

GAMES WORKSHOP

PRESENTS ITS MONTHLY HOBBY SUPPLEMENT AND MINIATURES CATALOGUE



WHITE DWARF

174
\$3.95



THE CHAMPIONS OF DEATH

The Champions of Death were created by the Necromancer Tomolandry. Instead of hiring players, he simply visited a number of ancient tombs and resurrected a dozen or so skeletons. Using a necromantic spell of his own devising he gave them a rudimentary knowledge of the game and the Champions of Death were (re)born!

Blood Bowl fans both love and fear Undead teams. Although they have a tendency to fall to pieces in the middle of the scrummage, they are renowned for their ability to make a come back. Their opponents often stand aghast as Skeletons and Zombies rise from fatal blows to fight back with renewed vigour. Many Blood Bowl teams have even found themselves playing against a formerly deceased team mate or Star Player who has been returned to undeath!



MUMMY



WIGHT



GHOUL



SKELETON



GHOUL



ZOMBIE



MUMMY



WIGHT



THE CHAMPIONS OF DEATH BLOOD BOWL TEAM

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NEW RELEASES FOR JULY

Products listed on these pages are planned for release during the month of July. Each month Games Workshop has new products released on two shipping dates, usually the 2nd and 4th weeks of the month. The new releases will be available at Games Workshop stores, shops participating in the Chapter Approved retailer program and most stores included in our Independent Retailer listing. For convenience there is a complete bi-monthly listing of Independent Retailers in every issue of White Dwarf. If you have any problems obtaining any of these items, Games Workshop has an efficient Mail Order Service that can help you.

TALISMAN

THIS MONTH'S
TALISMAN RELEASES

0281 Talisman \$54.99
(Boxed Game)

TALISMAN

July sees the release of the brand new **Talisman**! This fantasy boardgame places you in the mythical world of dragons and sorcery. You and your friends become the adventurers in a quest to retrieve the fabled Crown of Command from its fearsome Guardian, the Dragon King. The journey is full of peril - beware of monsters, traps, evil beings, and more!

The new boxed Talisman comes packed with everything you'll need, including a beautifully illustrated full-color gameboard, over 200 playing cards, easy-to-understand rules, Toad counters for any unfortunate enough to get turned into a Toad, and 11 superbly detailed plastic Citadel Miniatures. Look for the new Talisman stand-up display at the Games Workshop Retailer nearest you!

THIS MONTH'S
WARHAMMER 40,000
RELEASES

0432	Eldar War Walkers	\$17.50
0433	Space Marine Razorback	\$24.99
0435	Eldar Dreadnought	\$17.50
0984	Eldar Anti-Grav Weapons Platform	\$9.99
0853	Assault Jump Packs	\$5.99
	(3 Jump Packs per blister)	

RAZORBACK

A devastating new support weapon for the Space Marines is released this month! In this issue you will find full rules and a complete card datafax for using the Razorback, a new and deadly variant of the Rhino. You can also look for an 'Eavy Metal' page detailing the new Razorback transfers and special insignia.

WARHAMMER 40,000

ELDAR WAR WALKER

War Walkers stride into battle guided by a single Eldar pilot. Armed with the devastating combination of a Scatter Laser and a Lascannon, the War Walker provides a potent offensive punch for the Eldar army. This brand new boxed set is featured in the pages of this month's 'Eavy Metal.'

ANTI-GRAV PLATFORMS

Eldar don't lug heavy weapons around the battlefield like other troops in Warhammer 40,000, instead Eldar use the ingenious Anti-Grav Weapons Platforms to mount heavy weapons. This mobile artillery support can be

equipped with a variety of heavy weapons including: a D-cannon, scatter laser, heavy plasma gun, or a lascannon.



ELDAR DREADNOUGHTS

Eldar Dreadnoughts are not piloted by living beings, but instead are powered by the spirits of long dead Eldar drawn from the infinity circuit. A card datafax for Eldar Dreadnoughts can be found in the Dark Millennium supplement.

WARHAMMER

UNDEAD

More ghastly reinforcements for the forces of Undeath! First off, Gary Morley has sculpted an excellent new Necromancer to summon and lead Undead Armies. This month also sees the release of new Skeleton Cavalry. Grim skeletal Knights, the riders are pewter and mounted on plastic horses.

UNDEAD BANNERS

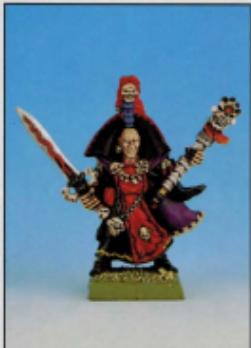
Few sights in the Old World are more terrifying than the mouldering banners that flap at the front of the Undead battlelines. Five new sticky-backed, full-color **Undead Banners** are available to add that extra gloomy touch to your Undead army.

THIS MONTH'S BLOOD BOWL RELEASES

8284	Champions of Death (Boxed team of 12 models)	\$29.99
9885	Nebbia Blackwart (One star player per blister)	\$3.99
9886	Griff Oberwald (One star player per blister)	\$3.99
9889	Morg 'N' Thor (One star player per blister)	\$8.99
9910	Fungus the Loon (One star player per blister)	\$3.99
9911	Mighty Zug (One star player per blister)	\$3.99
9912	Scrappa Sorehead (One star player per blister)	\$3.99

UNDEAD TEAM

You can't keep a good Blood Bowl team down. Recruited from ancient tombs and burial grounds, the **Champions of Death** are one of the most fearsome Blood Bowl teams to ever take the field. To check out all the great new models look for the gruesome team picture in this month's 'Eavy Metal.



Местоимения

THIS MONTH'S WARHAMMER RELEASES

9812	Steam Tank (Boxed set of one war machine)	\$29.99
9883	Necromancer and Familiar (Two models per blister)	\$5.99
9887	Undead Banners (Five banners per Muster)	\$4.99
9888	Skeletal Cavalry (One mounted model per blister)	\$5.99

STEAM TANK

Unavailable for over a year, July marks the return of the **Imperial Steam Tank**. Protected by nigh impenetrable armor plating, the Steam Tank clanks and rolls forward, leaving only bloody destruction and broken units in its wake. A must for any self-respecting Empire General, the Steam Tank is featured in the battle report in this issue. Full rules for this spectacular model can be found in (0130) Warhammer Armies - Empire.

BLOOD BOWL

STAR PLAYERS

Following last month's release of **Death Zone** are some of the most famous names the game of Blood Bowl has ever known. All the new Star Players are featured in this month's 'Eavy Metal.

Human coaches will be thrilled to see the release of **Griff Oberwald** and **Mighty Zug**. After all, what right-minded Coach wouldn't want the dexterous Griff Oberwald or the bruising strength of Mighty Zug?



Nobilia Blackwart

GOBLIN PLAYERS

Only Goblin players are daring enough to use really dangerous secret weapons. Three Goblin star players are released this month, **Nobbla Blackwart**, **Fungus the Loon**, and **Scranna Sorehead**.

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TALISMAN



There are 11 characters to choose from and each one has their own special abilities and weapons. For example, the wizard can cast powerful spells, while the Minotaur is a formidable fighter armed with a huge axe. Before you enter the Wizard's Tower you will spend some time adventuring in the outer and inner regions of the board. Here you must try to improve your skills until you are strong enough to challenge the Dragon King.

THE TALISMAN BOX CONTAINS

- 11 plastic Citadel Miniatures
- Large colour fold-out board
- 4 page easy-to-follow rules booklet
- Over 200 game cards
- Dozens of counters and playing pieces
- Talisman painting guide
- Game dice



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GAMES
WORKSHOP

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GAMES DAY '94

GOLDEN DEMON

SATURDAY JULY 30TH, 1994
TALL CEDARS HALL - BALTIMORE, MARYLAND

HAVE YOU GOT YOUR GAMES DAY TICKETS YET?

And why not? You really don't want to miss the biggest and most spectacular event on the Games Workshop calendar, do you? All day long there will be participation games of Warhammer, Warhammer 40,000, Space Marine, Blood Bowl, Man O' War, and more. This is your chance to battle it out with your friends on the same fantastic types of scenery featured monthly in White Dwarf magazine. Miniatures and terrain are provided, all you have to do is show up and join in the fun.

GOLDEN DEMON PAINTING COMPETITION

There is still time to put the finishing touches on your miniatures and enter the Golden Demon! Not only does this contest give you a chance to test your metal against the best painters in the country, but the event also offers spectators a fantastic showcase for hundreds upon hundreds of stunningly painted miniatures.

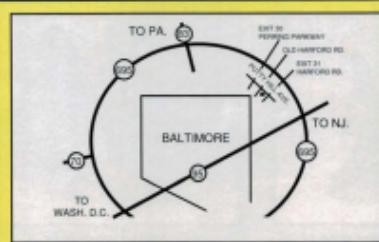
GAMES WORKSHOP STUDIO STAFF

This year Andy Chambers, Jes Goodwin, and Dave Gallagher will be on hand to give you details about upcoming games, projects, and miniatures. This is your chance to ask game questions, check out the latest artwork, or just chat about the hobby with the designers themselves.



BUT WAIT, THERE'S MORE

Games Day will be packed with door prizes, introduction games, painting demonstrations, a fantastic scenery clinic, and of course the Games Workshop Retail stand will be there with all the latest games and Citadel Miniatures!



Games day/Golden Demon will be held Saturday, July 30th

Tall Cedars Hall
Putty Hill Ave.
Baltimore, Maryland

Still Available! Tickets are \$5.00 at the door and \$3.00 in advance. To guarantee admission we strongly suggest purchasing tickets in advance. Tickets may be purchased through any Games Workshop store or order directly at:

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3431-C Benson Avenue
Baltimore, Maryland 21227-1072
Telephone: (410) 644-5699

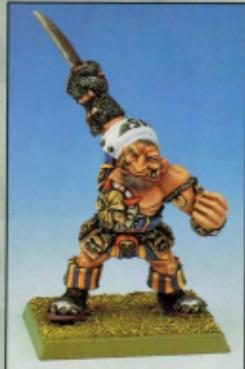
BLOOD BOWL STAR PLAYERS

Morg 'N' Thorg is a huge Ogre who plays Blood Bowl for any team who can afford to sign him! On the pitch his playing tactics are simple. He either uses his strength to bludgeon a way through the opposition, or he gives the ball to a team-mate and throws him into the End Zone to score!

Griff Oberwald is the classic Blood Bowl hero. He's tall, superfit and strong, with a grace and co-ordination that can leave most players looking like they are standing still. Oberwald cuts a dashing figure on the Blood Bowl field and it's no surprise the girls go wild when he has the ball in his capable hands.

The Mighty Zug is a firm favourite with the fans. Even though he rarely breaks out of a walk during a game, he is an expert at incapacitating an opponent with a single backhand swipe from one of his great fists. One interesting result of this technique is that he has the largest collection of Orc teeth in the Empire.

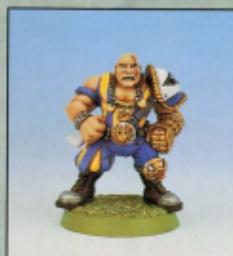
Goblins players specialise in using sneaky pieces of equipment known as 'secret weapons' during Blood Bowl games. Although all weapons are illegal, many referees turn a blind eye as they are very popular with fans. It's not unknown for the crowd to attack the referee for attempting to ban a secret weapon in the middle of a game and so most refs wait until a touchdown has been scored before giving the red card. **Scrappa Sorehead** uses a Pogo-stick to bound over the heads of opposing team players and into the End Zone. More dangerous are **Fungus the Loon** and **Nobbla Blackwart**. Under the influence of an extremely potent form of fungus beer, Fungus takes to the pitch armed with a massive ball and chain that is able to plough through friend and foe alike. Nobbla uses a deadly whirring chainsaw to attack enemy players but is as much of a danger to himself if he is knocked over while the blade is running. Even amongst Blood Bowl players, only Goblins are crazy enough to use such lethal devices!



★ MORG 'N' THORG ★



★ GRIFF OBERWALD ★



★ MIGHTY ZUG ★



★ NOBBLA BLACKWART ★



★ FUNGUS THE LOON ★



★ SCRAPPY SOREHEAD ★

DEATH ZONE

By Jervis Johnson

Death Zone – the brand new supplement for Blood Bowl – is released this month. Packed full of Magic Items, Dirty Tricks and Random Events cards, your games will never be the same again. Death Zone also introduces Secret Weapons, Wizards and Apothecaries, a host of new Star Players and rules for six new teams. In addition, there is a complete league system to enable you to block, pass and foul your way to the heady heights of the Chaos Cup, the Dungeon Bowl or the coveted Blood Bowl itself.

BLOOD BOWL

When I started work on the new edition of Blood Bowl, there were two things that I wanted to get right. The first of these was to improve the overall speed and tactics of the game. These changes can be seen in the many of the innovations in the new system, from the use of Block dice to the rapid turnover rule. The second area that I wanted to look at was the system for setting up and running a league. In previous

editions of the game, the league rules were added almost as an after-thought, and it is surprising that they worked as well as they did. For the new edition I wanted to make sure that the rules for setting up and running a league worked every bit as well as the board game rules themselves. The results of this work is included in Death Zone and I must say, even though some might accuse me of being a bit biased, that the new league rules have worked out even better than I could have dared hope.





Witch Elf Rosana Nailvenore of the Naggorth Nightmares breaks the Orcland Raiders' line!

WHAT YOU GET

Of course the Death Zone box doesn't only have rules for setting up a league and is absolutely packed with other stuff too. The 32 page Death Zone Playbook contains new rules, background information and – most importantly of all – a whole bunch of new 'Did You Knows?'. There are rules to cover a host of new secret weapons including Chaos Dwarf Blunderbusses and Goblin Bombardiers, rules to allow players to add extra coaching staff to their team such as Apothecaries (to heal seriously injured players) or Wizards (to blast opposing players with magic spells), and much more.

To make setting up and running a league as easy as possible, Death Zone also contains a new pad of League Team Rosters. These are slightly bigger than the ones in Blood Bowl to enable you to record the extra information required for a league team. There is also a special League Reference Sheet which has all the charts and tables you will need to refer to when playing league matches.

The main bulk of the package however, consists of the new cards included with the game. These cards include 18 new Star Player cards and well over 100 Special Play cards. These are printed on thick card so that they will survive a lifetime of play. The package is rounded off with a selection of Magic Spell templates and a set of full-colour card Trophies which can be awarded to coaches for winning major Tournaments!



THE NEW TEAMS AND STAR PLAYER CARDS

The new teams and Star Player cards included in Death Zone add a whole new level of variety to Blood Bowl games and mean that just about every major Blood Bowl playing race has now been covered. With full background information, team lists and special rules for six more Blood Bowl playing races – Goblins, Chaos, Undead, Wood Elf, Halfling and Chaos Dwarf – there should be a team and style of play to suit every taste.

Each of these new teams also have their own strengths and weaknesses. Wood Elves, for example, are extremely agile but very lightly armoured and so concentrate almost exclusively on the 'aerial' passing game. Chaos teams, on the other hand, are the complete opposite and tend to simply drive up the field maiming and injuring as many opposing players as possible. They only head for the end zone and a touchdown once the opposition runs out of players to stop them!

Players should note that although we've done our best, not all of the teams are perfectly balanced. In particular coaches of Halfling and, to a lesser extent Goblin teams may well find it hard to win any games. On the other hand Halfling and Goblin players are so ridiculously cheap that it is quite easy to include a large monster or two on the team, which tend to go a long way towards tipping the odds in the little guys' favour...

The 18 new Star Player cards include a Troll, a Mimotaur, a Dark Elf Assassin, a Dwarf Death Roller and many more wild and extremely deadly players. This wide selection of Star Players means that there are more than enough to allow any team to include one or two of these crazy, talented and extremely useful players in their ranks.

THE SPECIAL PLAY CARDS

The new Special Play cards allow all kinds of dirty tricks and underhand tactics to be used, such as bribing the referee or hiring an assassin to use against the opposition. The cards are split into three decks: *Dirty Tricks*, *Random Events* and *Magic Items*. At the start of a match each coach is allowed to draw one or more Special Play cards (the exact number is determined by a dice roll), each of which may be used once during the game and must then be discarded.

Although the Special Play cards may be drawn from any of the three decks, choosing which deck to draw from is an interesting problem in its own right. Each of the different decks has its own strengths and weaknesses and your choice will depend upon the nature of your opponent and the importance of the match. The *Magic Item* deck, for example, has some very powerful cards in it, but a coach is never allowed to take more than one of these cards as magic items tend to be rather rare. Unless you get the right one these cards can be of limited usefulness. On the other hand, the *Dirty Trick* cards are great for damaging the opposing team and can be useful for winning one-off matches or vital league games. However, these are not much good if you want to improve your team and this is where the *Random Events* cards come in. These are good for improving your team but will rarely win you the match!

The Special Play cards add an important random element to the game, and mean that a coach can never be really certain that he has won until the final whistle is blown. For example, some of the cards allow a coach to take an extra turn, which

means that he can score from a seemingly impossible position. The Special Play cards are also extremely useful for balancing matches between teams. This is not normally a problem in one-off games as the abilities of the two teams will be roughly even. In a league however, matches between teams of differing ability and skill level are extremely common. The Special Play cards are used to balance these matches by allowing the coach of the lower rated teams to take extra cards at the start of the match. Having more Special Play cards than your opponent is a potent advantage, and means that even the most lowly underdog has the chance of pulling off a surprise win!

THE LEAGUE RULES

For competitive play, the really important part of the Death Zone package are the rules for setting up and running a league. These allow players to coach their team to the top of the league, competing against other teams for the ultimate honour of winning the Blood Bowl trophy or the Chaos Cup! Rules are included for training players to become Star Players, hiring new players to replace casualties, keeping track of the money in the team treasury, organising and running tournaments, hiring mercenary Freebooter players, and a great deal more.

As any experienced Blood Bowl coach will tell you, while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to think about the tactics that your team will use in a single match, you also have to plan ahead. You can also watch your team develop and grow into a real powerhouse to rival even the mighty Reikland Reavers or Gouged Eye. Running a Blood Bowl team in a league does create some additional work and calls for a little extra commitment, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, then the league rules are for you!

The single most important thing I needed to sort out when writing the league rules was the problem of the 'part-time'



Ramst the Third and Morg 'n' Thorg lay into each other – all thoughts of the ball are forgotten!



coach. Anybody who has played in a Blood Bowl league before (or a Mighty Empires campaign, for that matter) will understand this problem. When the league starts up you get loads of enthusiastic players all clamouring to take part. However, after half a dozen games, quite a few of the coaches will have started missing matches or have dropped out of the league altogether, especially if their team isn't doing very well...

