

GAMES WORKSHOP®

PRESENTS ITS MONTHLY HOBBY MAGAZINE



WHITE DWARF®



CITADEL
MINIATURES®

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GAMES WORKSHOP®



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Like all Games Workshops, our Australian Stores carry a huge range of Citadel Miniatures and the full range of the Games Workshop games. We have friendly, knowledgeable staff who will be more than happy to chat about what's new in the hobby or show you how any of our games are played. Every Thursday night is Games Night, where you can come along and join in with a game of Warhammer, Warhammer 40,000, Blood Bowl or the Epic Game System



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Opening Times:

Mon-Wed	9.30 - 6.00
Thursday (Games Night)	9.30 - 8.00
Friday	9.30 - 6.00
Saturday	9.00 - 4.00
Sunday	10.00 - 4.00



CONTENTS

COVER: CODEX ULTRAMARINES – *Dave Gallagher*

GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

2

SPACE MARINE WHIRLWIND

 – *Ian Pickstock*

The latest vehicle to reinforce the Imperial arsenal is the Space Marine Whirlwind. In this article, Ian provides the full rules for using this deadly new Rhino variant in your **Warhammer 40,000** games.

8

'EAVY METAL

 – *Studio 'Eavy Metal Team*

Lord Macragge, Master of the Ultramarines.

12

Space Marine Company Standard Bearer.

13

Space Marine Librarians.

15

Epic Warlord Titan.

29

DEATH OR GLORY!

 – *Alan Richmond and Gavin Thorpe*

Following on from the cunning strategies of Old Weirde's Tacticus and similar articles, we explain how you can use your army like a *Castle* to win your **Warhammer** battles.

17

CHIMERA ASSAULT!

 – *Andy Chambers*

Andy takes a look at three new Chimera variants – the Chimerax, Chimedon and Chimerro, and provides the rules and army cards to include them in your **Epic** Imperial armies.

26

GAMES DAY AND GOLDEN DEMON '95

We list all the categories for the **1995 Golden Demon Awards**.

31

'EAVY METAL

 – *Studio 'Eavy Metal Team*

Warhammer characters.

36

ASTRAGOTH, HIGH PRIEST OF HASHUT

 – *Rick Priestley*

Astragoth is the most ancient of the malevolent Chaos Dwarf Sorcerers. In this article Rick explains Astragoth's special rules so that you can include him in your **Warhammer** games.

37

TALLARN DESERT RAIDERS

 – *Rick Priestley*

The latest of the Imperial Guard regiments come from the vast sulphurous deserts of Tallarn. Here are the rules to include these warriors in your games of **Warhammer 40,000**.

41

MISSION IMPOSSIBLE!

 – *Gavin Thorpe*

After last month's release of the **Warhammer Quest** game, Gavin offers new challenges for your Warriors with the addition of three deadly Special Quests.

46

WOLVES OF FENRIS

 – *Kim Syberg*

Kim is one of the Studio 'Eavy Metal painters, and this month we feature his personal collection of **Warhammer 40,000** Space Wolves. This is a brilliant army which has to be seen to be believed!

51

HOW TO MAKE AN EASY WARHAMMER BUILDING

 – *Rick Priestley and Robin Dews*

Once again Rick and Robin show you how to make great scenery with little more than an old Cornflakes packet!

59

ADVERTS

Warhammer 40,000 Battles	6	Warhammer Quest Pit Fighter	50
Games Workshop Retail Stores	16	Space Marine Land Speeder	53
Warhammer	20	Space Marine Razorback	54
The Exterminatus Roadshow	25	The Battle for Bugman's Brewery	58
Grand Opening – Carlisle	30	Grand Opening – Altrincham	62
Grand Opening – Wolverhampton	35	Grand Opening – Harrogate	66
Grand Opening – Swansea	39	Grand Opening – Northampton	67
Games Workshop – Basingstoke	45	Games Workshop Mail Order	68

Citadel Miniatures Catalogue 73



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WHITE DWARF®

First of all, I'd like to say a big thanks to all of you! We've already had a massive response to last issue's Reader's Survey, and all your views and ideas will help us to ensure that White Dwarf remains the best gaming and miniatures magazine available. In a couple of issues time we'll be able to announce the Mega-prize winner who will be going home with nearly £3,000 worth of Games Workshop games and Citadel goodies!

Work is continuing on the first exciting Warhammer Quest Adventure pack. Your brave Warriors will soon be able to venture into the dangerous domain of an Orc Warlord with new board sections, Treasure cards and an entire deck of Orcy Event cards.

Jervis Johnson is currently writing and playtesting Warhammer Armies – Dark Elves. To illustrate this exciting new book, Simon Smith, our resident

cartographer, who has produced all the wonderful maps you see in the other Warhammer Armies books, is getting to grips with Naggaroth, the land of the Dark Elves.

Finally, our 'Eavy Metal team are furiously painting some of the new Dark Elf models, which will be available soon. A meaner looking bunch is hard to imagine (the Dark Elf army, not the figure painters!).

STUDIO STAFF

We are currently looking to recruit the following staff to join the team at our busy Nottingham Design Studio

'Eavy Metal Painters

The Design Studio is the creative hub of Games Workshop, with the Citadel miniature painters at the forefront of the Studio production process. As a Studio painter, you have the opportunity to paint the very latest miniatures months ahead of their official release, and contribute towards our ever expanding range of products.

If you think you have the talent and flair to paint to the standard you see in White Dwarf every month, then take a sample of your best models along to your nearest Games Workshop store and have a chat with the manager. If he's impressed, then he'll arrange for your models to be brought up to the Studio where we can take a closer look at your work.

Pass that test, and we'll invite you up for an interview to see if you have what it takes to join the ranks of the very best miniature painters in the world!



Production Editor/Proofreader

We are looking for a bright, cheerful, self-motivated person who will enjoy working in our busy Studio. We need someone with a very high standard of English – ideally with a minimum of A-level, who will positively enjoy searching for and correcting mistakes. The other vital qualification for this job is a thorough knowledge of Warhammer 40,000, Warhammer and the Epic Game System as many errors are only obvious if you can tell Orcs from Orks!

The job entails assisting with the layout and checking of all written material before it goes to press. This includes magazine articles, adverts, mail order pages, rulebooks, product boxes and all game components which incorporate text. The work involves checking for grammar, spelling, punctuation, missing words, repeated words, and incomplete sentences (a particular problem with desktop publishing!).

If the successful applicant proves able, we would like to extend their duties to a higher level of editing. This would involve working closely with our existing editors, turning raw copy into good, clean English. As our editors also do all the layout work, this includes working on an Apple Mac and using Quark Xpress. Editing at this level involves checking for internal consistency, logic, paraphrasing and in some cases actually rewriting, making sure the level of English is appropriate to the subject and the intended audience, and (as far as possible) making sure game rules make sense.

If you feel that you are the right person for this challenging job, please apply with a full CV to:

**Helen King, Office Manager, Games Workshop Ltd,
Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY**

**GAMES®
WORKSHOP**

THIS MONTH'S WARHAMMER RELEASES

Krell - Lord of the Undead (One miniature per blister)	£4.99
Astragoth - High Priest of Hashut (One miniature per blister)	£4.99
Skaven Warfire Thrower (One team per blister)	£4.99
Chaos Knight (One mounted miniature per blister)	£3.99
High Elf Dragon Prince of Caledor (One mounted miniature per blister)	£3.99
High Elf Reaver Knight (One mounted miniature per blister)	£2.99

CHARGE!

This month, you can increase the size of your mounted regiments with the release of three Warhammer cavalry models in individual blister packs.

The **Dragon Princes of Caledor** are the most heavily armoured High Elf warriors. These proud and veteran soldiers charge into battle mounted on swift Elven Steeds. The Dragon Princes' highly stylised armour can turn aside the most savage blows, while their keen lances rarely miss their mark. The fast, some would say rash, **Reaver Knights** of Ulthuan are the youngest sons of the High Elven nobility. Speed and skill are paramount to the lightly armoured Reaver Knights.



Dragon Prince



Many Reaver Knights also carry bows and constantly harry the enemy while the rest of the High Elves' forces gather to meet the threat.

The merciless **Chaos Knights** are some of the most formidable opponents in the Warhammer world. Clad in ancient Chaos armour and riding bestial, mutated Chaos Steeds, Chaos Knights can crush all but the most determined opposition in a single devastating charge.

WARHAMMER HEROES

The Chaos Dwarf armies now have a new Sorcerer. **Astragoth - High Priest of Hashut** is encased in an ingenious mechanical frame, which allows him to fight even though his body has partially turned to stone! **Krell - Lord of the Undead** is a mighty Undead character who was raised to Undeath by the mighty Nagash himself.

WAR MACHINE

New **Skaven Warfire Throwers** trundle ahead of the Clan Skryre this month. You can see them in all their glory in an 'Eavy Metal later in this issue



WARHAMMER BOOKS

Three new Warhammer books hit the shelves this month. Both **Wolf Riders**, and **Red Thirst** contains short stories, involving some of your favourite heroes and heroines, plus a few new faces. Also **Harlequin** by Ian Watson continues where **Inquisitor** left off. These Warhammer novels by Boxtree books are available from Games Workshop stores and good bookshops, costing £4.99 each.

Watch out for Hogshead Publishing's re-print of the original **Warhammer Fantasy Role-Play** book. Over the next few months they are also planning to re-print all the original supplements and some new material as well!

WHITE DWARF

FREE NEXT ISSUE!

On the front cover of the next issue of White Dwarf you'll find one of 8 different Warhammer Wizards. These **FREE!** miniatures include a Dark Elf Sorceress, a Chaos Sorcerer and six different Imperial Wizards. This issue is bound to sell out so order your copy now!



One of the eight different Wizards. **FREE!** next month.



EXPORT DIVISION AREA SALES MANAGERS

GAMES WORKSHOP

This is the cutting edge. This is where we put our specialised crack-troops. This is where you jump on a plane in the morning to see customers in far away places!



We are looking for dynamic individuals with the personality and skills to help expand Games Workshop across the globe. You must be into the hobby and also able to speak a foreign language. We would prefer one or more of the following:

**Dutch, German, Italian, French
Japanese or Cantonese**

But if you speak Swahili and think there's a market for Games Workshop games then get in touch!

For this full-time position you must be over 18 and have a love of adventure and excitement.

Please write with a full CV to:

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Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY

GAMES WORKSHOP

RETAIL STORES KEY-TIME STAFF

Are you a fanatical gamer with time at the weekend?



Then you should be working for Games Workshop as a key-time sales assistant!

Games Workshop is dedicated to providing the best hobby support and customer service in the world. Right now we need to recruit Key-Time Sales Staff for the following stores:

**Guildford, Brighton,
Bournemouth, Portsmouth
and Crawley**

Like all Games Workshop staff, you should be cheerful, polite and enthusiastic, probably aged between 18 and 30 with a good knowledge of Warhammer, and Warhammer 40,000. Key-time staff receive the same training and benefits as full-time sales assistants ie: same hourly rates of pay, staff uniform and generous staff discounts, the only difference is that you would work an average of 16-20 hours per week, mainly at weekends. These hours may be increased over the school holiday period.

These positions would probably suit students or applicants who have other responsibilities during the week.

How to apply

In the first instance, pop into one of these Games Workshop stores and ask the manager for an application form. Alternatively, ring Janet in our personnel department on 01773 769731 and she'll send you one.

Post your completed application form quoting REF/TK1 to:

Rob Griffiths, Retail Operations Manager, Games Workshop, Head Office, Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY

THIS MONTH'S WARHAMMER 40,000 RELEASES

Warhammer 40,000 Battles	£9.99
Eldar Aspect Paint Set (Boxed set of six paints)	£5.99
Dark Angels Paint Set (Boxed set of six paints)	£5.99
Space Marine Whirlwind (One model per boxed set)	£14.99
Marneus Calgar Ultramarines Commander (One miniature per blister)	£4.99
Space Marine Company Standard Bearer (One miniature per blister)	£2.99
Space Marine Techmarines (One miniature per blister)	£2.99
Space Marine Epistolary Librarian (One miniature per blister)	£2.99
Imperial Guard	£12.99
Tallarn Desert Raiders (Boxed set of ten miniatures)	
Mordian Iron Guard Lieutenant (One miniature per blister)	£2.75

WHIRLWIND

The new **Space Marine Whirlwind** mounts a devastating multiple rocket launcher to fire tremendous salvoes of missiles at the Imperium's enemies. The kit includes a plastic Space Marine Rhino chassis and the special lead parts of the Whirlwind, and also contains sets of waterslide transfers for the Imperium's four main Space Marine Chapters. The rules and datafax for this latest Warhammer 40,000 vehicle can be found later in this issue.



WARHAMMER 40,000 BATTLES

In response to popular demand, we've now compiled all of the best Warhammer 40,000 articles published in White Dwarf over the last year or so into a single volume entitled **Warhammer 40,000 Battles**. This mammoth 128 page book contains battle reports, tactics articles and new rules for the Warhammer 40,000 game. We've also included full-colour card versions of the Space Marine Razorback datafax, new vehicle cards and mission cards and three Battle Bunkers for you to cut out and use in your Warhammer 40,000 games.

ULTRAMARINES

Also released this month is Jes Goodwin's mighty **Marneus Calgar – Lord Macragge, Master of the Ultramarines** and general hard dude! Armed with the awesome *Gauntlets of Ultramar*, the powerful commander of the Ultramarines leads the finest Space Marine Chapter into the thick of battle. Striding beside him is the **Space Marine Company Standard Bearer**, proudly holding aloft the Space Marines' banner, proclaiming the company's honours.



Mordian Iron Guard Lieutenant

DESERT RAIDERS

From a grim and forbidding world of rocks, dust and sand come the **Tallarn Desert Raiders**. These fearsome soldiers are amongst the most hardened regiments of the Imperium. Their full background is given later in this issue, together with an 'Eavy Metal page.



PIT FIGHTER

The first in the brand new range of **Warhammer Quest** expansions is now available. The **Pit Fighter** is a brutal Warrior who has escaped from his master to seek fame and fortune in the hazardous dungeons and catacombs beneath the Old World. Written by Gavin Thorpe, this new Warhammer Quest Warrior pack contains everything you need to go adventuring with the Pit Fighter and includes: a 12-page rulebook, a full-colour Warrior card, together with new equipment cards and an absolutely stunning Pit Fighter miniature designed by Gary Morley.



Gary Morley's splendid Warhammer Quest Pit Fighter miniature.

WARHAMMER QUEST RELEASES

Pit Fighter Warrior Pack (Boxed set with one model, cards, counters and rulebook)	£9.99
Blank Event Cards	£3.99
New Treasure Cards	£4.99

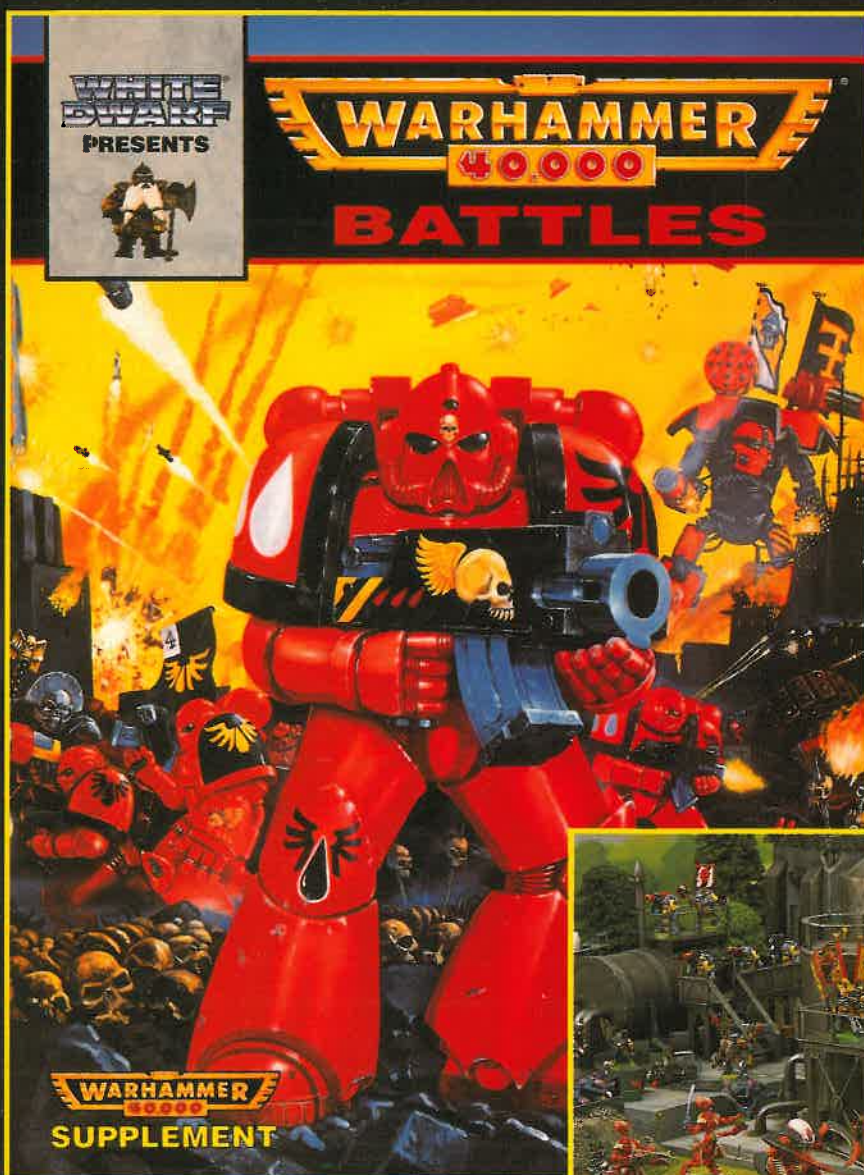
NEW CARD PACKS

Also now available this month are two new packs of cards for Warhammer Quest. The first of these contains 54 new full-colour Treasure cards to add dozens of exciting new items to your existing deck.

We've also published a pack of extra blank Event cards. These enable you to include all the monsters from your miniature collection

WARHAMMER

40,000



Warhammer 40,000 Battles is a compilation of the most sought after Warhammer 40,000 articles from White Dwarf magazine. This book contains four complete battle reports featuring the forces of the Ultramarines, Eldar, Blood Angels, Orks and Space Wolves. It features new rules and datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using these vehicles in your games. Also included are three card Battle Bunkers for you to assemble, a Battle Bunker datafax, two new mission cards and a bonus scenario for the Battle for Armageddon campaign!



**WARHAMMER 40,000 BATTLES IS NOT A COMPLETE GAME.
YOU NEED A COPY OF WARHAMMER 40,000 AND DARK
MILLENNIUM TO USE THE CONTENTS OF THIS BOOK.**

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FISTS OF DEATH!

The ground trembles beneath the tread of the towering **Imperial Warlord Titan**. As this monolithic war machine strides into battle, its weapons rain death down upon the enemy. Whether the mighty machine battles alone or as part of an Imperial Titan battle group, the Warlord can more than hold its own against the enemies of humanity. The Titan comes equipped with the Gatling Blaster, potent Volcano Cannon, Chainfist and dreaded Vortex missile.

The new Warlord Titan model has been designed by Dave Andrews and really captures the sheer might and power of these towering war machines.

CHIMERA ASSAULT!

The Adeptus Miniature Designicus workshops on Mars have also been working overtime this month and have produced three new variants based on the Imperial Chimera troop carrier.

THIS MONTH'S EPIC RELEASES

Imperial Warlord Titan (One model per boxed set)	£9.99
Imperial Chimerro (Three miniatures per blister)	£4.99
Imperial Chimedon (Three miniatures per blister)	£4.99
Imperial Chimerax (Three miniatures per blister)	£4.99

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Throughout 1995, Games Workshop is planning to open dozens of new hobby stores throughout the UK. In order to staff this expansion, we need to recruit more enthusiastic and energetic people as Sales Staff and Retail Managers.



