock Karhedron tried to use a Psychic Lock to immobilise the Titan, but its size and complexity defeated him. A shot from the Warlocks accompanying the Falcon grav-tank met with similar failure.

An Imperial Support detachment in the building overlooking Objective 6 fired a hail of shots at the Eldar Titan but the deadly beams failed to find their target amongst the confusing multi-coloured shards of the Warlock Titan's holo-field. The awesome Titan returned fire on its aggressors with its wing missile launcher and succeeded in bringing the building crashing down, crushing all the troops inside it. The Warlock Titan's awesome psyccannon and power fist Shuriken cannon



TURN 1: TACTICAL INFANTRY ACCOMPANIED BY A COMPANY OF STORM HAMMERS REACH THE CREST OF THE HILL.



TURN 1: THE WARLOCK TITAN AND AVATAR MOVE FORWARD UNDER COVER OF THE BUILDINGS.

only managed to kill a couple of Tactical infantry squads, although its wing-mounted lascannon managed to hit the exposed Reaver in its other leg, fusing the joints together and crippling it further.

In reply, crimson beams stabbed out from the Reaver's turbo lasers but only succeeded in incinerating some trees and raining flaming foliage on the Dark Reapers. The Gatling Blaster was equally unsuccessful at gunning down the few remaining Guardians in the ruins. The carapace-mounted warp missile sped towards the Warlock Titan but passed harmlessly through its holo-fields to explode in the distance.

The incoming fire against the Eldar in the ruins intensified as the shells from the other detachments of Basilisks and Bombards were joined by the lascannons of a Support detachment and two Shadow Swords, whose volcano cannons vapourised brick and flesh with equal ease. The ruins around Objective 2 became strewn with dead and dying Guardians as the ceaseless torrent of fire stripped away what little cover remained.

Rising slowly above the battlefield the Eldar Warp Hunters searched for a suitable target and began to bring their powerful weapons to bear on the Imperial line. With a great scream the air split open as a whirling black warp hole appeared amongst the massed Tactical infantry and Storm Hammers on the hill opposite. Despite its huge bulk, the command Storm Hammer was unable to escape the yawning abyss that opened up in front of it, and with a squealing of locked tracks it was slowly dragged forward. As suddenly as it had appeared the warp hole vanished, taking the super-heavy battle tank with it and leaving behind a few scattered infantry.

A rising howl preceded the opening of another warp hole further down the battle line, but apart from knocking a few men to the ground and giving the Tactical detachment reason to thank the Emperor it had little effect. Before the Warp Hunters could sink back down behind the buildings, one was engulfed by a massive explosion that sent burning debris raining down into the streets below, the volcano cannon from the Shadow Sword on the hill barking its defiant reply.

More trouble loomed for the Storm Hammers and Tactical infantry as the sunlight glittered off the mono-filament wire thread cast by the Doomweavers. As the thread slowly floated down panic broke out as infantrymen scrambled to avoid the deadly webs. One of the Storm Hammers remained undamaged as the thread sliced only partly into its thick armour, but the Tactical detachment commander was flayed alive by the descending web. The anti-grav lascannons unleashed a flickering storm of laser beams which blazed around the other Storm Hammer, scoring a succession of hits on its armoured hull as well as striking down one infantry squad. Some shots bounced off, but at least one found a weak spot, setting off a series of explosions that crumpled the giant vehicle like a child's toy.

TURN 1 VICTORY POINTS TOTAL

IMPERIAL GUARD: 20

ELDAR: 33

SPACE MARINE PLAY SHEET

SPACE MARINE

SPACE

CONFLICT IN THE WAR-TORN

MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.



WARLORD TITAN

Model:	Clay Armoured Titan
15cm:	+14
Notes:	



SPACE MARINE SUMMARY SHEET

TRUMPET TYPE	MOVE	ARMING	CLONE	WEAPONS	RANGE	ATTACK	DEFENSE	ARMED	NOTES
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	
Space Marine	10	10	10	10	10	10	10	10	

IN THE UNIVERSE OF THE 41ST MILLENNIUM





TURN 1: THE ULTRAMARINE SCOUTS OVERWHELM THE WAVE SERPENTS AND DOOMWEAVERS.

TURN 2

Knowing the Eldar Wind Host on their right flank was poised to strike, the order went out to protect the Imperial artillery and super-heavy battle tanks from any surprise attacks. Spurring their mounts into action, the Rough Riders raced across to form a protective screen around the closest detachment of Basilisks. Ultramarine Scout Commander Douval and Commissar Varl prepared to sell their lives dearly protecting the last Deathstrike launcher. As a unit of jet bikes skimmed in low, their Shuriken cannon kicked up gouts of earth around the feet of the Ultramarine commander. His own return fire failed to find any victims, as the Eldar skilfully dodged and weaved out of the way. Likewise the Artillery HQ drew in close around the Bombarbs in order to fend off any further jet bike attacks.



Two more units of jet bikes screamed out of the sky and dived down to engage the Tactical detachment that had moved up into the ruins containing Objective 5. The hopelessly outclassed infantry fell like wheat before the Eldar scythe as the riders gunned down their opponents. Unbowed amongst the massacre stood the stalwart figure of Commissar Volga. With controlled bursts of bolter fire he dispatched two bikers before neatly sidestepping and decapitating another with his chainsword as it sped past. Inspired by his heroic example, the surviving Tactical infantry leaped up from their cover and began firing back at the bikers, bringing down two more.

Having set down their squads, the Thunderhawk gunships flew off to look for suitable targets to strafe further along the Eldar line. Half the disembarked Ultramarine Scouts stormed

forward into the building containing Objective 4 while the others engaged the anti-grav vibrocannons outside. The building was taken without resistance, but the Eldar gun crew fought back furiously, killing one squad of the Scouts before two of the vibrocannon were destroyed.

Seeing the gunships hurtling towards them, the crew of the anti-grav lascannon spun their weapons to bear on the rapidly looming forms. Before they could fire, one of the gunships opened up with its rockets and battlecannon, blowing two of them to pieces, while its bolter shells harmlessly tore up the ground behind the last Doomweaver squadron. The remaining lascannons locked onto their targets and both gunships exploded in mid-air as the laser beams cut through their lightly armoured sides.

On the other side of the battlefield, the last Thunderhawk gunship streaked across the sky, landing on the hill and capturing the unguarded Objective 1. The Ultramarine Scouts spilled down from the access ramps as soon as the gunship touched down and took up defensive positions on the hilltop.

As the gunship passed overhead the Falcon detachment carrying the Guardians raced after them. When the Falcons landed, their lascannons provided covering fire for the Guardians as they joined in the attempt to clear the Scouts from the objective. Nearly invisible in their camouflage coats, the Alaitoc Scouts lying concealed in the wood at the foot of the hill began picking off the surviving Ultramarine Scouts. Under this accurate and relentless fire the Space Marines were virtually wiped out with only one stand left by the end of the game.

On the Imperial right, the Vypers behind the hill broke off and hurtled back towards Objective 4 in an attempt to dislodge the Ultramarine Scouts in the building. Guiding their sleek skimmers in close, the gunners let loose a hail of fire from their Shuriken cannons, blasting out windows and riddling the walls but failing to inflict any casualties.



ALAITOC CRAFTWORLD ARMY

Avatar	War Walker	Warp Hunter	Wyper Jet Bikes
Warlock	Lascannon	Dark Reapers	Striking Scorpions
Exarch	Vibro-cannon	Guardians	Scouts
Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basilisks		
Shadow Swords	Deathstrikes		
	Sentinels		
		Rough Riders	Ultramarines

Once again, the Doomweavers cast their deadly webs against the last Storm Hammer and the remaining Tactical infantry positioned on the hill. Fate intervened and the Imperial force was saved from further casualties by a blast of wind which caught the cruel gossamer strands and blew them away from the Imperial line. The war walkers strode out from behind the palace, intending to gun down the Tactical infantry as they crossed the open ground. To ensure their survival, the Exarchs poured fire into the surviving Storm Hammer in an attempt to knock it out before it could annihilate the fragile walkers. Despite the fact that five shots crashed against its plated hull, they all failed to penetrate the battle tank's thick armour.

As the Storm Hammer's guns began to swing round to bear on the war walkers, the Warlock Karhedron quickly summoned up an Eldritch Storm that hurled the super-heavy battle tank to one side. A beam of utter darkness flashed from the last hovering Prism Cannon and punched through the tank's armour, causing a series of internal explosions that left the Storm Hammer a blackened wreck. Yet again a Shadow Sword's gun crew spotted the Eldar skimmer before it could drop back behind the building and an accurate shot from its volcano cannon blew the Prism Cannon out of the sky. The Warlocks' Falcon made a pop-up attack, snapping off a shot at one of the Shadow Swords but failed to hit it.

Once again the Imperial Artillery company opened up, this time switching their fire to the Warlock Titan. Repeated barrages from the two Basilisk detachments crashed around the towering giant. This time the Eldar Titan's sophisticated

holo-fields were no protection and it was caught by the thundering rain of high explosive shells. In a shower of sparks its right wing was blown off and sent spinning across the battlefield. Its holo-field generators destroyed, the Warlock Titan's form suddenly coalesced into a clear and solid shape.

In response, every available Imperial weapon turned to face this vulnerable new target. Just as the two Shadow Swords on the Imperial left opened fire, the one nearest the marsh was destroyed by a series of pop-up attacks from the Falcons around Objective 8. One of the shots from the Shadow Swords' volcano cannons passed harmlessly between the Warlock Titan's legs while the other scored a direct hit on the reactor. The impact of the shot cracked and buckled the armour plating, but miraculously did no other damage.

With the walls of the building recently pock-marked by a series of near misses from the Dark Reapers in the wood, the Support detachment added the hefty weight of fire from their lascannons to the attack on the Eldar Titan. Those unable to see the Titan clearly fired on the war walkers sending two of them toppling to the ground in sheets of flame. Five shots struck home on the Titan, hitting both of its arm weapons, but yet again the Titan's heavy armour prevented any damage.

Limping forward, the Reaver Titan's Gatling blaster stitched a line of smoking holes across the Warlock Titan's right hand side, shattering vital components and causing its power fist to seize up. Ravening beams lanced out from the turbo laser and punched through Warlock Titan's head, damaging the delicate infinity circuits.

Swarming out from behind the woods a unit of Vyper jet bikes flew past Objective 7 and engaged two Imperial Sentinels while the others rose up to attack the Reaver. The Titan swatted two of the bikes out of the sky like insects but the third managed to hit the reactor causing a temporary shut down. The Vypers destroyed both the Sentinels but a hail of fire from the unengaged survivors blew the bikes from the sky.



Battered but still standing, the Warlock Titan placed a *Doom* on the Reaver as it brought its remaining weapons to bear. The wing lascannons stabbed out, striking the Imperial Titan but glanced off its armour without causing any damage. The Psychic Lance sang as a burst of energy exploded in the bridge of the Imperial Titan wiping the brains of the crew completely clean. With an ominous groan the Reaver swayed and then pitched forward, crashing head first into the ground. With its remaining wing-mounted weapon the Warlock barraged the Tactical detachment scurrying across the open ground towards the palace, leaving a smoking hole where two squads had stood.

Eager for revenge, the Support infantry by the marsh concentrated their heavy weapon fire on the Warlock Titan. Once more, the Titan's armour saved it from the vast amount of shots but two managed to penetrate the already weakened plates of the reactor, causing it to overload. For what seemed

like an eternity the Titan's autosegments struggled to prevent a meltdown and eventually managed to bring the damaged reactor back under control.

Once again the form of a Warp Hunter appeared above the buildings, signalling the appearance of another warp hole. This time it burst into existence within the walls of the building on the hill. As the fabric of reality was torn apart, the fragile structure collapsed in on itself, killing the occupants instantly.