The way that I've tried to get round this problem is by creating the new open league format used in Death Zone. This places the emphasis on arranging matches and playing games firmly on the shoulders of the coaches themselves. Using this method, enthusiastic coaches can play as many games as they like, or rather, as many games as they can find opponents to play against. Meanwhile less enthusiastic coaches can play fewer games, as and when they feel like it.

These league rules are designed to recreate the way Blood Bowl teams travel the Old World, moving from venue to venue to play the games. In a way, the teams are much more like a travelling company of actors, or a mercenary regiment, than the football teams of present day times. Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams such as the Reikland Reavers do own their own stadiums. Teams receive money to play in stadiums, the amount they receive depending on how many fans turn up for the game and whether the team wins or loses. Because of this anarchic set-up it is up to each team manager (ie YOU!) to organise matches, set dates for games and so on.

At first the League system didn't have any tournaments, the rewards being limited to improvements in the team as players earned Star Player Points and gained new skills. It became

apparent very quickly, however, that a league without some form of structured tournament system, while being fun, lacked the intense excitement generated by that all important final match! The problem was how to create a system allowing for a tournament that would not fall apart if coaches didn't turn up for matches or dropped out if their team wasn't doing well. The answer that evolved was to have a special Play-Off period at the start of each tournament where coaches had to organise their own matches, combined with semi-finals and grand finals at the end. This system managed to combine the best of both worlds, because the vast majority of matches were left up to the coaches themselves to organise (with the benefits outlined above), while the semi-finals and grand final provided an intensely exciting climax to the whole event!

LEAGUE STRATEGY

For coaches that have been playing lots of one-off games using the Blood Bowl rules, a few hints and tips are in order creating teams to play in a league. The most important thing to bear in mind is that league teams need to be designed for the long haul. It is very tempting to create a team with eleven or twelve very good players, but if any of the players are killed or injured in the first game (and they almost certainly will be!), it can be very difficult to field an effective team in the next match. This can create a vicious cycle where the team doesn't have enough players to field a full team, and so gets badly beaten up, leaving it in an even worse state for the next match.

In our Studio league, Gary Morley's team – Morley's Marauders suffered from this syndrome and he was reduced to only six seven uninjured players before he had to retire his squad and start again.

To avoid this try to make sure that your team has at least thirteen players and consider buying an Apothecary for the team right from the start. The other common mistake that players make is to buy too few Team Re-roll counters. Remember that getting hold of extra Team Re-roll counters once the league is up and running is expensive (unless you are lucky enough to draw an Extra Training card), and so it is well worth while making sure that you have enough when you start the team.

Finally, don't get disheartened if your team rating gets worse after your first couple of games. This happens quite frequently with starting teams, and more often than not the team manages to bounce back later on. This being said, sometimes a team will lose so many players, and have so little cash in the treasury to replace them, that there is nothing to do but start again. If this happens to you then it is generally best to start up again with the same race, so that at least you can use your experience with your first team to guide you with your second.



Over the last six months or so, these league rules have been extensively tested by the dedicated group of Blood Bowl players at the Studio. It's been a lot of fun and we hope that you get the same enjoyment out of playing them.

"The teams are on the pitch and they're ready to play sports fans – Go kill 'em!"

BLOOD BOWL



Blood Bowl is the game of sporting mayhem and violent conflict between the races of the Warhammer World.

The boxed set contains everything you need to get started and includes: two complete teams - one Orc and one Human, full-colour team dugouts, a playing pitch and a host of counters. You also get a 48 page rule book, a pad of team rosters, special Star Player cards, a Range Ruler, Scatter and Throw-in templates and the special Block Dice. In addition, we've included a full-colour guide to painting your models, and two sets of Blood Bowl team transfers.



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**GAMES
WORKSHOP**

THE GAME OF FANTASY FOOTBALL

IMPERIAL STEAM TANK



Designed by Norman Snelgrove with Michael Perry

The Steam Tank is a fearsome armoured war engine from the Imperial Engineers School. It is powered by a high pressure boiler, an ingenious device which drives the Steam Tank relentlessly forwards, scattering enemy formations and crushing foes under its heavy wheels. The Steam Tank's main weapon is its great steam-powered cannon, which can inflict terrible damage as it thunders through enemy ranks. The crew is protected by thick armoured plates and their commander fires a repeater pistol at the enemy from the top of the war engine.

The model consists of the Steam Tank and its commander, who is armed with a repeater pistol.

The Empire Steam Tank is a Citadel Miniatures Expert Kit, and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.



CITADEL
MINIATURES

Models supplied unpainted. Banners not supplied.

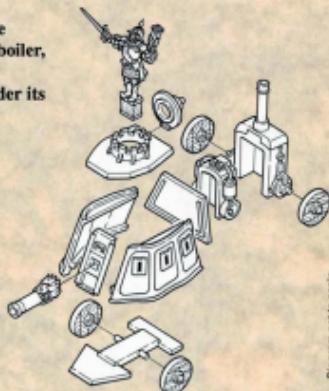


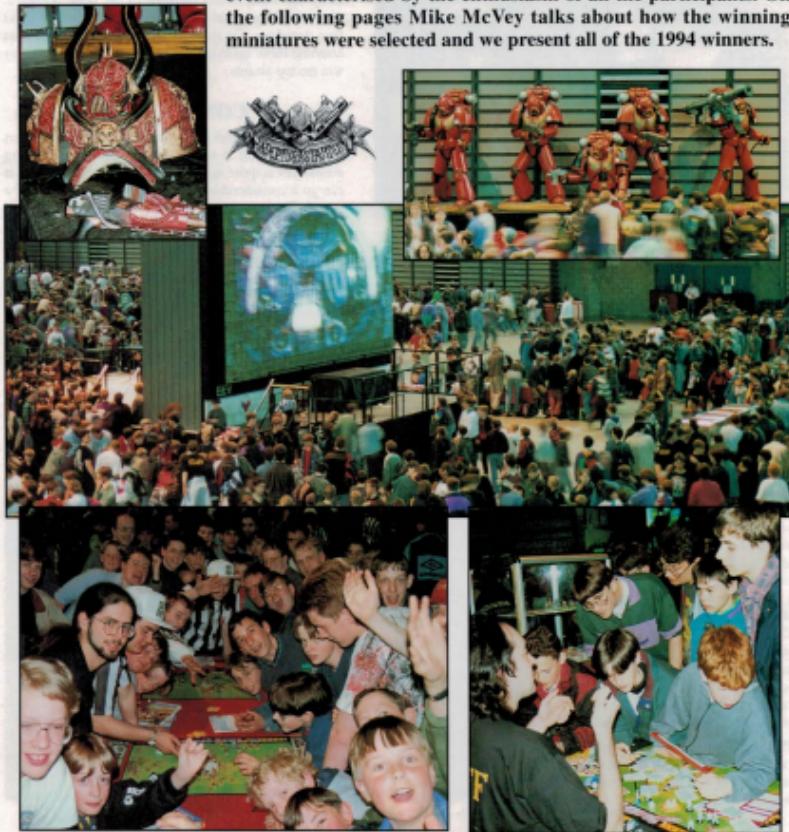
Diagram not to scale

GAMES™
WORKSHOP

GOLDEN '94 DEMON

TM

On Monday the 2nd May almost seven thousand gamers, miniature painters and modellers packed the National Indoor Arena for the 1994 Golden Demon Awards. It was a spectacular event characterised by the enthusiasm of all the participants. On the following pages Mike McVey talks about how the winning miniatures were selected and we present all of the 1994 winners.



JUDGING GOLDEN DEMON

by Mike McVey

Mike McVey is known throughout the world for the stunning detail and exacting quality of his painted miniatures. As a preview to the photos of this year's models, Mike gives his thoughts on painting award winning entries and explains how he goes about choosing the Golden Demon winners.



Mike presents an award to the winner of the Best Warhammer Commanders category.

THE GOLDEN DEMON AWARDS

I always approach Golden Demon with a certain amount of trepidation. It's not that I don't enjoy the event, as it's always an exciting day - the reason for this nervousness is that the unenviable task of judging the entries falls to me. I really look forward to seeing all the models as the breadth of imagination and standard of painting never fails to amaze me. But having to choose three outstanding models from each category is a job I wouldn't wish upon anyone. The task was made slightly easier this year because the entries were collected before the day so that I could spend more time deliberating over them and making sure that nothing was missed out.

Every year at Golden Demon people come to the 'Easy Metal' stand to quiz me on what I'm looking for in a winning model. The most common questions I'm always asked are: "Is the model I choose to paint important?", "Does it have to be a new release?", "Are conversions allowed?" and "What about the base?" The truth is that there are no definite answers to these questions. Winning models usually show a combination of several qualities that work together to create the truly outstanding results that you'll see on the following pages.

There are, however, a few pointers that I can give to aspiring Golden Demon entrants that will hopefully set them on the right tracks.

The Golden Demon awards are all about excellence in miniature painting, and this is what I look for above all in the models that are entered. A simple, well painted, model will quite often do better than a more flamboyant entry that hasn't been finished to the same standard. That's not to say that I don't appreciate conversion and fine detailing. On the contrary, it's the models that combine these qualities with great painting that usually win the top awards.

CONVERSIONS

Conversion is another tricky subject. Should you convert your entry, and if so, to what extent? Converting miniatures is quite acceptable, and if done correctly it can go a considerable way to improving the look of a model. The main thing to remember is that you should always try and maintain the balance of a miniature. The ideal conversion is when you literally can't see the joins and none of the components used look out of place. A good example is the Space Wolves Runic Priest that won the Warhammer 40,000 single miniature category this year. This conversion is so well produced that if you didn't know better, you'd think that it was a standard model.

It's best not to try and do something that is beyond your capabilities. Even good painting won't compensate for bad modelling, and this is also true of basic preparation. Every year I see models that have been ruined because the painter has neglected to clean off a mould line or a plastic injection mark. Each stage of preparation and painting needs to be given equal attention if the finished model is to have any chance of



A few of the vast array of store banners at the Golden Demon Awards.

BASES

Basing miniatures is an area that seems to be a source of some confusion amongst competitors. Since we stipulated that models had to be entered on their correct base size, many people have interpreted this as a move away from decorative bases. This is not the case at all. One of the reasons we introduced a strict base size is that the bases of some models were getting so large and over the top that they were drowning the models and detracting from their appearance.

The base is vital to the appearance of a model, and even with a standard slottabase, there's still plenty of scope for

decoration and scenic detail as long as the balance is maintained and the base is not becoming more prominent than the miniature. The function of the base is to enhance the appearance of the model, and if you think that some scenic detail will help with this, by all means add some. It's not vital though, in many cases a well presented, simple, neat base can be just as effective.

One aspect of basing your models which is a good idea to stick to, is that they should really be green. This is especially true with certain categories – such as Warhammer Commanders – where the models are primarily gaming pieces. These models should look just as at home on the gaming table as in a display case, and the most effective way to do this is to paint the bases green. Of course this doesn't stop you from adding scenic detail to the top of the base.

That's all there is to it really, if you combine all of these elements on your entry, I can't guarantee that you'll win, but your chances will certainly be improved. And remember, if you didn't win this year, don't be disheartened, there's always next year.



Crowds throng the floor at this year's event.

winning. So if you're not confident that you can make a really good job of converting a model, don't bother, your chances of winning won't be lessened.

WHAT TO PAINT

Many people have asked me what sort of miniatures they should paint, and whether some have a better chance of winning than others. The simple answer to this is that all models have exactly the same chance. Of course I have my own favourite models, just as everyone does, but I don't let this influence the judging in any way. Many people paint recently released models but there is no need to do so. The best advice I can give about choosing a model to enter is, always paint models that you like. If you are painting your favourite model you will put more time and effort into it and the end result will inevitably be better. If you choose a model solely on the basis that you think it has more of a chance of winning, you're giving yourself an immediate handicap.

As I mentioned earlier, the most important aspect of a winning entry is the painting. This goes further than the technical ability of the painter as the colour scheme also needs to be appropriate to the chosen model. That's not to say that you have to slavishly copy the models that you see on the pages of White Dwarf (I've lost count of the number of Tyroon models I've seen with colour schemes that are identical to the original!). It's always refreshing to see an original approach to a particular miniature, just as long as it fits in with the general character of the model or race. For example, a brown skinned Orc or bright pink Space Marine are never going to win anything. However, don't feel constrained by the choice of colours and think that you have to paint a model in a certain colour scheme to give it any chance of winning.

This year we also ran a special Design a Space Marine Chapter competition. Entrants to this category had to paint up a single Space Marine in an original Chapter colour scheme. The focus here was not so much upon the actual painted finish, but on original ideas cleanly executed. The winner was **Matthew Jones** and we'll be featuring a full squad of Space Marines painted up in Matthew's Chapter colour scheme in a future issue of White Dwarf.



Fred from the Bristol store proudly displays the bronze Space Marine Trophy for the best painted Space Marine squad.

GOLDEN '94
DEMON

WARHAMMER 40,000

These three models were the category winners for Warhammer 40,000. In each case, a good strong colour scheme and superb attention to detail took the prize. In addition, in the case of both the Space Wolf Rune Priest and the Dreadnought, the special care given to the banners really caught the judge's eye.



NEIL THOMANSON
1ST PLACE
WARHAMMER 40,000 MINIATURE



ROY SCORER
1ST PLACE WARHAMMER 40,000 VEHICLE



GARY TAYLOR
1ST PLACE WARHAMMER 40,000 SQUAD

WARHAMMER

The miniatures on this page were the winners of the Warhammer category. We had more Horned Rat entries than any other single miniature and judging them was a difficult task. The model of Gotrek was notable for the addition of the bone flail to his left hand. The Goblin Commanders show the effectiveness of a simple but well-applied colour scheme.



ANDREW DABORN
1ST PLACE WARHAMMER MONSTER



ROBIN HEMPSALL
1ST PLACE WARHAMMER SINGLE
MINIATURE



R & G MOORE
1ST PLACE WARHAMMER COMMANDERS

GOLDEN '94
DEMON

YOUNG BLOODS



PAUL MILLAR
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SPACE MARINE®



MARCUS RILEY
1ST PLACE EPIC MODEL

BATTLE SCENE



MARK TAITE
1ST PLACE BATTLE SCENE

WARHAMMER

40,000

The second and third prizes for the Warhammer 40,000 Single Miniature category, were awarded for these stunning Eldar Phoenix Lords. John Strong's Space Marine shows the ease with which plastic miniatures can be converted and Martin Clarke's model displays a spectacular Ultramarines chapter banner.



GARY TAYLOR
2ND PLACE WARHAMMER 40,000 MINIATURE



JOHN STRONG
WARHAMMER 40,000 MINIATURE
COMMENDED ENTRY



TIM O'SULLIVAN
3RD PLACE WARHAMMER 40,000 MINIATURE



MARTIN CLARKE
WARHAMMER 40,000 MINIATURE COMMENDED ENTRY

WARHAMMER 40,000

This Warhammer 40,000 Eldar squad shows how a unique group of miniatures can be created from some quite simple conversions. Several of the heads are taken from Warhammer Elves but these enhance the look of a battle hardened squad of warriors. Richard's Ork Mob shows how high quality painting can be maintained over a large number of models.



RUPERT HAMMERTON-FRASER
2ND PLACE WARHAMMER 40,000 SQUAD



RICHARD POTTER
3RD PLACE WARHAMMER 40,000 SQUAD

WARHAMMER 40,000

Akio Menister's Tyranid Carnifex shows how the clever application of a naturalistic range of colours can be used to enhance the organic look of this monster. Roy Scorer's Blood Angels Death Company is a good example of the use of contrasting colours to produce strong unified effect.



ROY SCORER
WARHAMMER 40,000 SQUAD COMMENDED ENTRY



AKIO MENISTER
2ND PLACE WARHAMMER 40,000 VEHICLE



TONY WARRINGTON
WARHAMMER 40,000 MINIATURE COMMENDED ENTRY

GOLDEN '94
DEMON

WARHAMMER 40,000

The Space Marine Dreadnought was the most popular entry in the Warhammer 40,000 Vehicle category. What caught the judge's eye about this model, was the simple bright colour scheme and neatly painted detail.



JAMES PATRICK
WARHAMMER 40,000 MINIATURE
COMMENDED ENTRY



MARTIN CLARKE
3RD PLACE
WARHAMMER 40,000 VEHICLE



RICHARD LAWRENCE WARHAMMER 40,000 VEHICLE COMMENDED ENTRY

WARHAMMER

The Warhammer single miniatures were perhaps the most difficult category to judge as the overall standard was so high, and all of the pieces had features to commend them. The flowing pennant on Grey Seer Thanquo's staff and the tattooing across Felix's face are the kind of individual details that set these models apart.



RICHARD STEDMAN
2ND PLACE
WARHAMMER SINGLE MINIATURE



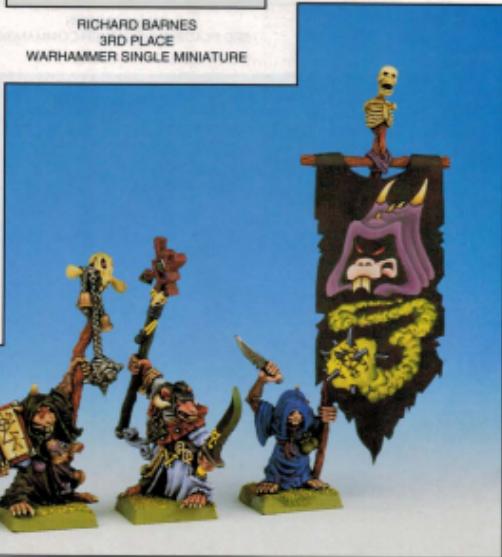
RICHARD BARNES
3RD PLACE
WARHAMMER SINGLE MINIATURE



KANDRA HOURD
WARHAMMER SINGLE MINIATURE
COMMENDED ENTRY



MARK CLAYTON
WARHAMMER SINGLE
MINIATURE
COMMENDED ENTRY



NEIL SOLOMON
2ND PLACE WARHAMMER COMMANDERS

GOLDEN '94
DEMON

WARHAMMER

Both of these Command groups display a neat, crisp painting style with a thematic feel that ties the individual miniatures together. The ragged and battle-scarred Skaven banner would make a fine centre piece for any Skaven army.