Retail Managers

As well as having a thorough knowledge and understanding of Warhammer, Warhammer 40,000 and the Epic game system, our ideal applicant will be bright, enthusiastic and have had some previous experience in a retail environment, preferably with some supervisory duties.

Sales Staff

If you are young, energetic and have a good knowledge of all our games, you should be working for Games Workshop!

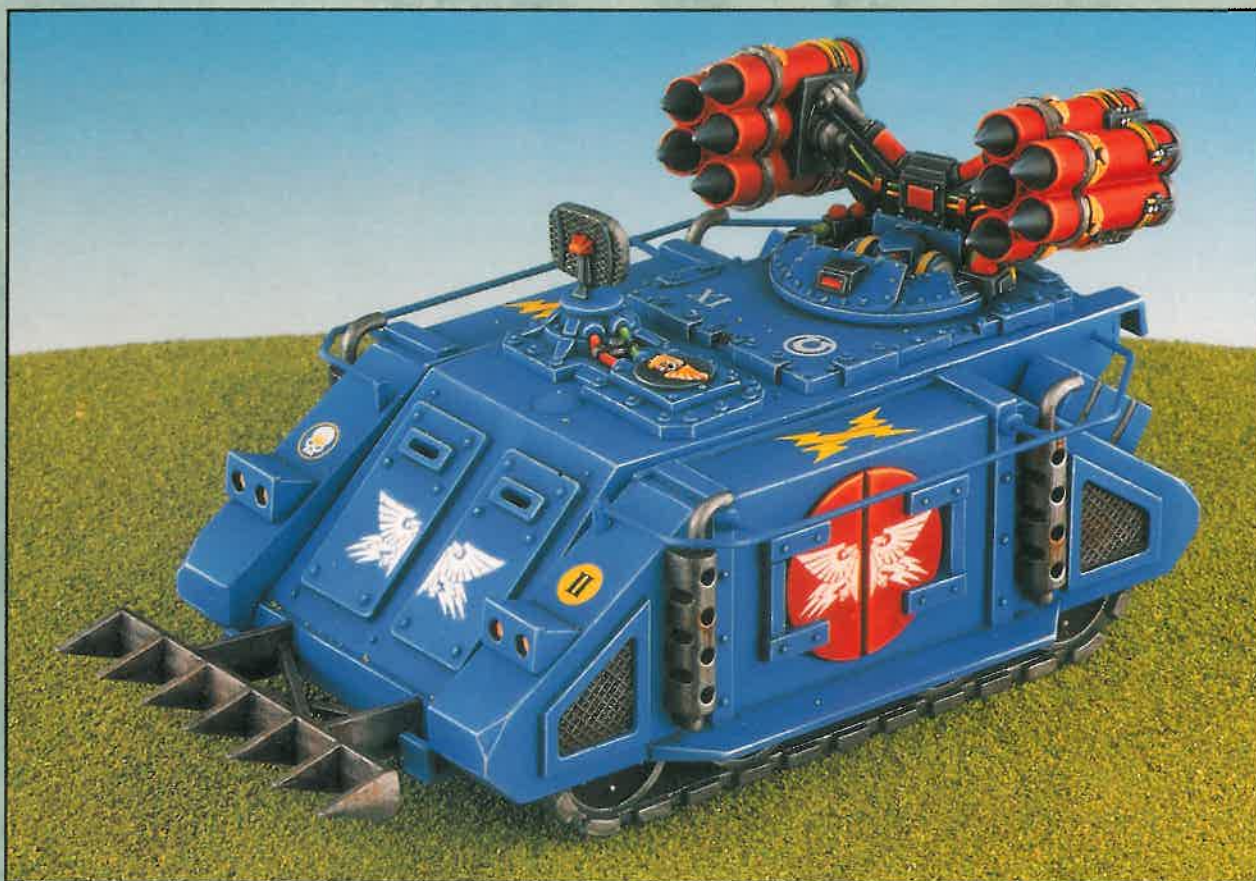
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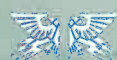
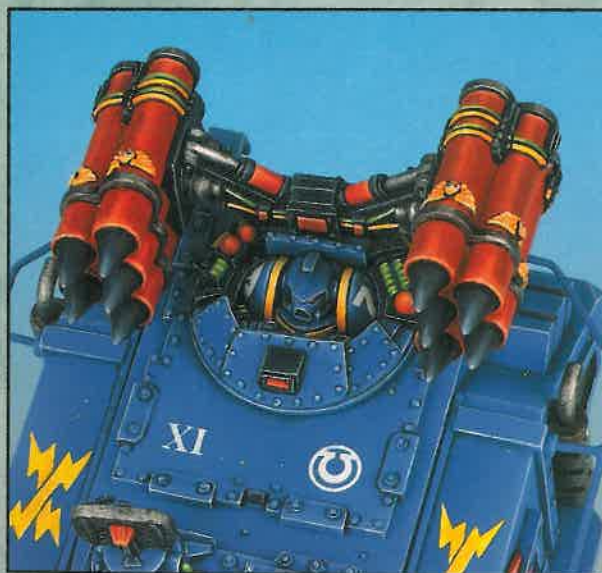
SPACE MARINE® WHIRLWIND™



Space Marines are trained to operate all manner of machines and more than any other warriors of the Imperium they can adapt to fulfil any combat role. All Space Marines are able to act as crew for the vehicles maintained in each Chapter's armoury. It is normally the Tactical squads which provide vehicle crews. When fighting in this role they replace their normal tactical markings with crew badges, but otherwise they retain their company colours and Chapter insignia as normal.

Whilst each company has its own Rhino carriers the remaining vehicles in a Chapter form a pool which is available as required. These vehicles are either deployed as massed formations, wholly independent from the companies, under command of a senior officer. Alternatively they may be allocated to an individual company under the command of its Captain.

In the latter case the vehicles are given appropriate company badges and are assigned a simple number: I, II, III, IV etc. This number is repeated on the crews' badges. It is perfectly possible that a company may have a large number of armoured vehicles allocated to it and under command of its Captain.



ARMOURED VEHICLE INSIGNIA



WHIRLWIND DESIGNATION



COMPANY BADGE

This Whirlwind is part of the 2nd Company.



IDENTIFICATION NUMBER

This is the eleventh vehicle attached to the 2nd Company.

WARHAMMER

40,000

SPACE MARINE WHIRLWIND

by Ian Pickstock

Advancing just behind the first wave of the Space Marine attack, the Whirlwind showers the enemy with a barrage of deadly fragmentation missiles. There is no escape from these deadly strikes as the Whirlwind's sophisticated detection devices enable it to fire at targets even if they are hidden by terrain!

FAST SUPPORT

The Whirlwind is one of the most common variants of the Rhino troop carrier and is used by both the Imperial Guard and Space Marines. However, as the Imperial Guard have many other types of artillery it is much more common amongst the armies of the Adeptus Astartes. The Space Marines' role as a mobile strike force also means that they can ill afford to be slowed down by ponderous artillery. The Whirlwind is the perfect solution to this need for fast, mobile support.

LETHAL FIREPOWER

All Space Marine Commanders recognise the importance of good supporting fire, especially against numerous foes such as the Orks or the highly mobile forces of the Eldar. It is vital that swift retribution is delivered before they can take advantage of the Space Marines' lack of numbers. This is where the Whirlwind comes into its own by combining the manoeuvrability of the Rhino with the devastating punch of a multi-launcher.



An Ultramarines Whirlwind supports the Space Marines' assault against a band of Orks.



The Whirlwind's multi-launcher can hold up to ten rockets. Each rocket is propelled by solid fuel and carries a fragmentation warhead. The multi-launcher fires in programmed salvoes of two rockets at a time, using sophisticated target acquisition systems to guide home the missiles and maximise the concentration of fire, creating a barrage far deadlier than that of a standard frag missile. This makes the Whirlwind the perfect choice for attacking heavily defended positions, with its ability to blast holes in enemy front lines and accompany a spearhead attack to exploit newly created weaknesses.



WHIRLWIND MULTI-LAUNCHER

The multi-launcher carries ten rockets, which are programmed to be fired in salvoes of two. If you are playing a normal game you will have enough rockets to last the duration of the battle. However, if you are playing a longer battle of six turns or more, then you will have to keep track of your ammunition expenditure. Use counters or a dice placed next to the model, or make a note on a piece of paper, to keep track of the number of shots fired.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	-	-	5	D4	-2	D6+D4+5	3" Blast marker, may fire indirectly

The two rockets are primed to explode together creating a devastating barrage. A multi-launcher uses the 3" blast marker from the Warhammer 40,000 boxed game. Place the blast marker and roll to hit as normal (the gunner has a Ballistic Skill of 4, and the multi-launcher is equipped with a targeter). If the multi-launcher misses then the shot scatters. Roll an Artillery and a Scatter dice together near the intended target and consult the following table.

IF YOU MISS...



If a HIT and a MISFIRE is rolled this indicates that a malfunction has occurred in the multi-launcher. Roll a D6 on the **Multi-launcher Malfunction Table** to determine exactly what has gone wrong.



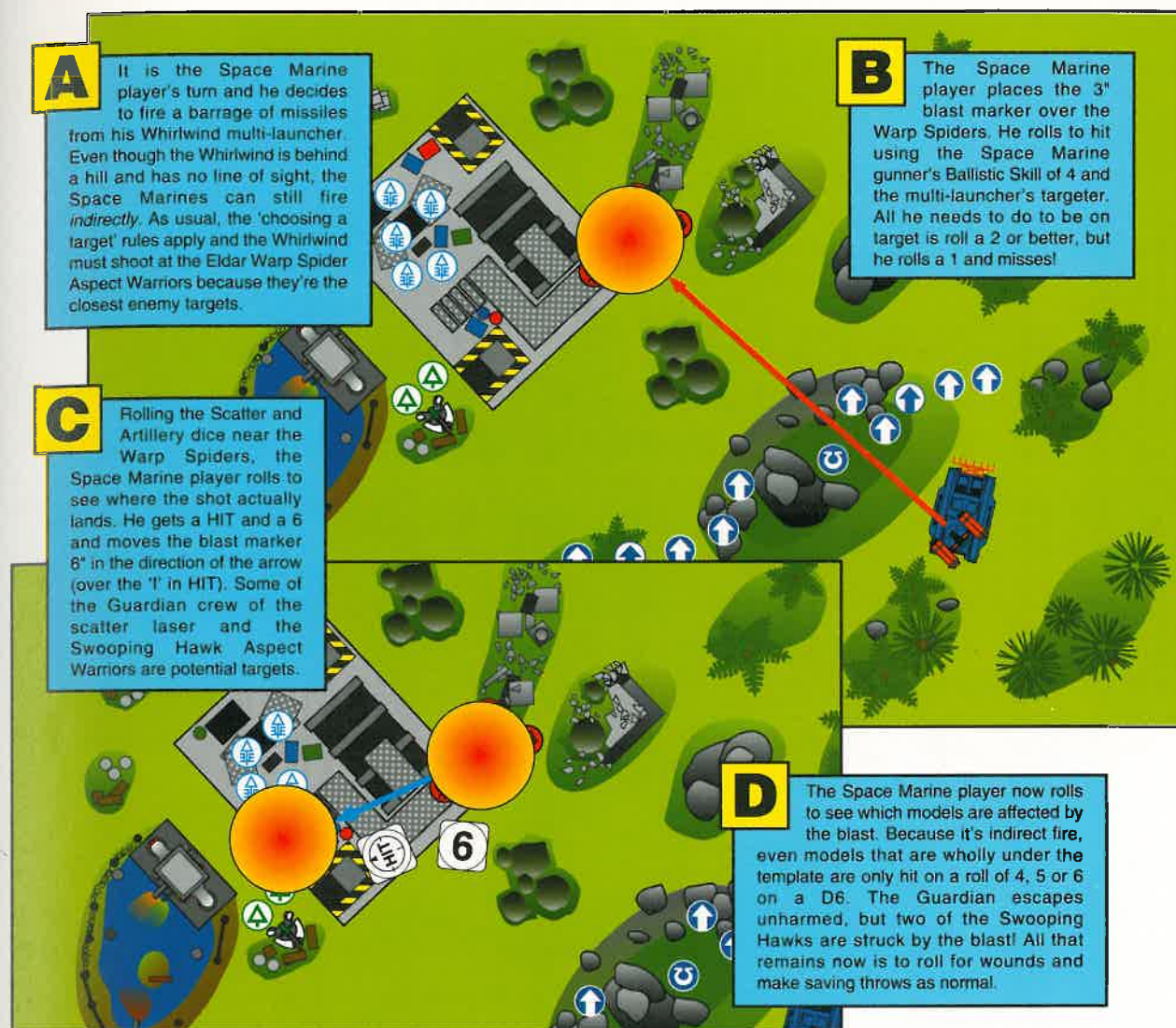
If an 'Arrow' and a MISFIRE is rolled this indicates that the rockets were duds and the barrage has no effect at all.



If an 'Arrow' or HIT and a number is rolled move the blast marker a number of inches equal to the Artillery dice roll, in the direction indicated by the arrow (there is a small arrow over the 'I' in HIT).

MULTI-LAUNCHER MALFUNCTION TABLE

D6	Result
1-2	Faulty launch tubes cause the rockets to detonate inside the launcher. The Whirlwind is ripped to pieces in a blaze of destruction, destroying the Whirlwind and killing the crew. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
3-4	The firing mechanism is fused and no barrage is fired this turn. The rockets are expended and should be marked on the ammo expenditure. In subsequent turns the multi-launcher may only be fired if you first roll a 4 or more on a D6.
5-6	The rockets are duds and fail to fire. The rockets are expended and should be marked on the ammo expenditure. The multi-launcher will be ready to fire as normal in your next turn.



INDIRECT FIRE

The Whirlwind is equipped with a sophisticated scanning device. This device employs a bio-scanner and an energy scanner enabling it to distinguish all enemy troops, vehicles and defended positions. The scanner sweeps the whole area locating enemy units and calculating their position on the battlefield. This information allows the Whirlwind crew to fire on enemy troops that they can't see. This procedure is known as indirect fire.

When firing indirectly you may shoot at any enemy models that are within range of the multi-launcher, even if a direct line of sight can't be drawn to the target from the Whirlwind (note that the 'Choosing a Target' rule on page 29 of the Warhammer 40,000 rulebook still applies). Place the 3" Blast marker where you want the shot to land and roll to hit as normal. If you miss, establish where the barrage lands using the scatter rules on the previous page. Normally, models completely under a blast marker are hit automatically, but as indirect fire is less accurate than direct fire, any models or vehicle locations wholly or partially under the blast are only hit on a D6 roll of 4, 5 or 6. Once you've worked out who has been hit, make damage rolls and saving throws as normal.

ARMY LIST - SUPPORT SECTION

SPACE MARINE WHIRLWIND 150 points

The Space Marine army must include at least one Techmarine in order to have any Whirlwinds. The Whirlwind is a variant of the Rhino made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance equipment. In battle, the Whirlwind is used to provide medium range supporting fire for the advancing Space Marines.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

CREW: A Space Marine driver and a Space Marine gunner.

WEAPONS: One multi-launcher. In addition the crew are armed with bolt pistols.

ARMOUR: All crew wear power armour (3+ save).

OPTIONS: The Whirlwind may be fitted with auto-launchers, loaded with either frag or blind grenades, at an additional cost of +5 points.



LORD MACRAGGE MASTER OF THE ULTRAMARINES

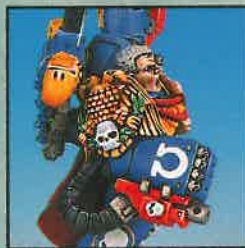


PERSONAL
BANNER

Marneus Calgar is the current Master of the Ultramarines Chapter. An imposing sight in his splendid armour, Calgar is a very formidable warrior. Hero of countless wars and innumerable battles, his expertise is almost unparalleled throughout the Imperium. He is especially effective when fighting against the Tyranids as personal, bitter experience has concentrated his attention on their strategies and hardened his will to defeat them. As the Lord of Macragge he wears the awesome Gauntlets of Ultramar. These ancient but powerful weapons are the badge of office for the Master of the Ultramarines Chapter and have been worn through the ages by each successive holder of that high rank.



THE GAUNTLETS OF ULTRAMAR



MARNEUS CALGAR

TECHMARINES

The Techmarines of any Chapter stand apart from the rank and file of the fighting companies. As devotees of the Cult Mechanicus they provide the Chapter with technological competence and maintenance. Without them the Chapter's weapons and equipment would atrophy and fail.



TECHMARINE



Although their armour is highly modified it still resembles that of their Space Marine cousins. Shoulder insignia retains the heraldry of their parent Chapter and displays the badge of a Tech-Priest adept. Outside the Adeptus Mechanicus they are the only ones honoured in this fashion.



TECHMARINE



TECH-PRIEST BADGE



CHAPTER HERALDRY

COMPANY STANDARD BEARER

The Company standards are possibly the most revered of all the Chapter's artefacts. Each standard has proudly flown over hundreds of battlefields and every Space Marine will understand the exact meaning of every nuance and reference that has been woven into their lavish designs. The standards are predominantly blue, the Chapter colour, with borders and decorations in the Company colour.

The Standard Bearer is a hand picked veteran chosen specifically for his bravery and steadfastness. He is also a more than capable warrior not to be discounted when assessing the Chapter's fighting strength.



ULTRAMARINES
2nd Co. STANDARD



WREATH
BADGE



CHAPTER
SYMBOL



ULTRAMARINES 2nd COMPANY
STANDARD BEARER



3rd COMPANY STANDARD

This banner is the youngest in the whole Chapter having only comparatively recently been presented to the 3rd Company. The Company earned great respect during the scouring of the polar fortresses of Macragge during the First Tyrannic War. The banner illustrates one of the many trophies won during the scouring.



4th COMPANY STANDARD

The 4th Company of the Ultramarines is known as the 'Defenders of Ultramar'. The banner incorporates several references to Ultramar, notably the steel gauntlet design and the star constellation. Again, there are references to the Tyrannic Wars on the honour scroll beneath the main banner design.



5th COMPANY STANDARD

The 5th Company standard displays the classic version of the Imperial eagle motif. All the Company banners display most of the elements seen here. The eagle, wreath, skull, scroll and Chapter icons are the very core of the Chapter's heraldry and are repeated throughout.

To assemble your datafax, 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 datafax a little more hard-wearing, it's a good idea to insert a thin layer of card (cereal packet is ideal) between the two halves before you glue them together.

SPACE MARINE WHIRLWIND

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 7

D12 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 18"

FAST SPEED: 25"

TYPE: TRACKED

WEAPONS:

One Multi-launcher mounted in the turret. The Whirlwind is fitted with a targeter and has a 360° field of fire. The Whirlwind may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Multi-launcher	0-20	20-72	-	5	D4	-2	D6+D4+5 3" Blast Marker
Auto-launcher	6	-	-	-	As Grenade Type	-	-
Frag Grenade	-	-	-	3	1	-1	D6+4 2" Blast Marker
Blind Grenade	-	-	-	-	-	-	2" Blast Marker



POINTS COST: 150 points

* Hit the one nearest to the attacker	D6	Location	Front	Side / Rear
1	Track*	15	15	15
2-4	Hull	20	20	18
5-6	Turret	20	18	18

D6 Track Damage Table

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

D6 Hull Damage Table

- The driver is killed. Unless his position is taken over the Whirlwind will move out of control for the rest of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Whirlwind's engine explodes, killing the crew. The Whirlwind is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the Whirlwind's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Whirlwind's ammunition explodes. The Whirlwind is destroyed and any models within 3" suffer D6 strength 10 hits with -3 saving throw modifier.