Amid the burning battle tanks and Doomweaver webs that littered the hillside the remnants of the Tactical detachment advanced down the slope, picking off the last war walker as they went.

Another shell from the Imperial bombard burst among the ruins around Objective 2, blowing apart an Exarch and a Guardian squad. The Guardians' return fire killed one of the exposed Tactical infantry squads in front of the palace. Howling out his frustration at not being able to reach his foe, the Avatar hurled his spear, scattering another squad. As the weapon returned to his hand, the Avatar screeched in fury as he heard the psychic message from the Warlocks ordering the retreat.

TURN 2 VICTORY POINTS TOTAL

IMPERIAL GUARD: 56

ELDAR: 26



TURN 2: THE IMPERIAL FORCES ADVANCE IN THE CENTRE, AS THE ELDAR RUSH OUT TO MEET THEM.



TURN 2: THE ULTRAMARINE SCOUTS SEIZE OBJECTIVE 1 UNDER HEAVY FIRE FROM THE ELДАР GUARDIANS AND SCOUTS.

CONCLUSIONS

THE IMPERIAL DEBRIEFING

Despite the seemingly large difference in victory point totals, the battle was a lot closer than it seems at first glance. All three of my Infantry companies were close to being broken and I would only have needed to lose one more Shadow Sword to lose my last heavy tank company as well.

One of the most important things when you play Space Marine is to stick to your original battle plan – maintenance of aim. Several times during the course of the game I resisted the temptation to deviate from my planned strategy and in the end I believe this paid off.



Losing the initiative in the second turn right when I needed it most was a bit of a blow, as I was forced to complete my movement with the Wind Host waiting on my flanks to pounce on any unprotected units. Luckily, having played Imperial Guard before, I was well used to playing opponents with faster-moving troops than myself (be they Space Marines in Thunderhawk gunships or Eldar with jet bikes). As a result I had planned for this sort of situation, and had held my Rough Riders back as a sort of mobile reserve to protect my artillery from surprise attacks. By using these and the command stands and Rhino from the Artillery company I was able to protect the vehicles that were within striking distance of Richard's jet bikes. This enabled them to continue firing throughout the

second turn and very nearly brought about the downfall of the Warlock Titan.

As my Tactical company had the ability to sustain a lot of casualties, and because I considered them my most expendable unit, they had been set the task of pushing forward and capturing Objectives 3 and 5. Despite their high losses they succeeded in taking the objectives and still remained unbroken by the end of the battle (not by much, though). The Support company was unlucky to suffer such high losses (mainly due to the two barrages that hit the buildings they were in) but still performed their part exactly as planned, laying down plenty of firepower just where I needed it most.

My only two major disappointments – the first I was unable to actually do anything about – was the Deathstrike missile launchers being destroyed before the game really started and before they could launch their missiles. Being armed with multi-barrage warheads they could have caused untold damage amongst the Wind Host or the Warlock Titan with their -2 save modifier. Obviously this was exactly the result Richard was playing for, so I take my hat off to him and look forward to my chance of revenge. The second was that the Ogryns never managed to get into combat. With the exception of engaging the Avatar (which would have meant crossing the open ground in full view of the enemy) none of the Eldar came close enough for me to let loose my elite combat troops.

I tend not to use Sentinels very much in my own army but after their sterling performance in this battle I may decide to reconsider my previous judgement. The commissars, particularly Commissar Volga who was singlehandedly responsible for holding onto Objective 5, did a great job, and had the advantage of being completely free!



ALAITOC CRAFTWORLD ARMY

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Falcon	Wave Serpent	Jet Bikes	Warlock Titan
Prism Cannon	Doom Weaver		

IMPERIAL GUARD ARMY

Commissar	Storm Hammers	Tactical Company	Support Company
Reaver Titan	Bombards		
Ogryns	Basileks		
Shadow Swords	Deathstrikes		
	Sentinels		
		Rough Riders	Ultramarines

The real ace in the hole of my army, and the one I looked forward to using most, was the Thunderhawk gunships and the Ultramarine Scouts (mainly because it would make a nice change from having them used against me). Although I had originally planned to save them until later on in the battle I committed two of them in the first turn. As it turned out, this was extremely fortuitous, what with my losing the initiative and the game ending in the second turn. The idea was that not only would I get rid of a Doomweaver and a Wave Serpent squadron (especially the Wave Serpents, after what they did to my Deathstrikes) but it would force Richard to bring back some of his bikes or face losing more vehicles and Objective 4. In the second turn I nearly landed the last gunship on my side of the board to protect an objective or my artillery but sticking to my battle plan I decided to take Objective 1 and go for broke.



Likewise, the Shadow Swords fulfilled their role admirably, using their volcano cannons' long range punching power to shoot down the Eldar vehicles making pop-up attacks, and were incredibly unlucky not to get the Eldar Titan. The Storm Hammers' fearsome reputation proved to be their bane, as

they came under such intense fire that one way or another they failed to fire a single shot all battle.

The Reaver Titan worked well enough. Although slightly outgunned and a little unlucky it nearly proved more than a match for the Warlock Titan. The important thing to realise about the Reaver and the Storm Hammers is that although the weapons they carried failed to make a great impact on the battle the amount of fire they attracted and absorbed was considerable. Without them I could well have lost the battle as the Eldar would probably have been free to concentrate their fire on my artillery and infantry instead.

ELDAR DEBRIEFING

At the start of the battle, when the screen we use to hide our set-up was removed, I was overjoyed to see one of the greatest threats to my army, the Deathstrike missiles, directly in front of my Wave Serpents, the one thing that could stop them before launch. This was the beginning of what started to look like an excellent first turn. I gained the initiative, the Deathstrike missiles were crippled and the Reaver Titan's shields were ripped away in a series of shots from my Exarchs.

However, exposed as it was, the Titan just stood there and took the punishment. Perhaps this was the first sign of my plan crumbling. Titans can be scary things, especially when they are pointing great big warp missiles at you. Looking back, I now realise that I became obsessed with destroying the Titan



TURN 2: VICIOUS HAND-TO-HAND FIGHTING ERUPTS AROUND OBJECTIVE 5.

early on in the battle. I had longed to see it crashing to the ground, and the fact that I had wiped out its shields lulled me into thinking its time had come and I was to be its nemesis. The Titan became a stumbling block to my plans; I wasted far too much energy blasting away at it. If the Titan had come toppling down at the start of the game when it was fated to, then my firepower could have been diverted to where it was badly needed, sorting out the heavy tanks and the Support infantry.

On my flanks both the jet bikes and Falcon grav-tanks took up excellent positions and I was very happy to swoop down from my advantage points onto the waiting enemy. Against the infantry the jet bikes did very well but ran out of luck when they came up against the commissar. As expected, the Rough Riders fled from my jet bike attack to protect the artillery making it almost impossible for me to target the artillery next. The Rough Riders will be high on my list for a heavy barrage the next time we play.



During the battle something was made quite clear to me – I needed some troops to act as a defence force against the swarm of drop ships. If I were playing the game again I would do two things differently. Firstly, I would leave a number of jet bikes behind my lines to protect the artillery vehicles vulnerable to drop ships, and secondly, I would have fewer vulnerable artillery pieces and a lot more troops and jet bikes.

By the end of the game, my plans had come crashing to the ground. A gamble to attack the Scouts holed up in the building with Objective 4, which would have given me a chance to break the Scout company and regain the objective, came to ruins when not one of shots against the two stands in the building hit. This last ditch scramble to regain victory points came too late. I should have targeted getting the objectives far more and although I find this a bit gamey, I should have kept notes on which Imperial companies were about to break and then concentrated on them. With the full attention of my weapons brought to bear I would have broken the companies and had a chance to send them into retreat.

The things I enjoyed the most about the Eldar army are the unusual weapons with the ability to make pop-up attacks, as these can cause great annoyance to the enemy. The weapons are strange and new and do take a while to get used to. I think each one has its own role to fulfill. Some are almost useless against certain opponents while they are brilliant against others.

For example, the Warp Hunters have a wide range of scatter. This could mean a Warp Hunter template going up to 24cm off course. If you're fighting an Ork or an Imperial Guard army this is not a problem as you are

bound to hit something in such a huge mass. Obviously, against a less numerous foe their effectiveness will be reduced – any Eldar player worth his salt has to learn these things early on and find the best weapons to use against different foes.

These unusual weapons are fairly cheap in points and flexible in the numbers you can buy. This means you can tailor your specialist weapons to be appropriate for each new opponent – and that's something other players would sell their grandmothers for.

Well, it's back to my Wraithbone chamber for me to contemplate my loss and Mark's well-won victory, and to think about our next battle and my next victory.



WARHAMMER



Warhammer Battle Magic adds spells, magic items and wizards to the Warhammer game. Special rules and unique spells are included for the eight Colleges of Magic: Light, Gold, Jade, Celestial, Grey, Amethyst, Bright and Amber, plus High and Dark Magic. There is Waaagh Magic for Orcs and Goblins, Skaven Magic, and spells for the Chaos Gods Slaanesh, Tzeentch and Nurgle. Magic items include many powerful magic weapons, armour, amulets and rings, plus staffs, rods and scrolls for use by Battle Wizards.

Warhammer Magic includes the following components:

64 page rulebook containing full rules for using wizards and magic, a history of magic in the Warhammer World, magic 'Eavy Metal, a detailed spell commentary, playsheet, and much more.

135 spell cards including 10 different spells for each of the eight Colleges of Magic; 10 spell cards each for the potent forces of High and Dark Magic; plus spells for Orc Waaagh! Magic, Skaven, and for the Chaos gods Tzeentch, Slaanesh and Nurgle.

Over 100 magic item cards including over 50 magic weapons ranging in potency from the humblest enchanted blade to the mighty Hellfire Sword and the Hammer of Sigmar! Also 15 new magic standards to fortify your troops, magic armour to protect your heroes, and an amazing selection of unique magical items such as the Chalice of Sorcery and the Crown of Command.

36 card magic deck: A special card deck used to randomly deal power, dispels and special cards to the battling wizards.



Warhammer Battle Magic is an expansion to the Warhammer game of fantasy battles. A copy of the Warhammer Fantasy Battle game is essential to use the contents of this box.

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WARHAMMER



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In a war-torn fantasy world mighty armies clash in terrifying combat. Massed ranks of troops manoeuvre and attack, massive War Machines unleash their devastating power and mighty Wizards cast earth-shattering spells.

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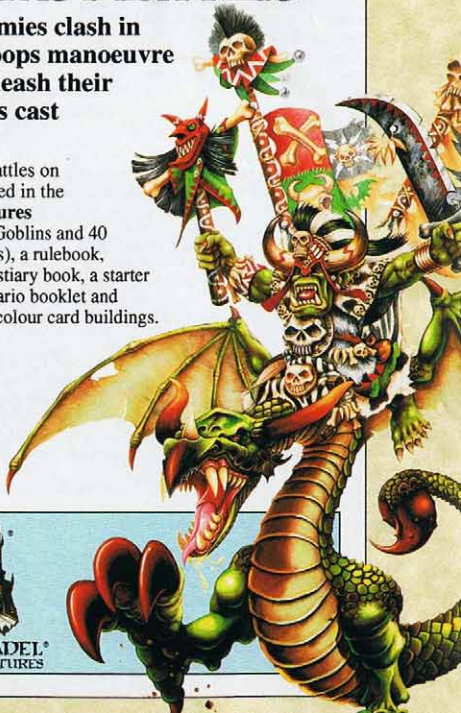


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By Kevin White

Kevin White takes us through this month's 'Eavy Metal pages and offers his advice and tips on how to get the best from your own painted miniatures.