MARK DABORN
3RD PLACE WARHAMMER COMMANDERS



JULIAN PALMER
WARHAMMER COMMANDERS COMMENDED ENTRY

GOLDEN DEMON '94

WARHAMMER



PAUL THOMAS
3RD PLACE WARHAMMER MONSTER



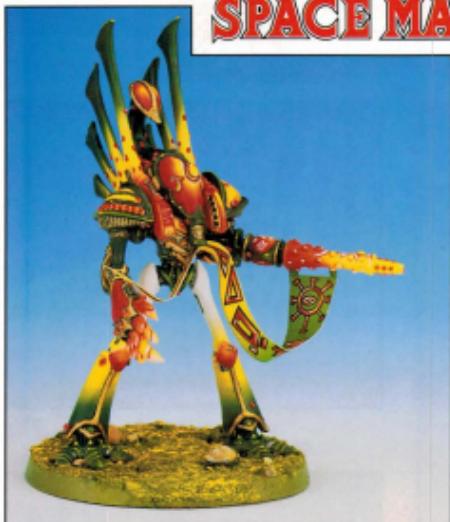
NATHAN SHICKLE
2ND PLACE WARHAMMER MONSTER



STEVEN WILSON
WARHAMMER COMMANDERS COMMENDED ENTRY

GOLDEN '94
DEMON

SPACE MARINE



ROY SCORER
2ND PLACE EPIC MODEL



RUPERT KENYON
3RD PLACE EPIC MODEL



KARL EBANKS
EPIC MODEL COMMENDED ENTRY



BAROSLAW N KORCZYNSKI
EPIC MODEL COMMENDED ENTRY FROM GERMANY

BATTLE SCENE



ROY SCORER
2ND PLACE BATTLE SCENE



JOHN TOYER
3RD PLACE BATTLE SCENE

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Above: An Oryx fleet prepares for battle in Man O' War, just one of the many Games Workshop games played at Gamescape.

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Above: Chaos Marines and the dreaded Genestealers join forces to strike out against Imperial defenses in Warhammer 40,000 at Hank's Hobby Shop.



Top: Hawk's Hobby Shop displays a wide selection of Games Workshop products.

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ELDAR WAR WALKER

The War Walker is one of the Eldar's most potent engines of war. It resembles a Dreadnought but is crewed by a single Eldar warrior who rides the machine into battle. War Walkers are highly mobile and can easily traverse difficult ground on their long powerful limbs. As they engage the enemy, they are able to destroy heavily armoured targets with their devastating Lascannons and obliterate massed troops with their deadly Scatter Lasers.



ELDAR PILOT



LASCANNON



SCATTER LASER



ANTI-GRAV PLATFORM WITH LASCANNON

The Lascannon is rightly feared for its ability to penetrate armour and is one of the most destructive weapons on the battlefields of the 41st Millennium.

Eldar armies use anti-grav platforms crewed by Guardians to mount heavy weapons like the Lascannon as they are too bulky to be carried by ordinary foot troops.



WARHAMMER

40,000

THE RAZORBACK

By Ian Pickstock

The Razorback is a Rhino variant designed to speed into battle escorting other Rhinos and squads of Space Marines. As it smashes through the enemy lines, a turret mounted lascannon blasts apart enemy Dreadnoughts and tanks, while twin plasma guns fire gouts of flaming death. After neutralising hostile armour, the Razorback can then deploy a combat squad of Space Marines to mop up any survivors and secure the area.

The Space Marine Rhino is one of the most common vehicles in the armoured of the Imperium. Wherever Imperial forces clash with their enemies their commanders call upon Rhinos to carry their troops to the battlefield rapidly and in relative safety. Unfortunately, these vehicles are vulnerable to enemy heavy weapons as the Rhino is only armed with boltguns and often has difficulty rooting out these support units.

The weapon forges of the Adepts Mechanicus have several Standard Template Constructs (STCs) for variants of the

standard Rhino APC chassis. Many STCs have been lost over the millennia and the Adepts Mechanicus constantly hunts down knowledge of long lost STC databanks. Of the few Rhino variants that remain, each one fills a specific purpose on the battlefield, such as providing artillery support, or mounting a close range demolition cannon.

One of the most successful variants is the Razorback. As far as the Adepts Mechanicus is concerned the Razorback is a relatively new addition to the armies of the Imperium. The STC for the Razorback was recovered about five millennia ago by the Chief Artisan Tilvius. Tilvius led a quest in the 36th millennium after the Inquisition uncovered rumours of an actual working STC databank. Tilvius' quest scoured the far reaches of the galaxy, he checked planet after planet, questioning everyone from planetary governors to the lowliest menials. Tilvius left no stone unturned, Tilvius never found the STC databank, he returned to Mars after three centuries of searching, an old man who wanted to see the red sands of his homeworld once more before he died. But his quest did recover several of the much sought after STC print outs. For the most part they were simple machines and factory tools, but the undoubtedly jewel in Tilvius' collection, the crowning achievement of Tilvius' quest was the recovering of the STC for the Razorback. After initial trials by the Adepts Mechanicus proved it successful, the Razorback was immediately put into production by Forge Worlds all over the Imperium and is now standard issue for all Space Marine Chapters.

The Razorback is used in a fire support role, escorting Rhinos, or units of Space Marines. The Razorback has a turret mounting for a tank-busting lascannon and twin linked plasma guns. Once the Razorback is in position the Rhinos can deploy their Space Marines into cover. Then the Rhinos withdraw whilst the Razorback remains to provide vital heavy weapon support and cover the Rhinos retreat. The turret-mounted lascannon can deal with any enemy vehicles or Dreadnoughts, while the plasma guns prevent enemy infantry and light vehicles from straying too close. With the ability to carry five Space Marines, the Razorback can be used as a mobile command centre or simply to carry a combat squad to the front line.



SPECIAL RULES

Shooting at the Turret

The Razorback turret is protected by a thick armoured shield at the front. It is important when using the Razorback that you leave the turret pointing at the last target it fired at, or at least the space where it used to be! For the purposes of hits on the turret, the turret's frontal zone is a 90° arc centred on the turret's weapons.

If a firer shoots and hits the turret from the front, then he must roll to penetrate the turret's frontal armour, even if the firer is standing to the rear or the side of the actual Razorback's hull. If the firer hits the turret from the side or rear then there is a chance that the shot will hit the exposed Space Marine gunner. Roll a D6, on a roll of 1,2 or 3 then the turret has been hit, roll to penetrate the turret's side/rear armour as normal (AV15). On a roll of 4,5 or 6 then the Space Marine gunner has been hit. Roll to see if the gunner is killed using the normal shooting rules.

Blast Marker Weapons

The thick armoured shield also protects the gunner from weapons with a blast marker, the large plate absorbing and deflecting most of the blast away from the gunner. If any part of the turret gunner is covered by a blast marker then due to the thick shield he will only ever be affected by the blast on a D6

roll of a 4 or more. Hence, even if a blast marker is centred on the Space Marine gunner he will only be hit on a 4 or more. Note that this is a special case and is slightly different from the normal rules on p79 of the Warhammer 40,000 rulebook.

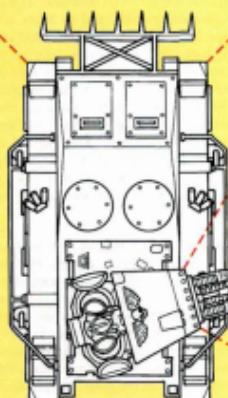


Firing the Lascannon and Plasma Guns

The lascannon and two plasma guns count as a single linked weapon. As with all linked weapons you may choose to fire any or all the weapons. You may choose to fire just the lascannon, a single plasma gun and the lascannon or the whole lot – the lascannon and both the plasma guns. No matter how many of the weapons you choose to fire, you must state which weapons you are firing before you roll to hit, and only one roll to hit is made. The lascannon will hit the model designated as the initial target, roll for damage as usual. If you are firing any plasma guns then roll one sustained fire dice for each one. Any hits you score with the plasma guns can be allocated to visible models within 4" of the initial target and within the 24" range of the plasma gun. You don't have to allocate one of the plasma gun hits to the initial target hit by the lascannon, although you can if you want to. If you want to, you can just fire one or both of the plasma guns without the lascannon, however, there are very few situations where this will be an advantage.

TARGETING THE RAZORBACK

HULL FRONTAL ZONE



The Ork trooper opens fire on the Razorback. If he hits the hull or tracks, then he will have to penetrate the Razorback's side armour. If the shot hits the turret then it will have to penetrate the front armour.

TURRET FRONTAL ZONE



Plasma Gun Recharging

Plasma guns need a vast amount of energy and require time to recharge once fired. If you fire one plasma gun, place a single *plasma weapon recharging* marker next to the Razorback to remind you that one of the plasma guns cannot be fired in your next turn. This does not prevent the other plasma gun from firing in your next turn while the first recharges. If both plasma guns are fired, place two *plasma weapon recharging* markers next to the Razorback to remind you that neither plasma gun may be fired in your next turn.

SPACE MARINE RAZORBACK

Each Space Marine Chapter maintains a huge arsenal of special wargear which include variations on the basic Rhino and other armoured vehicles. These revered Chapter weapons bear honour badges earned in the countless heroic engagements in which they have fought. The crews of these vehicles are drawn from the ranks of training and reserve units, and they bear special insignia in place of their usual tactical badges.



ARMOURED VEHICLE INSIGNIA



RAZORBACK DESIGNATION



ARMY/CAMPAIN BADGE



COMPANY BADGE
This denotes that the vehicle is currently attached to the 2nd Company.



CHAPTER BADGE



GUNNER'S SHOULDER INSIGNIA

The white disc denotes that the gunner is a vehicle crewman and the black 'IV' is the vehicle's identification number. Note that the gunner's shoulder pad trim is yellow - the colour of the Ultramarines' 2nd Company.

To assemble your data card, first photocopy or cut the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your data card a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

SPACE MARINE RAZORBACK

DAMAGE TABLES

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 7

D1 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 18"

FAST SPEED: 25"

TYPE: TRACKED



WEAPONS

One lascannon and two plasma guns linked in a turret mount. The linked lascannon and plasma guns have a targeter and a 360° field of fire. The Razorback may be fitted with auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

5 Space Marines in Power Armour. The Razorback may also be used to tow a single support weapon.

WEAPONS	RANGE	TO HIT	DMG	SPEC	SAVE	ARMOUR
Lascannon	0-30	20-60	-	9	205	305-9
Plasma gun	0-9	6-24	+1	7	1	-2
Auto-launcher	6	-	-	Genestealer Type	1	-1
Frag Grenade	-	-	-	3	1	-1
Blind Grenade	-	-	-	-	-	-2 (Blast Marker)

POINTS COST: 150 Points

DS	Location	Front	Armour
1	Track*	15	15
2-4	Hull	20	18
5-5	Turret**	22	15

*Hit the side/ rear roll a D6, 1-3 = Turret hit, roll to penetrate as normal.
**If hit from the side/ rear roll a D6, 1-3 = Turret hit, roll to penetrate as normal.
4-5 = Gunner hit; see Gunner damage table

Track Damage Table

1 The track is damaged but keeps running. The Razorback may only move at slow speed for the rest of the game.
2-5 The track is blown off. The Razorback moves out of control next turn and then comes to a permanent halt for the rest of the game.
6 A track is blown off and the resulting damage crushes the vehicle's drive shaft, causing it to flip over. The track comes to rest 45° away in a random direction. Any track 1" long on Table 3 or 5 that has a 2-3 saving throw modifier will roll a 1D6 for each track on board. They are listed on the table with a roll of 4,5 or 6. Saving throw modifier may damage using the normal rules.

DS

1-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 3,5 or 6 they are hit and killed.
4 The Razorback's engine explodes, killing the crew. The tank is open road to face it is a random direction by the force of the explosion and then comes to a permanent halt.
5 A spark ignites the Razorback's fuel tank and it bursts into flames, killing all of the crew. The flailing wreck moves out of control next turn and then explodes. Any track 1" long on Table 3 or 5 that has a 2-3 saving throw modifier will roll a 1D6 for each track on board. They are listed on the table with a roll of 4,5 or 6. Saving throw modifier may damage using the normal rules.
6 The Razorback's armament explodes. The Razorback is destroyed and any weapon within 3" of the tank is killed. Unless his position is taken over by another crew member the same weapon may no longer be fired.

Turret Damage Table

1 The crew weapons are damaged and may only fire 1d4 or 1d6 on a 10% roll once for all three listed weapons.
2 The turret is jettisoned. It may no longer rotate and remains fixed in the direction it was pointing before it was hit. The arm weapons may only fire in a straight line if targets directly in front of them.
3 The turret gunner is killed. Unless his position is taken over by another crew member the same weapon may no longer be fired.
4-5 The armament housed in the turret explodes and the Razorback is destroyed. All the crew are killed and the turret flies off flying 200' in a random direction before it crashes to the ground. Anything under the gun where the turret lands takes D6 Strength + 9 hits with a 4-6 saving throw modifier.

Gunner Damage Table

Roll to see if the gunner is killed using the normal shooting rules. He has a Toughness of 4, one wound and weapon power minus that contains his saving throw. If the gunner is killed then the listed weapons may no longer be fired unless his position is taken over by the driver.

Plasma Gun Jams

If either plasma guns jams, then both plasma guns are effected and must spend their next turn clearing the jam. However, if the plasma guns jam then this will not prevent the lascannon from firing. Plasma guns can still recharge when jammed. So a jammed plasma gun can be cleared and recharged ready to fire in your turn after next.

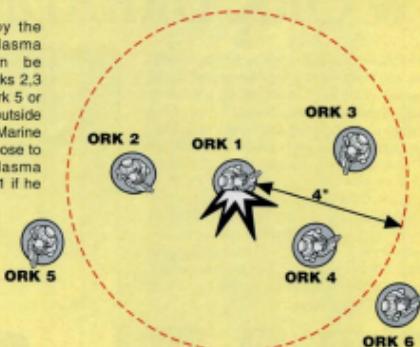
Close Combat

If any models attack the Razorback in close combat, then the Space Marine gunner can either stay and fight or duck inside the Razorback and slam the hatch shut.

If the gunner ducks inside then the attacker cannot choose to attack him because he is not there. However, if the attacker hits and penetrates the turret, the gunner can still be killed if the attacker rolls a 3 on the turret damage table. Also, if the Razorback is on overwatch then it may shoot at the attackers as they charge in and then the gunner may duck inside and close the hatch.

ALLOCATING PLASMA GUN HITS

Ork 1 is hit by the lascannon. Plasma gun hits can be allocated to Orks 2,3 or 4, but not Ork 5 or 6 as they are outside 4". The Space Marine player may choose to allocate a plasma gun hit to Ork 1 if he wishes.



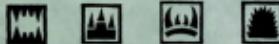
If the gunner chooses to stand and fight, he follows all the rules for crew in exposed vehicles as printed in the Warhammer 40,000 Rulebook. He is wearing power armour and is armed with a bolt pistol.



An Ultramarines' Razorback provides supporting fire for an assault.

ORK DREADNOUGHT

Every Ork or Gretchin wants to be big, strong, tough, and shoot large guns. Despite the initial discomfort of having a 'seein' to' by a Painboy, getting wired into a Dreadnought is just about one of the best things that can happen to an Ork. These clanking, great war machines represent the peak of Orky wargear technology. A bizarre mixture of Mekboy engineering and Painboy bionics, the Dreadnought is also a focus for clan markings and scows. In fact da boyz can't resist daubing glyphs and slogans all over the Dreadnought's armour. These monstrous machines charge into battle displaying huge back banners which show the Ork's mob badge as well as yet more Orky glyphs.



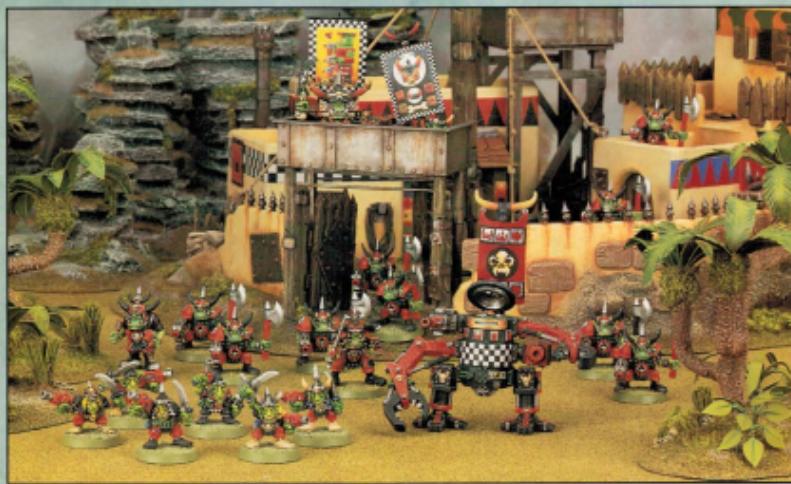
DETAIL OF THE ORK



BANNER



AN ORK DREADNOUGHT OF THE GOFF CLAN



GAMES DAY '94

GOLDEN DEMON

Each year, the Golden Demon Awards bring the best miniature painters and modellers together in a challenging competition designed to test their skills to the limit. On these pages we present a full set of categories for this year's competition. You can enter as many categories as you wish, so be sure to register at Games Day July 30th and get to work painting those miniatures. This year it could be your turn to win a prize!



1994 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Single Miniature

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

2. Best Warhammer 40,000 Squad

This category is for the best Warhammer 40,000 squad chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (ie: Striking Scorpions 5 models, Dark Reapers 3 models, Death Skull Mob 5-20 models, Snolling Herd 2-10 buses plus Runtbord, Genestealers 5 models etc). All models must be presented on standard slotbases.

3. Best Warhammer 40,000 Vehicle

This category is open to a single Warhammer 40,000 vehicle or Dreadnought model.

WARHAMMER

4. Best Warhammer Single Miniature

This category is open to single Warhammer foot or mounted miniatures. All models must be presented on appropriate slottabases up to a maximum size of 25mm x 50mm (a cavalry base) ie: not models on 40mm x 40mm bases.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include four of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

6. Best Warhammer Monster

This category is open to all Warhammer monsters on 40mm x 40mm standard slottabases. You may include a rider if you wish. ie: Orc Wyvern, Chaos Dwarf Bull Taurus, Ogre, etc.



SPACE MARINE

7. Best Epic Model

This category includes either a single model of a Titan or a Gargant or a unit of up to three Super Heavy Vehicles or Chaos Daemon War Engines.