D6 Turret Damage Table

- The Whirlwind multi-launcher mounted in the turret is damaged. It may not fire indirectly and may only be fired if you first roll 4 or more on a D6.
- The multi-launcher goes haywire and fires a barrage at a random target. Roll a Scatter dice to determine the direction of the barrage. Place the 3" blast marker on the first model (friend or foe) within range and in its path, and work out the effects of the barrage as normal. The rockets are expended and the multi-launcher may not fire next turn.
- The turret gunner is killed. Unless his position is taken over by another crewman the Whirlwind's multi-launcher may no longer be fired.
- 4-6 The ammunition stored in the turret explodes and the Whirlwind is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.



SPACE MARINE LIBRARIANS



ULTRAMARINES EPISTOLARY



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A BLOOD ANGELS EPISTOLARY LEADS THE SPACE MARINE ASSAULT

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DEATH OR GLORY!

By Alan Richmond and Gavin Thorpe

"The greatest warriors a General can muster will fail if badly led. Conversely, a brilliant strategy can turn even the humblest soldier into a force to be reckoned with. Luckily for us I have a brilliant strategy."

Attributed to Castellan de Ville before his defeat at Blood Peak

A WORLD AT WAR

Across the Warhammer world armies clash with relentless ferocity. Brave soldiers and fell beasts live and die by sword and fang. Cunning Generals use countless stratagems to outwit their foes, as their armies march across the blood-stained fields intent on victory. However, regardless of their skill in combat, battles can be won or lost even before a blow is struck!

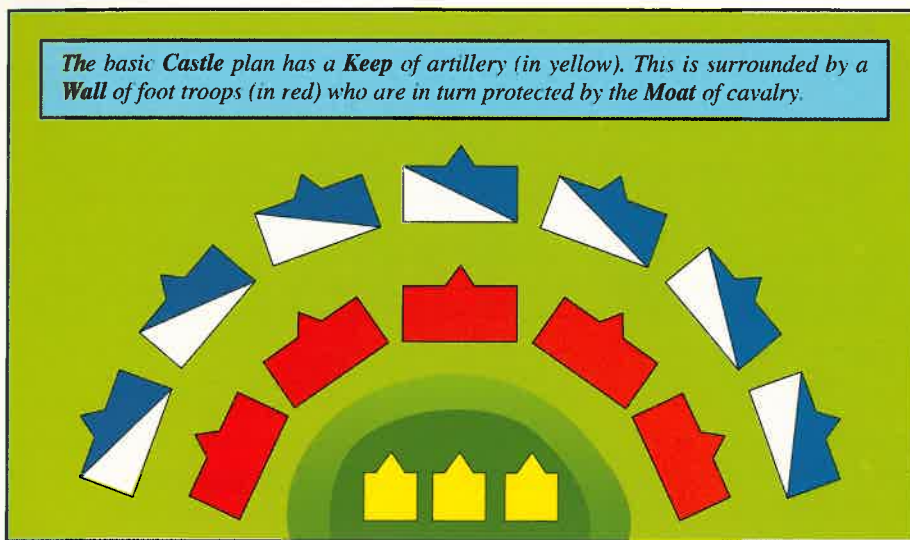
Some of the biggest decisions you make during a game of Warhammer are when you choose your army and formulate your battleplan. Most of the Warhammer Armies books

contain a special tactics section for that particular race and we also publish similar articles in White Dwarf. Jake's *Charge!* article in White Dwarf 180, for example, gave an insight into using massed cavalry in your battles. If you like huge units of Knights, chariots and other high-speed troops then his advice can help you make some of the important decisions. Richard Halliwell's *Olde Wierde's Tacitus* in White Dwarf 177 demonstrates another possible method of fighting. His *Oblique Line* strategy shows how a simple principle can be applied to your battleplan. In this article I hope to shed some light on another strategy for battle – *The Castle*.



Empire cavalry and a War Wagon sally out from the protection of the 'Castle' to counter the Undead attack.

*The basic Castle plan has a **Keep** of artillery (in yellow). This is surrounded by a **Wall** of foot troops (in red) who are in turn protected by the **Moat** of cavalry.*



THE CASTLE

The basic idea of the *Castle* plan is shown in the diagram above. Your cannons and artillery form a central *Keep* which is the strongpoint of your army. Surrounding and protecting your *Keep* is a *Wall* of foot soldiers. With a large enough army you can even have a *Moat* of cavalry to keep back the enemy!

Real castles don't move, and if you follow this battleplan then neither does the bulk of your army. You set up your troops in a strong position and pound the enemy with cannons or rock lobbers as they approach. When they get close enough, your missile troops open fire, cutting down the advancing foe in bloody swathes.

Whilst this is happening, your *Moat* of cavalry and other fast troops are causing confusion in the enemy ranks. They charge the weaker units and break them, causing panic tests among the rest. Even if your troops don't charge, they can still slow the enemy advance by being within 8" and stopping them making march moves.

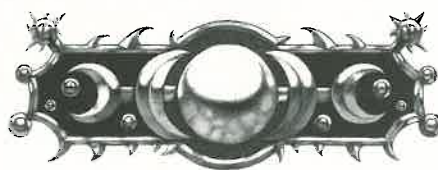
If your opponent manages to get any troops past your *Moat* and up to your *Wall*, you can be sure that they will be in rather a



battered state. This is when your best infantry regiment steps in to finish them off.

Most armies can fight as a *Castle*, though some are better suited than others. Dwarfs and Chaos Dwarfs are past masters at the *Castle* tactic – mainly because they're so slow and couldn't advance quickly if they wanted to! The Empire forces are even better suited to the *Castle* tactic as they can include powerful cavalry to stall the enemy attack and provide even more time to bombard the advancing foe. Only the armies of Chaos and the Skaven have really big problems with this tactic, but

with the addition of allies, even they can use it to great effect. The exact choice of troops obviously depends on which army you have, but the following general guidelines hold true for most armies.



THE KEEP

The *Keep* is the easiest part of the *Castle* to choose, because it simply consists of all of your deadliest war machines in one massive battery! The aim of the war machines in your *Keep* is to drop lots of large, painful objects on the other army as often as possible. Doom Divers, Mortars, Rock Lobbers, Cannon and all sorts of other artillery can fire tremendously long distances and should start pounding your adversaries from turn one. The dominant principle with the *Castle* plan is to destroy as much of your opponent's army as possible before he can reach you. In this way, you can stack the odds in your favour for the hand-to-hand fighting which only takes place when (if!) he reaches your *Wall*.

When you are deciding which of your foes to blast to bits, you should try to work out which regiments pose the biggest threat and kill them first. Since the bulk of your army will remain stationary throughout the battle, it becomes very vulnerable to the enemy war machines. Once your opponent starts getting the range of your units he will rain destruction down upon their heads. For this reason you should concentrate on removing the enemy's artillery before anything else.

Concentration of fire is the key to success with war machines. Pick an enemy unit and destroy it. This will cause panic tests, gain you victory points and is far better than lightly damaging several enemy regiments. This also holds true for any missile troops in your *Wall* who can add their firepower to that of your *Keep's* war machines. Only if you have really large amounts of missiles and war machines should you think about obliterating more than one target per turn.

After the enemy war machines, the next targets on your hit list should be opposing cavalry, chariots and flying creatures.



An Empire army deployed as a Castle.

Because the *Castle* plan tries to keep the enemy at arm's length for as long as possible while your war machines pound them to jelly, terror causing flying creatures and other fast enemy troops are potentially going to cause an upset. Cavalry units tend to be quite compact, and so artillery pieces that use a template, like a Rock Lobber or Mortar, are better for this task than those which may only affect a single model like a Bolt Thrower or a Cannon. Even so, you can sometimes plough through several ranks with a cannon ball if you're lucky!

Once you've dealt with the enemy cavalry and war machines it is time to move onto the most heavily armoured infantry. Although a Dwarf Iron Breaker in a unit with the *Standard of Shielding* may have a 2 or more saving throw, he still gets flattened when hit by a Doom Diver!

BUILDING THE WALL

Now that you've constructed a *Keep* full of the most lethal war machines you've got, it's time to build a *Wall* to protect it. Unless the bombardment from your *Keep* and the forces of your *Moat* can completely halt the enemy, the regiments in your *Wall* will have to bear the brunt of the enemy charge.

Whatever happens, the opposing units should be much weaker when they arrive than when they started, and their attack shouldn't cause too much of a problem. However, your *Wall* is only as strong as its weakest part so build it carefully! Once a gap is opened up in your line the enemy can break through and surround the rest of the regiments. A fleeing unit also causes panic tests so if you don't want broken troops to disrupt your line it's essential that you invest in some characters and magic items to bolster your troops' Leadership.

When you start building your *Wall*, it's best to start with a core force. This should consist of a regiment which will bear the brunt of the fighting. For this reason the unit should be suitably large, twenty or more models is best (or forty plus for Skaven and Goblin units!). You don't want low quality cannon fodder, on the other hand, spending half your points on a single brick in your *Wall* will be equally disastrous. It's also a good idea to add a Hero and a standard bearer to make the unit even harder.

One unit on its own doesn't form a *Wall*, so the next thing to do is consider your supporting regiments. These units will stop the enemy surrounding your main unit and can attack the enemy in the flanks themselves. I often alternate missile troops and tough hand-to-hand fighters in my *Wall*. This variation allows you some flexibility and also adds to the damage you can cause to the enemy before they reach you.

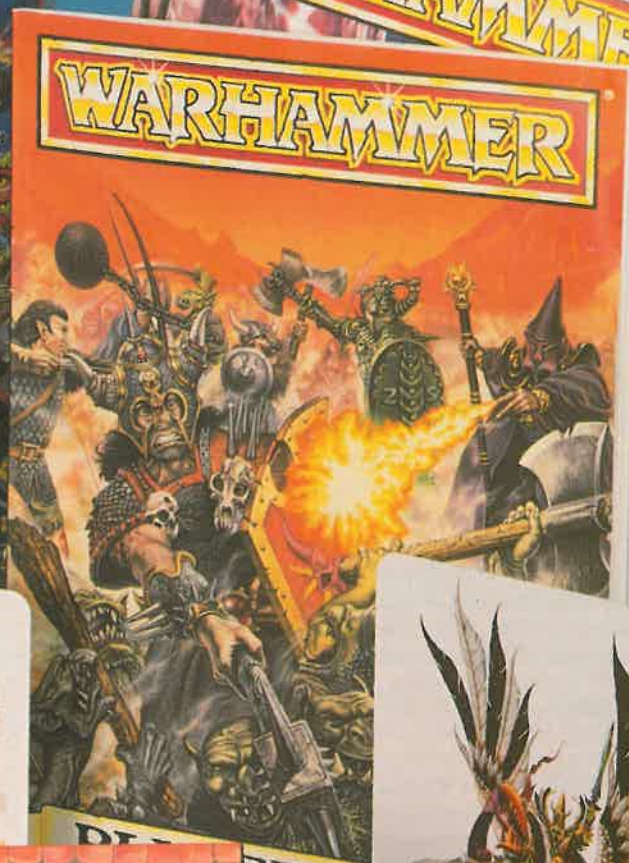
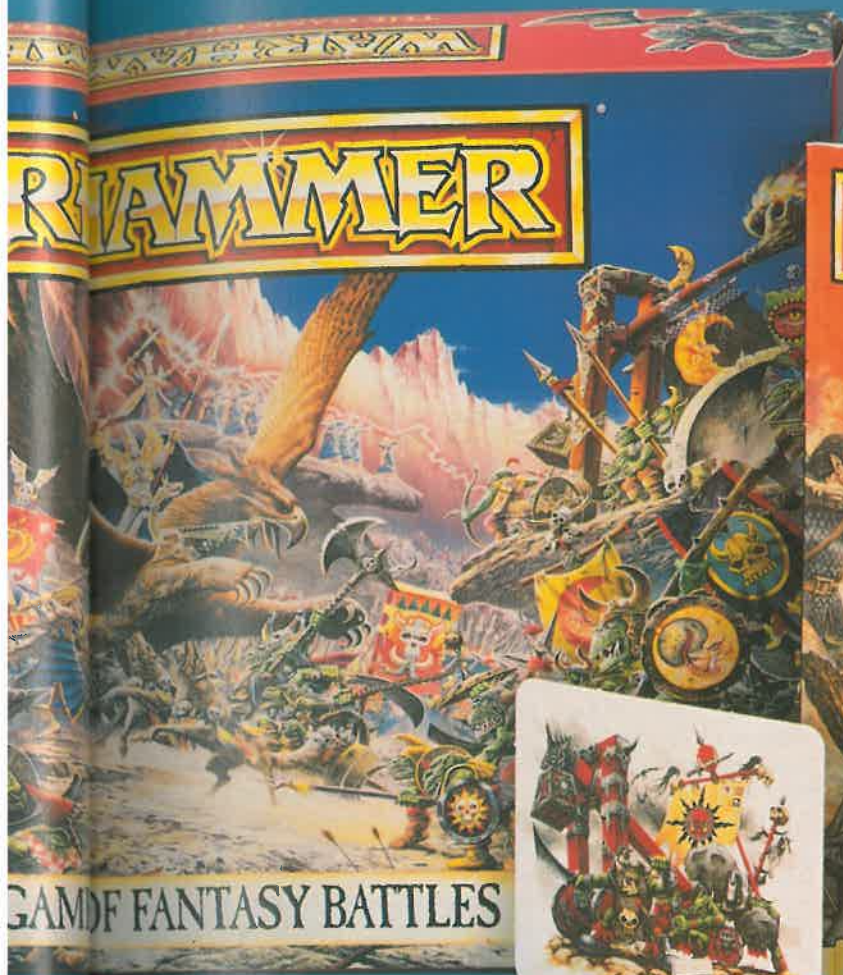
EMPIRE DETACHMENTS

If you have an Empire army, a really good way to aid your main fighting units is to use the detachment rule. This enables most Empire units to be supported by one or two small detachments which benefit from all the Leadership bonuses that apply to the main unit (such as a Hero leading it). When





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Empire detachments are the ideal foot troops to form the Wall of your Castle.

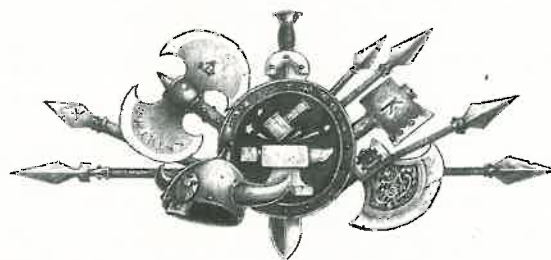
you give a Champion or Hero in the main unit a Magic Item like the *Crown of Command*, you get to affect three units for the price of one! Remember though, that only factors that actually affect the unit's Leadership value, like a character or the *Crown of Command*, count. Having a *Dread Banner*, for instance, doesn't mean the detachments cause fear.

Detachments of missile troops are especially useful. With a really tough main regiment, like Spearmen or Halberdiers, you can rely on it to survive quite well in combat. If you add hand gun or crossbow detachments to either side then it becomes even tougher! As the enemy advances you fire volleys of shots into their ranks and then, at the last minute, move your Spearmen into position to receive the charge. This gives you the best of both worlds. You don't suffer the penalty of being unable to move and fire because you don't want to move anyway. This means that you get the extra strength of the hand gun and crossbow's attack but without the drawbacks!

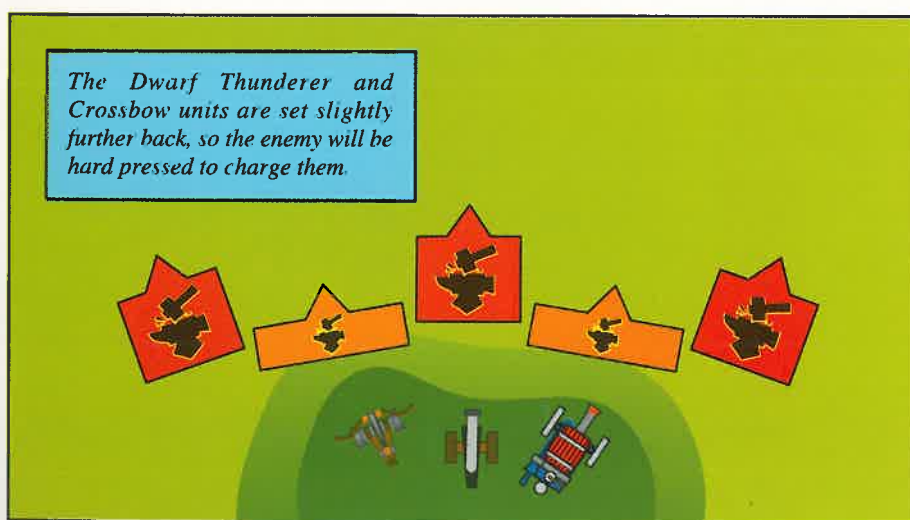
BATTLEMENTS

The Empire forces are not the only ones who should include missile troops in their *Wall* – it's a good idea for everyone. These regiments need to be deployed differently from your main fighting units and are usually much smaller. Missile

troops are best formed up in a thin line with few ranks so that most or all of them can fire at once. This means that they are quite vulnerable in hand-to-hand combat. To avoid this weakness, you should place your missile regiments slightly behind the others. This makes it harder for the enemy to charge your *Wall* without hitting one of your dedicated hand-to-hand regiments. There simply isn't enough room for the enemy to manoeuvre. The diagram below demonstrates this – you'll notice that your *Castle Wall* now has battlements!



When you're shooting at the enemy, always try to cause as many panic tests as possible. As I said before, concentrate the fire of your artillery and missile troops. If you can get some of the enemy running away, you have won half the battle as panic takes its toll and large gaps appear in the enemy line.



For missile troops to be really effective their initial set up is very important. They should be placed with the best field of fire possible, where they can hit the most enemy, even at long range. The ideal place for them to be deployed is on a hill where you can set up in two ranks and allow all of the troops to fire, the second rank shooting over the heads of the first. This set up also gives a rank bonus for hand-to-hand combat as well as allowing everyone to stand and fire at incoming chargers. Once the fighting gets close, and lots of

*Each end of the Wall is anchored.
The left flank is protected by a
Helblaster Volley Gun, while the
right is next to some woods.*



units are in hand-to-hand combat, your Archers' main job is to fire at any unengaged targets, or perhaps charge units already in combat in the side or rear to cause more panic tests.

SOLID FOUNDATIONS

Now that you've got your *Wall* lined up you have to get the enemy to move into it. If you don't take the proper steps, the opposing army will simply move around your hardest units and avoid them altogether. You don't want this at all, so it's necessary to 'persuade' your opponent to march into the teeth of your army. Another problem with the *Wall* is its flanks, which are very vulnerable and if your opponent attacks from the side will give you no end of difficulties. There is one answer to both these problems.

No matter what army or plan you are using, it's always a good idea to anchor your flanks. This means that you protect the ends of your battle line with either very good troops or a terrain feature. Rivers, for example, are a good place to anchor your flank because they are impassable to almost all types of enemy. You can even use a war machine or Monster to keep your flank safe. A Dwarf Flame Cannon or an Empire Volley gun, for instance, is enough of a deterrent to make the opposition think twice before walking straight into it. A Hydra, Manticore or other massive creature that causes *Terror* can have the same effect.

By taking these precautions you can channel the other army into your missile fire and specialist units. If your opponent doesn't want to co-operate he'll either get blasted (if he stays back) or he'll run into the troops protecting the flank. If you choose your flank troops wisely either of these options should spell certain defeat for the enemy.