WOLF RIDERS

Goblin Wolf Riders are an exciting and dangerous part of any Orc and Goblin horde. These new miniatures look great on the tabletop and will add a hard hitting strike force to your army.

Before you start, make sure that you clean any mould lines and bits of flash from your miniatures. You can then undercoat your models with Citadel Miniatures undercoat or car spray paint. When this has dried, you are ready to begin painting.

First, apply some Goblin Green paint to the areas of exposed skin such as the hands, arms, face etc. When this is dry, you can start to bring out details such as the eyes and mouth and create shadows in the various contours of the body. An easy and effective way of doing this is to paint a thin layer of Waaagh! Green ink over the whole area. This technique, known as a wash, will ensure that the ink runs into the recesses such as eye sockets, nostrils etc, and create the desired shading. You can now add highlights to any raised areas of the skin, such as the top of the nose, the brow, chin, knuckles etc. To do this, mix Goblin Green with Sunburst Yellow and apply to the appropriate areas. Further highlights can be achieved by adding Skull White to the mix. Pay special attention to the Goblin's face because the expressions can really be brought to life by some careful brush work. To give the skin a really vibrant colour, apply a watered down wash of Firestorm Yellow ink.

To make the eyes stand out, the area around the eyes can be deeply shaded. It is best to do this by painting Orc Flesh into the eye socket, or if you want to make the eyes look really dramatic add a little Chaos Black to this. After picking the eyeballs out in white, paint them Blood Red and put a small dot of Skull White in the centre to give them a mean "I'm gonna git you" type sparkle. Open mouths look good if first painted Chaos Black and the detail such as teeth and tongues picked out in Skull White. Teeth are left white, while the tongue is painted Blood Red and highlighted with Blood Angel Orange.

The Gobblins' clothes look really striking if they are painted in bright, vivid colours. Typical Goblin colour schemes are black, red and white, with checks and stripes being good patterns to use for decoration. Stripes are fairly straightforward, but checks require a little extra time. The first step is to paint the area of the model where you want the checks to be in the lightest of the two colours you are going to use - in this case Skull White. When this is dry, the next step is to paint on a fine grid of lines, both horizontal and vertical, with thinned down Chaos Black. Use your finest brush for this and take your time.

You'll soon learn how much water to add to your paint to make it flow smoothly off the brush onto the model. How far apart the lines are will govern how large the checks will be. When you have finished painting your grid, all that is left is to fill in the alternate squares with Chaos Black.

If you choose to paint your Gobblins' uniforms in red, a striking effect can be achieved by using the following method. First, apply an undercoat of Skull White and cover this with a base coat of Go Fasta Red. When dry, give this a wash of Plasma Red ink. You can then highlight with a mix of Go Fasta Red and Sunburst Yellow. A final wash of Lava Orange ink will make it a really bright glowing red. The boots and leather straps were painted in colours that would make them stand out from the rest of the model. For instance, a red uniform could be coupled with black boots to provide contrast, while a black and white uniform might be brightened up by adding some red or natural colours. Leather articles can be given a base coat of Snakebite Leather and when dry, a Rust Brown ink wash. Finally, mix Orc Brown with some Snakebite Leather and highlight the lighter parts of the straps and boots.

Areas of metal such as chainmail and swords are first given a base coat of Chaos Black. The chainmail is then dry-brushed with Mithril Silver to pick out the links. Swords and axes can look very effective if they are painted with Chainmail before being dry-brushed with Mithril Silver.

Some of the Goblin Wolf Riders have fur loin cloths and fur edging to their helmets, these are painted using the same technique as for the wolves' fur coats described below.

PAINTING WOLVES

One of the most effective ways of achieving a naturalistic look for your wolves is to apply a light base coat of the colour you wish them to be and then add a slightly darker ink wash over the top, so that the colour runs into the crevices and creates the natural look of fur. When this is dry, lightly dry-brush using a mixture of the original base colour and Skull White. Pelt markings can be built up by adding thin washes when everything else is dry. For instance, the dark stripes running from the wolves' noses down their backs to their tails, were painted using Skaven Brown ink or Shadow Black ink, depending on whether the wolf was brown or grey. The ink was applied more thickly towards the centre of the tail, creating a distinctive stripe marking. A handy tip to remember is that you can use this same technique for painting virtually any kind of fur or hair.

SAVAGE ORCS

Savage Orcs are perhaps the most visually exciting of all Orc tribes. Devoid of the usual heavy Orc armour, they adorn their bodies with strange and colourful tattoos. These markings, coupled with their crude flint spears and axes, make the Savage Orcs an exciting addition to any Orc or Goblin army. It's better to paint a Savage Orc's skin a bit lighter than normal so that the tattoos stand out against it. Before painting, sketch the tattoos on the skin using a sharp HB pencil. This applies to all models, not just Savage Orcs and Forest Gobblins. Savage Orcs often cover their skin with designs centred around snakes, lightning and bones. The best colours to use

IMPERIAL BATTLE WIZARDS



JADE



LIGHT



AMBER



ACOLYTES OF THE COLLEGE OF LIGHT MAGIC



AMETHYST



BRIGHT



GREY



GOLD



CELESTIAL

for these tattoos are blue and red because these contrast most strongly with the Savage Orcs' skin colour. For the blue tattoos apply a base coat of Ultra Marine Blue highlighted with a mixture of Enchanted Blue and Skull White. To get the red tone, first paint the entire area Skull White then follow the same procedure as for the Wolf Riders' red uniforms and boots.

To paint the rest of the model, you can use the same techniques as for normal Orcs and Goblins. For instance, fur loin-cloths and cloaks would be best painted in the same way as you would paint a wolf's pelt. One thing requires special note however, and that is the flint weapon heads. These were given a base coat of Chaos Black. Unlike other parts of the model these were not highlighted, but instead given a simple Skull White dry-brush. The overall effect is a pretty accurate flinty colour.

Little touches of detail such as kill markings on bows, shields and spears are best left until last. Work out shield designs on a piece of paper first and when you are satisfied draw them out carefully onto an undercoated shield using the trusty HB pencil.

DWARF KING ON THRONE OF POWER (THORGRIM GRUDGE-BEARER)

This model is designed to be the centrepiece of any Dwarf army, and deserves some extra special attention when you assemble and paint it. It is best if you don't stick Thorgrim onto his throne until you've painted both parts of the model. While painting Thorgrim, try to keep him on his tab and stick him on a spare plastic base. When you come to cleaning the throne bearers, remember that it is best if the Throne of Power's poles fit neatly into their hands. If you wait until the throne is painted, you could find that the model will not hold it and you'll be forced to shave the inside of his hands, thus ruining your paint job. All the Dwarfs have been painted in a co-ordinated colour scheme to match Thorgrim's personal livery. Their uniforms are blue and white with red, green and gold detail. If you wish, you can use different coloured inks to shade the beards and make each of them look unique.

There are some areas that require special note. The kinsmen bearing Thorgrim and his massive stone and gold throne are carrying a tremendous weight. This great burden can be represented by giving them flushed and ruddy complexions. The base coat for normal skin is Snakebite Leather, but in this case a very small amount of Blood Red was added to it. This added a tiny splash of colour and made the Dwarfs' faces slightly flushed looking. A thin red wash was then added to the Dwarfs' cheeks to give that out of breath, ruddy look. If you decide to use this technique, try not to add too much Blood Red paint to the base coat mixture because this can make the faces look too pink and a little odd.

The stonework parts of the throne were painted using a base coat of Codex Grey. Areas that would catch the light, such as corners or sides, were then highlighted with Space Wolf Grey and Skull White. When you come to paint the gems, choose your colour and start off by highlighting the base of the gem with a really light version of this colour, then gradually make this darker, the further up you get, until it is almost black at the very top. Then, if you add a small dot of Skull White to the dark area at the top you will give it that gem-like sparkle.

WHITE LIONS OF CHRAE

Most of the clothing on our Elf army here at the studio has been painted white. We decided to add a splash of colour to the Elf infantry and painted the White Lion's uniforms red.

The cloaks they wear are made from the hides of white lions, so these are usually painted plain white and shaded with a mix of Skull White and Ore Brown. This also has the effect of making the red of their uniforms even more striking. The yellow bands around the White Lions' helmets were first given a base coat of Sunburst Yellow and then highlighted with a wash that is a mixture of Firestorm Yellow ink with a touch of Lava Orange ink.

Raised areas were highlighted with a mixture of Skull White paint and Firestorm Yellow ink before being coated with a thin glaze of Firestorm Yellow. To make the glaze, simply mix a small amount of ink with water until you have an almost colourless liquid, with only the merest hint of the ink colour you are using. Take care to apply this quite sparingly and not let it form into puddles which will dry with a patchy finish.

HIGH ELF PEGASUS RIDER

This mighty Elf Champion is a fitting choice for the General of an Elf army, being able to bring his force of arms to bear with tenacious ferocity even against the staunchest enemy. If you take time and care to paint this model you will enjoy an exciting challenge and also get the best results.

So, to begin painting the Pegasus, start by applying a base coat that is a mixture of Blue Grey and Space Wolf Grey. Look at the areas that may require highlighting, such as the curves of the haunches and rounded, bulging muscles etc. Then carefully highlight until these raised areas are pure white, graduating the colour from the base coat, through Space Wolf Grey to Skull White. The mane, tail and fetlocks of the Pegasus were not highlighted in the same way as the rest of the miniature but were given a dry-brush of Space Wolf Grey.

The Pegasus' hooves were painted with a mixture of Ore Brown and Bestial Brown highlighted with Skull White, and his mealy coloured muzzle was given a base coat of Bestial Brown and highlighted with Skull White. When you come to painting the wings, you may find it useful to refer to pictures of birds in wildlife books to see where light and shade fall on the wings; this way you can achieve a more naturalistic look.

EMPIRE BATTLE WIZARDS

This month's miniature releases include eight new Empire Battle Wizards and two Light Wizard acolytes. Apart from the guidelines below, you can paint the Wizards using techniques and colours previously explained.

The colour of the Grey Wizard's clothing was obtained by using a base coat of Elf Grey and then the curves and folds were highlighted with Space Wolf Grey and Skull White (this was also used on the horse's barding). You may notice that the Amethyst Wizard is wearing a richly coloured purple robe. You can recreate this colour by first applying a base coat of a mixture of Fire Dragon Crimson and a touch of Moody Blue. Then highlight the folds and curves of the cloth with Imperial Purple and Skull White.

The Celestial Wizard's robe can be painted with a base coat of Moody Blue, with the folds and curves highlighted by using a mixture of Ultra Marine Blue and Enchanted Blue. The barding on the Grey Wizard's horse is painted using this same technique. The Jade Wizard's robe was first given a base coat of Orc Flesh paint and was then highlighted with Striking Scorpion Green and Bad Moon Yellow. The sigils, glyphs and patterns on all of the horses' barding were painted on after first sketching them out with a sharp HB pencil.

WHITE LIONS OF CHRACE



HIGH ELF AXEMEN

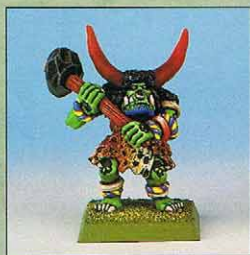
HIGH ELF PEGASUS RIDER



SAVAGE ORCS



BIG BOSS



BOSS



HORN BLOWER



BANNER BEARER



SHAMAN



SAVAGE ORC BOYZ ARMED WITH STONE HAMMERS



WITH STONE HAMMER



WITH SPEAR



WITH SPEAR



WITH SPIKED CLUB

ORC BIG'UNS

In Orc clans the biggest Orcs are the Warbosses and Warlords, but there are some almost equally big Orcs who consider themselves just one step down from the position of head of the tribe. These large, strong Orcs are known as Big'uns. When the Warboss is killed or badly wounded, the Big'uns who fancy their chances fight each other for the leadership of the tribe. The winner becomes the new Warboss.