8. Best Battle Scene

Entries for this category must consist of a battle scene from either Warhammer 40,000, Warhammer or Space Marine. The entire display must not be larger than 8 inches by 8 inches and the maximum permitted height is 12 inches.



The model should have at least two miniatures arranged in a combat scene but otherwise there is no restriction on theme or content.

SPECIAL COMPETITIONS

This year, as well as the Golden Demon Awards, we will be holding two additional competitions.

Young Bloods Competition

Entries for this category consist of any single miniature.



The Young Bloods category is open to competitors aged 14 or under.



Space Marine Chapter Design Competition

This category consists of a single Warhammer 40,000 Space Marine miniature painted in a new Chapter color scheme designed by the entrant.

The judges will be looking for original and imaginative ideas rather than brilliantly painted models, although clean, neat painting will help to show your ideas in the best light.

The winning design in the category will be used to create a new Chapter of Space Marines, which will then be featured in White Dwarf magazine.

GOLDEN DEMON COMPETITORS GUIDELINES

- 1.) All entries must be Citadel miniatures.
- 2.) All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.
- 3.) Slight conversions are allowed, but must adhere to the atmosphere of the game world and spirit of the miniatures.
- 4.) The judges will be looking for well-painted miniatures that adhere to the imagery of Games Workshop's fantasy universes.
- 5.) No entries from any previous Games Day will be accepted.
- 6.) All miniatures to the 1994 competition must be personally entered in at Games Day. No postal or store entries will be accepted.
- 7.) The greatest care will be taken with all competitors' entries, but Games Workshop can accept no responsibility for models that are accidentally damaged or broken.
- 8.) Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

CITADEL MINIATURES™

MODELLING GUIDE

By Mike McVey

This month sees the release of the latest volume in Mike McVey's 'Eavy Metal series of Citadel Miniatures painting guides. In this extract from the brand new book – The Citadel Miniatures Modelling Guide – Mike explains just how he creates some his unique and spectacular miniature conversions.

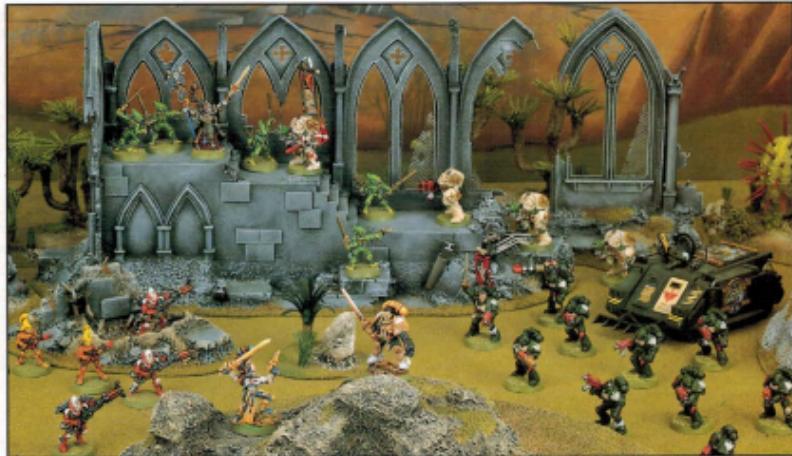
CHARACTERS

Painting your army of Citadel Miniatures is great fun, and in my latest book I explain how to personalise all your troops and unit leaders. However, the important characters and generals deserve even more attention. As the focal point of your force, they'll play a vital role in all of the battles you fight. Nothing is more impressive than fielding your army with a spectacularly converted general to lead your warriors to battle.

Tackling an exciting conversion project like the Blood Angels Captain is really just a case of applying all of the modelling skills I talk about in the new guide. Once you've mastered these, the only limit to what you can achieve is your own imagination.

INSPIRATION

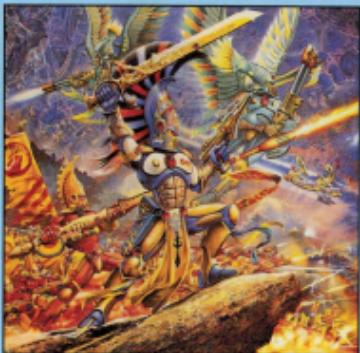
Finding inspiration for conversions of this sort is a lot of fun. Ideas can come from many different sources, including artwork, stories and army lists. The page opposite shows two conversions which were both inspired by pieces of artwork. These are brief examples of how the conversion process works. Elsewhere in the guide I look in far greater detail at three special conversions – A Blood Angels Captain, an Empire Knight Panther and a Chaos General riding a dragon. By breaking these conversions down into their separate stages, you can see that they were really quite straightforward projects. On the following pages, we've extracted the section on converting the Blood Angels Captain for this special White Dwarf preview.



Important characters and army leaders are the ideal subjects for more ambitious conversions, as they enhance the appearance of the whole army considerably.

DIRE AVENGER EXARCH

This conversion was inspired by the painting by Geoff Taylor on the cover of the Eldar Codex book. Although the actual details on the miniature are very similar to the existing Dire Avenger Exarch, the positional change means that the model has to be extensively converted, using parts taken from several



miniatures. Both arms were replaced, the right one at the shoulder and the left at the elbow. A shuriken pistol was added to the left hand and a new sword was pinned into place on the right fist. I modelled on some new armour plates to hide the joins on the arms.

The bent left leg is from one of the Dire Avenger Aspect Warriors. It was pinned into place at the hip, and the joint filled in with putty. The right leg was bent very slightly to balance the pose of the model. The last step was to model on some long hair at the back of the crest.

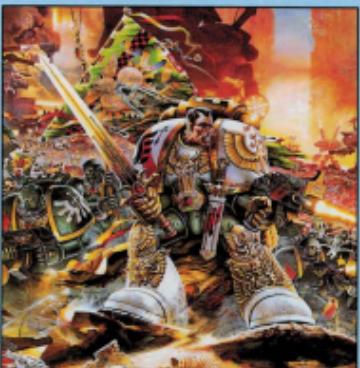
When doing conversions of specific miniatures, there are three main things to concentrate on. The first is that the components you use are as compatible as possible, the second is the positioning and the third is the colour scheme.

On the Dire Avenger Exarch shown on the right, none of these elements are exactly the same as those in the painting, but they are all close enough to make the finished conversion easily recognisable as coming from the picture.



DARK ANGELS CAPTAIN

The idea for this conversion by Neil Hodgson also came from a Geoff Taylor painting – this time it was the cover of Dark Millennium. The Dark Angels Captain is a very strong central figure and the perfect subject for a conversion. Space Marines are ideal to



convert as there is a large supply of miniatures, complete plastic models and plastic components. Especially useful are the plastic arms and weapons which make positioning simplicity itself.

Neil based this conversion of the Dark Angels Captain on the body of a Dark Angel Sergeant, so the details were already in place. His main task was to remove the right arm and shoulder pad and replace them with a plastic arm and power sword from another miniature. He also added some fine sculpted detail to the chest and the left shoulder. The rest of the fine detail was added at the painting stage.



BLOOD ANGELS CAPTAIN

The first special conversion we're going to look at is a Blood Angels Space Marine Captain. This conversion was inspired by John Blanche's Warhammer 40,000 box cover painting. The central image of the painting is so strong and dynamic that it makes an ideal subject for conversion, as well as a spectacular army leader.

One of the best things about converting Space Marine miniatures is that they all share some common features, for instance, they all wear power armour. Only the detail and positions vary. This makes it really easy to find models that you can use as the basis of your conversion. The fact that there are plastic versions of the arms and most of the weapon variants means that changing the parts you need is also simple.

A wide range of Space Marine miniatures is available, and although some of these are specific to certain Chapters, parts of them can still be used on any conversion. It is generally only small details that identify Space Marines as belonging to a particular Chapter, and these can easily be removed or changed.

Most of the major parts used in this conversion came from other Blood Angels Space Marines, so the markings did not need to be changed.



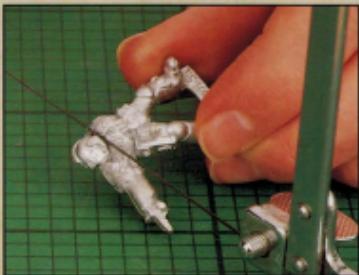
The components I took from other Space Marines to make this conversion have been partially sanded so that you can see which miniatures they came from.



GETTING STARTED

The first step is to remove all of the components you'll need from their original miniatures. The Blood Angels Captain is a complex conversion, involving parts from many different miniatures. This does not need to be the case every time, it is only because this conversion is so specific that the parts needed to be exact.

There is quite a lot of sawing involved in removing the pieces from their original miniatures. Two of the Space Marines need to be sawn completely in half, and another needs the power fist removing. Some of the smaller components can be removed with a good pair of clippers. There is a danger that these may cause a little damage, so I tend to use either a fret saw for the smaller pieces, or a razor saw for larger cuts. For example, I removed the head with a fret saw and cut the body in half with a razor saw. Remember, all of the pieces you remove should go straight into your bits box so that you can use them on other conversions.



The old head is carefully removed with a fret saw

REMOVING COMPONENTS

The body is the largest component in the conversion and is made from two separate miniatures. The torso is from a Blood Angels Sergeant and the legs are from a Blood Angels Death Company trooper. I chose these pieces for two reasons. The first is that the sculpted detail, including the blood drop on the chest eagle and the laurel wreath and blood drop on the left leg, matches that on the painting exactly. The second reason is that the position of the right shoulder pad is also very closely matched to that in the picture, making the torso almost ideal. Only the left arm needed changing.



To cut the Space Marine in half, it was laid down flat on the cutting mat and held firmly. The incision was carefully made above the belt and went right through the whole miniature.

When you are cutting the bodies in half, hold them firmly on your cutting mat and gently saw through them. You really don't need to apply much pressure, the razor saw should do most of the work. Just try and make the cut as flat and as neat as possible. When you've sawn all the way through both of the bodies, you'll need to clean up the joining surfaces before the two chosen halves can be joined. To do this I use a file initially, and then an emery board to get a really smooth finish.

MODELLING TIPS

MAKING PURITY SEALS

Characteristic features of the Blood Angels Captain are the Purity Seals on his armour, and these are actually very easy to make. To give the model a more three-dimensional look they are made and then stuck on separately.

The seal is made from modelling putty. Simply roll up a tiny ball of putty and press it onto the model so that it forms a disc. Push in the centre of the disc with a modelling tool – I use the end of a cocktail stick with the point cut off to get an accurate circle. The rest of the seal is made from paper. Just paint the design onto the paper, cut it to the right shape and glue it to the putty seal with a tiny spot of superglue.



After the purity seal is in place, two small strips of paper are attached with a small dot of superglue.

The power fist was easy to remove from the Space Marine Sergeant. I carefully cut down the side of the torso, in the ribbed area under the shoulder pad, and smoothed down the cut surface with a file.



The areas from where the old components had been removed were carefully filed flat, ready to take the new pieces.

The head and power fist needed to be removed from the torso of the Blood Angels Sergeant. These were carefully snipped off and the joins filed flat, ready to take the new components. There is no left arm on the new body, just a flat join for a plastic arm. This made it ideal for adding the power fist, the new arm just needed to be trimmed to fit at the right angle.

JOINING THE PIECES

When all of the components have been removed from their original miniatures and thoroughly cleaned up, they are ready to be joined together. Have a dry-run first, just as you would with multi-part models, as the fit needs to be checked to see if the parts need to be altered at all.

I pinned all of the components together for extra strength, with the exception of the right arm, which is plastic and doesn't place much strain on the join.

The technique for pinning was explained in detail earlier in the guide. The main thing to watch out for is that the pieces line up properly and neatly. Try and get the pose as natural-looking as possible – this won't be too much of a problem as you've got the picture as reference. Remember, you're not trying to



All of the separate pieces of the conversion base have been cleaned up and are ready for assembly.

create a perfect replica of the character in the painting, this would be almost impossible. All you are trying to do is capture the same look and feel so that the conversion will be instantly recognisable.

When I was assembling the pieces, I tried to put them together in a logical order. The legs and body were joined first, creating the base for the rest of the pieces. I added a single pin to the join to secure the two halves of the body.



The body is joined to the legs, with a pin added for strength. When this is dry, the rest of the components can be added.

The next stage was to add the new head to the body. I did this before attaching the arms, as these tend to get in the way. The head was pinned on, leaving about half a millimetre between it and the body to give the model a neck. Getting the position of the head right is very important, so here it's a good idea to have the right arm held on with Blu-Tack, enabling you to make sure that the head looks along its line.



The head is pinned into place and twisted so that it is looking in the right direction – down the barrel of the gun.

Don't worry about the gap between the head and the body. There is some sculpted detail to be added for the hair and bionic eye, so this will cover over any roughness. Before the head was added I very gently closed the mouth a little by squeezing it in the jaws of a pair of pliers. Be very careful if you are doing something like this, I always wrap the component in tissue paper to prevent damage.

SCULPTING DETAIL

When the head is in place and the arms have been added, the only thing left to do is to add the fine detail. These are the parts of the conversion that give it an individual look, they won't be found on any other miniature. In this case the parts I added are the bionic eye, hair and winged blood drop on the gun. Of these the bionic eye is the most important, as it gives the conversion much of its character.

The bionic eye

This part of the conversion was done in three stages. The first stage was to model on the basic shape of the eye. A flat piece of modelling putty was added to the side of the face and sculpted to roughly the right shape. I waited until the putty was dry and then very carefully cut and filed it to the correct shape. This way I ensured that the edges were sharp and precise.

The rest of the detail was added when the basic shape was dry. The tubes were made from thin sausages of putty. The eye-piece and rivets were made by cutting sections of thin plastic rods to give different diameters of disc. All of these were then carefully glued into place.

The hair

When the bionic eye was finished, I added some more modelling putty round the back of the head and at the base of the neck. This was applied and carefully smoothed into place before I used a sculpting tool to cut in the texture of the hair.

THE BASE

In John Blanche's painting, the Blood Angels Captain is standing on rough terrain which has several easily recognisable features – notably the rubble and the skull. I wanted to incorporate these features into the conversion to give it another visual link with the picture. Beware of going to town with something like this – too much detail on the base will overwhelm the model itself. Just add a little detail to capture the feel of the scene.

THE FINISHED MODEL



The finished conversion was left to dry and carefully painted in the same colours as the Captain in the picture. Getting the colour scheme right is just as important as the modelling work. The details in the paint scheme give the miniature most of its individual look: the skull on the knee-pad and the flame design on the armour are particularly important. The colours used are standard for Blood Angels, only certain details vary.



The Blood Angels Captain leads an assault against a force of Goff Orks

GAMES WORKSHOP®

INDEPENDENT RETAILERS

The stores highlighted in **bold** carry one or more of the modular racks for the new Games Workshop Hobby Center. They will have an excellent selection of the new pewter ranges and carry the free Citadel Collector's Guides. These are your one stop shops for Citadel Miniatures. However, please understand that we cannot guarantee every store will have all GW product available. We will continue to update our files and add or delete when we feel it necessary.

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UNDEAD



WRAITHS



SKELETON HORSEMEN

WARHAMMER®

REVENGE OF THE DOOMLORD

By Jervis Johnson

This month's battle report is based on the scenario from the new Warhammer Armies – Undead book. Dieter Helsnicht's Undead host clashes with the forces of the Empire in a bitter struggle for the village of Beeckerhoven.

Dieter Helsnicht was once a great and renowned wizard who lived in the Empire city of Middenheim during the time of the Three Emperors. Over the course of his studies Dieter learned of the great Necromancer king Kadon and decided to travel to the lands that he had once ruled in the Border Princes in order to find out more about this enigmatic and evil figure. It was while he was there that Dieter first started to hear rumours of the return of Nagash after his defeat by Sigmar. Dieter, drawn by an irresistible curiosity, continued his journey and travelled to the fortress of Nagashizzar. What happened to him in that cursed place is not known, but he returned to Middenheim a changed man, his hair turned prematurely grey and his skin tinged with an unhealthy pallor. The Doomblood had been born!

Shortly after his return word began to spread of evil practices and vile rituals being performed in the dead of night by Dieter

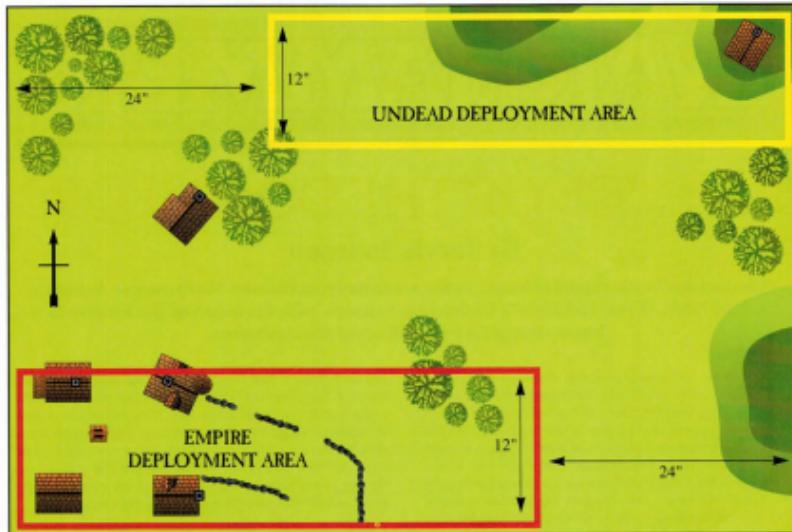
and his followers. Only too aware of where such things could lead, the High Priest of Ulric gathered a company of Knights and descended on Dieter's dwelling. They arrived just in time, disrupting a magic ritual that would have allowed Dieter to raise the dead buried in Middenheim into a powerful Undead army. Shaking his fist and vowing revenge Dieter fled from the city, swooping away over the heads of the astonished High Priest and Knights atop the back of a monstrous manticoire.

Dieter was a man of deep, if twisted, intelligence and had prepared for every eventuality. He had built a secret fortress deep in the Forest of Shadows to which he could escape should his activities be discovered. From this dark and evil place he plotted his revenge and slowly built up his strength. Decades passed, and those who had known Dieter Helsnicht had either died or forgotten him, when rumours started that a dark tide of pestilence and death was spreading through the forest towards the Empire. Bands of Orcs and Beastmen were being driven before it, and travel along the road that joined Middenheim and Erengard became extremely perilous.