THE MOAT

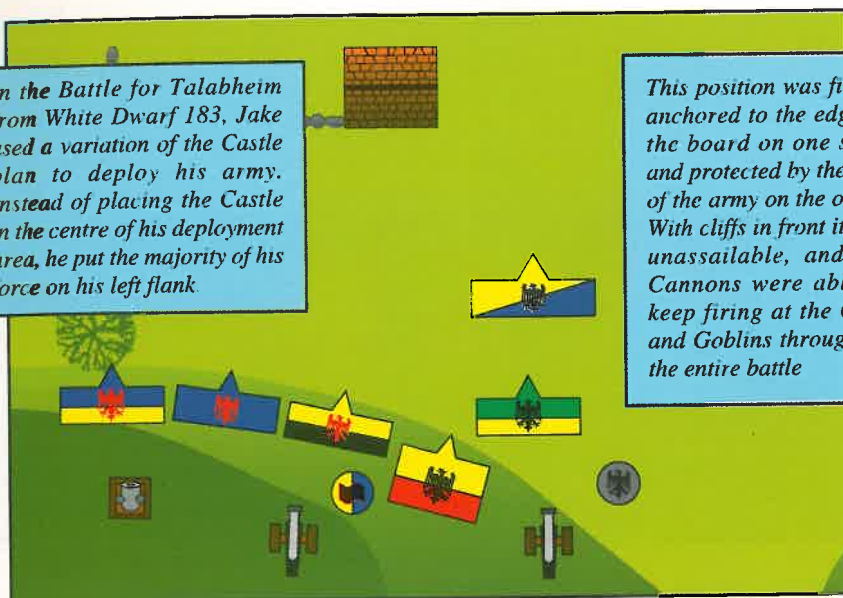
The Warhammer World contains all sorts of mounted troops, from the magnificent splendour of the Dragon Princes of Caledor, to the wild Kislev Horse Archers. Each has its place in our *Castle* army. If you want to strike a few blows before the other army reaches your *Wall*, a unit or two of heavily armoured Knights will be useful. Not only can you hurt the enemy this way, but your units will also slow down their approach giving you even more time to rain cannon balls, Doom Divers, Hot Pots and Mortar shells onto their heads.

Another way to slow down the enemy advance is to distract them. This is why it's rare to find an Empire army that doesn't include some Kislev Horse Archers. Other races have similar troops, like Goblin or Hobgoblin Wolf Riders. These fast cavalry regiments can be really annoying for the enemy General, as they threaten his flanks, shoot at his war machine crews and generally get in the way. It's probably best to take lots of small units rather than a few large ones, so that the opposing General will have to spend more time trying to get rid of them all.

One of the most obvious uses of hard-hitting Knights is to counter-attack. This involves waiting for your enemy to get into contact with your *Wall* of infantry, and then charging them



In the Battle for Talabheim from White Dwarf 183, Jake used a variation of the Castle plan to deploy his army. Instead of placing the Castle in the centre of his deployment area, he put the majority of his force on his left flank.



This position was firmly anchored to the edge of the board on one side, and protected by the rest of the army on the other. With cliffs in front it was unassailable, and the Cannons were able to keep firing at the Orcs and Goblins throughout the entire battle

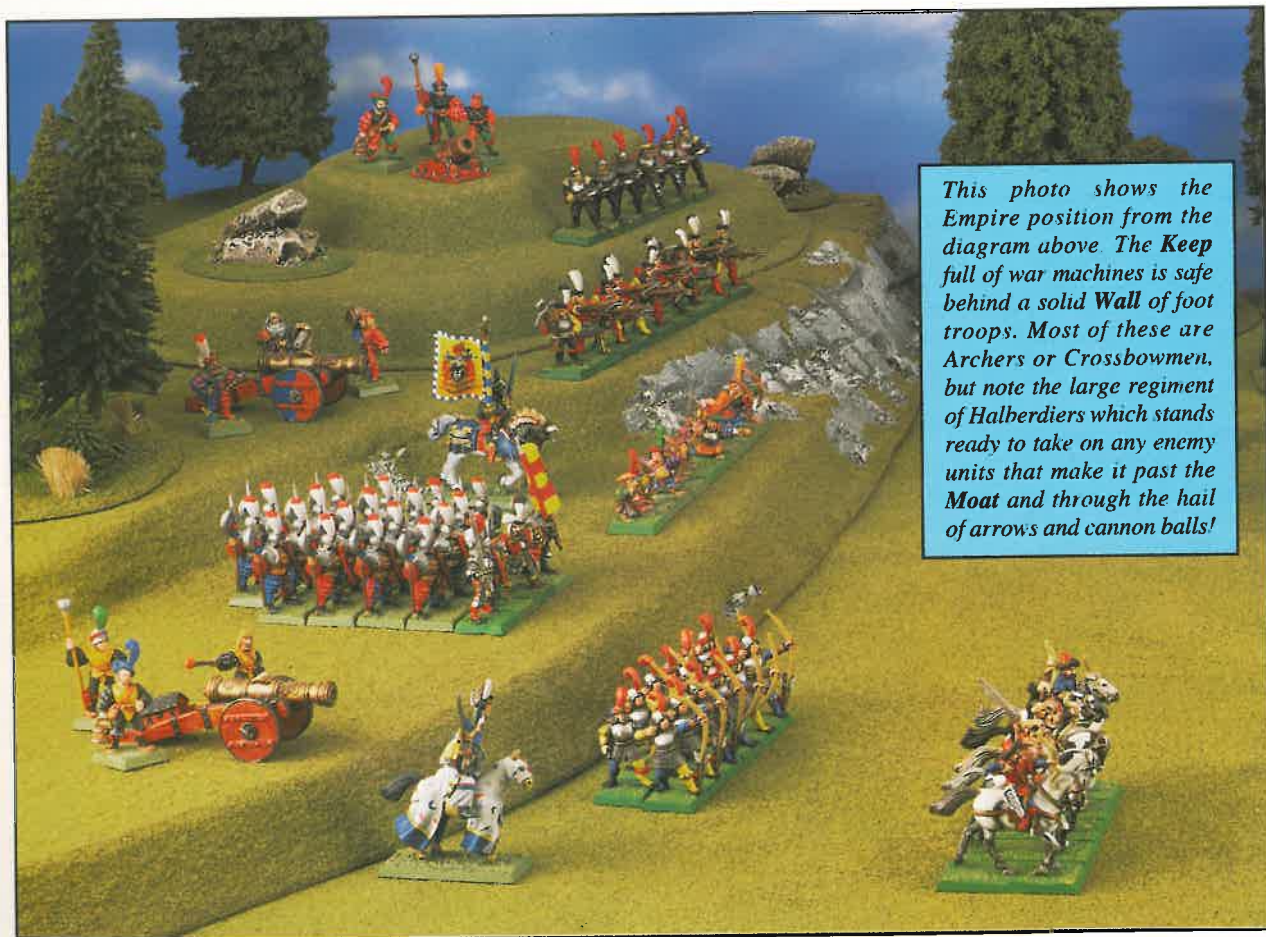
Cannons, Bolt Throwers and Doom Divers safe in your **Keep**.

Whether you charge into the enemy ranks or simply close in to use your bows, your **Moat** should move forward as quickly as possible, to get within 8" of the enemy. This prevents the opposing units from making march moves, and increases the time you have to bombard them with your war machines before they get across the battlefield. Being far out in front of your **Wall** also means that your smaller regiments of cavalry won't cause panic in your own ranks if they are broken or destroyed.

in the flank or rear with your Knights. This move will crush most foes, no matter how tough they are, and it will certainly make your opponent nervous about charging with other units. On the other hand, why have such splendid troops sitting around for two or three turns when they could be out there causing some damage? If you pick on the enemy cavalry, you can stop them from attacking your **Wall** too early. Remember, the longer you keep the other side at arm's length the more time you have to pound them into submission with the ranks of

AND THE REST...

This is just one of the many possible strategies you can try in your battles, and there are many variations on the **Castle** theme itself. Indeed, one of the most rewarding aspects of collecting a Warhammer army of any race is developing your own tactics and ideas about how the various troops can be used. What's covered here is only the tip of a tactical iceberg that's just waiting for you to explore!



*This photo shows the Empire position from the diagram above. The **Keep** full of war machines is safe behind a solid **Wall** of foot troops. Most of these are Archers or Crossbowmen, but note the large regiment of Halberdiers which stands ready to take on any enemy units that make it past the **Moat** and through the hail of arrows and cannon balls!*



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CHIMERA ASSAULT TROOP CARRIERS



IMPERIAL CHIMERRO ASSAULT SQUADRON

The Chimerax is a more heavily modified assault version of the basic Chimera troop carrier. As the Imperial assault rolls forward, the Chimerax' four autocannons provide protection against enemy counterattacks from both flyers and troops.



IMPERIAL CHIMERAX ASSAULT SQUADRON



IMPERIAL CHIMEDON ASSAULT SQUADRON

The Chimera is a highly adaptable vehicle used by both Imperial Guard and Tech-Guard regiments across the Imperium. Of the many Chimera variants the Chimerro is the most basic, with a hunter missile system adding long-range firepower to its standard multi-laser.

With a huge battle cannon replacing its multi-laser, the Chimedon is the most heavily armed of the Chimera assault variants. After its troops have disembarked the Chimedon covers their advance, destroying any vehicles which stand in their way.



CHIMERRO, CHIMERAX AND CHIMEDON ASSAULT SQUADRONS PREPARE FOR BATTLE



CHIMERA ASSAULT!

By Andy Chambers

CHIMERA ASSAULT TROOP CARRIERS

The highly adaptable Chimera troop carrier has spawned innumerable variant designs as a result of the constant modification and experimentation which takes place in the research weaponshops of the Adeptus Mechanicus. The most popular of these have been the Chimera assault variants which replace or upgrade the vehicle's turret mounted multi-laser armament with more powerful weaponry. In all cases the variants have retained their full troop carrying capacity so they can be used to replace ordinary Chimeras on a one for one basis in unit organisations. Assault Chimeras are used to attack strongly fortified positions, to aggressively seize vital objectives and to give heavy fire support to armoured attacks and their accompanying infantry. To date, three variants of the assault Chimera have been combat tested and approved by veteran regiments of the Imperial Guard and the Tech-Guard.

CHIMERAX

Chimerax assault vehicles are easily recognisable because their turret has been upgraded to mount four light autocannon. These multiple autocannon allow the Chimerax to lay down a ferocious curtain of fire. This is highly effective for keeping enemy infantry, light skimmers and flyers at bay even though the Chimerax is not equipped with complex tracking and ranging sensors like its larger cousin, the Hydra self propelled anti-aircraft gun.

CHIMEDON

Chimedon assault vehicles have had their turret strengthened to mount a short barrelled battle cannon similar to those carried by Stormhammer super-heavy tanks (though Stormhammers bristle with four such weapons). The battle cannon's powerful armour-piercing shells can easily smash opposing tanks and Titans at medium range, giving it tremendous tactical flexibility when combined with the Chimera's sturdy and manoeuvrable hull. The Chimedon's only real failing is its lack of bolters, which means that it can be vulnerable to infantry assaults. Because of this, Chimedons

are seldom used as tanks to spearhead attacks (though they can do so), instead they provide supporting fire for platoons of infantry which are facing enemy armour or dug-in infantry.

CHIMERRO

Chimerro assault vehicles are the least modified of all the Chimera assault variants, mounting a standard hunter missile tube with an autoloader system on the side of the existing Chimera turret. The addition of this missile system gives the Chimerro a longer range weapon which is powerful enough to destroy enemy tanks or Titans. The multi-laser is still retained, enabling the Chimerro to mow down marauding enemy infantry and support its own dismounted troops.



NEW ARMY CARDS

On the following page we've included army cards for you to use in your Epic battles. If you don't want to cut up your copy of White Dwarf, or need several copies of a single card, feel free to photocopy the army cards. To assemble them, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, 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 army cards 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.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chimerax	20cm	3+	+1	Autocannon	50cm	2	5+	0	Carries 2 troop stands
Chimedon	20cm	3+	+1	Battlecannon	50cm	1	4+	-2	Carries 2 troop stands
Chimerro	20cm	3+	+1	Multi-laser Hunter missile	25cm 50cm	1 1	4+ 5+	0 -2	Carries 2 troop stands

TECH-GUARD MECHANISED ASSAULT COMPANY

Any combination of Chimera, Chimeron and/or Chimerro assault vehicles may be chosen to transport the assault company.

BREAK POINT 15: The Tech-Guard mechanised assault company is broken once it has lost 15 models, either Guard stands, HQ stands or Chimera assault vehicles. Once the company is broken each platoon must take an individual morale check.

MORALE VALUE 3: Tech-Guard have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

For a platoon to receive orders it must be within 25cm of a company HQ at the start of the Orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but they may fire in the advance fire segment of the combat phase in the same way as other troops with no orders.

The company HQ is a command unit. It does not therefore need orders and there is no need for the unit to check morale.

VICTORY POINTS 9

Your opponent gains 9 VPs when the unit is broken.

CHIMERAX ASSAULT SQUADRON

A Chimerax assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerax assault squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

CHIMERON ASSAULT SQUADRON

A Chimeron assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimeron assault squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

CHIMERRO ASSAULT SQUADRON

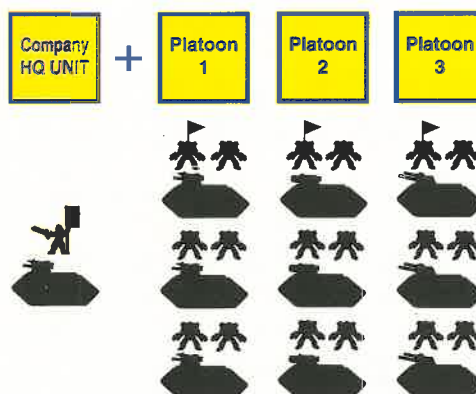
A Chimerro assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerro assault squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

TECH-GUARD MECHANISED ASSAULT COMPANY

A Tech-Guard mechanised assault company consists of one company HQ unit with a Chimera assault vehicle and three assault platoons in Chimera assault vehicles. Each assault platoon comprises six assault stands, including a section HQ, in Chimera assault vehicles.



POINTS VALUE 850

CHIMERAX ASSAULT SQUADRON

A Chimerax Assault Squadron consists of 3 Chimerax assault troop carriers.



POINTS VALUE 150



CHIMERON ASSAULT SQUADRON

A Chimeron Assault Squadron consists of 3 Chimeron assault troop carriers.



POINTS VALUE 150



CHIMERRO ASSAULT SQUADRON

A Chimerro Assault Squadron consists of 3 Chimerro assault troop carriers.



POINTS VALUE 150



IMPERIAL WARLORD TITAN™



VORTEX MISSILE



GATLING BLASTER



QUAKE CANNON



CHAIN FIST



A MIGHTY WARLORD TITAN LEADS THE ATTACK AGAINST AN ORK STRONGHOLD

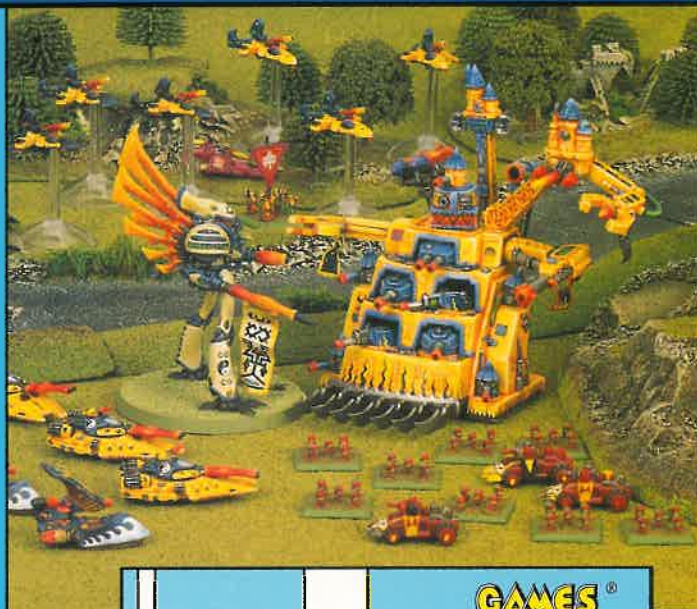
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The magnificent bronze Space Marine Trophy. This year it will be awarded by the Studio 'Eavy Metal Team to the Games Workshop store that produces the finest painted Warhammer Command group.

GAMES DAY 1995 AND THE GOLDEN DEMON AWARDS

On the 15th October 1995, the Birmingham National Indoor Arena will play host to **Games Day '95** and the **1995 Golden Demon Awards**. Thousands of Games Workshop hobbyists will get together for a dazzling day of exciting games and special events.

The **Golden Demon Awards** is the showcase for the finest painted miniatures in the world. Hundreds of Citadel miniature painters and modellers come together to display their talents and compete for the title of Golden Demon Master Painter and the coveted Golden Demon Slayer Sword.

THE 1995 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Miniature

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

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Striking Scorpions 3-7 models, Dark Reapers 3-7 models, Deathskulls Mob 3-10 models, Snotling Herd 2-10 bases plus a Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models.



NEIL THOMANSON - 1994 1ST PLACE
WARHAMMER 40,000 SINGLE MINIATURE



GARY TAYLOR - 1994 1ST PLACE WARHAMMER 40,000 SQUAD



ROBIN HEMSALL - 1994 1ST PLACE
WARHAMMER SINGLE MINIATURE



4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard gaming slottabases up to 25mm x 50mm maximum size (cavalry base). Models on 40mm x 40mm bases should be entered into the Monsters and Creatures category.

5. Best Warhammer Command Group

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



AKIO MENISTER - 1994 2ND PLACE WARHAMMER 40,000 CREATURE



6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to all Warhammer or Warhammer 40,000 monsters on 40mm x 40mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a rider if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.



7. Best Epic Titan

This category is for a single model of a Titan of any class, or any type of Gargant.



8. Best Epic Battleforce

Entries to this category should be made up of an Epic force consisting of the miniatures representing a **Company Card**, with a Titan/Gargant or Gigantic Vehicle as a **Special Card**, plus three **Support Cards**.



MARK WALTHAM - 1993 COMMENDED BATTLE SCENE



ROY SCORER - 1994 2ND PLACE EPIC TITAN

9. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer 40,000, Warhammer or the Epic game system. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there is no restriction on the model's theme or content.

THE GOLDEN DEMON COMPETITIONS

In addition to the nine main Golden Demon Award categories, this year we will also be running two Golden Demon Painting and Modelling Competitions.



The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under.

Your entry should consist of any single plastic Citadel miniature on its standard gaming slottabase.

The Golden Demon Open Competition

The Golden Demon Open Competition is literally what it says – an open opportunity for you to let your imagination run riot. There are no restrictions on your entry so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, but remember that no matter how wild your entry, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. Conversions are allowed, but should also be consistent with the atmosphere of the game world and spirit of the miniatures.



ROY SCORER – 1994 2ND PLACE BATTLE SCENE

1995 COMPETITORS GUIDELINES

All entries to the Golden Demon Awards must be painted Citadel or Marauder miniatures.

All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.

Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.

Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes.

All entries to the 1995 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena Birmingham on the 15th October 1995. Full details

on the entry and booking-in procedure will appear in White Dwarf issues 188, 189 and 190.

Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.

Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but we can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.

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.

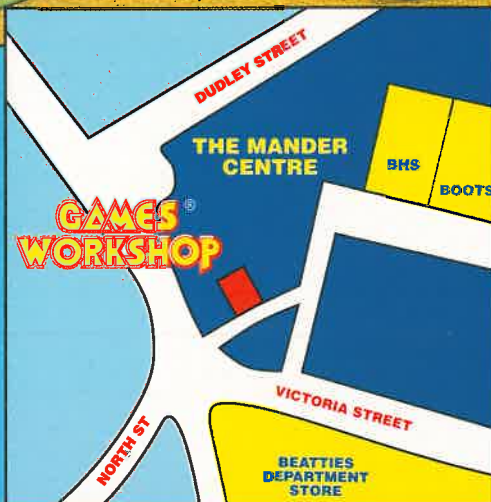
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WARHAMMER® CHARACTERS

KRELL – LORD OF THE UNDEAD

Legends speak of the mighty Krell – dreaded Lord of the Undead, raised to undeath by Nagash himself and a powerful enemy of the Old World. In battle he wields the Black Axe of Krell, carved out of obsidian rock and enchanted with deadly magic.