In battle the Big'uns fight together in a single mass. They are very strong and mean, and are by far the best Mob of Orcs in the whole army.



WITH MACE



WITH BOW



WITH AXE



WITH SWORD



WITH SWORD



ORC BIG'UNS WITH SPEARS

GOBLIN WOLF RIDERS



WITH SWORD AND SHIELD



WITH SPIKED CLUB AND SHIELD



WITH AXE AND SHIELD



WITH SWORD AND SHIELD



ARCHER



ARCHER WITH SWORD



BANNER BEARER



HORN BLOWER



BIG BOSS



BOSS



ARCHER



ARCHER

WOLF GUARD

The mightiest warriors of a Space Wolves Great Company, these fearsome Space Marines are the Wolf Lord's personal retainers.



ALARIK'S
WOLF GUARD



HAAKON'S
WOLF GUARD



RAGNAR'S
WOLF GUARD

In battle, the Wolf Guard fight according to each warrior's personal skills and disposition. As powerful individuals they bolster the fighting strength of the packs and act as the Wolf Lord's bodyguard and Lieutenants.

When a Space Wolf is elevated to the status of a Wolf Guard, he puts aside his former pack loyalties and regalia and commits himself wholly to his Lord. As a symbol of his status, a new pack marking is engraved upon the right shoulder pad of his power armour. Although this marking is unique to each Great Company, it is always rendered in yellow and black, the traditional colours of a Fenrisian Noble.



WOLF GUARD WITH
POWER SWORD AND
BOLTER



Wolf Guard bearing the honoured Company Banner. In this instance, the banner depicts the great Grey Wolf Leman Russ himself.



Wolf Guards in Terminator armour bear the Great Company icon on their right shoulder pad. Their pack mark is displayed on their kneepads and weapon casings.



WOLF GUARD WITH
BOLTER AND POWER FIST



WOLF GUARD WITH BOLTER



WOLF GUARD IN TERMINATOR ARMOUR

MAN O' WAR™ PAINTING GUIDE

One of the most rewarding aspects of the Man O' War hobby is the painting and modelling of ships and terrain that goes on between games. The next few pages contain some examples of painted ships, complete with full colour sails and pennants for you to cut out and glue onto your models, plus some of the islands, beaches, sand banks and cliffs that we fight our battles around at the studio.

This booklet also contains a ship painting guide that explains how you can quickly paint the bulk of your ships, plus how you can use advanced painting techniques to turn your flagship into a stunning centrepiece for your fleet.

Obviously, everything shown in this booklet is a guide to what you can achieve and doesn't have to be strictly followed; the painted ships and terrain pieces are only examples, and it's perfectly alright to paint your fleet in different colours than those we have used.

Citadel Miniatures produce models of all the warships in the Known World, so you'll be able to buy ships for whatever fleet you decide to collect. The choice of ships is vast, from steam-powered Dwarf Ironclads to the sturdy Wargalleys and Wolfships of the Empire, with their massed batteries of cannon.

Collecting and painting a fleet is an absorbing hobby in its own right. The satisfaction that comes from fielding a truly stunning fleet against your opponent will add a lot to your games of Man O' War.

If you've never painted models before, you might find this booklet a bit daunting. Don't worry, as once you've followed the guidelines inside, and painted a couple of ships, you'll quickly get the idea and you'll be well on the way to having a really impressive warfleet.

If you'd like more information, Games Workshop's full colour monthly magazine, *White Dwarf*, also contains material on painting and collecting fleets, plus new rules, battle reports and articles for Man O' War and Games Workshop's other hobby systems. It is available from all good newsagents, from your local Games Workshop store, or direct from Games Workshop Mail Order.

The staff at your local Games Workshop store will also be able to provide helpful hints on how to paint your models and tactical tips for your fleet. All our members of staff are keen enthusiasts, and will often be collecting and painting their own fleets in their spare time. They will be only too happy to help with any rules queries or questions you might have about Man O' War. More often than not, they'll have a game running on the in-store gaming tables, or be holding a modelling and painting demonstration on how you can get the best results from your models.

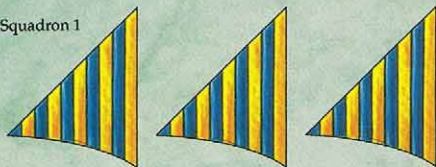
This painting guide is intended for anyone who's interested in collecting and gaming with Citadel miniatures. The examples of painted miniatures in this guide are all from the Man O' War range of ships, but the techniques outlined will stand you in good stead when painting many other Citadel Miniatures. Over the next few pages, we will take you stage-by-stage through all the different techniques you'll need to paint your first Citadel Miniatures.



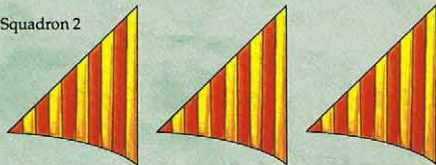
AN EMPIRE FLEET IS ATTACKED BY AN ALLIED FLEET OF BRETONNIANS AND PIRATES

IMPERIAL WARGALLEYS

Squadron 1



Squadron 2



Squadron 1



Squadron 2

PIRATE WARGALLEYS



Squadron 1



Squadron 2



Squadron 1



Squadron 2

These full colour sails and pennants should be cut out and stuck onto the plastic Wargalleys you get in the box.

The top set is for the Imperial Fleet, while the bottom set is for the Pirate Fleet. Each set is split into four – three sails and three pennants for each squadron.

Imperial Sails

You will notice that each Imperial sail matches the background of one of the squares in the top left-hand corner of a card Imperial Wargalley template, while each pennant matches one of the central designs in the same squares: this is so you can identify which ship template belongs to each ship.



Background matches sail design.

Centre matches pennant design.

Pirate Sails

For the Pirate ships, the central design on the sail matches one of the designs on the card Pirate Wargalley templates, while the coloured pennants are used to tell the difference between the two squadrons.

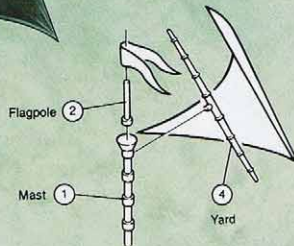


Background matches pennant colour.

Centre matches sail design.

To cut out the sails and pennants use a sharp knife and a metal ruler. To stick the sails onto the masts we suggest you use superglue. First though, you will have to seal the leading edge of the sail; put a small dot of superglue on an old slottab and run the edge of the paper sail through it, so that the edge that is going to be attached to the yard has a coating of glue. Let this dry for a few moments then add more superglue and attach the sail to the yard.

The pennants are made as a single piece that can be bent double and then glued back onto itself. The best glue for this job is PVA glue, which can be watered down before applying it to the pennant with an old brush. Remember that the flags on a ship always blow forwards, not backwards.



EQUIPMENT

Before you start painting, you'll need a few simple pieces of equipment.

PAINTS AND BRUSHES

There is a huge range of Citadel paints and brushes available, designed specifically for painting Citadel Miniatures. You don't need to get all of these to begin with: the Citadel Colour Paint Set has all the paints you will need to start.

The first brush you should buy is a Citadel Size 1 brush. This will be fine for most purposes, and you can buy smaller and larger brushes as you need them.

THE WORKING AREA

You will need to find a clean and tidy area to paint your miniatures, preferably near a natural light source.

Cover the area with newspaper in case of any spills, and set up your paints, brushes, a water jar, a jar to keep your brushes in, a roll of tissue for drying your brushes, a modelling knife, a tube of superglue, a tube or pot of polystyrene cement, a mixing palette and of course the miniatures you are going to paint.

With all this equipment on the table, it is very easy to get in a real mess, so a certain degree of organisation is essential.

EQUIPMENT

It is worth having a more detailed look at some of the items that you should have before you start painting.

Paints

Keep these in a tray of some sort to prevent major spills – the lid to the Citadel Colour Paint Set is ideal. If you keep your paints in a tray like this they are less likely to be knocked over, and even if one does get spilled the paint won't get far.

Brushes Jar

Always store your brushes in a jar when they are not being used, with the bristles facing upwards so they do not get bent.

Palette

Any clean, white surface that won't absorb the paint is fine for a palette. You should mix all your paint on a palette, using a clean brush to dip into the paint and making sure the paint pot lid is tightly closed afterwards to prevent the paint from drying up.

Water Jar

It is important that your water is in a sturdy container that is not easy to tip over. Keep the water clean and change it regularly so you don't dirty the light colours as you use them.

Modelling Knife

You'll need a modelling knife for cleaning mould lines from your models and trimming masts; the type with replaceable or 'snap-off' blades are fine. Always change the blade as often as necessary. There is nothing more dangerous than a blunt knife as you have to put a lot more force into cutting and are more likely to slip and injure yourself.

Glue

You'll need some glue to assemble your models and attach them to temporary bases when you're painting them. The only glue that can do all these jobs is superglue.

Remember that the trick with any type of glue is to use it sparingly; superglue in particular is best used in tiny quantities, making sure not to let it make any contact with your skin.

If you are sticking together plastic components, you'll also need a bottle of polystyrene cement.

You can buy both superglue and polystyrene cement from all Games Workshop stores.

You will also need some PVA or white glue to stick your ships' pennants on. You can get this from any good hardware store.

CARE OF YOUR TOOLS

Always close paint pots when you have finished with them to stop them drying out, and make sure you clean the nozzles on your glue tubes to prevent them clogging. When you have finished each painting session wash your brushes thoroughly under a running cold tap.

PREPARING MINIATURES

Before you begin painting you must clean the mould lines and bits of flash from your model.

Plastic miniatures must be carefully removed from their frame, or sprue, with a sharp modelling knife. Don't try and snap the components off the sprue, as you are almost sure to break them.

ASSEMBLING YOUR SHIPS

Superglue is the best general-purpose adhesive for sticking models together. However, it will also stick skin very quickly so be extremely careful when using it!

If you are gluing two plastic components together, it is better to use polystyrene cement as it is specially formulated to do just this job.

Be careful and patient when gluing things together, giving each piece enough time to dry before moving on. If you try painting a model that has some wet glue on it, it will ruin your brushes.

MASTS

Although it is a good idea to assemble the masts and yards at this point and do a dry run to check that they'll look alright, you should finish painting the ship, the masts and the sails separately before gluing the parts together.

The first step when constructing a mast assembly is to remove any flash and odd lumps from the components with your modelling knife. Once you have cleaned up the mast, attach the correct yard arm or arms with polystyrene cement. The masts and yards have holes and locating pegs to get a good join.

Getting the correct mast length is very important: a mast that is too tall creates a gap between the sail and the ship, making the sail appear to hang miles above the deck of the ship. Too short a mast will cramp the sail, and destroy the profile of the ship.

For instance, the Empire Greatship and Bretonnian Galleon each has a mainmast that is the full length uncut mast, plus two masts that are cut just above the sixth reel of rope on the mast.

When trimming your mast to size, always cut just above one of the reels of rope (see diagram below) to create a locating pin that will match one of the holes in the deck of the ship.

For example, the Pirate Wargalley Mast is cut just above the fifth coil of rope.



This section of the mast then forms a peg that you locate into the hole on the Wargalley's deck.

If in doubt about the mast length for your ship, glue the painted sail onto the mast before gluing it to the ship. You can then measure the completed assembly against the hull, and cut the mast where the bottom of the sail touches the hull of the ship.

Once the completed mast assembly is dry, stick it temporarily to an old Citadel slotbase while you paint it.

When it comes to gluing the mast assembly in place, remember to use the correct glue for the job: superglue is used for sticking metal to metal or metal to plastic, while polystyrene cement is used to stick plastic to plastic.