Determined to do something about the problem, Einrich Moltke, the Elector Count of Nordland, mobilised his army. He advanced quickly, easily crushing the scattered Orc and Beastman warbands that opposed him. However, when he pushed deeper into the Forest of Shadows, disaster struck! As the army marched along an ancient path beside the Lake of Woes, it was ambushed by a powerful Undead horde. Caught in column of march, with the lake on one flank and the Undead on the other, the army was all but annihilated. Some troops attempted to flee across the lake, but Dieter had cunningly concealed units of Undead in the water, so as the troops tried to swim they were dragged below the surface to a horrible death. At a stroke Dieter had wiped out almost half of the Empire forces that lay between him and Middenheim!

One of the few survivors of the battle was the Elector Count himself. When the ambush was sprung he had been leading a unit of Pistolsers that was scouting ahead of the main army. At the head of this small unit he was able to cut his way out of the ambush and make it back to the small village of Beeckerhoven on the Middenheim to Erengard road. A small garrison had been left here to guard the army's lines of communication, and now this, along with the few scattered survivors of the ambush, were all that remained of the once mighty Nordland army. Grimly the Count organised his meagre forces and





prepared for a desperate defence. Messengers were sent galloping to Middenheim and Kislev requesting reinforcements.

Fortunately for the Empire, Dieter did not pursue the Elector Count immediately, delaying his advance so that he could perform the rituals that would allow him to add the dead Nordland troops to his Undead host. Even then he advanced very slowly, dispatching Undead horsemen and Carrion to scout ahead of the main army. By the time that the Undead host arrived at Beeckerhoven, the Elector Count had had several days to prepare, and reinforcements from Kislev and Middenheim were already on their way.

Dieter's caution had not been in vain, however, for he knew exactly what forces he faced in Beeckerhoven, and that reinforcements were on the way. He realised that if the Empire contingents were allowed to concentrate into one force they would outnumber his own Undead army. Rather than allow this to happen he determined to strike quickly and attempt to defeat the separate contingents before they had a chance to combine into one unstoppable force.

To this end Dieter dispatched a small force of Undead horsemen north to stop, or at least slow down, the Kislev reinforcements. There was nothing that he could do to delay the Middenheim reinforcements as the village of Beeckerhoven lay between Dieter and the advancing Middenheim army. Instead he prepared to launch a whirlwind assault on Beeckerhoven. If he could just destroy the Count of Nordland's troops quickly enough he would then be able to turn his entire army against the Middenland reinforcements and crush them as they arrived on the battlefield. It is at the point that Dieter launched his assault on Beeckerhoven that the scenario begins...

THE BATTLE

Dieter's plan almost succeeded. He began the attack by assaulting Beeckerhoven with regiments of Skeletons, Zombies and Ghouls, while keeping his chariots and cavalry in reserve. The attack was well supported by Screaming Skull catapults which poured a deadly accurate fire into the village, quickly silencing the Nordland artillery before it caused any significant damage to the Undead forces. The Undead assault troops crashed into the terribly outnumbered defenders and soon furious battles were raging amongst the streets and buildings of the village. Slowly but surely the defenders were pushed back. The Count of Nordland lead a desperate counter-attack at the head of a regiment of Halberdiers, but he was quickly cut off and surrounded by the victorious Undead forces.

Meanwhile, the Count of Middenland had been force marching his army so that he would arrive as quickly as possible. Although the Steam Tank accompanying the army blew a gasket and had to be abandoned, the rest of the reinforcements arrived just in time to save the last valiant defenders of Beeckerhoven. Sweeping onto the battlefield the Middenland forces crashed into the flank of the Undead army.

The Nordlanders took new heart and redoubled their efforts, and for a moment it appeared as if the Undead army would be hurled back. It was at this moment that Dieter committed his reserves, charging his cavalry and chariots into the midst of the newly arrived Empire troops. Dieter himself led the charge on the back of his manticoire, swooping down to engage the Elector Count of Middenland and the White Wolf Knights in furious hand-to-hand combat. The battle hung in the balance as combat raged all along the line of battle.

At this vital moment the Kislev reinforcements arrived, having wiped out Dieter's small holding force. Wasting no time, the Winged Lancers charged into the rear of the Undead units that were attacking Beeckerhoven, decisively turning the tide against the forces of Undeath. As the attack weakened the Count of Nordland seized the opportunity to cut through the thinning ranks of Undead to attack the Doomblood directly. When the Count approached, Dieter seized him in a vice-like grip and unleashed a powerful spell which would have blasted the Count's soul were it not for the protective Black Amulet he wore. This magic artifact turned the power of the spell back on its caster, stunning Dieter and leaving him helpless.

The Elector Count lunged at the defenceless figure, and ran Dieter through with his sword. With a terrible cry Dieter slumped in his saddle, and the legions animated by his dark will collapsed. Skeletons fell into piles of bones. Zombies stumbled and fell, decomposing before the eyes of the watchers till they became pools of rot on the ground. Ghouls fled into the deep woods. Silence fell over the battlefield, and then with a terrible keening wail, the Doomblood's manticores rose into the air and soared away, bearing Dieter away on its back. The Doomblood's plans had been thwarted!

POSTSCRIPT

The Doomblood survived the battle, although he had suffered wounds that would have slain any normal man. Over the coming centuries he would return to threaten Middenheim many more times. From his secret fortress hidden deep in the Forest of Shadows he remains a threat to the Empire's security to the present day.

THE BATTLEFIELDS

This scenario is slightly unusual in that there are two different battles going on at the same time! The main battle took place just outside the small village of Beeckerhoven, about 100 miles north of Middenheim on the road that joins Middenheim and the Kislevite city of Erengard. Salzennund, the provincial capital of Nordland, lies about 40 miles away to the west. The skirmish between the Kislevites and the Undead cavalry took place a few miles to the north by the banks of the River Salz.

You will need to represent the main battlefield, and if you want you can also recreate the second battlefield, although this is not strictly necessary. The scenery required for the main battlefield is shown on the accompanying maps and is fairly straightforward to represent. The most important features of the main battlefield are the village of Beeckerhoven and the walls running along the road that leads

up to it. If you don't have enough model buildings or wall sections you can always improvise using cardboard boxes or books for the buildings, and pens or rolled plasticine for the walls. If you don't have enough woods and hills these can be represented by suitably coloured paper cut to the appropriate size.

The battlefield for the skirmish between the Kislevites and the Undead cavalry was bounded by the river Salz on one side and the Grey Ridge hills on the other. Both of these features were impassable (even to the Undead cavalry), which restricted the battlefield to a narrow corridor, and the tactics that either side could use to a headlong charge! If you wish you can lay out the scenery for this battle as shown on the Skirmish map, opposite. Alternatively, you can simply line the two forces up 16" apart on any suitable flat surface and have them charge at each other! If you choose to use the second method, however, you should remember that the battlefield is about 12" wide and restrict any manoeuvring accordingly.

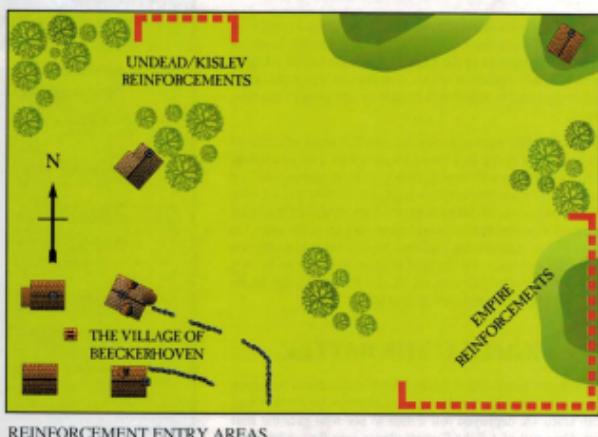
REINFORCEMENTS

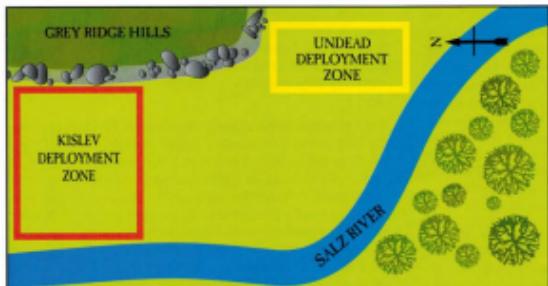
Both sides in the battle may receive reinforcements as described below. Reinforcements are always set up at the start of the turn and may move and fight normally on the turn that they arrive.

Kislev/Undead Reinforcements

The battle between the Kislevites and Undead detachment is won by the first side to wipe out or rout all of the opposing models. Any surviving models on the winning side may be taken as reinforcements on the main battlefield at the start of their next or any subsequent turn. The reinforcements do not have to be taken straight away and may be held back to the start of a future turn if desired.

The models enter at the location shown on the Reinforcement Entry Areas map, and should be set up within 6" of the edge of the table. The models may be set up in hand-to-hand combat, in which case the unit can fight in the following combat round





SKIRMISH MAP

and counts as charging in the first round. Note that if the Undead player decides not to send a detachment to fight the Kislevites then the Kislevite contingent is available as reinforcements from the first Empire turn.

Middenheim Reinforcements

At the start of the battle the Empire player must decide on which turn his reinforcements will arrive, and secretly write down the turn number on a piece of paper. The slip of paper is revealed at the start of the turn when the reinforcements arrive. The turn on which the reinforcements arrive will affect the number of victory points the Empire player scores for the battle, as shown below.

Arrive On	Empire Victory Point Modifier
One	-10 Victory Points
Two	-5 Victory Points
Three	0 Victory Points
Four	+5 Victory Points
Five	+10 Victory Points

The Middenheim reinforcements enter at the location shown on the Reinforcement Entry Areas map, and should be set up within 6" of the edge of the table. The models may be set up in hand-to-hand combat, in which case the unit can fight in the following combat round and counts as charging in the first round.

Steam Tanks: Steam Tanks are not the most reliable of vehicles and there is a good chance that any chosen as reinforcements will break down before getting to the battlefield. To represent this important factor the Empire player must roll a D6 for each Steam Tank model he has taken as a reinforcement before he sets the model up on the table. On a roll of 1 or 2 the Steam Tank has broken down and may not be used (although the Undead player does not score any victory points for destroying it). On a roll of 3 to 6 the Steam Tank may be set up and used as normal.

FIGHTING THE BATTLE

The Empire player must deploy the Nordland and Kislevite forces first, then the Undead player deploys his army. Once both sides are deployed roll a dice to see who gets the first turn. On a roll of 1-3 the Empire player goes first, while on a

roll of 4-6 the Undead player goes first. The battle lasts for five turns each side and then the players add up victory points to determine who has won.

This battle is unusual because there are two different battles going on at the same time. During each phase apart from the magic phase you should carry out any actions on the main battlefield before you carry out any actions in the battle between the Kislevite and Undead forces. For example, in the Empire player's turn he should carry out any movement on the main battlefield before he moves his Kislevite contingent, then return to

the main battlefield and resolve all the combat there before resolving the Kislevite combats and so on. The only exception to this is the magic phase, which is carried out on both battlefields using a single hand of cards. Magic cards can be used to cast spells or make dispels on either battlefield.

WINNING THE GAME

If all of the troops belonging to a player are slain and/or routed then his opponent wins an outright victory. If the game ends without either side winning a decisive victory, then calculate victory points to see who has won.

UNDEAD VICTORY POINTS

Each Empire unit either destroyed, fleeing or having fled the table:	1 victory point for each 100 pts (or part) the unit cost.
If there are no Empire troops within 6" of any building in Breekerhoven:	5 victory points
Each Empire General slain, fleeing or having fled the table:	1 victory point
Each Empire Battle Standard captured:	1 victory point

EMPIRE VICTORY POINTS

Each Undead unit destroyed, fleeing or having fled the table:	1 victory point for each 100 points (or part) the unit cost.
If there are no Undead troops within 6" of any building in Breekerhoven:	5 victory points
Undead General slain, fleeing or having fled the table:	1 victory point
Undead Battle Standard captured:	1 victory point
Middenheim reinforcements arrived on turn one:	+10 victory points
Middenheim reinforcements arrived on turn two:	-5 victory points
Middenheim reinforcements arrived on turn three:	0 victory points
Middenheim reinforcements arrived on turn four:	+5 victory points
Middenheim reinforcements arrived on turn five:	+10 victory points

THE BATTLE

By Mark Hawkins, Ian Pickstock and Gavin Thorpe

EMPIRE INTRODUCTION



When Robin said that he wanted us to do a battle report for White Dwarf I was intrigued to say the least, maybe even a little excited. Okay, I admit it – I was thrilled to bits. Robin explained that we would be playing the scenario from the new Warhammer Armies – Undead book. This was getting better by the minute. It was only when he mentioned that Gavin had opted to take the Undead, leaving Ian and myself with the Empire, that overwhelming despair hit me.

Admittedly the thought of playing Warhammer against Gavin was a little daunting as he is an experienced and skilled gamer. The fact that he was in command of possibly the most powerful, nasty and downright scary army this side of the Northern Wastes was just terrifying. Calming down a bit, I gradually became accustomed to the idea and saw the benefit of the battle – if we could beat Gavin and his nightmarish host of Undead with an outnumbered Empire army then we need never fear another opponent.

Ian and I decided to split the Empire's forces between us. He would take command of the Middenland reinforcements, and I would both lead the small Kislevite force and defend Beeckerhoven with Nordland's army.

After considering several different strategies I decided that the best plan of action was to try and hold out in the village until reinforcements arrived. With this in mind, I deployed everyone I could behind the relative safety of the walls. This did mean that I made a good target for Gavin's screaming skull catapults but these would hopefully be taken care of by my Great Cannon. My Hellblaster volley gun and Crossbowmen would whittle down the Undead host before it arrived, and my large block of Halberdiers – led by the Wizard – would hold the line once it came to close combat.

Also within the village, I placed my Battle Standard Bearer and Einrich Moltke, the army General. These two held a central position, allowing most of my regiments to test on my General's leadership. A second advantage of keeping these characters in the village was the special victory point bonus I gained for holding Beeckerhoven with no enemy models within 6" .

My Pistoleers formed a mobile reserve and flank defence as they are highly manoeuvrable *fast cavalry* who can rapidly redeploy to cover the greatest threat. If I could resist the temptation to charge the foe they would prove a great asset.

That was the plan. All that remained was to put it to the test.



THE PLAN TO END ALL PLANS



You can imagine my joy when I was asked to play and write a battle report for White Dwarf. My enthusiasm was slightly dampened when I was told that we would be playing the scenario from the Undead book. Why? Well, we had helped playtest the scenario and I had been severely beaten on two occasions, both times as an Empire General. Then I brightened up a bit – a quick

check of my memory revealed that, by rights, it should be my turn to command the Undead!

My task was made slightly easier as we agreed to use the forces that fought in the historical battle of Beeckerhoven, meaning I could worry about my tactics rather than having all the trials and frustration of choosing a force (there never seems to be enough points, does there?). Fighting a battle with set forces is one of the hardest and most realistic tactical problems you can have. Without the ability to tailor your units to the tasks you have set, you have to devise a whole plan based on the strengths and weaknesses of the army presented to you.

Throughout the formulation of my overall strategy I constantly reminded myself of the factors that would play an important part in the game. Firstly, the village of Beeckerhoven was worth a potential ten victory points if I could both secure it and prevent Mark or Ian from having troops within 6" at the end of the game. Secondly, the Empire reinforcements could arrive at any time and might upset my plans by being too early or too

late. Finally, it was important to prevent the Kislevites from arriving behind me.

Taking each in turn, I resolved to move my two large units of Zombies and Ghouls towards the village itself. Hopefully I would be able to take out the Empire artillery with my Carrion before it blew me back to the Forest of Shadows. I wanted a fast force on my left that could either sweep down on the village from around the central wood, or charge any early arrival by the Middenheim contingent. The Skeletons I would set up centrally, so they could join either of these two forces, depending on Mark's deployment. Having decided on this general plan, I would be able to make subtle changes as the game unfolded.

When it came to set up the table and choose our spells, I took a quick look through the Necromantic Magic deck to familiarise myself with all the new spells. Magic is important in Warhammer, and the ability to discard your spells in favour of more appropriate ones means a good knowledge of the spell decks is invaluable. With a smattering of offensive and defensive spells, enchantments to *Raise the Dead* and the essential *Vanhel's Danse Macabre*, the new Necromantic spells from the Warhammer Armies – Undead book should provide any Undead commander with a solid core of magical abilities. After a single discard I held *Vanhel's Danse Macabre*, which would be vital in carrying out my plan. I also had *Hand of Dust*, a spell which is useful for killing off tough characters who have survived hand-to-hand combat with Dieter, Sunwus or Skeletons to bolster my units a little bit, and *Curse of Years*, a particularly nasty spell which can kill an opponent with a single dice roll! Since Dieter is a Necromancer Lord he has the ability to cast the same Necromantic spell several times in the same magic phase, a definite advantage when using *Vanhel's Danse Macabre*.





EMPIRE ARMY

NORDLAND CONTINGENT

Eiarich Moltke: Armed with a *Runefang* and the *Black Answer*. He wears heavy armour and rides a barded Warhorse.

Nordland Battle Standard: Armed with a sword. He wears heavy armour and rides a barded Warhorse.

20 Halberdiers: Armed with halberds and wearing light armour. The regiment includes a *Grey Wizard Champion*, a regimental Champion and standard bearer.

5 Pistoleers: Armed with hand weapon and pistols. They wear light armour and ride Warhorses.

6 Crossbowmen **6 Crossbowmen**

Great Cannon **Helblaster Volley Gun**

KISLEV CONTINGENT

8 Winged Lancers: Armed with lance and hand weapons, wearing light armour and carrying shields.

8 Horse Archers: Armed with bows, hand weapons and carrying shields.

MIDDENLAND CONTINGENT

8 Knights of the White Wolf: Armed with double-handed weapons. They wear heavy armour and ride barded Warhorses. The regiment includes a *Wizard Lord* with the *Chalice of Sorcery*, *Lothar Metternich* with the *Sword of Heroes*, and a standard bearer with the *Dread banner*.

5 Pistoleers: Armed with hand weapon and pistols. They wear light armour and ride Warhorses.

10 Greatswords: Armed with double-bladed swords.

Steam Tank **10 Archers:** Armed with longbows and hand weapons.

War Wagon

UNDEAD ARMY

MAIN BATTLE

Dieter Helsicht: Armed with a *Chaos Ransword* and the *Staff of Flaming Death*. He also carries a *Doppel Magic Scroll* and rides a Manticoire.