ASTRAGOTH – HIGH PRIEST OF HASHUT

Astragoth is the oldest and most powerful of the mighty Sorcerers of the Chaos Dwarfs. Encased in his cunning mechanical harness, Astragoth hurls potent magic at the enemy ranks, scattering them before him.



KRELL
LORD OF THE UNDEAD



ASTRAGOTH
HIGH PRIEST OF HASHUT

SKAVEN™ WARPFIRE THROWER TEAM



CLAN SKRYRE WARPFIRE THROWER TEAM



ASTRAGOTH HIGH PRIEST OF HASHUT

By Rick Priestley

From the dark, forbidding lands of the Chaos Dwarfs comes their oldest living sorcerer and High Priest of Hashut – Astragoth. Although he has been partly turned to stone, he still leads the malevolent forces of the Chaos Dwarfs to battle, striding at their head in the semi-mechanical shell which encases his petrified limbs.

CHAOS DWARFS

The Chaos Dwarf Sorcerers rule over the Tower of Zharr-Naggrund as the lords and masters of the Chaos Dwarfs and high priests of Hashut. Their lore is deep and ancient, the study of machines and magic combined to produce arcane engines of power and destruction. It was the Chaos Dwarf Sorcerers who constructed the city in past ages, who carved its shape from

obsidian, raised its dark towers and fashioned its massive gateways. They are few in number, probably no more than a few hundred amongst the whole Chaos Dwarf race.

In the Temple of Hashut the Chaos Dwarf Sorcerers meet in a conclave of evil to make their plans of domination. There is no leader nor formal hierarchy amongst them, but the strongest voice belongs to the oldest and most powerful, for Chaos





Dwarfs respect age and knowledge just as much as other Dwarfs. Each Chaos Dwarf Sorcerer controls part of the city, with its workshops and forges, slaves and warriors, as his personal dominion.

Chaos Dwarfs are resistant to magic, as are all Dwarfs after a fashion, but they are not immune to its effects. As Chaos Dwarf Sorcerers use magic it gradually seeps into their bodies, evoking changes in them which are both unique and horrific. After many centuries of labour a Chaos Dwarf Sorcerer begins to change – the pace of change is slow, but once it begins, his fate is sealed.



Starting with his feet, the Chaos Dwarf Sorcerer slowly begins to turn to immobile stone. At first his legs turn grey and solid so that he is unable to move, and his followers are obliged to carry him around or else he has them construct a mechanical engine to move him about. Then his lower body and torso turn to stone, making him extraordinarily tough. Once his arms become stone he is entirely dependant upon his followers to perform his magic, as all he can do is speak and watch their progress. After a while his entire body turns to stone and he becomes a statue.

For miles around the Tower of Zharr-Naggrund at the heart of the Chaos Dwarf Empire the roadways are lined with these stern grey statues. The Chaos Dwarf Sorcerers form rank upon rank of dark stones, watching over the approaches to their city and their sacred Temple of Hashut.

ASTRAGOTH 358 points HIGH PRIEST OF HASHUT

Astragoth is the oldest living Chaos Dwarf Sorcerer. When he was at the height of his powers he was the most potent sorcerer to walk the Plain of Zharr in a thousand years. Now his powers have begun to wane and his body is slowly succumbing to petrification. A decade ago he constructed a mechanical device by which he is transported from place to place. His legs have long ceased to work and even his hands have now turned to stone. To an extent these have been replaced by the machinery grafted onto his body. This engine was constructed by his slaves to plans created by Astragoth himself, and combines the undoubted skills of the Chaos Dwarf race with twisted, dark and malevolent science.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Astragoth	6	6	3	5	5	4	5	3	10

WEAPONS/ARMOUR: Astragoth is encased within a machine that enables him to walk and which powers his petrified limbs. This machine combined with armour gives him an armour saving throw of 3+.

MAY RIDE: Because of his elaborate semi-mechanical body, Astragoth may **not** ride any kind of creature.



MAGIC ITEMS: Astragoth is a Sorcerer Lord and may carry up to four magic items.

MAGIC SPELLS: Astragoth is a Sorcerer Lord and may have up to four Chaos Dwarf magic spells. These are randomly dealt before the battle begins as described in the Warhammer Battle Magic supplement. The Chaos Dwarf magic spells are included in the **White Dwarf presents: Chaos Dwarfs** book and the **Arcane Magic** supplement.

SPECIAL RULES

MOVEMENT: Astragoth can move faster than an ordinary Chaos Dwarf because of his remarkable semi-mechanical body. However, his machine enables him to move no faster than this rate. Consequently Astragoth can only charge up to 6" and he cannot make a faster march move. The exception to this limitation is that he will still pursue and flee at the normal rate of 2D6".

DEATH BLOW: The steam-driven pistons that have replaced Astragoth's muscles and sinews allow him to strike his enemy with mechanical force. As well as boosting his strength as shown by his characteristics, he can also make a Death Blow special attack. If Astragoth successfully hits the same target with all three of his attacks, then his mechanised arm goes into overdrive, pounding, smashing and stabbing faster than flesh and bone would permit. He can immediately strike all his blows once again against the same target.

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TALLARN DESERT RAIDERS



TALLARN DESERT RAIDERS WITH LASGUNS

MELTA GUN



SERGEANT



TALLARN DESERT RAIDERS AUTOCANNON AND WEAPONS TEAM



THE TALLARN DESERT RAIDERS DEPLOY FOR BATTLE

WARHAMMER

40,000

TALLARN DESERT RAIDERS

By Rick Priestley

Tallarn is a harsh planet, with endless sulphurous deserts and constant raging sandstorms. It was the site of the largest tank battle fought during the Horus Heresy, the grave of thousands of Chaos heretics, and the home of some of the hardest warriors in the Imperial Guard – the Tallarn Desert Raiders.

TALLARN

The world of Tallarn was once a fertile planet bathed in the gentle orange light of its twin suns. Oceans, plains and lush jungles covered its surface, and its people prospered. All of this ended during the Horus Heresy.



CHAOS ATTACK!

In a devastating surprise attack, the Iron Warriors Chaos Space Marines struck the planet. Thousands of virus bombs rained down on Tallarn and all who could ran to the enviro-shelters deep beneath the surface. As they hid, safe from the devastating bio-infestation, the deadly coils of DNA mutated as they were programmed to do. Animals, plants, even insects died as the virus did its work, destroying the planet's ecosystem and leaving an empty shell.

After seven weeks of isolation the virus had run its course and the remaining people of Tallarn emerged upon the surface. They found a world covered with the acrid slime of plants and corpses not yet decayed – for the world was still sterile without even bacteria to aid the decomposition of its dead. The Iron Warriors sent their task force to repossess the world for the Dark Gods of Chaos. From underground bunkers the Tallarn forces emerged to do battle with the invaders. Soon, reinforcements from both sides arrived, rival space fleets bringing vast armies to fight over the worthless remnants of the dead planet.

The Battle of Tallarn raged for many months and was the largest armoured conflict of the Horus Heresy. Outbreaks of viral infection from rogue DNA residue made it almost

impossible for infantry to operate outside of their protective shelters. The battle was finally decided by armies of tanks. When the fighting ended the empty, putrid wastes of Tallarn were littered with the wreckage of more than a million shattered vehicles.

A HOLLOW VICTORY

Chaos was driven from Tallarn at great cost, yet for all the millions that died there seemed little gained from the fight. The planet was destroyed and rendered useless for large scale habitation, industry or agriculture. The armies of the Imperium might well have given up Tallarn had their commanders realised the extent of the devastation, but once the armies were in motion there was no going back.





At the time the Chaos attack made little sense. It seemed insane that even the fickle Gods of Chaos should expend such energy fighting over a devastated world of no particular strategic significance. But in the aftermath of the Horus Heresy their were few left to ponder such questions. Amongst the evils of the time it was just another demonstration of the random destruction of Chaos.

TALLARN SURVIVES

Within a thousand years of the Horus Heresy Tallarn evolved into a very different world from the prosperous planet of former times. Deserts of sulphurous sand stretched from pole to pole and all water disappeared except for a thin residue in the atmosphere. No vegetation remained on the surface exposed to the blistering, wind-blown sands. All that grew was the carefully husbanded crops of the Tallarn themselves, sheltered in their protective horticultural domes.

The surviving Tallarn now lived in domed towns or in natural caverns hollowed out in the planet's rock. Fierce winds drove the Tallarn into their shelters, corrosive sulphur storms made all travel risky, and eventually a system of tunnels was built to facilitate travel beneath the surface.

Above their settlements the Tallarn built vapour traps to catch water from the thin atmosphere. These tall towers still stand above their domes to this day, and all the water they use is caught by these cunning devices and channelled into subterranean holding tanks.

A SECRET UNCOVERED

During the construction of an arterial tunnel, Tallarn miners struck an outcrop of hard black rock. They were unable to penetrate through this strange substance which was quite unlike any other they had encountered. After some days they decided to divert their tunnel to go around it. As they did so they discovered something very strange. At first it seemed like a natural formation, but soon they realised they had uncovered a deliberate construction.

The initial excavations revealed a huge wall of the strange black rock carved over its entire surface with weird entwined figures. The figures were human sized yet not entirely human, possessing a grace and beauty which rendered their grotesquely inscribed cavorting all the more perverse. Giant earth movers were brought in to dig out the layer of sulphur sand in which the wall was buried, and bit by bit it was slowly and painstakingly exposed to the daylight.

The Tallarn soon discovered the wall was not straight but curved, in fact part of a huge circle. Carefully their most skilled technicians worked to uncover the entire thing, a huge ring-shaped mound almost half a mile across.

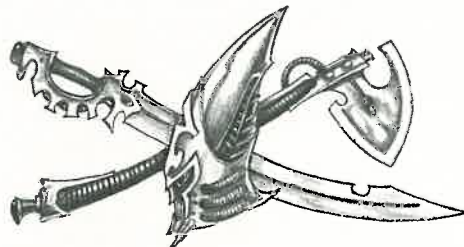
THE DANGER AWAKES

It was not until the whole circle was exposed that the disaster happened. With a blast of power the circle screamed and writhed, its inert form turned suddenly to moaning flesh. Where before there had been carvings now there were the creatures themselves, Eldar creatures, yet twisted with an uncanny evil, locked together by some sorcerous bond into a sickening embrace of depraved passion.

Within the circle itself, blackness boiled and stars wheeled – stars that belonged in another part of the galaxy altogether.

THE DARK LIBRARY

In the Dark Library of the Eldar a custodian shivered as he felt an unaccustomed surge of power. Adrift from time and space his mind searched the endless strands of probabilities and found the thread that led to Tallarn. After so long it had been discovered: the Cursus of Alganar, legend of evil from before the Fall, vortex of unimaginable power, one of the three mythical Gateways of the Gods.



His mind shifted into synchronicity with the Farseers of his race, tracing the paths that linked his mind to the Craftworlds of the Eldar. When that knowledge touched the Farseers the Avatars of Khaine would wake. And Khaine would recognise the work of his ancient destroyer Slaanesh – Bane of the Eldar, Prince of the Chaos Gods.



The Tallarn Desert Raiders and their Eldar allies battle against the foul forces of Chaos.

ELDAR ATTACK

The Eldar struck from the skies without warning or explanation. To the Tallarn it was an unwarranted act of aggression. Little could they imagine that the fate of the entire Eldar race was bound up with their strange discovery. To the Eldar there was no time for explanation or discussion. They couldn't know whether the Tallarn were in league with Chaos or whether the fierce desert people were unwitting pawns in the Dark Gods' game. As far as they were concerned the only option was to attack, to destroy the Cursus if they could before it was too late.

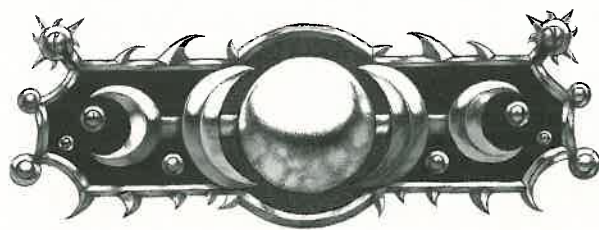
The Tallarn fought back with characteristic ferocity. Years of living upon the burning sulphur deserts had honed them into resilient fighters. To the Eldar the deserts were an unknown quantity. Even the hardy Aspect Warriors died under the heat of the sun, whilst the Eldar Guardians fell to the lightning raids of the human fighters. But the Eldar did not give up. They could not afford to abandon their attack. The survival of the galaxy depended on it.

THE DARK GODS AWAKE

But it was already too late. The gateway that was the Cursus grew in power by the minute. Its screams and wails filled the desert as the dark light brightened and fluxed within its core. Lights and stars swirled and clashed, fountains of spinning incandescence spat into the night sky. The laughter of gods

rebounded across the sulphur dunes and Eldar and humans alike shuddered in terror.

From the Cursus poured the minions of Chaos. There were things indescribable to men. Things that awakened primal terrors in Eldar hearts – horrors of slime and flame that cackled and bounded into battle, transparent bodies of pure energy dividing and reuniting in a cascade of colours, vile fleshy things that pulsed with inner power and sucked at the air with poisonous lips, long-legged abominations that bore slender and elegant creatures upon their backs, beautiful and yet sickening to look upon. It was as if all the daemons of hell had fallen upon Tallarn. They had.



THE BATTLE FOR THE CURSUS

The human commander called a truce and hurried to the Eldar lines where the alien Seers sat waiting. Knowledge had finally opened their eyes. The Runestones lay cast upon the desert floor. Hope in union was predicted. Division would lead to



damnation, darkness and death. With their fates so clearly predicted, the Eldar and Tallarn joined forces.

The two races fell back before the Chaos onslaught. Many were caught and destroyed in the early confusion, but the Chaos advance was slowed by the merciless hit and run tactics of the desert raiders. Humans led Eldar jet-bike riders into the attack, and soon the Tallarn and Eldar were able to regroup.



As the daemon hordes advanced beyond the Cursus their power waned, as if they were dependant upon its proximity for their power. And so it was, for the tendrils of Chaos though long are very tenuous, and only blood-letting and victory can sustain the link between the Dark Gods and their minions.

CHAOS DEFEATED

With skill and cunning the Tallarn drew out the Chaos battle lines. Choosing their targets carefully the Tallarn launched one attack after another, always retreating before the Chaos hordes could turn to meet their fire. It was a tactic calculated to drain the power of the horde, and it worked better than even the wily sons of the sulphur desert could have hoped.

The Eldar Seers saw the runes change, saw the opportunity develop. The daemons were fading fast, their glittering bodies growing ever more transparent, their cries ever weaker. Now was the time to hit them hard.

With a furious charge the Eldar and Tallarn threw their remaining strength against the gibbering horde. It was a last effort that would result in absolute victory or utter defeat. The Chaos hordes shuddered and the bodies of the daemons seemed to fade and dull. The crackle of energy died and the spark of life vaporised into the oily air.

Many lay dead, human and Eldar, gored by monstrous claws, crushed by the sensual caress of a poisoned tongue, or torn apart by razor sharp teeth. Many Eldar waystones were collected from the field, and many Tallarn taken back to their domes to surrender the water from their bodies to the hydro-tanks. But it was victory nonetheless.

THE CURSUS

Once the Eldar had departed in peace, and the people of both races had exchanged their promises of friendship, the Tallarn returned to the Cursus. They found the black stone cold and lifeless once more, just as it was when they had first uncovered it. However, they knew now that the stone was not dead but merely sleeping, awaiting its time again, waiting for the call of its evil masters.

The Tallarn buried the Cursus beneath the sulphur sands once more and placed within its circle the mysterious devices that the Eldar had given them for that purpose. Then they sealed the surface with plascrete and turned their backs upon it.

TALLARN DESERT RAIDERS

For every Command Section in your Imperial Guard army you may include up to three squads of Imperial Guard. These squads could be Tallarn Desert Raiders, Mordian Iron Guard, Ice Warriors of Valhalla, Cadian Shock Troops, Rough Riders of Attila or any other Imperial Guard regiment.

TALLARN DESERT RAIDER SQUADS 127 points

A Tallarn Desert Raider squad consists of 1 Sergeant and 9 Imperial Guard troopers armed with lasgun, frag grenades and wearing flak armour (6+ save). The Sergeant is armed with a plasma pistol, sword, frag grenades and is wearing flak armour (6+ save). One Imperial Guard trooper is equipped with a melta-gun, and the squad includes a two man weapons team armed with an Imperial Guard autocannon (See White Dwarf issues 180 or 182 for the weapons team rules).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

MISSION IMPOSSIBLE!

By Gavin Thorpe

Occasionally, among their perilous adventures and heroic deeds, a party of Warriors will be caught up in a really unusual series of events. They may get lost or imprisoned – anything could happen. To represent these possibilities, Gavin has written the following rules to allow your brave Warriors to venture forth on a Special Quest.

SPECIAL QUESTS

Sometimes a straightforward adventure gets a bit more complex than it first seemed. Warriors may get lost or be ambushed and captured before they reach the dungeon. The Warriors may even decide to go on a quest which they know will be more perilous than normal. The rewards for such bravery are great, and because of this some Warriors make a special effort to seek out impossible odds to face (these parties often include a large number of Dwarf Troll Slayers!).



The Special Quest card and floorplan at the end of this article, together with the three new Special Quests, can be used to introduce an unexpected twist to your games. In future issues we will feature more Special Quests, Objective rooms and other expansions for your Warhammer Quest adventures.

DUNGEON CARDS

To use the Special Quest card simply shuffle it in with your Objective room cards when you are starting your adventure. If you draw the Special Quest card, roll to see which mishap or special circumstance has affected your heroic Warriors. This is just like finding out which adventure you are playing with a normal Objective room.

Alternatively, you can choose to set out on a Special Quest, eager for the greater rewards to be gained. If you decide to do this, simply roll a dice and consult the following pages to find out what the Warriors have found themselves embroiled in.

*Le*aning on his gnarled oak staff, Fizantan the Marvellous waited patiently for the young warriors to recover from the shock of meeting such a fabled enchanter. Once their gasps of astonishment had subsided, he reached into the recesses of his voluminous robe and drew out the legendary Amulet of Vanhels.

"This talisman" he said, "contains the power of one of the mightiest sorcerers ever to walk the world. If it were to fall into evil hands there's no telling what would happen! You must ensure that it is safely returned to its resting place before others find out that it is loose once more."

Handing the blood-red pendant to the leader of the warriors, Fizantan the Marvellous stepped backwards.

"This won't hurt" began Fizantan, as smoke started to seep from the ground around the warriors. "At least it's not supposed to..."

His last words were cut off by a massive explosion and a brilliant flash of white light.

Rubbing their eyes, the warriors blinked at their new surroundings. Everything had changed. They weren't in the woods any more and Fizantan was nowhere to be seen. As their eyesight returned to normal they noticed the strange runes and carvings on the walls.

They had obviously been magically transported to the temple of Dagnatz, deep inside the Worlds Edge Mountains! All they had to do to complete their quest was to place the Amulet of Vanhels on the Shrine of Sigmar and return to collect their well earned payment.

Of course, it would be easier if Fizantan the Marvellous had transported them into the Shrine itself instead of this dank, dark, smelly prison cell...

If you are performing a Special Quest you must also find out which adventure you were on when circumstances changed. This is done as normal by drawing an Objective room card, rolling a dice, and looking up the result in the Warhammer Quest Adventure Book. For example, you may be playing the Firechasm adventure number 4 – *Destroy the bridge*, when you become mixed up in Special Quest 5-6 – *The Slavers*.



COMPLETING A SPECIAL QUEST

Unless otherwise noted in the Special Quest description, the Warriors play out their adventure exactly as written in the Adventure Book. The main difference is the bonus rewards that you get for completing the Special Quest. This may be extra gold or additional Treasure cards – the details are noted in each Special Quest description.