PAINTING YOUR MODELS

This section covers the basic techniques you use to paint Citadel Miniatures.

UNDERCOATING

Once your model is assembled and the glue is dry, you are ready to undercoat it. This can be done in one of two ways:

- 1 By brush, using Citadel Skull White. Apply a slightly watered-down coat of paint to the whole model with an old brush.
- 2 By spray, using Citadel Spray undercoat. Make sure that you follow the instructions on the can closely.

Leave the model to dry and then check that you have not missed any areas. If you have, they can be touched up with a dab of Skull White.

It is very important to let the undercoat dry thoroughly before you start painting. If you try painting when the undercoat is still wet, you'll end up with a messy, streaky finish.

HOLDING THE MODEL

When your miniature has been cleaned up, based, undercoated and left to dry thoroughly, you're ready to begin painting.

Try not to hold onto the model itself when you're painting it. If you do, you'll probably get paint on your fingers and smudge the colours. To make the model easier to hold, it's a good idea to attach it to the top of a cork or an empty paint pot with some plasticine or a dab of superglue.

MIXING PAINTS

All the paints in the Citadel range can be fully intermixed to produce a huge range of colours. Use a cocktail stick or an old brush for mixing paints on your palette to avoid damaging your best brushes. Make sure you wash your brush out thoroughly between dipping it in different pots or you will start to contaminate the paints with different colours.

If the paint is a little too thick, thin it down by dipping the tip of your brush in water and mixing it with the paint. The consistency of the paint is very important and getting it right is mainly a question of trial and error.

APPLYING THE PAINT

There's no strict order in which to paint a model. It's just a case of common sense. It's a good idea to paint the largest areas of colour on a miniature first. When you start painting, concentrate on being as neat as you possibly can.

Each area must be left to dry before any other part of the model is painted. If you don't let them dry, colours will start to mix together, producing a messy 'blurred' effect.

So that you don't obscure any of the detail, you may have to apply a couple of thin coats of paint to achieve a smooth solid colour. This is far better than painting on one thick coat that may well fill in some of the surface texture.

SPECIAL TECHNIQUES

So far we've only talked about painting in general terms. When you've mastered the basics, you'll want to move onto expert techniques such as drybrushing, shading and highlighting.

DRYBRUSHING

Drybrushing is a good technique for painting heavily textured areas of your miniatures, and is particularly good for ships.

It's best to finish all the drybrushing on your model before painting anything else, as it is quite a loose technique and you're bound to get paint on other areas of the model. Use an old brush when drybrushing, because the technique will quickly spoil a good brush.

The first stage is to paint the area you plan to drybrush with a very dark version of the final colour you want. For instance, if you are drybrushing the deck mid-brown, start with a base coat of very dark brown – almost black in fact.

When the base coat is dry, dip your brush into a pot of the top colour and wipe it on a piece of kitchen paper until it leaves no trace of paint. This may sound a little odd, but there will still be traces of paint in the bristles of the brush even though you can't see them – just enough, in fact, to highlight the model's raised areas. Removing nearly all the paint from your brush before you start is why the technique is called drybrushing.

Now your brush is ready, gently flick the tip of it across the areas that already have the base coat. You'll find that the texture of the model picks up traces of paint from the bristles and begins to take on a three-dimensional look.

It's very important to wipe as much paint off the brush as possible before you begin this process, or you'll find that too much paint will flow onto the model, spoiling the effect. This process of drying your brush before painting is always deceiving, and at first you'll probably use too much paint. Just keep practising and you'll get the hang of it. Once you've mastered the technique, try adding more stages, slowly building up the highlights with lighter shades of paint.

The same technique can be used for painting metal areas. The base colour should be black, and the highlights built up by using one of the metallic colours like Mithril Silver.

Shading

Another way to make your ships more realistic is to add a little shading; the easiest way to do this is to use a colour wash. The Citadel Expert Set is a selection of inks specially formulated for just this purpose.

To shade an area with a colour wash, first apply the base colour and let it dry. Then choose an ink that is a darker version of the base colour and apply it generously to the area with a brush. The darker wash runs off the raised areas of the model, leaving the base colour showing through to provide highlights, while the pigment itself will settle in the recesses as shading.

PAINTING YOUR SHIPS

Although there isn't a special order in which to paint a model, we suggest you start with the deck, as it is easier to do this before the hull and guns are painted. It is best painted using the drybrushing technique to make the planking stand out.

Any details on the deck, such as hatches and steps, are picked out individually using either a contrasting colour or a lighter shade of the deck colour.

Once you have painted the decks, you can move onto the ship's hull. Again, you will get the best result if you paint the hull using the drybrushing technique. Alternatively, you can achieve effective highlights by using ink washes to put in the shading. Whichever method you choose, you should end up with a realistic, textured finish to your ship models.

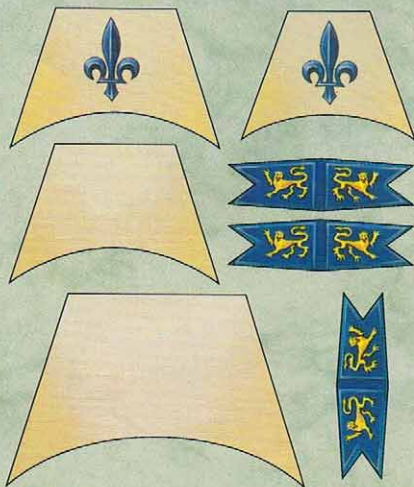
IMPERIAL AND BRETONNIAN WARSHIPS



IMPERIAL CANNON GALLEY SQUADRON



BRETONNIAN BUCCANEER SQUADRON



BRETONNIAN GALLEON



IMPERIAL WARSHIPS



TWO IMPERIAL WARGALLEY SQUADRONS



IMPERIAL MORTAR BARGE SQUADRON



IMPERIAL GREATSHIP



Detail Work

Once you have the hull of the ship painted, you will be ready to move onto the detail work, such as beams, cannons, and any other intricate elements on the hull.

A good tip here is to pick out these elements with a thin coat of black before painting them their final colours. If you leave a thin strip of this undercoat showing at the very edges of the items you'll give them more definition.

Cannons and Rams

Cannons are best given a base coat of black and drybrushed with Mithril Silver or Shining Gold. As a finishing touch, you can add a small black dot at the very end of each cannon to represent its muzzle.

If the ship you are painting has a ram, this too should be painted in a metallic colour to give it a solid, heavy look.

Oars

If the ship you are painting has oars, these should be painted black and semi-drybrushed with a light brown. This is very similar to normal drybrushing, but with a little more paint on the brush. Drag the brush across the oars from left to right so that you leave paint only on their upper surfaces; this requires the lightest of touches and may take a bit of practice.

SAILS AND PENNANTS

If you decide to make your own sails, always bear in mind how large the sail will look on the finished ship. Sails that are too large will dwarf the model, while sails that are too small will make the ship look comical. The Man O' War rulebook contains some sample sail templates for the most common ships, that are designed to be photocopied and cut out. Man O' War also contains a full colour sheet of sails and pennants to stick onto the twelve Wargalley models that come with the game.

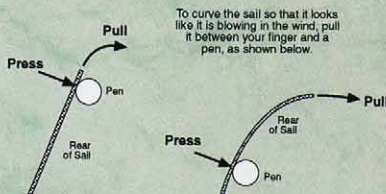
SAILS

It is a good idea to paint your sails and masts separately, before attaching them to the mast assembly.

To stick the paper sails onto the plastic masts you will have to seal the leading edge of the sail with superglue. Put a small dot of superglue on an old slottabase and run the edge of the paper sail through it, so that the edge that is going to be attached to the yard has a coating of glue. Let this dry for a few moments then repeat the process and attach the sail to the yard.

Curving Your Sails

The sails supplied are obviously flat, while real sails billow in the wind. This effect can be achieved quite simply on your models by gently pulling the completed sail between your finger and the pen barrel, which will cause the sail to curve; see the diagram below for more details.



PENNANTS

A pennant is made as a single piece that can be bent double and then glued back onto itself. The best glue for this job is PVA glue, which can be watered down before applying it to the pennant with an old brush. If you want to put some kinks and bends into the pennant, do so while the PVA glue is still wet as when it dries it will be permanently fixed in shape. Remember that the flags on a ship always blow forwards, not backwards.



TRANSFERS

As well as brushes and paints, Citadel also make a huge range of transfers, which are ideal for adding insignia and decoration to your ships and sails.

Before you use it, you'll have to separate your design from the rest of the sheet with a modelling knife, so as not to remove all the transfers from their backing sheet at once!

Put some water into a saucer, drop the transfer in and make sure it's completely covered with water. Have a pair of tweezers at the ready to hold the transfer with. It doesn't take long for the transfer to come free – between thirty seconds and a minute should be plenty of time.

While the transfer is soaking, use a clean paint brush to moisten the area of the ship or sail to which you're going to apply the design. If the area is dry, you may find that the transfer will adhere before you've positioned it correctly.

Once you've lifted the transfer and its backing sheet out of the water, hold them next to the miniature with your tweezers. Using an old brush, slide the transfer off the backing paper and onto the model. When you're sure the design is in the right place use a piece of kitchen paper to remove the excess water from the model.

If the design does stick in the wrong place, all you need to do is flood the area with water until it comes loose again. Carefully re-position the transfer with your brush and dry off the area with a tissue again.

VARNISHING

When you've finished painting your ship, it's a good idea to give the whole model a coat of varnish. This isn't essential, but if you don't apply any varnish the paint will eventually wear off.

There are two types of varnish you can use – gloss and matt. Gloss varnish has a shiny finish and if you game with your models a coat of gloss is the only way to protect them. Matt varnish doesn't give the same level of protection but has a matt finish, which some people prefer to gloss.

You can always gloss your model first for protection, then give it a coat of matt if you prefer the finish. Just make sure you leave plenty of drying time between coats.

Spray varnish is easier to use than brush-on varnish, but make sure that you spray in a well-ventilated area, preferably outside. The fumes are dangerous to breathe, so a well-ventilated area is a must.

If you are using a brush varnish, remember that you must use enamel thinners or turpentine to clean your brushes.

FLEET COLOUR SCHEMES

BRETONNIAN SHIPS

After undercoating with Skull White, the Bretonnian ships' hulls were painted with a thin coat of Bad Moon Yellow as a base colour. Once dry, this was washed with an equal mix of Bad Moon Yellow and Orange Ink to pick out the details.

After the wash was dry, the hull was drybrushed with a mix of Skull White and Bad Moon Yellow, adding more Skull White to the mix to get a progressively lighter colour for each layer of highlights.

Once this was done the hulls were basically complete, needing only the beams and decorations to be painted. The beams were first painted in Moody Blue, then blended through Enchanted Blue to Skull White using the drybrushing technique.

The decorations were painted Blood Red and drybrushed up with Skull White. As a final touch, because adding white to red makes the area look pink, the decorations were washed with an equal mix of Yellow Ink and Orange Ink.

PIRATE SHIPS

The Pirate Wargalleys were painted predominately Chaos Black to make them look sinister. The hull was drybrushed with various mixes of Chaos Black and Skull White, building up to an almost white highlight.

Once the hull was finished, the decks and masts were painted Orc Brown and drybrushed with a mix of Bleached Bone and Skull White.

We decided that the beams on the Pirate Wargalleys would look good in red as it contrasts strongly with the black. They were painted just like the red areas on the Bretonnian ships: a base coat of Blood Red, drybrushed up with Skull White, and then given a wash of Yellow and Orange Inks.

The ram and cannons were undercoated with Glistening Gold, and then shaded with a wash of Chestnut Ink. Once the wash had dried, they were drybrushed again with a mix of Glistening Gold and Mithril Silver, before being given a final wash with Yellow Ink.