5 Skeleton Horsemen: Armed with lances and hand weapons. They carry shields and are led by the *Battle Standard Bearer* with the *Doom Rider banner*.

24 Zombies: Armed with hand weapons and shields. The regiment includes a standard bearer and is led by the Wight Lord *Prince Under the Depraved*.

20 Ghouls: Armed with hand weapons and including a standard bearer.

25 Skeleton Warriors: Armed with hand weapons and shield. The regiment includes a standard bearer and is led by the Wight Lord *Black Helm*.

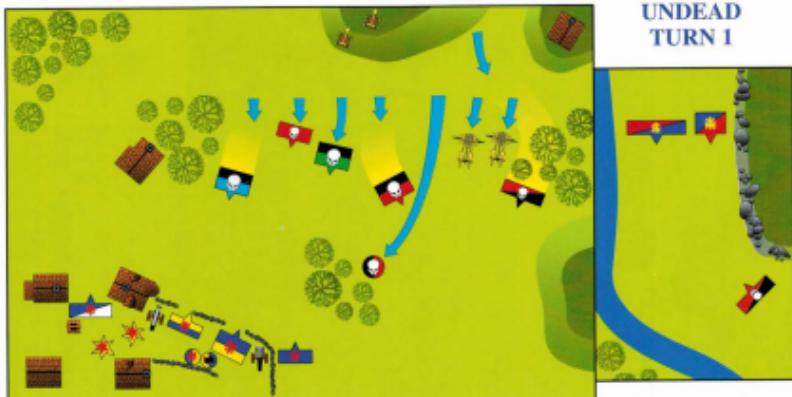
12 Skeleton Crossbows: Armed with crossbows.

2 Carrion: the riders are armed with hand weapons.

2 Skeleton Chariots **2 Screaming Skull Catapults**

SKIRMISH BATTLE

5 Skeleton Horsemen: Armed with lances and hand weapons. They carry shields and are led by the Wight Lord *Varax the Despoiler*.



UNDEAD TURN 1

Gavin: A chilling north wind blew the scent of decay and rotting flesh towards the distant village. The scraping sounds of metal on bone, and the sibilant hissing of long-dead spirits was carried towards the Imperial army. Dieter Helsnicht gave a withering stare at the pitifully small force that dared to oppose him. Around the Doomblood was arrayed his legion of damned souls – Zombies and Skeletons from the graveyards and battlefields of the Northern Empire led by cruel and ancient Wight Lords bound by unspeakable pacts to aid him in his vengeance. The Doomblood cast a glance over the ranks of his army and gestured towards the village...

The bulk of the Undead host shambled towards the cluster of buildings that was their objective. On the left flank the faster moving Chariots and Skeleton Horsemen broke into a rickety canter and started to sweep round the clump of trees which obscured them from the deadly artillery stationed on the outskirts of Beeckerhoven. With a screech and a flapping of leathery wings the two Carrion soared upwards, hoping to swoop down onto a vulnerable unit later in the battle. Dieter himself sought the cover of the small wood, as I had no wish for him to be bombarded with cannonballs from the outset. The Ghouls marched towards the enemy, hoping to close the gap and compensate for the rest of the army, who cannot normally march move.

In the skirmish battle against the Kislevites, my main aim was to hold up the reinforcements so I decided not to move my cavalry at all to force Mark to do all the work. The longer I held them up, the more time I could spend in the main battle without worrying about the possibility of a fast, hard-hitting force of knights appearing at the rear of my army.

The screaming skull catapults both targeted the Empire Great Cannon which could prove very deadly against my large units of Skeletons and Zombies not to mention the Doomblood himself! The first shot would have landed right on target, had it not been for an unfortunate scatter roll. The second overshot by a few inches and the horrific ammunition landed in the empty streets of Beeckerhoven.

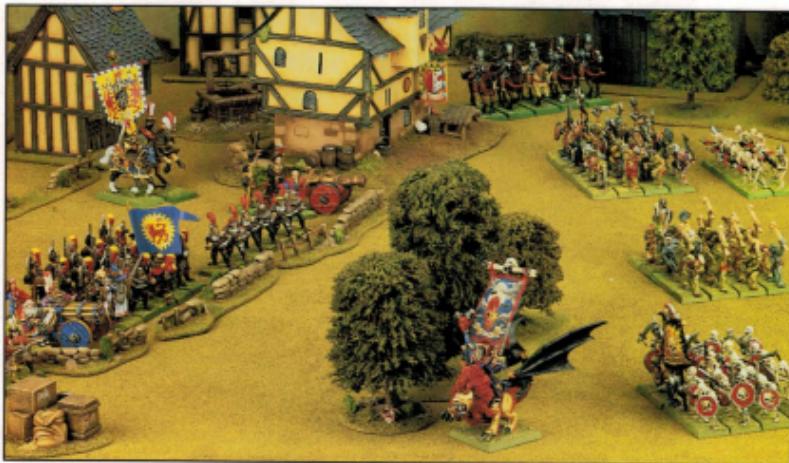
The winds of magic were swirled into a tempest by the presence of my unnatural force as pure magical energy coursed through Dieter's body and sparks danced in his eyes. Since Undead armies are reliant on magic, rolling a double 6 for the number of magic cards is a good way to start any battle. Not wishing to spend all day moving my troops into a respectable position, I decided to use this opportunity to cast *Vankel's Danse Macabre* several times. The first target was my Zombies who marched straight towards the enemy. The Wizard Champion opposed to me seemed to be overawed by the Undead host and passed his chance to cast – and continued to do so for the entire turn. With a free rein I cast *Vankel's Danse Macabre* on my crossbow armed Skeletons, but the impudent Grey Wizard managed to dispel it. Next target for this spell was my Battle Standard Bearer and his unit of Skeleton Horsemen, who moved further down my left flank. I cast the same spell yet again to march my large unit of Skeleton Warriors further round the woods. With Mark passing once again I was worried by the number of cards he was still holding and his lack of dispel attempts. I promptly played the *Drain Magic* card, forcing him to discard both *Rebound* and *Destroy Spell*. Combined with the *Drain Magic* card itself and the *Mental Duel* that Mark had wisely left unused, we had four of the six special cards in the first turn!

I had managed to achieve a lot with the multiple uses of *Vankel's Danse Macabre* almost giving me another complete movement phase (with the ability to march move as well). I felt I was in a good position to take Beeckerhoven before any reinforcements could intervene...

EMPIRE TURN 1

Mark: I watched in horror as the Undead army surged forwards under the magical influence of the Doomblood. As I was outnumbered by more than two to one, all I could do was wait for the reinforcements and pray to Sigmar that I was still around when they arrived.

Of the Nordland contingent I moved my Pistoliers forward to protect my left flank whilst the rest of the army waited. In the skirmish I advanced both my Kislev Winged Lancers and Horse Archers in the hope of being able to charge next turn.



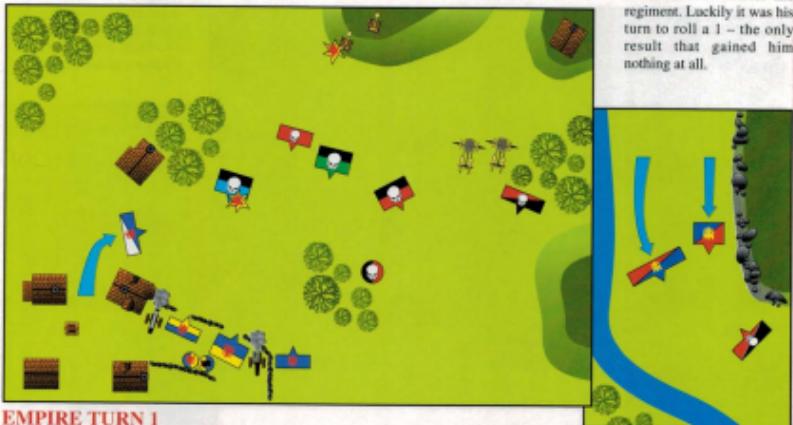
The Nordland army defends the village from the Undead assault.

Having taken all my movement, shooting was the order of the day. My Helblaster fired three of its nine barrels at the advancing Zombies. At over half range, eight of them were hit and seven destroyed. Not a bad shot. My Crossbowmen fired into the ranks of the Ghouls but only killed one of them. Lastly I fired the Great Cannon at a screaming skull catapult on a distant hill behind the bulk of the Undead. It was important that I made this shot count as a rain of panic-causing shot from these war machines could spell disaster for my little force. The cannon ball landed a bit short, bounced closer and then just into the front of the catapult. Then to balance out this luck I went and rolled a 1 and failed to damage it at all!

Rolling a 7 for the winds of magic, I studied my spell book. With a grim my Wizard Champion cast *Traitor of Tarn* on Dieter. Hopes of controlling my enemy's General filled my head but Dieter dispelled the power.

In return Dieter cast *Vanhel's Dusse Macabre* on his Skeleton Crossbowmen, giving them a chance to fire at my Pistoliers. I attempted to dispel it but failed and I thought those young nobles were doomed. However, the Undead are not skilled troops. Only one of the Pistoliers was hit and he was saved by his armour.

The Doomblood then attempted to raise more Skeleton Horsemen to bolster his regiment. Luckily it was his turn to roll a 1 – the only result that gained him nothing at all.





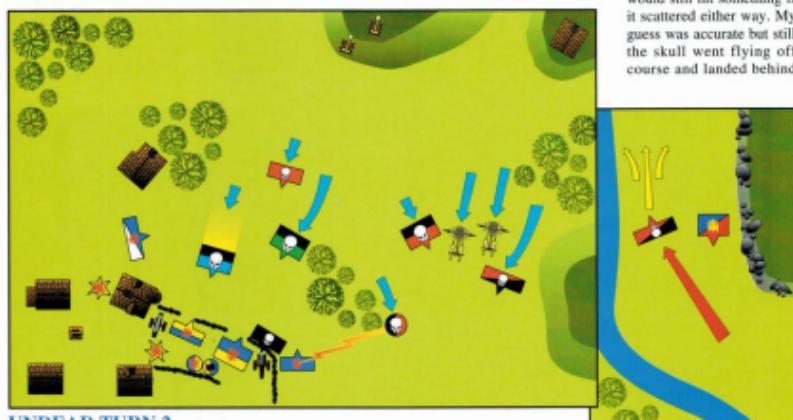
Carrión swoop down on the hapless volley gun crew as the Undead army closes in.

UNDEAD TURN 2

Gavin: Screeching their chilling hunting cries the Carrión dived down and charged the crew of the volley gun. The crew were unafraid and Mark decided, after quite a bit of consideration, to stand and fight. It was at this point that an interesting debate started – do regiments get the defended obstacle bonus against flying creatures? Of course, I argued that they didn't, after all, land bound obstacles are no barrier to a creature that is swooping and diving over a unit. Mark and Ian protested and we finally appealed to a higher authority. Rick decided that it would be unreasonable for a unit to claim a defended obstacle bonus against a creature that could fly over them and I cackled with glee.

While some of my army maintained their slow but unstoppable trudge towards the buildings of Beeckerhoven, the Chariots and Skeleton Horsemen galloped around the edge of the battle with the hope of attacking the side of the Empire army, or possibly countering the arrival of the reinforcements.

Since the Great Cannon was such a small target I decided to improve my chances of hitting by picking on something bigger. I chose the Halberdiers and once again my range guess was spot on target (the template being centred over the bald head of their Champion). Yet again the Scatter dice did all it could to thwart my attempts and the shot missed completely. The other catapult targeted the Crossbowmen standing between the Great Cannon and the Halberdiers, as the shot would still hit something if it scattered either way. My guess was accurate but still the skull went flying off course and landed behind



UNDEAD TURN 2



everybody. I began to hope that this wasn't going to turn into a habit. My Skeleton Crossbowmen had spent the turn closing the distance and were unable to shoot.

My Carrion struck at the Helblaster crew and killed one of them. The valiant gunners then struck back and one managed to slice the sinews of a Carrion's wing with a reckless sweep of his sword. With one wound on each side the combat was a draw and I had been held off by mere guncrew.

In the skirmish against the Kislevites my Skeleton Horsemen charged the Horse Archers who stood and fired, killing one of them. As bone-hilted lances crashed into the Kislevite ranks two of the Archers were flung from their horses. Vrax the Despoiler hewed left and right with his mystical *Wight Blade*, and another Kislevite toppled from his mount. The Skeletal Steeds attacked too, rearing up and lashing out with their hooves. Four Archers were struck by the flailing mounts and two more died. Badly mauled, the Horse Archers wheeled their mounts and attempted to escape, but the momentum of the charge helped my troops to catch up and usher them into Death's chill embrace. Despite all this the Lancers steadfastly refused to flee, passing their Panic test with ease. It would take some crafty tactics to get an upper hand on this front.

In complete contrast to the magic in the first turn, I managed to roll double 1's, shattering any hopes I had of using *Vanhel's Danse Macabre* to storm towards the village. I expected the enemy Crossbowmen to charge the side of my Carrion so I decided to discourage them a little by using Dieter's *Staff of Flaming Death*. The fireballs engulfed them but they were tougher than I expected and only one succumbed to the flames. With typical human stubbornness they refused to be panicked by this unforeseen attack. Once more the Grey Wizard had been thwarted by fate and did not cast a spell. To finish off the turn I cast *Vanhel's Danse Macabre* on my unit of Zoombies, marching them ever closer to Beeckerhoven.

It was at this point that I realised my left flank might be out of position for my plan. They could be trapped between the arriving Middenheim forces and the Nordland contingent in Beeckerhoven, leaving little room to manoeuvre the Chariots

and Horsemen. I just had to hope that I hadn't made too big a blunder.

EMPIRE TURN 2

Mark: The crew of my Helblaster had survived the round of combat but desperately needed assistance, so I charged the Carrion in the flank with a detachment of Crossbowmen. The rest of my force held their positions, waiting for the inevitable onslaught. My surviving Kislevites fighting in the skirmish wheeled into position to charge the Undead cavalry next turn.

I concentrated most of my shooting on the regiment of Zombies, trying to kill some of them at a distance. The Pistoliars hit four times and destroyed two of the foul creatures. The second detachment of Crossbowmen shot too but were not inspired by the marksmanship of their comrades and missed completely.

My Great Cannon aimed carefully at the screaming skull catapults again, hoping for better luck than the previous turn but disaster! The cannon misfired and disappeared in a huge explosion as it blew itself and its crew to smithereens.

In the combat against the Carrion my detachment of Crossbowmen weren't doing too well. Despite their charge and passing their Fear tests, they didn't manage to inflict a single wound. Gavin noted my obvious distress and with a wicked grin attacked both my Helblaster crew and my Crossbowmen. The Crossbowmen were lucky but the Helblaster crew were cut down by the second Carrion and its rider.

Rolling a 9 for the winds of magic, I picked up my hand of cards. Aha! I cried, as I used *Total Power* to cast *Traitor of Tara* on Dieter. Gav simply smiled and shrugged his shoulders. With the enemy unable to do anything about it, I only needed to roll above Dieter's leadership on 3D6 to bring him under my power and save the day. Needless to say I rolled a 6 and the spell failed abysmally.

Gavin had three *Dispels* and the *Escape* card in his hand and my only other spell was not yet any use so that was the end of the magic phase.



UNDEAD TURN 3

Gavin: Moaning and grunting, the Zombies stumbled into a run and charged the small detachment of Crossbowmen in front of them. The Crossbowmen passed their Fear test as the Nordland General was within 12". The Empire troops elected to stand and fire, killing one of my Zombies before they closed in and attempted to overwhelm them by sheer weight of numbers.

I decided that the Carrion were being held up too long, which didn't fit in with the hit-and-run tactics I had planned for them. To eradicate the delay I decided that Dieter should take a more prominent role from this point on. The manticore bellowed as

it swept in with mighty beats of its wings. The sight of this monstrosity bearing down upon their rear was too much for the hapless Crossbowmen, who failed their Leadership test and fled. The Carrion and Dieter were able to overwhelm them easily, their ability to fly making them deadly pursuers.

It was do or die time on the northern front. My Skeletal Horsemen turned on the spot and tried to look as menacing as possible. This battle would probably be decided by the roll of two dice. If the Kislevites managed to pass their Fear test they could charge me and probably destroy my unit in one turn. However, if they failed I would get to charge them and inflict some serious damage. Sometimes life and death relies on taking these gambles.



The Middenland reinforcements charge into the Undead.

The crossbows of my smaller Skeleton unit were levelled at the Pistoliars menacing my right flank. A hail of bolts flew towards the young nobles and the inaccuracy of my Skeletons seemed to have vanished, with three shots finding a target. However, the gods were obviously displeased and only one arrow succeeded in plucking a Pistoliar from his saddle. Upset by this lack of effect I lost my cool a little bit and fired the screaming skull catapults at the Pistoliars, which missed due to the rush of bad scatter rolls that had plagued me since turn 1.

Prince Ungor the Depraved, the leader of the Zombies, hacked and slashed at the Crossbowmen cowering behind the wall but the obstacle proved too much for him to overcome. The five Zombies in the front rank also required 6's to hit and only one managed to land a blow, and that failed to wound. The Imperial Crossbowmen fared no better and were forced to flee due to my superior numbers. My Zombies shambled after them, but the wall impeded their pursuit and the gutless Imperial soldiers escaped. Of the enemy units who witnessed this defeat, only the Halberdiers were panicked, turning tail and running for the table edge. Unluckily for me, they stopped just short of routing from the battle completely.

Once again I rolled low, this time getting a total of 3 for the winds of magic. Despite the lack of magical power I tried to make the best of things by casting *Vanhel's Danse Macabre* on my Crossbow unit, allowing them to march move towards the Pistoliars. Mark passed his turn and I used the same spell to charge my Zombies at the fleeing Crossbowmen. They failed to reach their target, but at least they were a little further away from Enrich Moltke, the Elector Count of Nordland. I also missed my chance to use Dieter's *Staff of Flaming Death*, my mind being distracted for a while by the possibility of Empire reinforcements arriving next turn and my left flank remaining completely out of position to avoid them.

By this point in the battle I was beginning to feel a little bit miffed. Every time I could have been greatly helped by the winds of magic, random chance dashed my hopes. The same applied to my skull throwers, which should have been devastating as my usual inability to guess ranges had thankfully been absent. Still, you can't moan at fate, it just moans back louder.

REINFORCEMENTS' DEPLOYMENT



Ian: As the General of the Middenland reinforcements it was up to me to force back the Undead army's assault on Beeckerhoven.