HIDDEN PASSAGES

Sometimes the dungeon may contain a secret door or concealed corridor. If the Warriors finish their adventure (either by completing it, or by being cut off in a dead end) they may look for a Hidden Passage. Only if the adventure description says that the Warriors have to escape immediately, can they not search for a Hidden Passage.

Searching for Hidden Passages is simple. First, decide which board section(s) you want to search. Searching is the Warrior's action for that turn, and each Warrior may only search a particular board section once per adventure. At the end of the Warriors' phase roll a dice for each Warrior searching and consult the table below.

HIDDEN PASSAGE TABLE

D6 Roll	Result
1	Collapse! The Warrior's searching causes a part of the dungeon ceiling to fall down. The dungeon isn't blocked, but each Warrior on the same board section suffers 1D6 Wounds (with no deductions) from the falling rocks.
2, 3, 4	Solid Rock! The Warrior cannot find any secret doors on this board section.
5, 6	Found it! Attach a Doorway to the board section and place the remaining Dungeon deck behind it to be explored as normal. Each dungeon will only ever have one Hidden Passage so there is no point searching again once one has been found.

THE GAOL



The Gaol is a very small and dark dungeon cell. A noxious smell rises from the open drain and the straw is infested with all kinds of unpleasant life. It is used by the Monsters for imprisoning people they want to forget about...

At some point during each of the Gaol Special Quests, the Warriors will probably want to get into or out of the Gaol. Unfortunately, the thick iron gates of the Gaol are locked and cannot be passed until they have been opened. Hand-to-hand attacks may not be made through the gates but missile attacks will pass through the bars without hindrance. The Warriors may either try to smash the gates with brute force and ignorance, or attempt to pick the lock with stealth and cunning. Whichever method they choose, a Warrior must be standing adjacent to the gates to try to open them. Only one Warrior may attempt to open the gates each turn, and he may not move or attack while he does so.

To see if the Warrior is successful roll a D6. On a roll of 1 the unfortunate Warrior has set off a hidden trap which springs a poisoned spike into his arm or causes a guillotine blade to drop from the ceiling. As a result of this wound, the Warrior will remain at -1 Strength for the rest of the adventure. Otherwise add either the Warrior's Strength (for brute force) or Initiative (for picking the lock) to your dice roll. On a total of 7 or more the Warrior has overcome the locks and the gates have swung open. Any other result means that the gates stay firmly shut.





CHOOSING A QUEST

Roll a dice to see which of the Gaol Special Quests the Warriors find themselves involved in. Because there are three adventures instead of the normal six, a roll of 1 or 2 indicates *The Mad Beast* Special Quest, a roll of 3 or 4 is *The Guards*, and a 5 or 6 is *The Slavers*.

1-2 THE MAD BEAST

The Goblins in this dungeon have trapped a mad Minotaur. The Chaos Gods have tainted the beast's mind and it is now totally insane. When the Warriors first enter the dungeon the Minotaur is safely under lock and key inside the Gaol, but the Minotaur is trying very hard to escape...

Special Rules

Create the dungeon as normal, but as well as the Objective Room, shuffle the Gaol Dungeon card into the bottom portion of the Dungeon deck. The mad beast itself is represented by the single Minotaur Event card (not the 1D3 Minotaurs Event card). You should ignore instructions on the card to draw another Event card, the insane Minotaur is always alone when the Warriors encounter it.

There are two different circumstances in which the Warriors will meet the Minotaur. If the Minotaur card is turned over before the Gaol has been discovered the mad beast has already escaped. The Warriors hear a fearsome roar and the crash of twisted metal echoes down the corridors. Suddenly a massive shape hurtles out of the darkness! The Minotaur is placed on the board as normal and fights like any other Monster.

The second way that the Warriors can meet the Minotaur is if

they discover the Gaol before the Event card is turned over. In this case you should place the Minotaur inside the Gaol. The Warriors will be able to attack him with spells and missile fire (or hand-to-hand attacks if they're foolhardy enough to try and open the gates to let him out!). If the Minotaur is on the board and in the Gaol when the Minotaur Event card is turned over, then the beast lets out a tremendous bellow and smashes the gates aside! From that point on, the Minotaur will move towards and attack the Warriors just like any other Monster. Also, like other Monsters, the Minotaur is removed from play if he is cut off from the Warriors by a Cave-in, Portcullis or similar obstruction.

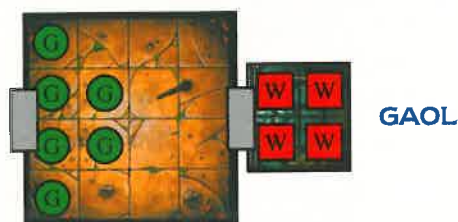
Wherever he is met, the Minotaur is so crazed that he can ignore wounds which would normally kill other creatures. To represent this, roll a dice each time the Minotaur is hit. On a roll of 1, 2 or 3 resolve the damage as normal, but on a roll of 4, 5 or 6 the Minotaur simply shrugs off the blow and takes no damage at all! If the Warriors manage to kill the crazed Minotaur it is worth 750 gold instead of the normal 440.



3-4 THE GUARDS

The Warriors were caught in a trap last night, and have found themselves the prisoners of the Night Goblins! The Warriors have been locked in the Gaol until the Night Goblin Warlord returns from his raid. Standing guard outside the Gaol are six cruel Night Goblin Archers.

THE GUARDS SET-UP



Special Rules

To start the adventure, set up the board sections as shown above. The Warriors start the adventure in the Gaol and you should place six Night Goblin Archers as shown on the diagram. The Night Goblin Archers will start shooting in the first Monsters' phase after one of the Warriors tries to open the gates, cast a spell or make any type of attack! However, until the Warriors have opened the gates of the Gaol, a roll of 1 in the Power Phase *does not* trigger an Unexpected Event.

Instead of gaining a single Treasure card for killing all the Night Goblin Archers, the Warriors find the guards' stash of loot and each one of them gets a Treasure card.

5-6 THE SLAVERS

The Monsters in this dungeon are raiding the local area for slaves, who they hope to take back to their powerful masters. An unlucky Warrior may find himself dragged off into the darkness and imprisoned.

Special Rules

Shuffle the Gaol Dungeon card into the dungeon deck (remember to make sure that the Objective room stays within the bottom seven cards).

Any Warrior who is reduced to zero Wounds while there are Monsters on the board must immediately roll a dice. On a roll of 1, 2 or 3 the Warrior is dragged off by the Monsters (if he was carrying the Lantern, he drops it as he disappears into the darkness!). All of the Monsters on the board are removed from play, together with the unconscious Warrior. The players do not get any Gold for Monsters that slink off in this fashion. Any captured Warriors should be placed inside the Gaol when it is found, and will have D6 Wounds left. Each captured Warrior will also have had one randomly determined item of Treasure stolen from him if he was carrying any.

In this adventure, the Warriors must find the key to open the Gaol, they cannot try to pick the lock or force open the gates. The key is held by one of the Monsters in the dungeon, but the Warriors do not know which one. To find the key, roll a dice every time the Warriors finish an Event involving Monsters. On a roll of 6, one of the Monsters was carrying the key. Give the Dungeon Gaol Key Equipment card (below) to one of the Warriors. The party can start searching for the key even if a Warrior hasn't been enslaved yet.

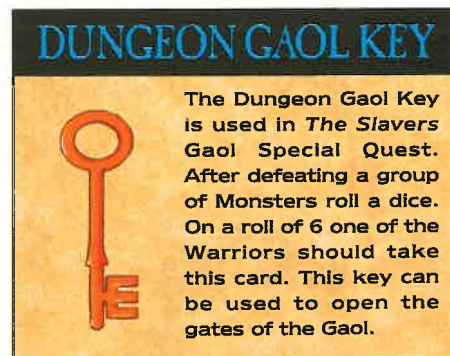
The Warriors must return to the Gaol if they want free any prisoners. It takes a Warrior one turn to open the lock, during which time he may do nothing else while he sorts out the keys. Although he cannot attack, the Warrior can still defend himself as normal. The Warriors must leave the dungeon as explained in the Adventure Book (usually they will have to exit through the Objective room).

Luckily for the Warriors, the Monsters' slaving parties have been very successful and their hoard of stolen treasure is growing rapidly. Every time the Warriors get a Treasure card from an Event, roll a dice. On a roll of a 4, 5 or 6 the Warriors get two Treasure cards instead.

HOW TO ASSEMBLE YOUR DUNGEON CARD, FLOORPLAN AND EQUIPMENT CARD

To assemble your new Dungeon card carefully cut it out (remembering to keep the two halves together). Fold your Dungeon card along the dotted line. Glue the back of each half (Citadel PVA glue is ideal) and press together firmly. It's a good idea to insert a piece of thin card between the two halves to make your Dungeon card a bit more durable. Trim off any excess so that your Gaol card doesn't stand out from the rest of your Dungeon deck.

To make your board section, cut around the outside of the floorplan and glue it to some card. The card needs to be quite thick so that your plastic doorways will hold the Gaol floorplan tightly. You may need to use several layers of card to make the Gaol floorplan the right thickness.



To make your Dungeon Gaol Key more durable, it's probably best to stick it to some thin card after you have cut it out.

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Warhammer Quest

PIT FIGHTER



A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

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Contents and components may vary from those illustrated



Model supplied unpainted

Model designed by Gary Morley



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WARHAMMER

40,000

WOLVES OF FENRIS

By Kim Syberg

Kim is one of the highly-skilled painters from our 'Eavy Metal team. He spends all day painting Citadel miniatures, then goes home to work on his brilliant Space Wolves army in the evenings!



SPACE WOLVES

Of all the different Space Marine Chapters in the Warhammer 40,000 universe I think the Space Wolves are the most exciting. With their nordic imagery and ferocious battle tactics, they are the ultimate close combat warriors. This combination of

distinctive imagery and battle-winning skills makes the Space Wolves my favourite Chapter by far.

Within a squad or pack, each of the Space Wolves is an individual who adorns his armour with wolf pelts, fangs and other totems to celebrate his victories. These decorations form his own personal iconography which sets him apart from his battle-brothers. These simple variations between troopers give me the opportunity to endlessly convert models!

The Space Wolves are organised slightly differently to other Space Marine Chapters. Each battle pack is trained and equipped for lightning fast raids into enemy territory and fulfils a specialised battlefield role. For example, the battle-hardened Long Fangs all carry heavy weapons. Grey Hunters are quite similar to Tactical Space Marines but they can all



Kim's army of Space Wolves assembled for battle.



One of the minor conversions in this Grey Hunters battle pack is the grenade in the hand of the second trooper.

carry close combat weapons to slaughter their foes. In the same vein, the Blood Claws have a *Berserk Charge* ability which allows them to roll an extra attack dice when they charge into hand-to-hand combat. These special rules make the individual troop types in the army really fun to use in battle and also are an endless source of modelling ideas.

COLLECTING THE ARMY

I don't worry too much about having a battle-winning army, I much prefer to buy models which appeal to me as a modeller. Having said that, when I originally planned my army the first squad I bought were the Wolf Guard Terminators! These veteran troopers are not only great models to paint but are really powerful in battle! Each Wolf Guard is free to fight using whatever weapons he favours, so I equipped my pack with storm bolters, two assault cannons, a heavy flamer and a variety of close combat weapons. This variety gives them flexibility in the game, and was also more interesting to paint!

At the same time I bought the Terminators, I chose Wolf Lord Ragnar Blackmane to lead my army. He is a magnificently sculpted model with lots of detail on his armour and a huge wolf skin hanging from his shoulder. In battle Ragnar is a courageous leader and a formidable close combat opponent.

Although I had now created the backbone of a mighty Space Wolf army, I still only had seven models to fight with! I needed some more troops to bolster my forces and the plastic Space Marines from the Warhammer 40,000 boxed set were the answer. They can easily be used as Grey Hunters as all you have to do is paint them the right colour! With these extra troops my army began to look much more formidable.

I then realised that I didn't have any vehicles in my army, so I decided to paint up a Predator. I had great fun adding detail to this model and find the destructive power of its lascannons and autocannon very useful in battle. Over the next few months I added more vehicles as well as battle packs of Long Fangs and Blood Claws. Finally, after almost a year, I had assembled the army you see on these pages.



There are lots of small conversions on these Long Fangs Pack, like the trooper giving the 'thumbs-up' signal, but the really big job in making this squad was building a multi-melta from scratch!

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Miniatures designed by Jes Goodwin.

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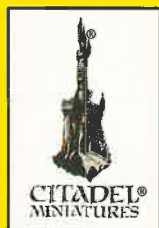
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**THIS BOXED SET
CONTAINS A RAZORBACK
TRANSFER SHEET AND
FOUR SPACE MARINE
TRANSFER SHEETS**



The sergeant and the veteran of this Blood Claws pack have been given metal arms cut from other models, rather than plastic arms.

WOLF PACKS

When I began the army I decided to really individualise my Space Wolves by adding extra little details to each model. Nearly all of my miniatures are converted in some way, from a simple addition of a half-empty weapon magazine to more complex head or weapon swaps. Personalising your basic troops doesn't take long, and makes them far more interesting.

Jes Goodwin's brilliant Long Fang models stand implacable and unmoving like great oaks, and this fits their character perfectly. Nevertheless, I was still tempted to add some little bits and pieces of my own to make my models unique. Simple details like the Long Fang giving the 'thumbs-up' sign, or removing a missile from a missile launcher are great fun to do. However, the real challenge was to create a complete multi-melta! There isn't a Imperial version of this immensely destructive weapon available yet but I still wanted one in my army. I pieced it together using parts gleaned from a variety of sources including the Orks' chunky multi-melta! I adorned it with skulls cut from plastic Space Marine models and scoured my bits box for other interesting details like Imperial eagle badges. In the end I think you'll agree that it looks pretty good!

You'll notice that both my Grey Hunters and Blood Claws include troopers with their arms raised. This kind of dynamic pose is quite difficult to model with normal plastic arms, so I simply cut up some sergeant models and pinned their arms into place on my ordinary troopers. A few adjustments with a file and some modelling putty and the jobs a good 'un! This type of simple conversion is discussed in Mike McVey's 'Eavy Metal Modelling Guide which is full of interesting tips and ideas.

On this page you can see my savage Blood Claws battle pack. This is my latest squad and as you can see it's not complete yet. I prefer to model and paint a single battle pack at a time, converting all the miniatures in the squad in one go as I assemble them. In this way, if an idea comes to mind for a conversion I can follow it through on the whole squad. These conversions take many hours of careful work and are not for the faint-hearted. Sometimes it feels like they're never going to be finished, but the weeks of work are worth the effort. If you want to have a go at converting some of your own models, it's best to start with a simple weapon or head swap, and work up gradually to more complex conversions as your skills improve.

When all of the conversion work is complete I paint up the whole pack to a good basic standard. At this stage I can game with them, but I don't think they're really finished until I've been through and added the fine details. On my Blood Claws, for example, I've given them a really feral look by adding war paint and pack markings.



From the start I had decided to paint my army as part of Ragnar Blackmane's company, indicated by the yellow shoulder pad with a black wolf's head. I did this for two reasons. Not only was Ragnar the first Wolf Lord I painted, but I find his company the most evocative of the Space Wolves Chapter. Later, when I added a second Wolf Lord to my collection, I made his company badge very similar to Ragnar's in order that he would fit in with the rest of the army.



Extra wolf tails, grenades and other small details really personalise these Space Wolves Scouts.



My second Wolf Lord – a conversion based the Ragnar model.

CHARACTERS

You may think I put a lot of work into painting the battle packs in my army, but I lavish even more time on the characters! Much of this work has been in converting models to represent the personalities in the army list who aren't available yet.



Space wolf Dreadnought Ragon.



Wolf Guard Ranulf and battle-brother in Terminator armour.

The first major conversion I tried was a second Wolf Lord. Based on Ragnar Blackmane's body, this heroic leader of the Space Wolves was built up from 57 different bits! With the addition of a few lumps of modelling putty I succeeded in creating a completely unique model. As you can see, the extra time and effort it takes to make such an important character isn't the sort of thing that you want to try for every trooper, but for a Wolf Lord I think that it's well worthwhile.

It wasn't long before I set myself a real challenge. One of the most unusual characters in the Space Wolf Army list is Wolf Guard Ranulf, a legendary giant of a Marine who defeated a horde of Orks in hand-to-hand combat. I began to model him by cutting up several different Space Marine and Wolf Guard Terminator models which I pinned together for extra strength. I stuck layers of plasticard onto his body and shoulder pads, to make him much broader than a regular Space Marine. After I'd finished this, I covered all the armour plates and the eagle on Ranulf's chest with modelling putty, blending it into the model to make him even more bulky. Finally I was able to add some details from other models: the storm bolter, power fist, and the head of the Blood Bowl Star Player – the Mighty Zug. Have a look at the finished model in the photo, he's huge!

I think Ranulf is my best conversion yet, so when I'd finished constructing it I took particular care when it came to painting. It's important to remember when you're painting characters, to really take your time to make sure that you get a good result. If you rush the paint job on your characters it really shows and can bring down the overall look of your whole army.

VEHICLES

My Dreadnoughts, both Bjorn the Fell-handed and Ragon, took a lot of time to paint. This was partly deliberate as their immense size and tactical importance make them the centrepieces of my army and I didn't want to rush myself into making mistakes. Like the Land Speeder, both Dreadnoughts are painted in a bright and clean finish with only minor battle damage to the larger armour plates. Too much dirt and damage



My finished Space Wolves Predator complete with kill markings and severed Ork heads.

tends to make this sort of model look a bit messy and so I apply the maxim – less is more! Tanks are a different story as they have lots of flat areas which can be covered with all manner of details without obscuring the model. I usually carve a fair amount of scratches and damage from enemy fire onto the plastic hull with a scalpel before painting the model.

You will notice that my Predator is adorned with several trophies from its many victorious battles. The reason for all these severed Ork heads is simply the countless battles I have fought against the Orks! I like adding honour badges to vehicles to commemorate heroic engagements and victories. This gives the army a life of its own as games are won or lost and battle honours are added to the company standard.

HAVE FUN!

Collecting and especially painting this army has taken me quite some time but it's been great fun. I find it very satisfying to see my army grow larger and larger, and it's hard to stop adding more packs all the time!

When I've finished my Blood Claws pack, I'm going to get some new Wolf Scouts to add to the pack I've already done. I've already started one, but it will take me some time to get all four Space Marines finished. After that I want to fill up my character collection a lot more. I don't think that an army ever really gets finished, There's always something new to add to it and, after all, that's the charm of collecting and gaming with a Warhammer 40,000 army.