EMPIRE SHIPS

The red and black hulls of the Empire ships were painted using exactly the same techniques as for the Pirates and Bretonnians.

Their decks were painted Orc Brown, drybrushed with a mix of Bleached Bone and Skull White, and then given a thin wash of Snake Bite Leather.

The masts, on the other hand, were painted Snake Bite Leather and drybrushed with Bleached Bone, so that they were a slightly different tone to the decks.

The cannons and rams of the Empire ships were painted with a mix of one part Chaos Black to two parts Mithril Silver, drybrushed with Mithril Silver and Shining Gold.

DWARFS

After a Skull White undercoat, the Dwarf ships were given a base coat of green, made up from equal parts of Orc Flesh and Woodland Green. Once this was dry, it was drybrushed with a mix of Woodland Green and Skull White. As a final touch, to make them a really vivid green, the ships were given a wash of one part Green Ink to three parts Yellow Ink.

The yellow sections on the ships were given a base coat of Bad Moon Yellow, washed with an equal mix of Bad Moon Yellow and Orange Ink to pick out the details.

The red sections were painted in the same way as those on the Pirate and Empire vessels.

The bronze areas of the Dwarf ships were first painted with Brazen Bronze, and then drybrushed with Mithril Silver. Once dry, they were given a wash of two parts Chestnut Ink to one part Brown Ink.



THE IMPERIAL FLEET AMBUSHES THE BRETONNIANS AS THEY LEAVE BRIONNE

PIRATE AND DWARF WARSHIPS



TWO PIRATE WARGALLEY SQUADRONS



A BRETONNIAN GALLEON IS RAMMED BY A DWARF DREADNOUGHT



DWARF NAUTILUS



DWARF IRONCLAD



DWARF MONITOR

MAN O' WAR

The miniatures on this page are the first releases in an exciting new series of Man 'O War boxed sets. Each box contains either a complete squadron of ships of the line or a single man 'o war ship model. The miniatures come with a sprue of plastic masts and a large sheet of full-colour sails and pennants for you to cut out and attach to your painted models.

Over the next few months we'll be bringing out models for the Bretonnians, Elves, Dark Elves and all the other races of the Warhammer World.



SAILS AND FLAGS FOR IMPERIAL GREATSHIP



IMPERIAL WARGALLEY



IMPERIAL WOLFSHIP



IMPERIAL GREATSHIP



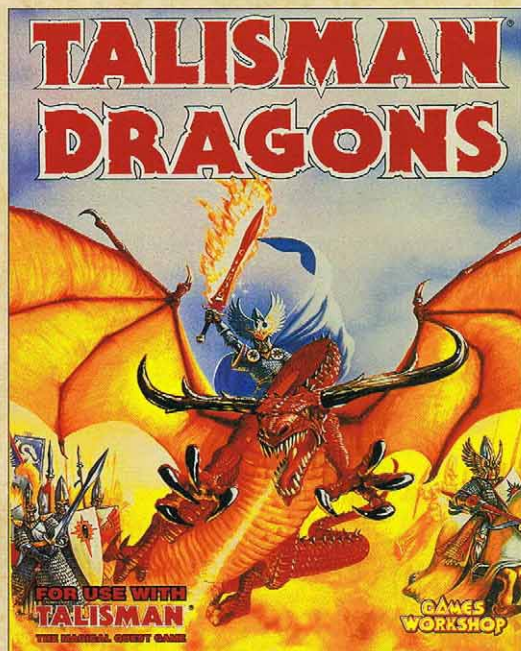
DWARF NAUTILUS



DWARF IRONCLAD



DWARF MONITOR



The Adventure Continues...

The evil Dragon King has captured the Crown of Command, bringing a time of darkness more terrible than ever before. Now the land is ruled by the Dragon King who heads a huge army of Dragons, and forces the people to worship at the temples of the despised Dragon Cult. The only hope of the good citizens of the land is that a new generation of adventurers will come forward to defeat the Dragon King and recover the Crown of Command. A new quest for the Crown of Command has begun, more terrifying and dangerous than ever before!

Talisman Dragons contains over eighty new Adventure cards to be added to the Talisman game. The land is now infested with Dragons, and if the players are to complete their quest, they will have to defeat many of these powerful monsters, as well as overcoming the minions of the Dragon Cult and the many other perils included on the new Adventure cards. Fortunately, there are new followers and powerful magic artifacts to aid players in their struggle against the evil Dragon King – if they survive long enough to find them!



Talisman Dragons comprises the following components: 87 brand new Adventure cards including new enemies, events, magical objects, places and followers, plus 4 new Character Cards and Playing Pieces, usable in any **Talisman** game and 1 Dragon King card and a Talisman Dragons rules and background sheet.

**GAMES[®]
WORKSHOP**

TALISMAN DRAGONS IS NOT A COMPLETE GAME.
YOU NEED A COPY OF TALISMAN TO USE THE CONTENTS
OF THIS SUPPLEMENT.

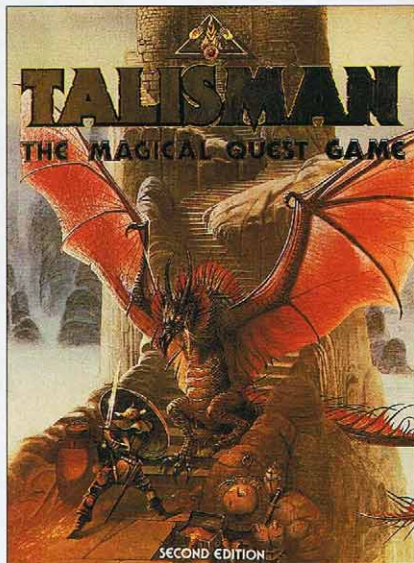
TALISMAN[®]

THE MAGICAL QUEST GAME

With the release of Talisman Dragons, the brand new expansion for the Talisman Game, Jervis Johnson takes the opportunity to look back at the history of the original game and its many supplements.

It was almost ten years ago, back in 1983, that Talisman was released upon an unsuspecting world. At the time nobody at Games Workshop was quite ready for its runaway popularity. Print run after print run sold out, a new edition was released and sold even better than the first, there just seemed to be no end to the demand for the game! The original and most enduring of all fantasy boardgames, Talisman still remains one of Games Workshops best selling games, and is now available worldwide in half a dozen different languages.

The reason for Talisman's enduring and wide ranging success is that it serves as an excellent introduction into the world of fantasy gaming. Talisman is easy to understand and can be played by all of the family, combining many fantasy game themes with the luck and tactics of a traditional board game. The game is simple to learn, difficult to master, entertaining, challenging, and always great fun to play.



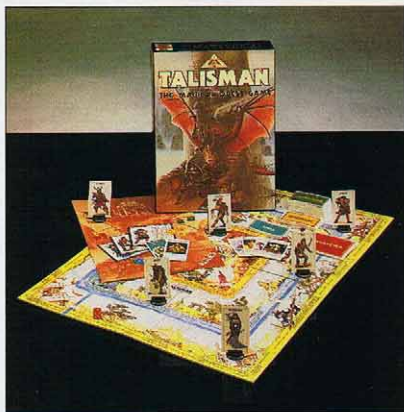
In the game you become one of a group of brave adventurers on a quest to recover a long lost magical artifact called the *Crown of Command*. On this quest you will meet powerful enemies, discover friends and magical objects, and meet strange beings. Finally, when you have gained sufficient power, you can cross the last and most dangerous region to secure the Crown of Command. But before you can do this you will first need to find one of the magical Talismans that will allow you to pass through the deadly *Valley of Fire* unharmed!

The rules of Talisman are deceptively simple. At the start of the game each player is dealt a *character card*. These range from mighty fighters such as the Warrior or Dwarf, to powerful magicians such as Wizard and Prophetess. Each character has their own special strengths and weaknesses which, combined with various spells and equipment, makes them unique. The magical land where this quest takes place is represented by the Talisman board. The board is split into three regions (inner, middle and outer) split into different sized spaces. Each character is represented by a piece, and may move a number of spaces equal to the roll of a dice each turn. The closer you get to the centre of the board, the more dangerous the spaces become.

On most of the spaces you will be instructed to draw one or more *Adventure cards*, and it is these which are at the heart of the game. The various events, adversaries, magical objects, followers and places that the players encounter on their quest are illustrated on the cards. The possible combinations of cards are almost endless, and ensure that no two games of Talisman will ever be the same. Once you start playing the game you will find that the road to success is fraught with peril; fellow players can steal your hard won treasures, leaving you exposed to thieves, monsters and cut-throats. Victory is never easy, and only the cunning and resourceful gain a chance to battle to ultimate victory.

Soon after the release of Talisman we were deluged with letters from players asking for new cards and characters, or suggesting their own ideas for the game. These, along with a number of ideas of our own, have resulted in the large number of 'expansion kits' available for the Talisman game. There are six of these now, and each can be added to the Talisman game either on their own or in combination with any of the other expansion kits.

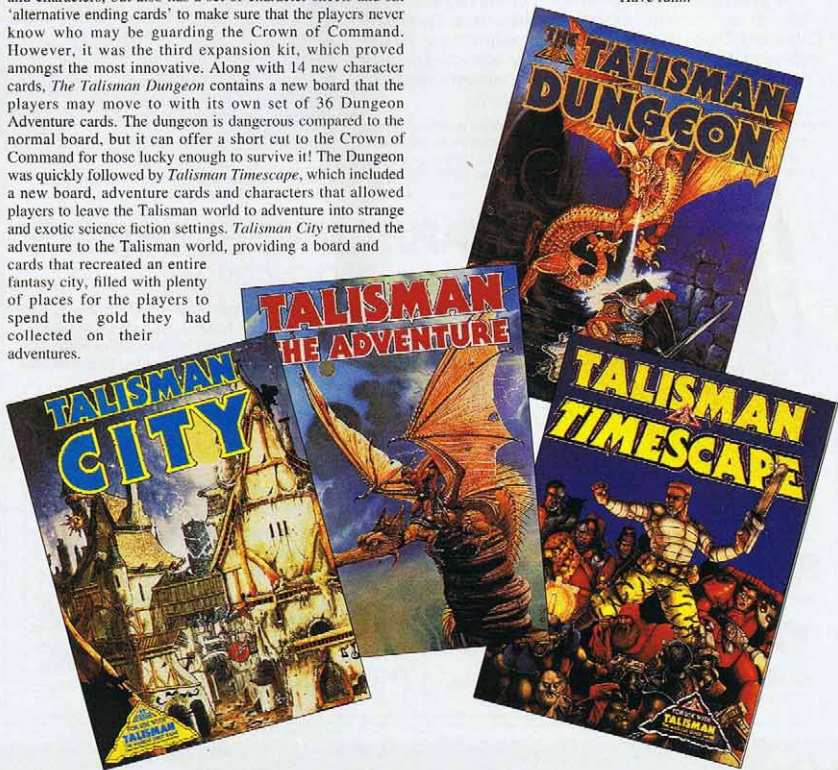
The first expansion kit to be released was the *Talisman Expansion Kit*, which adds new spells, adventure cards and 14 new characters to the game. It was quickly followed by



Talisman *The Adventure*, which not only includes extra cards and characters, but also has a set of character sheets and six "alternative ending cards" to make sure that the players never know who may be guarding the Crown of Command. However, it was the third expansion kit, which proved amongst the most innovative. Along with 14 new character cards, *The Talisman Dungeon* contains a new board that the players may move to with its own set of 36 Dungeon Adventure cards. The dungeon is dangerous compared to the normal board, but it can offer a short cut to the Crown of Command for those lucky enough to survive it! The Dungeon was quickly followed by *Talisman Timescape*, which included a new board, adventure cards and characters that allowed players to leave the Talisman world to adventure into strange and exotic science fiction settings. *Talisman City* returned the adventure to the Talisman world, providing a board and cards that recreated an entire fantasy city, filled with plenty of places for the players to spend the gold they had collected on their adventures.