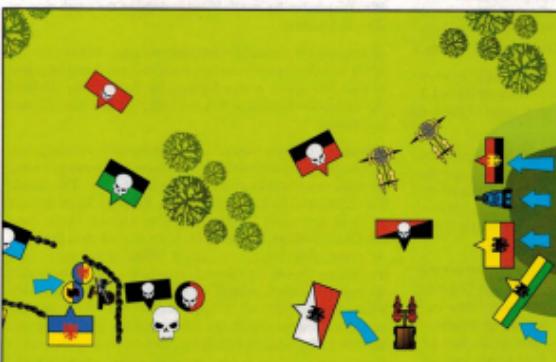
My first decision to make was which turn the reinforcements would arrive on. If I arrived early my troops would have to inflict some serious damage on the Undead army to make up for the negative victory point

modifier. If I arrived late then I might lose any victory point bonus with the loss of Beeckerhoven. I decided to bring my reinforcements on in turn 3 – this gave me no modifier to the victory points.

Just to add to the tension, I was the only person who knew when the reinforcements would arrive. I wrote this down on a piece of paper which I folded up and placed on the corner of the board. Although I had a general idea of my task, my plan of attack would only really take shape as the battle was fought.

At the start of turn 3 the left flank of the Undead army had overreached itself and I was able to set up my reinforcements in a position to charge immediately. Dieter himself had swooped in on the village, wiping out a detachment of Crossbowmen but leaving himself perilously close to my deployment zone.

Having surveyed the scene I decided upon a plan. The bulk of my army would attack the flank force. The War Wagon and Halberdiers attacking the unit of Skeleton cavalry, the Steam Tank would rumble forward blocking the way for one of the Chariots, while the unit of Greatswords would charge the other Chariot. The regiment of Archers would stand on the hill and harass any units that broke through should anything go wrong. Hopefully this would tie up most of his army for the rest of the battle, leaving my General and the Knights of the White Wolf free to fulfil more important tasks.



MIDDENLAND REINFORCEMENTS' DEPLOYMENT

Lothar Metternich's chief counsellor the Amethyst wizard informed him that the the key to destroying the Undead lay in killing their master who was the source of the magic which animated these terrible atrocities.

Lothar signalled for his followers to join him as he unfurled the Battle Standard of Middenheim. The Knights of the White Wolf, Elector Count, Battle Standard and Amethyst Wizard Lord would charge the Doomlord, kill him and scatter the foul magic that bound his deathly force to real world. By Sigmar and Ulric, the forces of darkness were going to learn a lesson today.



EMPIRE TURN 3

Ian: Having set up the Middenland reinforcements I began the turn by declaring charges with my Greatswords, Halberdiers, War Wagon and White Wolves.

Mark: In the last turn my Halberdiers and Crossbowmen had fled and were tottering on the edge of the battlefield. Luckily I passed both rally tests and turned my men round to face the approaching Undead once more. This was my last chance – there was nowhere left to run.

In the skirmish battle the Skeleton Horsemen had moved into a position where I could charge them. Unfortunately the Kislev Winged Lancers failed their Fear test and were left standing, just in the right position to be charged themselves!

Ian: My regiment of Knights of the White Wolf, Elector Count, Battle Standard Bearer and my Amethyst Wizard Lord all charged Dieter in the hope of knocking him down a wound or two, if not killing him. The War Wagon and Halberdiers charged the Skeleton Horsemen, but the Greatsword regiment just stood rooted to the spot with fear. This simple failure to charge was the beginning of the end for the Middenland army.

Apart from the charges I made other moves to place my force in a better position. Having deployed my Archers on the hill, I now reformed them into a long line to give more of them a chance to shoot.

The Steam Tank rumbled forwards to place its thick steel sides between the charging Halberdiers' exposed flank and the Undead Chariot which menaced them. The commander of the Steam Tank tapped a couple of gauges and put his ear to a gurgling pipe. "Full steam ahead," he cried "and prepare to fire the cannon."

As the Skeleton regiment was so close the engineer set the cannon to its minimum range and the compartment began to fill with steam. With a loud whoosh the cannonball flew into the ranks of the Skeletons killing six of them before it came to a halt in the soft mud. With a triumphant grin on his face the commander popped the hatch to clear the compartment of steam and to get a better look at the destruction caused by the

cannon shot. Seeing a Chariot bearing down upon his machine he instinctively drew his repeater pistol from its holster, but the clearing steam obscured his vision and all his shots missed their target.

My Archers opened fire on the Skeletons who had been hit by the cannonball, hitting them eight times and destroying five more of them. Any normal troops would have been worried by this pounding but the Undead have no fear.

The War Wagon crashed into the Skeleton Horsemen, crushing three of them beneath its heavy wheels before they could react. The crew fought viciously killing another Horseman with a sword thrust. Of the more exotic weapons that the crew carried only the hook halberd struck home, but that was deflected by the Skeleton's armour. My Halberdiers attacked the flank of the Skeleton Horsemen killing another one of them bringing the total dead to five.

The Wight Lord leading the Horsemen fought back against the War Wagon but his attack failed to damage the tough sides of the war machine.

Having lost the combat, the necromantic magic binding the last of the foul Horsemen to the real world collapsed, and he turned to dust. The potent magics holding the Wight in the world of the living also faltered and he too collapsed in a pile of bones and armour.

Elsewhere my army General Lothar Metternich was struggling against the Doomblood, wielding the *Sword of Heroes* in a futile attempt to unseat Dieter from his manticore. The Battle Standard fared no better against the awesome Necromancer and with a mocking laugh at my feeble attempts Dieter drew his *Chaos Runesword*. The black runes danced upon the blade as their dark magic increased Dieter's potency as a swordsman, hitting my General twice and wounding him once. Swinging his blade around, he dealt out two wounds on my Battle Standard Bearer, killing him outright. The manticore failed to damage any of the White Wolves but caused two wounds to the General, killing him also. In a valiant attempt to deal some retribution for the death of his liege lord, the remaining Knight of the White Wolf swung his heavy hammer

in an attempt to unseat Dieter from his lofty position, but his hammer swung wildly and missed its target.

With the General and Battle Standard both slain by the mighty Doombord my troops failed their Break test and turned to flee. Dieter pursued them astride his manticore and cut them down without mercy.

Despite this disastrous loss of half of the reinforcements, Mark's General, Battle Standard Bearer and Halberdiers didn't panic and held their positions. They had survived without my help and looked as if they might just have to carry on without it.

Mark: The Empire's magical reinforcements in the form of the Amethyst Wizard Lord had been slaughtered with the White Wolves and the magic was down to me again. I just hoped that my Wizard Champion could stand up to the Doombord. Again the winds of magic blew across the battle field as I rolled a 7. I started by predictably casting *The Traitor of Tarn* on Dieter again. Convinced that Gavin had no Dispels, I began muttering "third time lucky". Unfortunately fate was not with me and, grinning insanely, Gavin placed a *Dispel Magic* scroll on the table.

Dieter's icy gaze fell upon Middenland's War Wagon. Raising himself up to his full height he pointed his *Flaming Skull Staff* at the war machine causing a single hit which merely scorched the sides. With nothing of use left in my hand, I passed.

Dieter cast *Vanhel's Danse Macabre* on his Skeleton Crossbowmen, allowing them to march move a little closer to the village. Again I cast nothing.

Now laughing maniacally, Dieter again cast *Vanhel's Danse Macabre*, this time on his Skeleton Warriors in order to charge them into combat with the War Wagon. For once the Doombord didn't have things all his own way and I was able to dispel this last power.

UNDEAD TURN 4

Gavin: They're here! The Middenland reinforcements had come charging in and done exactly what I expected, not that it made me feel any better for having been given a kick in my arrogance! It was time to deal with these meddlesome soldiers who had so rudely interrupted my plans of conquest. My large unit of Skeleton Warriors charged at the War Wagon, which promptly failed its Fear test and fled from the table. One of my Chariots stormed into the Greatswords, while the other ploughed through the Halberdiers. Neither unit facing my Chariots was frightened by the nightmarish apparitions bearing down on them, and they bravely stood their ground and awaited the onslaught.

Back at the village my Zombies once more charged the Crossbowmen, continuing to follow through on their initial attack. The Crossbowmen were emboldened by the presence of their General and held their position, shooting one of the Zombies as they stumbled and shuffled towards them.

I sent one screaming skull sailing through the air towards the Pistoleers again, as I hoped to kill one or two and set them up for an attack by my Carrion in the last turn. Once more the Scatter dice had different ideas and the shrieking projectile went soaring over their heads and into the background. The other catapult turned towards the Halberdiers who had decided to rejoin the battle. As the huge skeletal arm bent back there was a loud crack and with an explosion of rotten marrow one of the supports went rolling down the hill. Not only was my catapult unable to fire for this or the next turn, the Scatter dice had come up as a hit! Sometimes the dice can play really cruel jokes. My Crossbowmen tried to fire at something, but were unable to see any targets they could hit because of the hard cover between them and the enemy.

Both of my Chariots crashed into regiments of hapless Empire foot soldiers, scythed wheels cutting them down like wheat stalks. The Greatswords lost six of their number to the rumbling war machine and although its crew and horses failed



Vrax the Despoiler leads his Skeleton Horsemen against the Kislev Winged Lancers.



Middenland's army is crushed by the might of the Undead.

to hit anything, it was enough to break them. Fleeing towards the table edge, they were easily caught and killed by the Chariot, which carried on its relentless pursuit until it was off the table. The Halberdiers had five men crushed beneath the wheels of the other Chariot, while another brave soldier was trampled to death by the frantic attacks of a Skeletal Steed. Despite their losses the Halberdiers took a tighter grip on their weapons and held firm. Seeing the mighty Greatswords being slaughtered before them was enough for the Archers. Deciding cowardice was more likely to see them through the day, they turned on their heels and fled for the safety of home, although they didn't quite reach the edge of the table.

Once more my Wight Lord and Zombies were attacking over a defended obstacle, which resulted in them completely failing to hit a single living target. The Crossbowmen lunged back and two swords tried to pierce the unholly flesh of the near-living corpses. One creature was welcomed once more by the cold realm of Death while the other batted the attacker's weapon away with its shield. Disturbed by the numbers of Zombies attacking them the Crossbowmen fled from the battle, leaving the Zombies in control of Beeckerhoven. How long could they keep that control?

The skirmish with the Kislevites was coming to a close. With the hooves of their steeds making the sound of coffin nails being hammered in, Vrax the Despoiler led his Skeletal Horsemen in a charge at the Winged Lancers, who passed their





Fear test with an exceedingly low roll. Two of the Skeletons' lances hit home and although one was turned aside by the Lancer's shield, the other struck a Kislevite full in the chest and lifted him from the saddle. Vrax himself failed to hit anybody, but his steed managed to drag an opponent from his mount and trample him to death. Grigor Kyriakin swept his *Blade of Ensorcelled Iron* from its gilded scabbard and dispatched one of the Skeletons with an easy sweep of his arm. Unfortunately for me, there was a second rank and a standard bearer which meant I had lost the round of combat by one. As Dieter's magic flickered briefly another Skeleton and its mount collapsed into a pile of withered bones. Worse still, Vrax the Despoiler lost control of his physical form by failing his Break test and was banished back to the netherworld. Seizing the moment of confusion, the Winged Lancers began to lap around the flanks of my Horsemen.

In the magic phase the winds of magic came up as an average 7, which was an improvement on my last two rolls. I quickly decided to hamper the remaining Imperial Wizard by initiating a Mental Duel with him. I rolled a 1, but luckily so did Mark. Dieter's superior knowledge and advantage of being two magic levels higher ensured that the poor Grey Wizard Champion had a spell plucked from his memory. I drew one of his cards and all knowledge of *The Traitor of Tarn* was gone from his mind. In reply the Wizard tried to cast the *Horn of Andor* spell, but I threw down a *Djygel* card, made the 3+ roll and Dieter gestured contemptuously, silencing the spell before it had any effect. Determined to remove the Middenland reinforcements as quickly as possible, I had Dieter cast *Vanhel's Danse Macabre* on my large unit of Skeleton Warriors, charging them into the Halberdiers who had survived the clash with the Chariot. Seeing the ranks of the dead striding toward them was too much for the battle-numbed and frightened Halberdiers. Forgetting all thought of victory and honour, they tried to outpace the Undead horde but were mercilessly cut down by the speed of the pursuing Chariot.

The Grey Wizard was at a loss once more and Mark was forced to leave me to do as I wished. With a fiery blast from Dieter's *Staff of Flaming Death* I killed one of the fleeing Imperial Archers.

The Middenland reinforcements had proved to be less worrying than I had anticipated, though I did have some luck for a change (quite a bit actually). The Steam Tank was going to be a thorn in my side, but I wasn't too worried as there is only so much it can do in each turn. My Zombies had taken the village, but they looked very vulnerable with their flank showing invitingly towards the Imperial forces. My only option was to reinforce the Zombies' position with the Ghouls and/or the Skeleton Crossbowmen. I had given up on the Kislevite battle, my remaining Horsemen were as good as defeated.

EMPIRE TURN 4

Mark: The Zombies were now in the village and were already making an awful mess of my position. If I didn't get rid of them pretty quick then I'd lose the 5 VP bonus for holding the village. I had to do something dramatic, fast and effective. Einrich Moltke and the Battle Standard Bearer hadn't done much yet but now was their chance. Without a moment's thought for their personal safety, they charged into the Zombies' flank. They would hold the village or die trying.

I dispatched my Pissolini to deal with the Carrion who were trying to outflank me. At close range they fired, killing one of the Carrion and leaving the survivor on one wound.

Ian: With my force in tatters there was little left for me to do. I attempted to rally my Archers who passed their Leadership test easily. They reformed ready to shoot in the last turn.

Using three steam points the Steam Tank made a 180 degree turn and fired at the Doomborg. Guessing the range as zero, the cannon ball bounced a mighty 10°, overshooting the target by some distance. The Steam Tank commander fired his repeater pistol but that missed too.

Mark: In the struggle for control of the Beeckerhoven, Einrich was on his own. The standard bearer had missed the Zombies completely and his war horse had hit but failed to wound. The Elector Count of Nordland fought on. He hit three times, killing two Zombies and watched as the rest of the unspeakable creatures failed their Break test and collapsed

lifelessly to the floor. All he needed to do now was stop any more of the foul Undead forces from coming anywhere near the village.

My Kislev Winged Lancers were finally proving their mettle in their little skirmish. I rolled a triple 6 for Grigor Kyriakin who dispatched the last of the Skeletal Horsemen with his *Blade of Ensorcelled Iron*. The Kislevites were finally on their way.

Rolling a 4 for the winds of magic I discovered to my horror than I didn't have a single power card. For a moment I was convinced that the village was doomed until I realised the Gav didn't have a single power card either.

UNDEAD TURN 5

Gavin: Despite my catapults' lack of effect on the Pistoliars, I decided to charge them with my remaining Carrion. They stood and fired their pistols and were remarkably accurate, despite the fact that they had failed their Fear test. Caught in a hail of shot the Carrion lost its remaining wound and crashed into the roof of a nearby building, before dropping dead at the feet of the relieved Pistoliars. My Ghouls charged the Halberdiers although their chances of succeeding in doing any harm was minimal. Unfortunately for me, the Halberdiers looked towards their General and were not unfrightened by the blood-chilling howls that came from the charging cannibals.

The Chariot nearest to the reorganised Archers clattered madly as it charged towards them. Keeping their newly returned calm, they drew back their bowstrings and let fly with a devastating hail of arrows. Although most of the shots rattled harmlessly off the Chariot's bony structure, one passed through the eye hole of a Skeletal Steed, breaking its magical link and reducing the Undead beast to a pile of dusty bones. Since the Chariot could no longer move at full speed it was out of charge range and so failed to make contact.

The Steam Tank could still be annoying so Dieter turned his manticore towards the clanking and hissing contraption. With a terrifying war cry he pounced upon the vehicle, but not

before the commander had loosed off three shots from his repeater pistol. Fortunately the commander had been hurriedly ducking below his hatch and all the shots hit the manticore and failed to cause any damage at all.

While one screaming skull catapult was having repairs the other let fly towards the embattled Halberdiers. I didn't really care if it missed and landed on my Ghouls, but it could seriously help them if I could kill some of their foes. As it turned out the Scatter dice was my friend this time, indicating a direct hit in the centre of the unit. Unfortunately the Artillery dice had turned against me and the catapult misfired, rendering the accuracy irrelevant.

As Dieter was unable to penetrate the armoured shell of the Steam Tank even with his *Chaos Runesword* bonus, it was up to the Strength 7 manticore to try and do as much damage as possible. All four of the manticore's attacks hit home and one even managed to dent the tough plates, knocking a few pipes loose inside. At the start of the next turn the Steam Tank would malfunction on a roll of 5 or 6, which was double the odds of something going wrong.

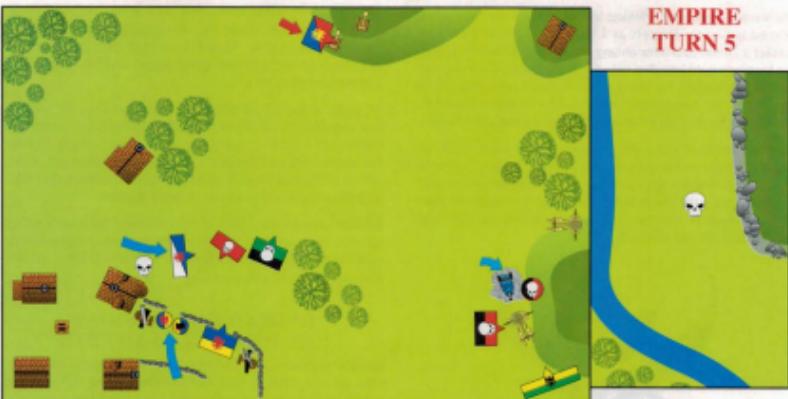
The Ghouls performed as abysmally as I expected, with only one of the front five actually landing a hit, and that failed to wound. In response the Halberdiers viciously cut down two of the Ghouls, while even the Wizard managed to bring darkness down over another. Since Ghouls automatically flee when defeated in combat, they started whimpering and scampering towards my deployment zone. The Halberdiers decided to stay steady and not pursue, and since they were behind a defended obstacle there was no need to test against their leadership.

I managed to roll a 9 for the number of magic cards dealt out. Gesturing behind him with his *Staff of Flaming Death*, Dieter hit three Archers with the torrent of fireballs. However, I rolled triple 1's to wound them and failed to even singe the fortunate bowmen. Darn!