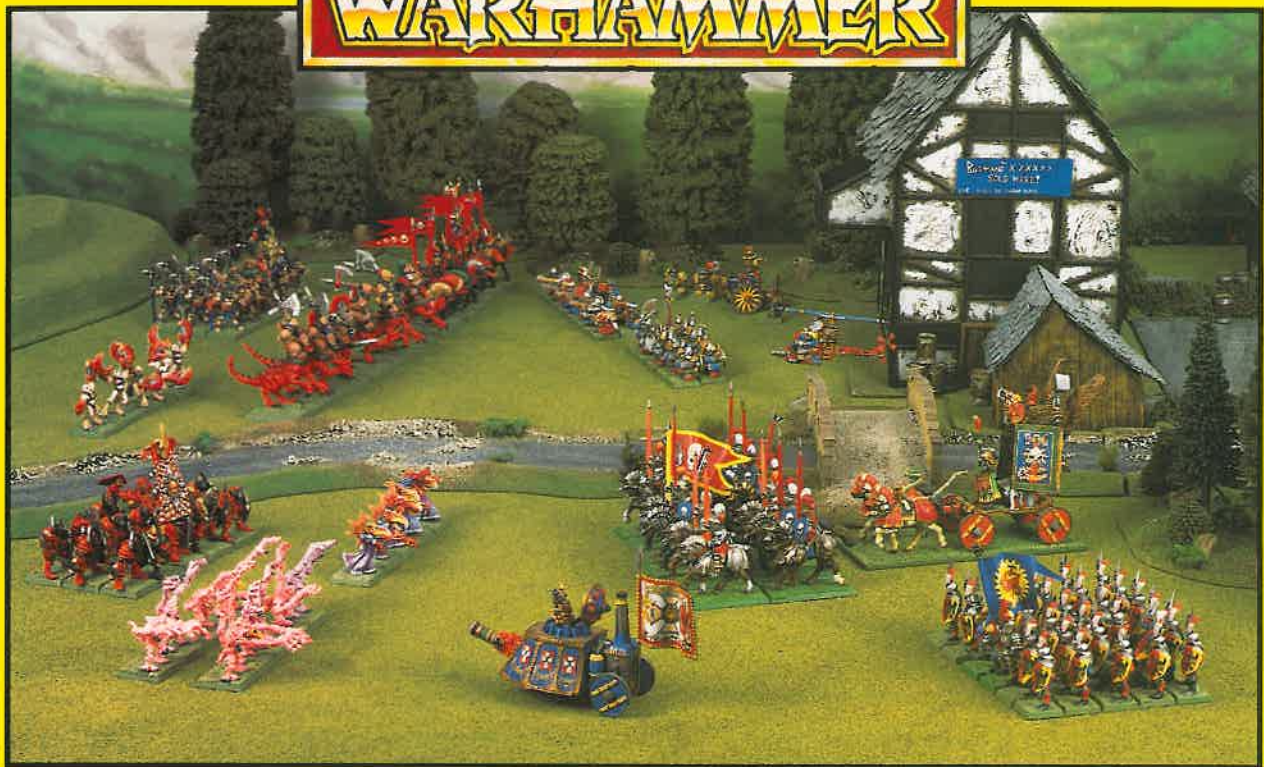


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MODELLING WORKSHOP

HOW TO MAKE AN EASY WARHAMMER BUILDING

By Rick Priestley and Robin Dews

Modelling scenery and terrain for your battles is entertaining, challenging and fun say Robin and Rick. To make their point, in this month's Modelling Workshop they explain how you can make a great looking Warhammer building with nothing more than an old cornflakes packet!

OFF WE GO!

In last month's issue Rick and Robin showed you how to make a simple model of a Warhammer 40,000 Strongpoint, using nothing more complicated than a packet of cornflakes, a pair of scissors and some glue. This month, our cereal architects have turned their attention to the Warhammer World and the typical rustic dwellings found in the cities and towns of the Empire.

In this article we'll show you how to make a simple Warhammer building (looks more like a hovel to me – Ed) using the sorts of bits and pieces you'll find around the house. All the templates are provided so let's get started!



Above: You'll be able to make this model with just the few simple items shown above.

Left: This model was neatly assembled by Owen Branham at the Studio.

Below: The rough prototype Robin made while watching TV!



EQUIPMENT AND MATERIALS

In the same way as for the Strongpoint, all you need to make this model is a large cereal packet, a pair of scissors and some glue – Citadel PVA, UHU, Evostick, Bostick or any other similar adhesive is perfect. You might find that some sellotape and a modelling knife also come in handy but they are not essential. The chimney pot you can see on our model was cut from a plastic drinking straw.

USING THE TEMPLATES

If you had a go at the Strongpoint model we published last month, you'll already know how to make use of the templates printed on the following pages. If not, I'll give a quick summary here.

The templates provide you with the exact shapes for all the pieces of card you need to make your model. In order to use them, you'll need to remove the pages from your copy of White Dwarf or photocopy them before you start. You don't need to cut out the individual pieces as you are simply going to transfer the shapes onto your cereal packet or card.

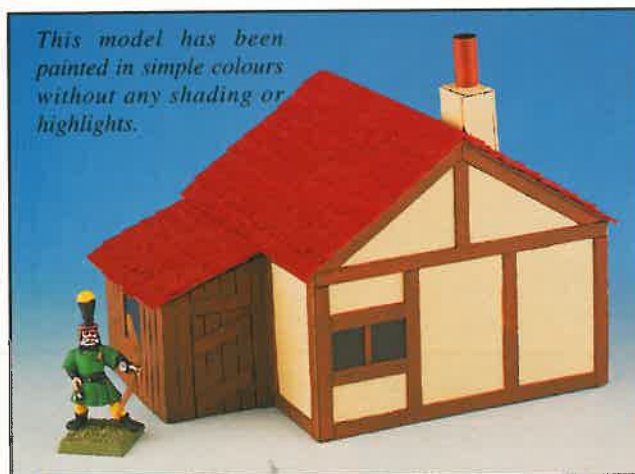
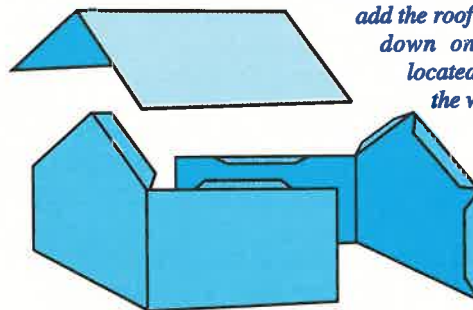
Once you've photocopied or removed the templates, lie the whole sheet on top of your flattened out cornflake box. Next, use a compass or similarly pointed object – a drawing pin would do but is a bit clumsy to handle – to prick holes through the template at all of the positions marked by a red circle. Once

you've marked out all of the corners and fold lines in this way, lift off the template sheet and simply join up all the pin holes with a pen or pencil and you'll have a perfect copy. It's a bit like doing a dot-to-dot puzzle really, except the dots don't have any numbers. If you're not sure where some of the lines connect, then a quick glance at the template should solve the problem. When you've done all of this, simply cut out the card copies with your scissors and you'll be ready to start assembling your model building.

ASSEMBLING THE WALLS

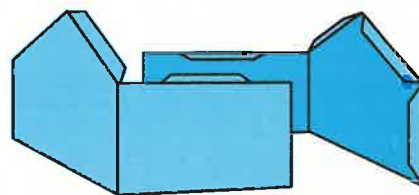
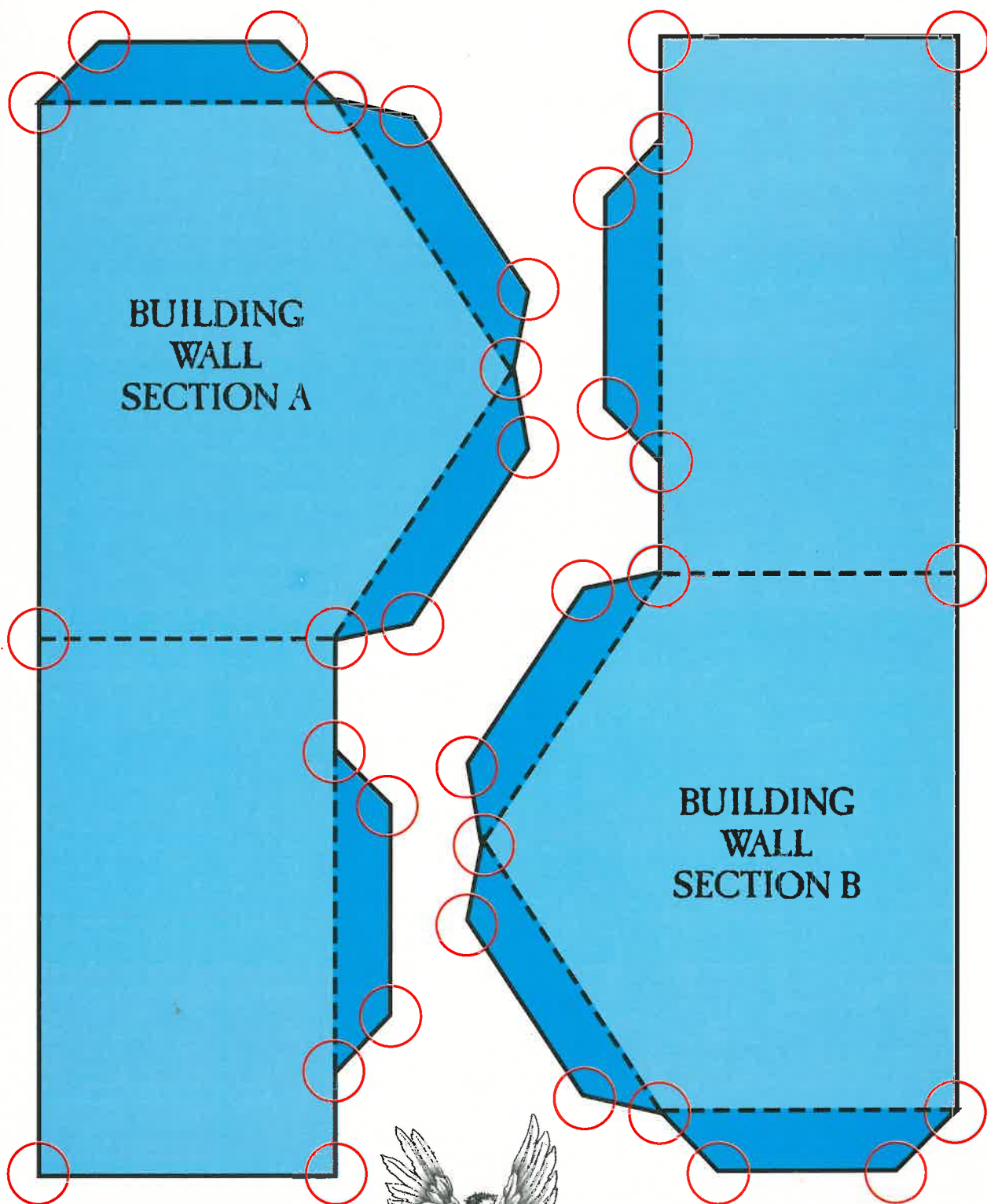
Cut out the two wall sections and gently score along the dotted fold lines with the point of your scissors (of course on your card copy you'll have drawn the lines in yourself so check against the template to see where the folds are). Once you've got the two pieces in front of you, simply glue the two wall sections together and hold them in place until the glue begins to set (see Diagram 1). The roof can then be added by spreading some glue along the tabs located on top of the walls, and pressing the roof down onto these. You might find that you need to stick a piece of sellotape across the back of each of the tabs, just to hold things firm until the glue sets.

Diagram 1: Fold the two wall sections and then glue them together along the tabs to make a box shape. Once the glue has started to set, you can add the roof by sticking it down onto the tabs located on the top of the walls.



The fully assembled model, is now ready for painting.



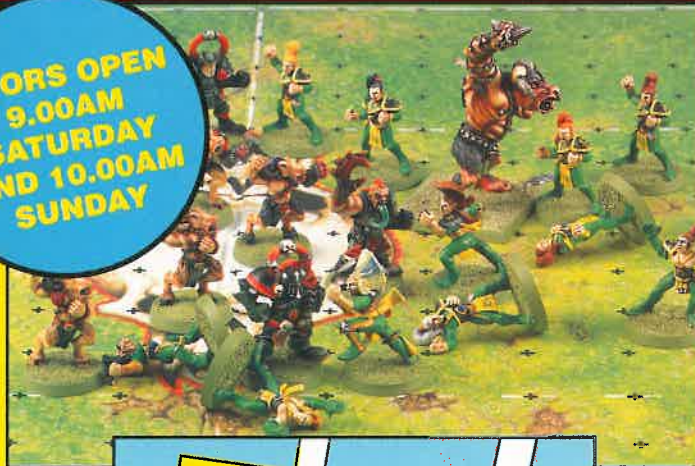


Fold the two wall sections to make two right angled pieces and then simply glue the two halves of the building together.

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Well that's it! You should now have in front of you a simple model building. Everything else we're now going to do just adds extra detail to this basic structure.

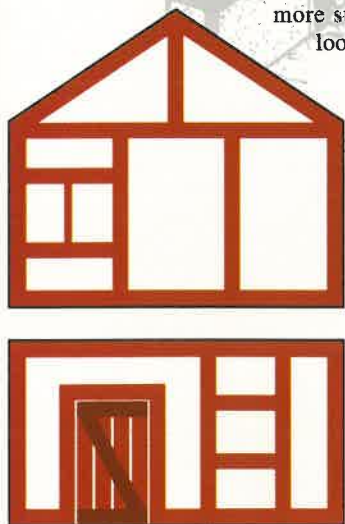
THE OUTHOUSE

We decided to add a simple timbered outhouse to our building using the templates provided on the opposite page. First of all mark out the template onto your cereal packet card in the same way as before. On our model we attached the outhouse to one of the long sides, but where you place yours is entirely up to you! Once you've glued it into place, you can simply stick the flat roof down onto the tabs

DETAILING YOUR MODEL

Once you've finished assembling the basic shape, you can begin to add more detail to your model. First of all we cut out some thin strips of card and glued them to the sides of the model to build up a timber frame. We also used this technique to mark out the door and windows frames.

The door was then filled in with four more strips of card that made it look like rough-hewn planks of wood.



These two diagrams should give you some idea as to how to do this, but feel free to vary the pattern to suit your own model.

Once we'd finished working on the main building, the whole outer surface of the outhouse was covered with more strips of card to give it the appearance of a rough wooden structure.

ADDING A CHIMNEY

In a moment, you're going to tile the roof of your building. Before you do that, you might want to add a chimney pot to your model like the one you can see in the photo.

You'll find a template for the chimney on the previous page. We didn't bother marking on all of the red circles, because by now you should have got the hang of how this works. In this case, the template is so small the circles would have just looked really messy and confusing.

Mark out the template in the normal way, fold it into a box and glue it onto the roof of your model. As a final touch, we stuck a piece of plastic drinking straw to the top of the chimney on our building, but this is entirely up to you.

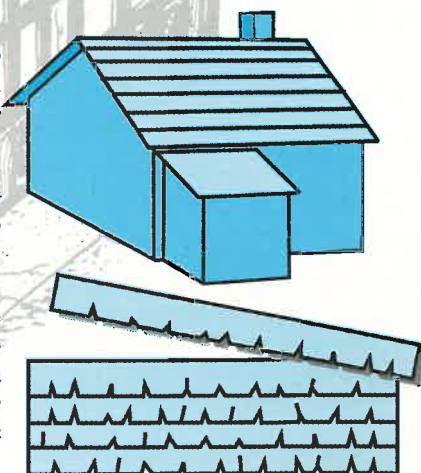
TILING THE ROOF

Adding tiles to the roof of a model makes it look really good and is very simple to do. It's true! Don't be misled by appearances. Tiling is dead straight forward.

First of all, cut yourself some strips of card about 10mm wide and the same length as the roof section. Then with your scissors, make a series of snips and cuts along one of the edges of each strip. Starting at the bottom of the roof, glue the tiling strips into place, with each one overlapping the strip below it. Although this is a bit complicated to explain, it's actually very simple to do, as Diagram 2 below makes quite clear. When you've finished tiling one side of the roof, turn the model round and do the same to the other side. To complete the job, you'll need to add a special 'capping strip' to the apex of the roof. This is just a strip of card that's twice as wide as the normal ones (20-25mm should be fine). Fold this down its centre line before snipping the edges and gluing it firmly into place.

Diagram 2: On his model, Owen cut each roof strip into smaller sections before gluing them down. This takes a little longer to do but gives the roof a more varied look.

When you come to the bit of the roof where you attached the chimney, simply trim your strip a little shorter or cut a notch to make it fit.

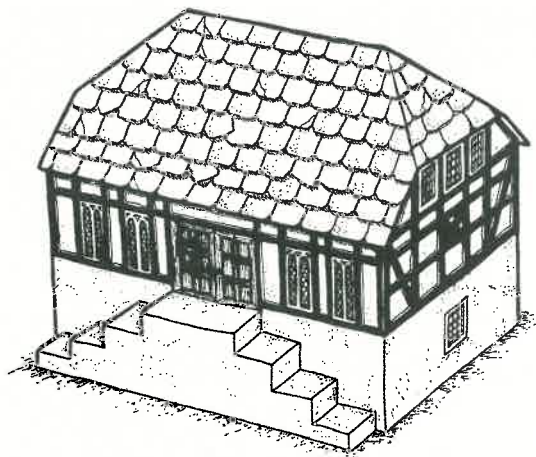


Once you've finished adding these extra details, you'll find your model is much more rigid. And, when the glue has all completely dried, your building is ready for painting.

PAINTING YOUR MODEL

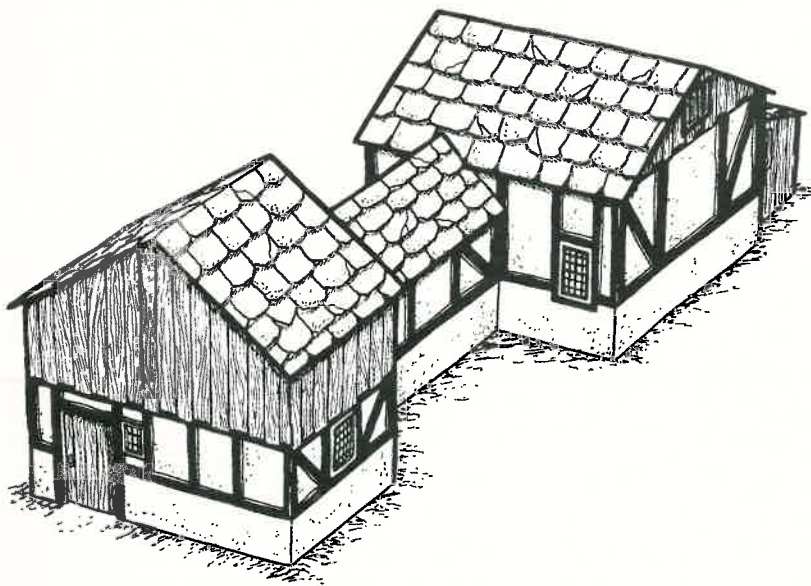
Well that's about it. When we'd finished fiddling about, we sprayed our model with Citadel black undercoat and gave it a simple, clean paint job. All the techniques that you normally use when painting a miniature – base coat, colour washes and drybrushing, etc – work fine on model buildings. In fact it's probably much easier to get a decent looking result because of the larger surfaces. Drybrushing is particularly effective on the roof and wooden outhouse, where the tile edges and planks really pick up the highlights and come to life.

Finally, we also attached our model to a cardboard base to make it a little more durable. The base was painted green and then coated with PVA glue before being dipped into green Citadel modelling flock.



GETTING MORE AMBITIOUS

Once you've made your first building, there's no reason to sit back on your laurels. Modelling is a whole hobby in itself and we've hopefully demonstrated just how easy it is to turn a few simple materials into a perfectly good building. On these pages we've illustrated just a few ways in which you could vary the basic shapes to create almost a limitless range of models for your games.



The thing to remember is that all buildings are basically a square or rectangular box with a few bells and whistles added. The farmhouse shown above is simply three buildings joined together to make a more complex shape. The model on the right has been modified to make a tall thin building with a balcony added. The large building at the top of the page has a slightly more complicated roof shape, but this really shouldn't cause you any difficulties.

Designing a flight of stairs might take a little more thought, but the only thing you really have to remember when adding features like stairs and balconies is to make sure that your models fit on them!

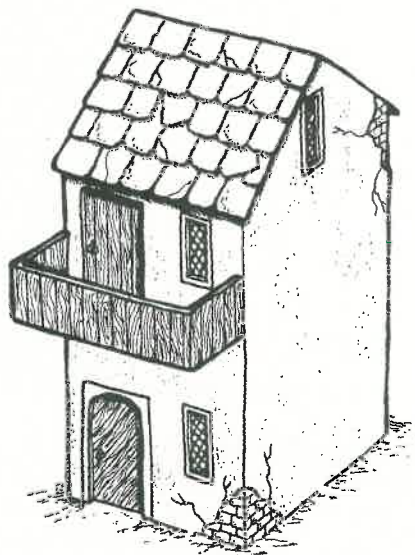
AND EVEN MORE...