Which brings us neatly to the release of *Talisman Dragons*, the very latest Talisman expansion kit. Like all the other supplements, *Talisman Dragons* can be added directly to the basic game. Most players are happy to use one or two expansions just to add a little more variety to their games and some dedicated players like to put all the expansions together to form an epic quest that might take a whole weekend to play!

Talisman Dragons does not include a new board – we felt that there were quite enough of those already! – and only has four new characters. Instead it uses over eighty new adventure cards to provide a brand new quest for the players to undertake. *Talisman Dragons* is set some time after the original quest. The land has been conquered by the evil Dragon King, and it is up to the players to restore order by defeating him and rescuing the Crown of Command. This is considerably more easily said than done, as the land of *Talisman Dragons* is infested with powerful and dangerous monsters, making it a much more dangerous place than ever before. During playtesting we found that the mortality rate amongst adventurers was two or three times as high as we would normally expect! On the other hand, if you win using *Talisman Dragons* you will know that you really have managed to succeed in the ultimate version of the Talisman game. And with that all I can really do is wish you the best of luck – because your going to need it! Have fun...



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**SHOULDER
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HEAD 1
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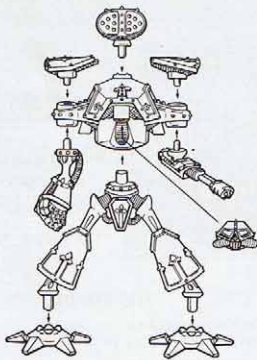
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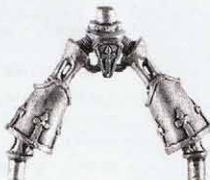
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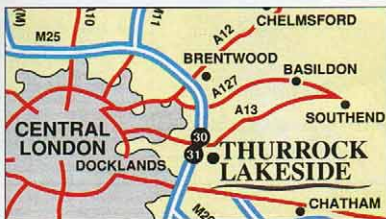
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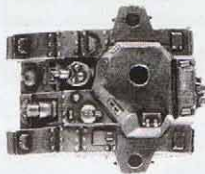
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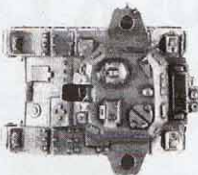


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LEVIATHAN RIGHT SIDE
076113/2



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DOOMSDAY CANNON
076113/3



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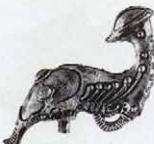
ELDAR TITANS



LAS CANNON WING
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MISSILE LAUNCHER WING
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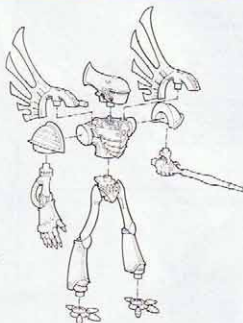
WARLOCK TITAN HEAD
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HEAD 1
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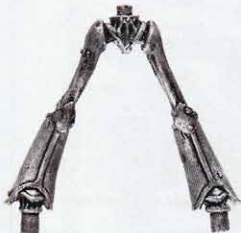
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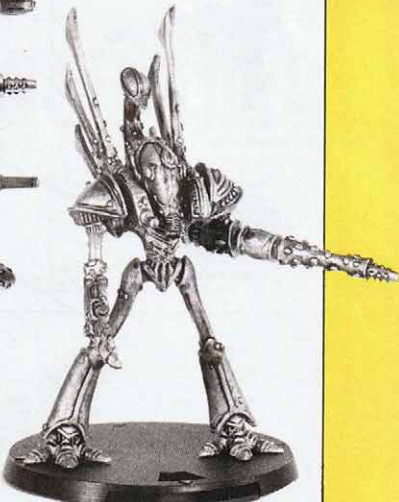
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ELДАР DEATHSTALKER



THE COMPLETE ELДАР DEATHSTALKER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x PRISM CANNON



DEATHSTALKER / DOOM WEAVER HULL
076429/4



PRISM CANNON
076429/5

ELДАР WARP HUNTER



WARP HUNTER
076429/3



ELДАР WAR WALKER
076431/4



ELДАР AVATAR
076404/17



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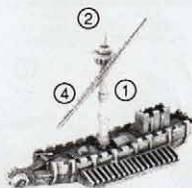
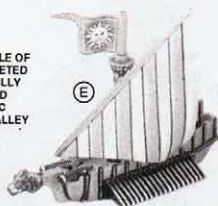
CITADEL
MINIATURES

Designed by Jes Goodwin and Norman Swales

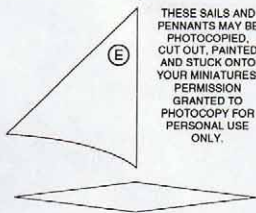
EMPIRE WARSHIPS

IMPERIAL WARGALLEY

EXAMPLE OF
COMPLETED
AND FULLY
PAINTED
PLASTIC
WARGALLEY

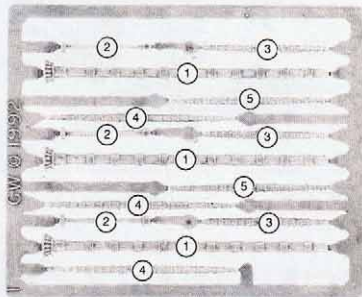
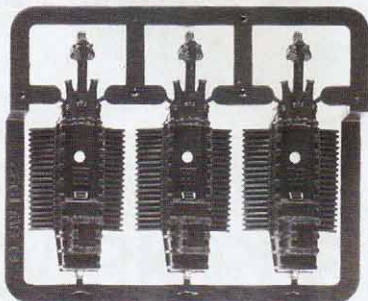


WARGALLEY
MOWIMP7



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PENNANTS MAY BE
PHOTOCOPIED,
CUT OUT, PAINTED
AND STUCK ONTO
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PHOTOCOPY FOR
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ONLY.

PLASTIC WARGALLEY SPRUE (MOWPLA/1)

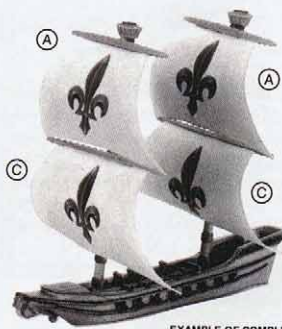


MAN O' WAR PLASTIC MAST SPRUE
MOWPLA/2

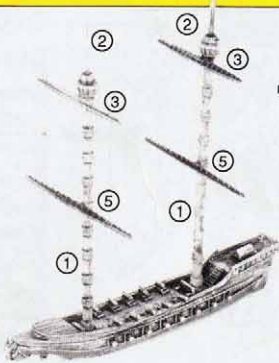
THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY.

BRETONNIAN WARSHIPS

BRETONNIAN CORSAIR

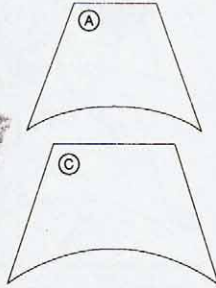


EXAMPLE OF COMPLETED
AND FULLY PAINTED CORSAIR



CORSAIR
MOWBRT/4

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AND STUCK ONTO YOUR
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Designed by Norman Swales

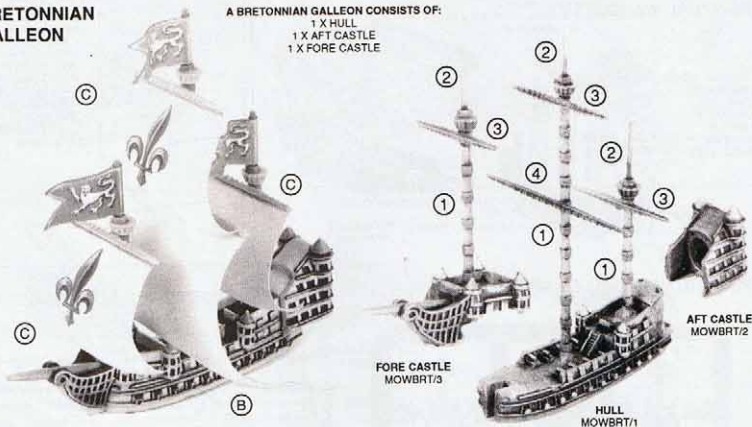
NOTE THAT SOME OF THESE SHIPS' MASTS HAVE BEEN SHORTENED TO MAKE
THEM THE CORRECT LENGTH FOR EACH TYPE OF SHIP. REFER TO THE MAN O'
WAR PAINTING GUIDE FOR MORE DETAILS ON HOW TO DO THIS.

BRETONNIAN WARSHIPS

BRETONNIAN GALLEON

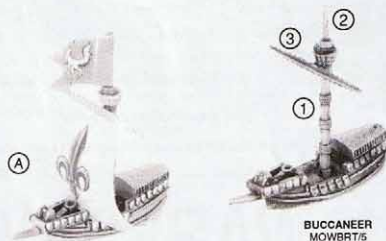
A BRETONNIAN GALLEON CONSISTS OF:

- 1 X HULL
- 1 X AFT CASTLE
- 1 X FORE CASTLE



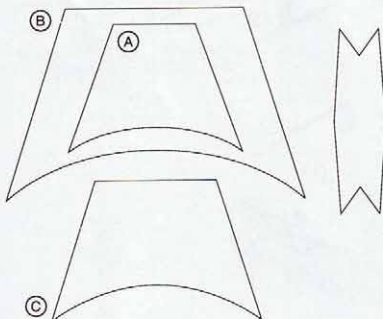
EXAMPLE OF COMPLETED AND FULLY PAINTED GALLEON

BRETONNIAN BUCCANEER

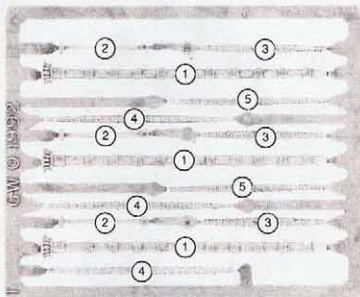


EXAMPLE OF COMPLETED AND FULLY PAINTED BUCCANEER

NOTE THAT SOME OF THESE SHIPS' MASTS HAVE BEEN SHORTENED TO MAKE THEM THE CORRECT LENGTH FOR EACH TYPE OF SHIP. REFER TO THE MAN O' WAR PAINTING GUIDE FOR MORE DETAILS ON HOW TO DO THIS.



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MAN O' WAR PLASTIC MAST SPRUE
MOWPLA2

THESE MODELS ARE SUPPLIED WITH ONE OR MORE MAST SPRUES WHERE NECESSARY.