The Grey Wizard Champion cast the *Horn of Andar* again, as this was the only spell he had left. As Dieter was the only model of mine in hand-to-hand combat it was a simple matter of rolling 10 or less on 2D6. No problem.

Dieter then began a hideous, twisted chant and flung his arms towards the





opposing Imperial Wizard. Unfortunately the lucky conjurer was out of range of his *Curse of Tears* spell, and so avoided a lingering and painful death.

Well, I didn't secure the village, but everything else looks to be settled...

EMPIRE TURN 5

Mark: Riding round the edge of the huge rocky crag, my Kislevites finally arrived at the main battle. Spying the screaming skull catapults on a nearby hill they dipped their lances once more and charged.

Ian: My regiment of Archers was almost all I had left and I moved these men into a better position and reformed into a long line.

I decided to expend two steam points on my Steam Tank to turn and fire. Unfortunately the cannon misfired causing the boiler to rupture, spraying steam over a wide area and wounding Dieter. The commander of the tank again fired his repeater pistol at Dieter but hit the manticore, which he failed to wound.

My Archers fired at the nearest Chariot, hitting four times and killing the remaining steed, leaving the Chariot immobile and effectively destroyed.

Mark: The Kislevite Lancers crashed into the crew of the Undead war machine riding them down without mercy. It was a splendid sight to see but it was rather late.

It was the last magic phase in the game. We had managed to get through the entire magic deck, so the pack was reshuffled



The Ghouls rout as the forces of the Empire recapture Beeckerhoven.

and we recommended. Picking up the dice for the final roll I prayed for a few *Dispels* as I knew that if I let Gav cast *Vonhel's Danse Macabre* on any of his units near the village, the Empire would lose that valuable 5 VP bonus. Covering my eyes with one hand, I rolled the dice. Looking through a gap in my fingers, my heart nearly stopped. I had rolled a double 6. This was something that I most definitely did not need. Help!

At this point Gav was rolling around on the floor in fits of manic laughter and being generally distracting, but I ignored him and picked up my cards. It was then that my mouth dropped open – the *Draun* Magic had come up again and with it the salvation of the village. I laid the card on the table and breathed a huge sigh of relief.



NORDLAND CONCLUSION

Mark: In conclusion I'd like to say 'we woz robbed' but to be perfectly honest, I don't think it's entirely true. To a certain degree I think I got off fairly lightly, but if that's true then why didn't we win?

Firstly, concerning the *Traitor of Tarn*. I shouldn't really have cast it at Dieter so many times when I could cast it on a unit of Skeletons for example. Skeletons have a dead (or Undead) low leadership and could have been easily brought in line and sent causing havoc with Gav's other units. Even if I'd failed to gain control over the whole unit, I would at least have caused problems as they fought amongst themselves. Despite that, I think that my other spell, the *Horn of Andar* was a bit of a waste as I didn't really get much of a chance to use it.

In retrospect, I think that I really should have gone for complete overkill with the Hellblaster when I had the chance. It is rare for a Hellblaster to last long anyway and I probably should have used all the barrels when I had a target. My Great Cannon was just unlucky, bouncing off the screaming skull catapult in my first turn and then blowing up in my second.

Apart from offering some token protection to the Wizard, my Halberdiers where completely wasted. Theoretically a unit of their size should have been able to engage a fairly powerful enemy regiment. They did however survive the battle with only one casualty, which isn't too bad really – and they did hold the village nicely.

The Pistoliars did well and I couldn't be more pleased with them. They held the flank and defended it brilliantly. Choosing to hold them back rather than charging in with guns blazing seemed to do the trick as they finally wiped out those dreaded Carrion.

Eanrich and the Battle Standard Bearer seemed to be a bit lost in the first half of the battle, seemingly standing around discussing the weather. They did however manage to hold the force together and when the Zombies got into the village they sent them on their way.

All in all, it was a hard battle and my troops did well to make any sort of dent on Gav's forces. Although the combined Empire army didn't actually win, we still managed to defend the small village of Beeckerhoven from the onslaught of the hordes of Undead which I'm sure counts for something (5 VPs in fact) so the battle wasn't a complete disaster.

All that remains is to shake Gav by the hand (before throwing him over the balcony) and give everyone concerned a hearty well done for a battle well fought. After all, 24VPs - 20VPs isn't too bad and I will have my revenge.

UNDEAD CONCLUSIONS (OR: REVENGE IS SWEET!)

Gav: So the forces of Dieter march ever onwards, and many widows and mothers will weep in the Empire before he is satisfied. Great monuments will be built and many laments will be sung in the taverns of the Old World.

Well, I managed to win the battle by 4 victory points but it has left a rather bitter taste in my mouth. The main purpose of the attack was to secure the village of Beeckerhoven, which I failed to do. It was only the crushing blow I dealt to the Middenland reinforcements that allowed me to win. So what happened? Well, for a start, I should have had a Chariot or the Horsemen on my right, hanging back and ready to dash in and deny Mark and Ian those 5 vital victory points. They would also have been useful for countering the possible early arrival of the Kislev reinforcements. My Ghouls were wasted by charging headlong into the defender's most powerful unit. They could have just as easily turned and moved towards the buildings before they got too close to march move.

The largest error I made was on the left flank. Caught between the desire to roll along Mark's flanks, and the need to contain Ian's force when it arrived, I managed to get myself caught within charge range of the deploying Middenland army. Luck saved me once more, and my Chariots were free to return the compliment paid by the War Wagon. The *Banner of Doom* carried by the Skeleton unit was never in range of any enemy units, meaning it was pure bad luck that caused the Imperial forces to fail some of their panic and fear tests. Perhaps it would have been better employed in the attack upon the village.

The worst part of the battle for me was when the War Wagon managed to crush my Battle Standard Bearer and his Horsemen. With the *Doom Rider Banner* in their ranks, one charge from them should have been enough to shatter any opposition. Their ability to move through obstacles without penalty could have been used to sweep round the right flank and into Beeckerhoven, charging through the buildings themselves! I think I should have tried to take out the two contingents opposed to me in succession. A huge attack could wipe out the village garrison, then my army could have swung round onto Ian's force when it turned up. Oh well, such is the benefit of hindsight.

Nobody would accuse me of being unadventurous with my use of magic, so it might seem strange that I kept casting *Vonhel's*

Danse Macabre instead of the *Sawmon Skeletons* or *Curse of Fears*. Well, to put it briefly, *Vanhel's Danse Macabre* is the lifeblood of an Undead army. It would be extremely interesting to see an Undead army without this spell try and win while having their normal lack of mobility.

As an Undead commander, psychology is the best weapon you have. The more Leadership tests your opponent makes, the greater the chances of his failing them and having a unit flee, or be unable to charge. As was shown by the Greatswords and Winged Lancers in this game, this can prove to be very difficult to overcome. The problem with fear is that you have to be charged or charge the enemy for it to have any effect. Without *Vanhel's Danse Macabre* speeding your troops onwards it would be very hard to have your units of slow Skeletons and Zombies anywhere near the enemy, unless he had lots of fast troops and wanted to get close.

On the other side of the table? My opponents, especially Mark, made good use of the majority of their forces. Mark stuck firmly to his plan and saved the village from being overtaken by my Zombies and Ghouls. If he had sallied forth into the open field there would have been a good chance of breaking his line by sheer weight of numbers, or a hasty redeployment of a Chariot or two. Ian also did well, although perhaps it would have been better to avoid Dieter on the first turn of arrival and make sure of wiping out those devastating Chariots.

All in all, the battle was extremely enjoyable, with the Empire's tenacity making the climax of the battle very tense. I am pleased with the way the battle went but a couple of slips of concentration marred my plan. Next time I will not be so foolish...

MIDDENLAND'S LAMENT

Ian: Doom and gloom aside, the battle did have some important lessons to teach. The first is concerning big hard characters riding around on big hard monsters and how to deal with them. I rather foolishly thought that I could maybe kill Dieter Helsnicht with my White Wolf charge and end this whole affair. Unfortunately it all went horribly wrong and ended in the annihilation of my most powerful unit and the loss of the Empire's level 4 wizard.

The key to beating characters on monsters is to use the rules for challenges. If you include a champion in your regiments you can use him to challenge characters to single combat. This usually means the poor hapless champion dies horribly, but then your large unit can win the combat by sheer weight of numbers. If I had challenged the Doomblood with my Battle Standard Bearer he would almost certainly have been slain outright, giving the Dieter Helsnicht a combat resolution of one. The Knights of the White Wolf on the other hand would have 1 point for a standard, 1 point for the battle standard and 1 point for rank bonus, giving us a grand total of 3. I would have won the combat by 2 and Dieter would have to take a break test with a -2 modifier. Even if he hadn't broken, the Knights of the White Wolf would have at least survived until the magic phase and I could have used my Wizard. Next turn I would be able to challenge Dieter Helsnicht with Lothar Metternich and tie him up again.

So what happened to the Middenland reinforcements? My plan was to charge in and engage in hand-to-hand combat with all his units. When the Greatswords failed their Fear test and refused to charge the Chariot, this left it free to smash into the Halberdiers and this started the collapse of my attack.

An interesting point to bear in mind is that most Undead units don't break in hand-to-hand combat and will fight quite literally to the death. This basically means that when you destroy a unit you won't get any sort of follow up move and this often leaves your units wide open to attack by a second wave of Undead. This is what happened to my War Wagon. It crashed into the Undead cavalry, who were mown down in a particularly splendid fashion. Unfortunately this left the War Wagon out in the open where it could be charged by the large unit of Skeleton warriors who were supporting the Undead cavalry. In order to counter this problem you need to either have your own units ready to support regiments which are attacked in this way, or to use fast moving cavalry units to move around the flanks to engage any Undead reserves.

All told, it was an exciting and close fought battle. The Middenland reinforcements arrived just as the Undead looked sure to take the village, and charged into the fray. For a moment it looked as if the tide was going to turn, but as the battle drew to a close all that remained of the reinforcements was a damaged Steam Tank and a unit of Archers.

At the end of the day the Empire still held the village, but that would only be temporary. With night falling the Necromancer's power would grow stronger and the Nordland defenders would huddle in fear at the ritual chants of the Doomblood performing his spells of summoning. Tomorrow the village of Breckerhoven would face a new foe – the newly raised, undying army of Middenland shambling forward under the control of Dieter Helsnicht. This time there would be no reprise for the defenders, no salvation, just the horrifying knowledge that they too were fated to join the Doomblood.



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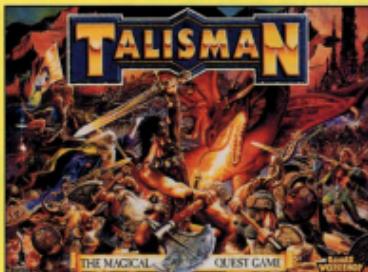
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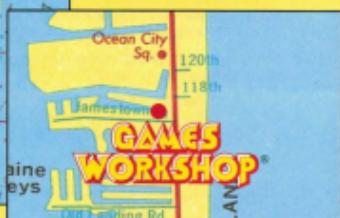
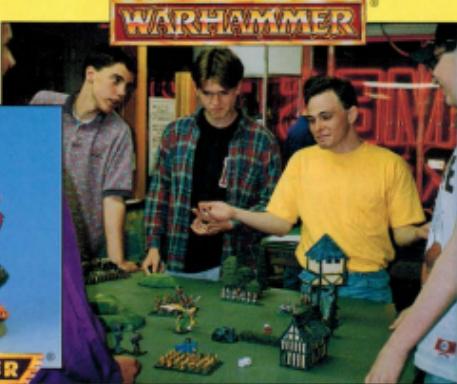
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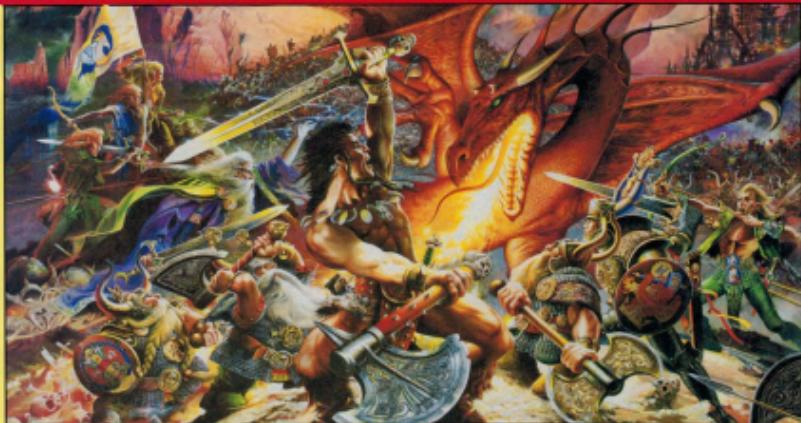
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Talisman is a board game set in a fantasy world with magic and monsters. You and your friends become the adventurers on a quest to retrieve the fabled Crown of Command, but beware there are traps, monsters, and other perils awaiting you. Come in to any Games Workshop or Chapter Approved Retail Store on Saturday, August 6th for a special preview of the brand new edition of Talisman! Can you make it all the way to the Wizard's Tower and defeat the mighty Dragon King for the Crown of Command? Come in on Saturday and find out.

BLOOD BOWL

STAR PLAYERS



9085
NOBBLA BLACKWART



9090
FUNGUS THE LOON



9092
SCRAPPA SOREHEAD



9086
GRIFF OBERWALD



9091
MIGHTY ZUG

PACKAGED 1 FIGURE PER BLISTER.

MORG 'N' THORG - 9089



PACKAGED 1 FIGURE PER BLISTER.

ELDAR

ELDAR ANTI GRAV WEAPONS – 9084



GUNNERS WITH
SHURIKEN CATAPULT



SPOTTER WITH
HELMET

SPOTTER WITH
GOOGLES



LAS CANNON



SCATTER LASER



HEAVY PLASMA GUN

PACKAGED 1 GUN AND 2 CREW PER BLISTER.

UNDEAD

NECROMANCER WITH FAMILIAR – 9083



PACKAGED 1 FIGURE AND 1 RANDOM FAMILIAR (8565) PER BLISTER.

SKELETON CAVALRY

SKELETON CAVALRY - 9088



EXAMPLES OF COMPLETED SKELETON HORSEMEN



PACKAGED 1 FIGURE PER BLISTER.

EMPIRE COMMAND

EMPIRE HEROES AND COMMAND - 8561



REIKSGUARD FOOT KNIGHTS



REIKSGUARD COMMAND

REIKSGUARD CAPTAIN

REIKSGUARD FOOT KNIGHTS

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD WHEN NECESSARY.
PACKAGED 2 FIGURES PER BLISTER.

DEATH ZONE™



Death Zone adds a whole new level of sporting mayhem to your Blood Bowl games. The box includes a 32 page Playbook, a pad of expanded League Team Rosters, a League reference sheet, full-colour templates and over one hundred Random Events, Magic Items, Dirty Tricks and Star Player cards. There are rules for Secret Weapons, Apothecaries and Wizards plus fully detailed backgrounds for Goblin, Chaos, Undead, Wood Elf, Chaos Dwarf and Halfling teams. The new League rules allow players to coach their team to the heady heights of the Blood Bowl playoffs and include training players, hiring new players, the team treasury, organising and running tournaments hiring mercenary Freebooter players and much much more...!



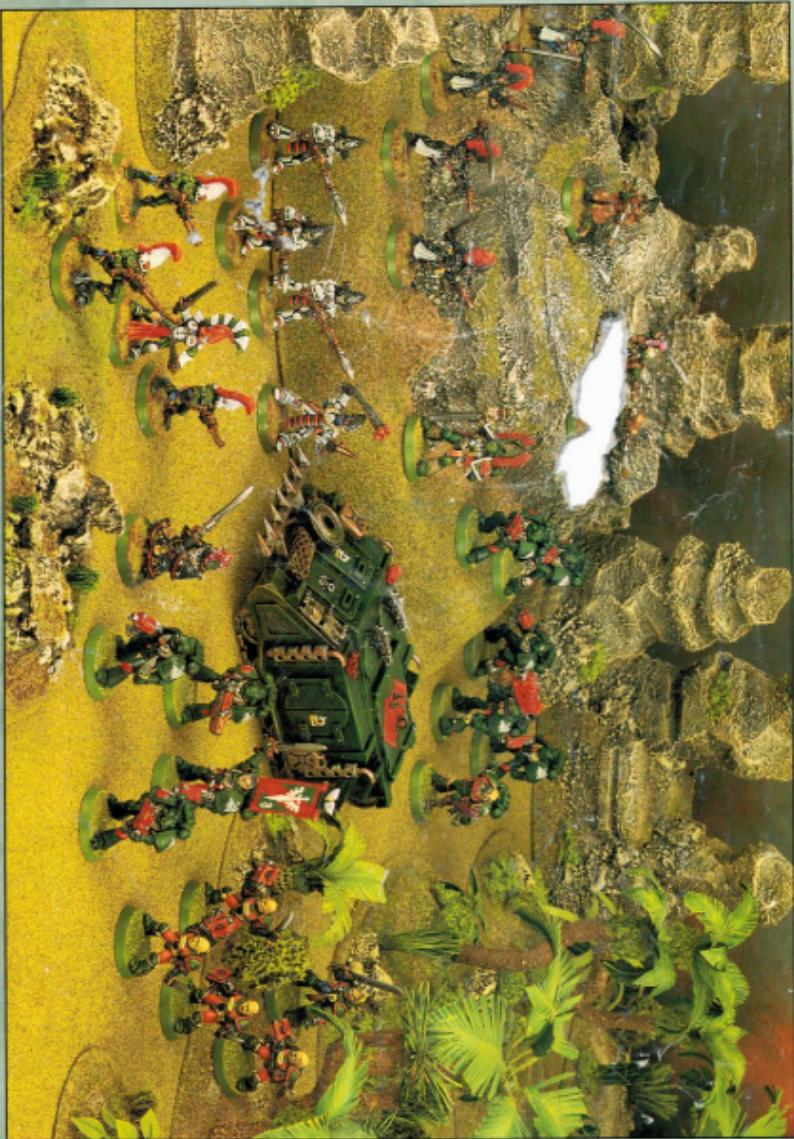
CITADEL
MINIATURES

DEATH ZONE IS NOT A COMPLETE GAME. YOU MUST OWN A
COPY OF BLOOD BOWL TO USE THE CONTENTS OF THIS BOX



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