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DWARF WARSHIPS

DWARF IRONCLAD

A DWARF IRONCLAD CONSISTS OF:

- 1 X HULL
- 1 X FUNNELS
- 1 X BRIDGE



BRIDGE
MOWDWA/3



FUNNELS
MOWDWA/2



HULL
MOWDWA/1

EXAMPLE OF COMPLETED AND FULLY PAINTED IRONCLAD

DWARF MONITOR

A DWARF MONITOR CONSISTS OF:

- 1 X HULL
- 1 X BRIDGE



EXAMPLE OF COMPLETED AND
FULLY PAINTED MONITOR



BRIDGE
MOWDWA/5



HULL
MOWDWA/4

DWARF NAUTILUS



DWARF NAUTILUS
MOWDWA/6

DARK ELF MONSTERS

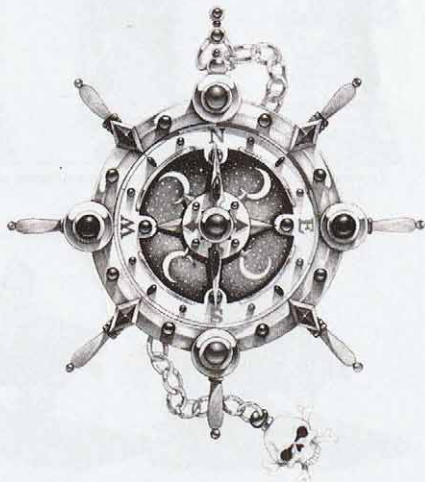
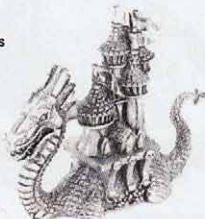
DARK ELF DOOMREAYER

DOOMREAYER
MOWDEL/1



DARK ELF DEATH FORTRESS

DEATH FORTRESS
MOWDEL/2



WOLF BOYZ



GOBLIN WOLF RIDER
BIG BOSS
88260/2



GOBLIN WOLF RIDER
BANNER BEARER
88260/4



GOBLIN WOLF RIDER
HORN BLOWER
88260/3



GOBLIN WOLF RIDER
BOSS
88260/1



GOBLIN WOLF RIDER
WITH SPIKED CLUB AND SHIELD
88260/10



GOBLIN WOLF RIDER
WITH SWORD AND SHIELD 1
88260/7



GOBLIN WOLF RIDER
WITH AXE AND SHIELD
88260/9



GOBLIN WOLF RIDER
WITH SWORD AND SHIELD 2
88260/8



GOBLIN WOLF RIDER
ARCHER 2
88260/11



GOBLIN WOLF RIDER
ARCHER WITH SWORD
88260/5



GOBLIN WOLF RIDER
ARCHER 3
88260/12



GOBLIN WOLF RIDER
ARCHER 1
88260/6

THESE MINIATURES ARE SUPPLIED WITH THE PLASTIC WOLF SPRUE AND THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



EXAMPLES OF COMPLETED GOBLIN WOLF BOYZ

SPACE WOLVES

IRON PRIEST



IRON PRIEST
070035/1



IRON PRIEST
BACKPACK
070035/2

THE COMPLETE IRON PRIEST
CONSISTS OF:
1 X IRON PRIEST
1 X IRON PRIEST BACKPACK



EXAMPLE OF COMPLETED IRON PRIEST

SERVITORS



SERVITOR 1
072000/1



SERVITOR 2
072000/2

WOLF GUARD IN POWER ARMOUR



WOLF GUARD 1
70015/1



WOLF GUARD 4
70015/4



WOLF GUARD 2
COMPANY STANDARD
70015/2



WOLF GUARD 3
70015/3

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC BACKPACK SPRUE



EXAMPLES OF COMPLETED WOLF GUARDS IN POWER ARMOUR

EMPIRE

BATTLE WIZARDS



JADE WIZARD
73791/8



AMETHYST WIZARD
73791/9



AMBER WIZARD
73791/7



LIGHT WIZARD
73791/6

ACOLYTES OF THE LIGHT COLLEGE



ACOLYTE OF THE
LIGHT COLLEGE 2
73800/2



ACOLYTE OF THE
LIGHT COLLEGE 1
73800/1

MOUNTED BATTLE WIZARDS



EXAMPLES OF COMPLETED IMPERIAL BATTLE WIZARD



MTD GREY WIZARD
73705



MTD BRIGHT WIZARD
73706



MTD CELESTIAL WIZARD
73707



MTD GOLD WIZARD
73708

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMED OR CAPARISON HORSES AS STANDARD

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Designed by Dave Andrews

EMPIRE

BATTLE WIZARDS



CELESTIAL WIZARD
073791/1



BRIGHT WIZARD
073791/2



GREY WIZARD
073791/3



GOLDEN WIZARD
073791/4

MOUNTED BATTLE WIZARDS



EXAMPLE OF A COMPLETED IMPERIAL BATTLE WIZARD



MTD LIGHT WIZARD
073703



MTD JADE WIZARD
073701



MTD AMETHYST WIZARD
073702



MTD AMBER WIZARD
073704

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMED OR CAPARISON HORSES AS STANDARD

THRONE OF POWER



THRONE OF POWER
PLATFORM
828/1



THORGRIM GRUDGEBEARER
WITH THE BOOK OF GRUDGES
828/5



THRONE OF POWER
SEAT
828/4



THRONE OF POWER
BACK
828/2



THRONE OF POWER
BANNER POLE
828/3



THRONE OF POWER
BEARER 1
828/6



THRONE OF POWER
BEARER 2
828/7

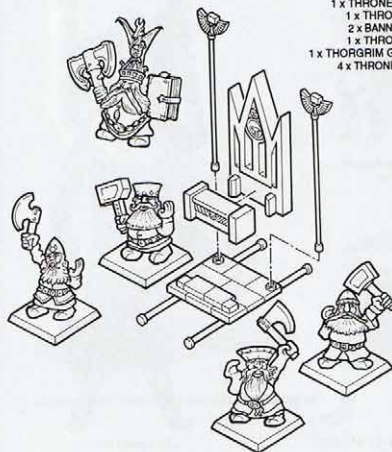


THRONE OF POWER
BEARER 3
828/8



THRONE OF POWER
BEARER 4
828/9

THE COMPLETE DWARF THRONE OF POWER
CONSISTS OF:
1 x THRONE PLATFORM
1 x THRONE BACK
2 x BANNER POLE
1 x THRONE SEAT
1 x THORGRIM GRUDGEBEARER
4 x THRONE BEARERS



EXAMPLE OF COMPLETED DWARF THRONE OF POWER

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WHITE LIONS OF CHRACE



WHITE LION WITH
DOUBLE HANDED AXE 1
88750/1



WHITE LION WITH
DOUBLE HANDED AXE 2
88750/2



WHITE LION WITH
DOUBLE HANDED AXE 3
88750/3



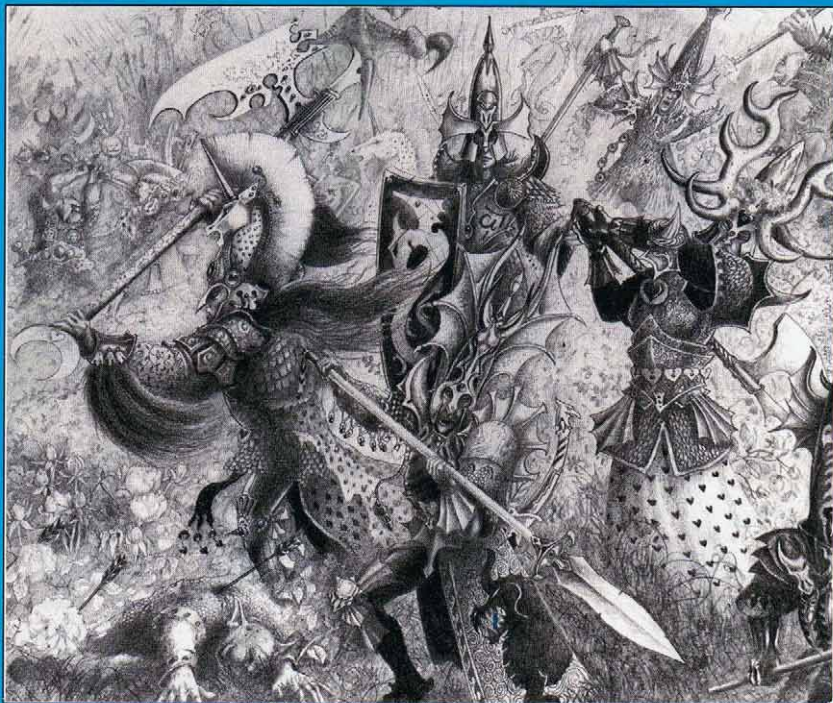
WHITE LION WITH
DOUBLE HANDED AXE 4
88750/4

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Designed by Aly Morrison

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SAVAGE ORCS

SAVAGE ORC COMMAND GROUP



SAVAGE ORC
SHAMAN
075250/3

SAVAGE ORC
BIG BOSS
075250/2



SAVAGE ORC
HORN BLOWER
075250/4



SAVAGE ORC
BANNER BEARER
075250/5

SAVAGE ORC
BOSS
075250/1

SAVAGE ORC BOYZ



SAVAGE ORC
WITH SPEAR 3
075200/9



SAVAGE ORC
WITH SPEAR 4
075200/10



SAVAGE ORC
WITH SPIKED CLUB 3
075200/11



SAVAGE ORC
WITH STONE HAMMER 2
075200/12



SAVAGE ORC
WITH STONE HAMMER 3
075200/13



SAVAGE ORC
WITH STONE HAMMER 4
075200/14



SAVAGE ORC
WITH STONE HAMMER 5
075200/15



SAVAGE ORC
WITH STONE HAMMER 6
075200/16

THESE MINIATURES ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD

Designed by Alan Perry

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SAVAGE ORCS

SAVAGE ORC BOYZ



SAVAGE ORC
WITH SPEAR 1
075200/1



SAVAGE ORC
WITH SPEAR 2
075200/2



SAVAGE ORC
WITH SPIKED CLUB 1
075200/3



SAVAGE ORC
WITH SPIKED CLUB 2
075200/4



SAVAGE ORC
WITH STONE HAMMER 1
075200/5



SAVAGE ORC
WITH CLUB
075200/6



SAVAGE ORC
WITH STONE AXE 1
075200/7



SAVAGE ORC
WITH STONE AXE 2
075200/8

SAVAGE ORC ARRER BOYZ

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



SAVAGE ORC
WITH CLUB AND BOW
075210/1



SAVAGE ORC
WITH BOW 1
075210/2



SAVAGE ORC
WITH BOW 2
075210/3



SAVAGE ORC
WITH BOW 3
075210/4



SAVAGE ORC
WITH BOW 4
075210/5



SAVAGE ORC
WITH BOW 5
075210/6



SAVAGE ORC
WITH BOW 6
075210/7



SAVAGE ORC
WITH BOW 7
075210/8

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Designed by Alan Perry

ORCS

ORC COMMAND GROUP



CHAMPION 1
075235/1



STANDARD BEARER 1
075235/3



DRUMMER 1
075235/2

GORFANG ROTGUT



CHIEFTAIN
075240/1

ORC BIG'UNS



BIG'UN
WITH SPEAR 1
075230/1



BIG'UN
WITH SPEAR 2
075230/2



BIG'UN
WITH SPEAR 3
075230/3



BIG'UN
WITH SWORD 1
075230/4



BIG'UN
WITH SWORD 2
075230/5



BIG'UN
WITH AXE
075230/6



BIG'UN
WITH MACE
075230/7



BIG'UN
WITH BOW
075230/8

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Designed by Kev Adams

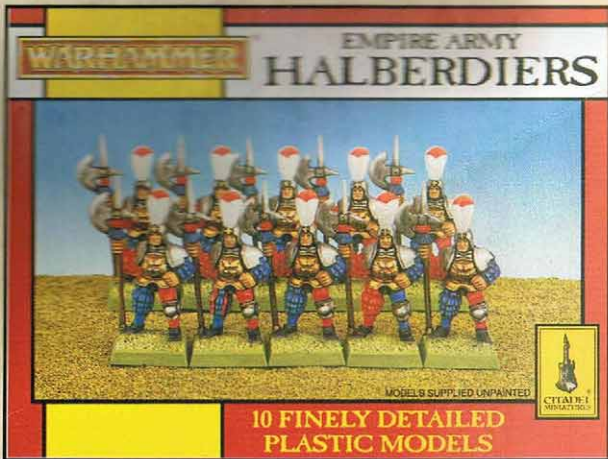
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A BITTER STRUGGLE BETWEEN A DWARF ARMY AND A ORC AND GOBLIN HORDE