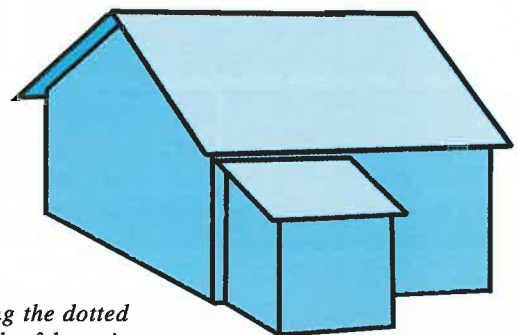
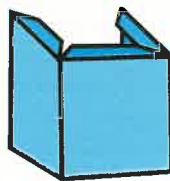
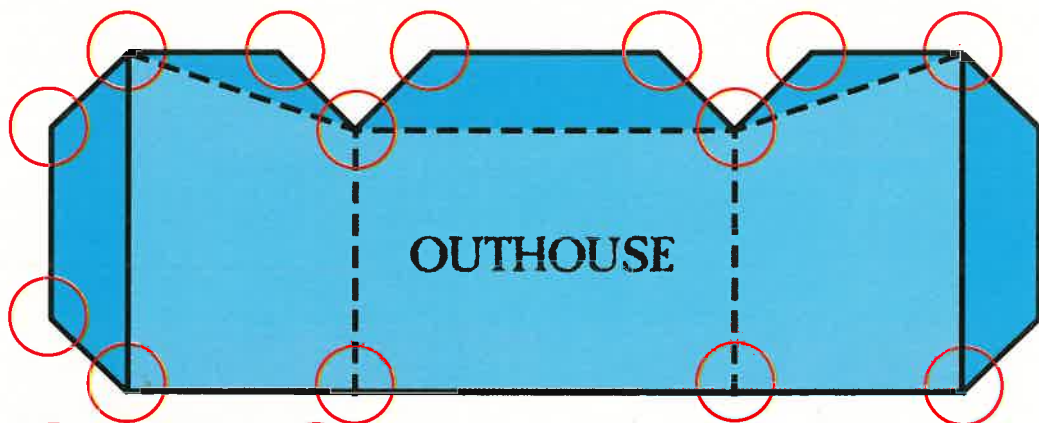
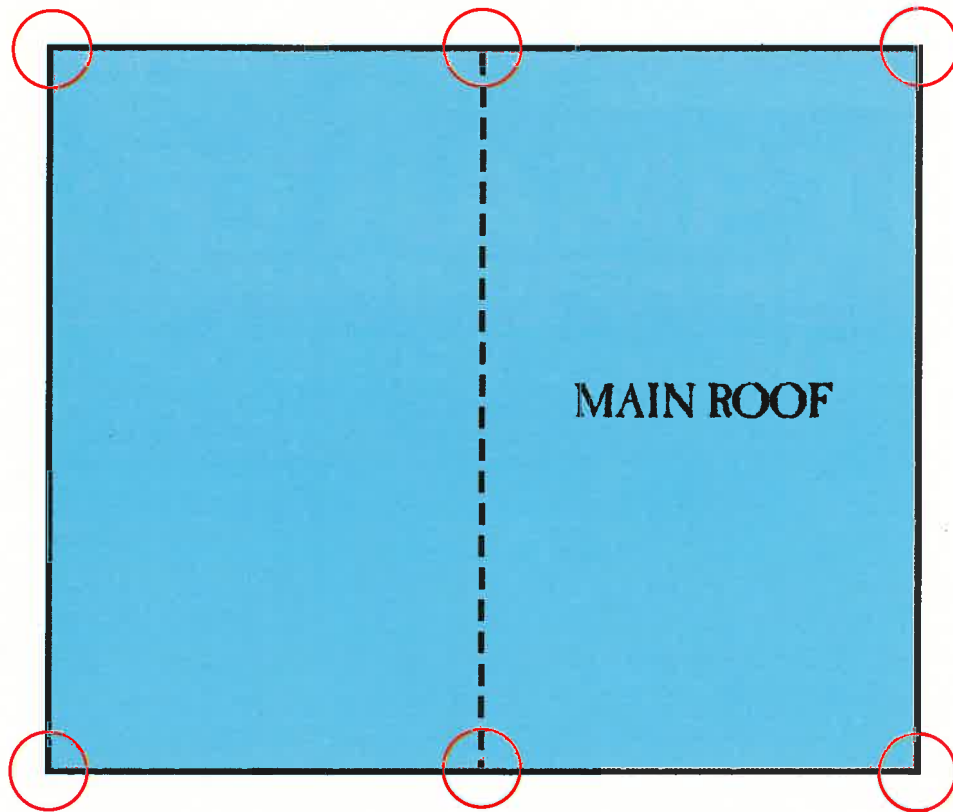
By now, you should have either turned the page or started to scoff several bowls of cornflakes! In previous Modelling Workshop articles, we've made reference to whole lists of model making materials and equipment such as foamcard, lineboard, balsa wood, etc. All of these are useful materials that you can use to enhance the look of your models, however

none of them are essential. The buildings and other terrain we make at the Studio are constructed by our expert model maker Owen Branham. They all have to be designed and built to stand up to the rigours of almost daily use in the various games and playtests that go on in the Games Workshop Studio. They are also built and painted to a standard that enables us to take close-up photographs of them for White Dwarf and other books and publications.

For most games, all you really need is a reasonable collection of different buildings that you can use to vary your gaming terrain and so create different tactical challenges for your Warhammer battles.

For this purpose, these simple buildings are just great. So what are you waiting for... get to it!





Fold the outhouse along the dotted lines and glue it to the side of the main building. Once it's in position, you can add the flat roof.

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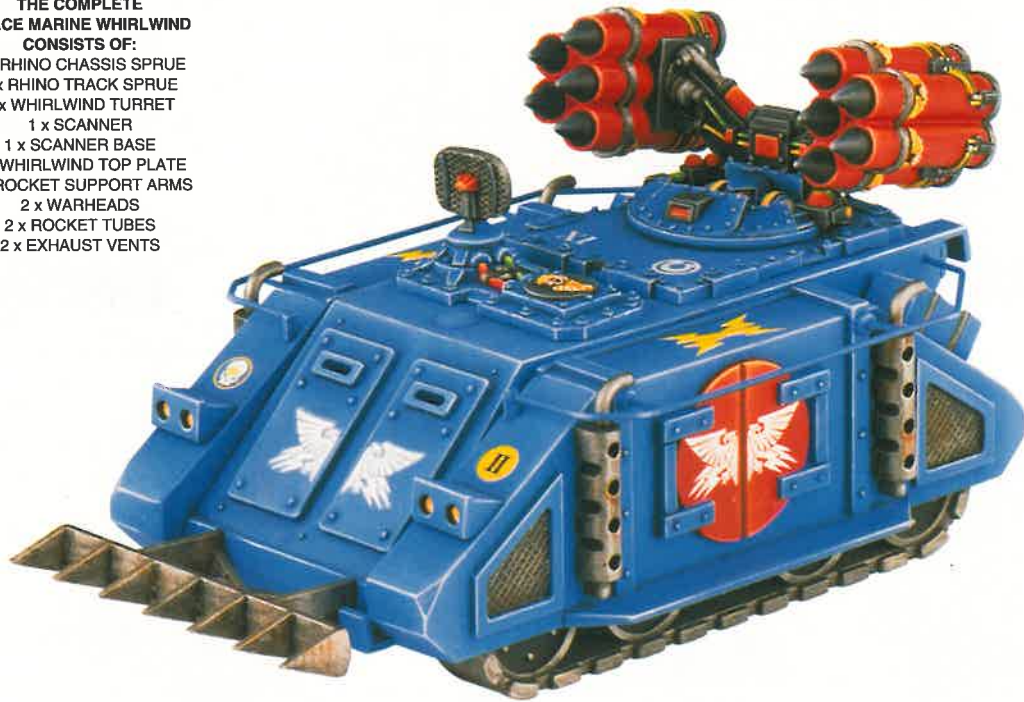


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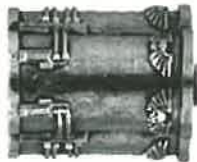
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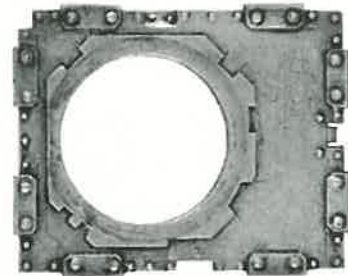
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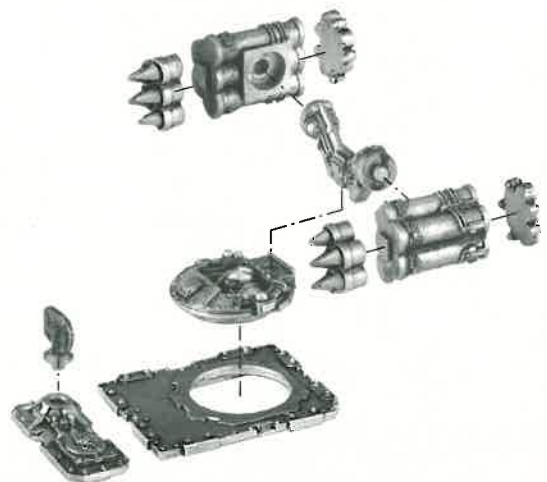
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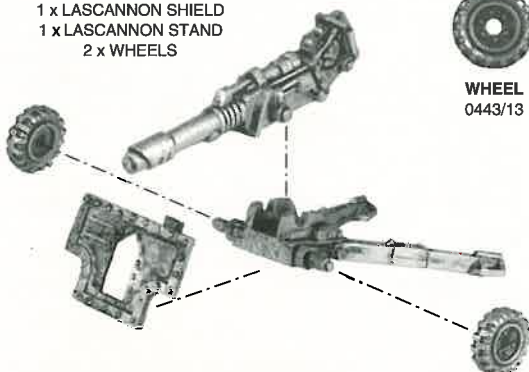


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TALLARN DESERT RAIDER AUTOCANNON



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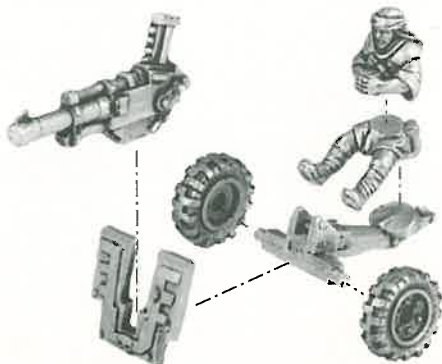
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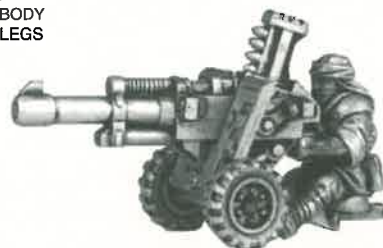
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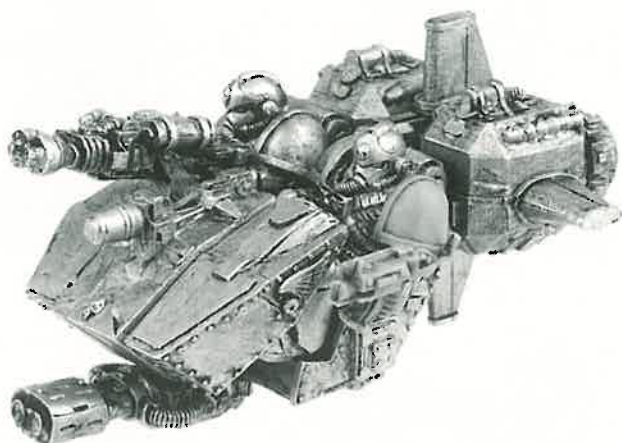
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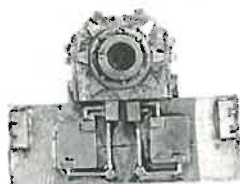
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- 1 x ENGINE POD BOTTOM
- 1 x PLASTIC FLYING BASE



MULTI - MELTA
00439/13



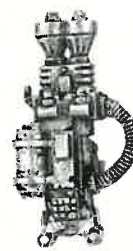
LAND SPEEDER FOOT REST
00439/8



RIGHT FAIRING
00439/7



LEFT FAIRING
00439/6



HEAVY FLAMER
00439/14



ENGINE POD BOTTOM
00439/4



SPACE MARINE PILOT
00439/2



SPACE MARINE GUNNER
00439/1



ENGINE POD TOP
00439/5



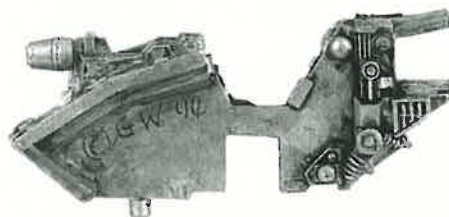
BACK REST
00439/11



STABILISER FIN
00439/9



SEAT
00439/10



CHASSIS
00439/3



ENGINE NOZZLE
00439/12

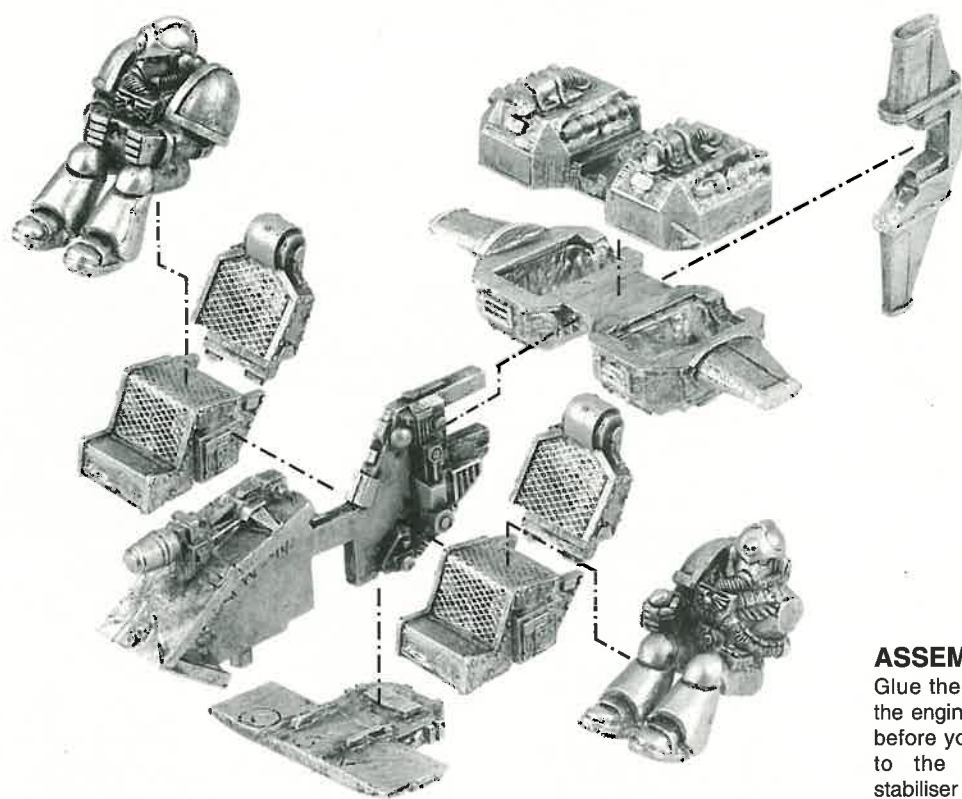
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SPACE MARINES®

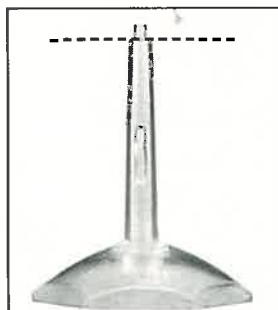
ASSEMBLY STAGE 1



ASSEMBLY NOTE

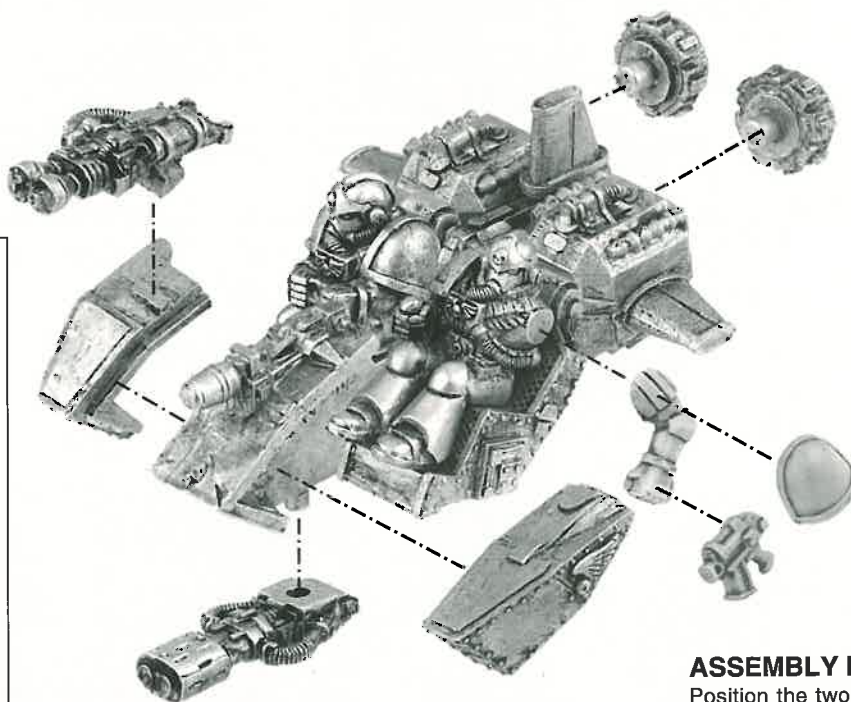
Glue the two halves of the engine pod together before you attach them to the chassis and stabiliser fin.

ASSEMBLY STAGE 2



ASSEMBLY NOTE

To ensure that your model remains stable, carefully remove the pin at the top of the flying base with a sharp modelling knife, as shown above. Then glue your finished model to the base.



ASSEMBLY NOTE

Position the two Space Marine crew members onto your Land Speeder before you attach the fairings to your model.

Designed by Norman Swales and Jes Goodwin

SPACE MARINES®

MARNEUS CALGAR MASTER OF THE ULTRAMARINES



MARNEUS CALGAR
70084/1



CALGAR'S
BANNER POLE TOP
70084/4

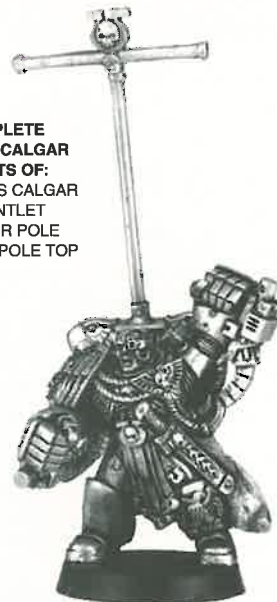


CALGAR'S
RIGHT GAUNTLET
70084/2



CALGAR'S
BANNER POLE
70084/3

A COMPLETE
MARNEUS CALGAR
CONSISTS OF:
1 x MARNEUS CALGAR
1 x GAUNTLET
1 x BANNER POLE
1 x BANNER POLE TOP



VETERAN SERGEANTS



VETERAN SERGEANT 1
WITH BIONIC EYE
70081/2



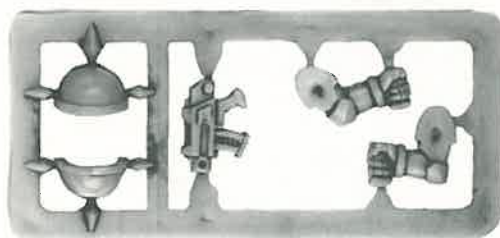
VETERAN SERGEANT 2
WITH CUSTOMISED
BOLT PISTOL
70081/4



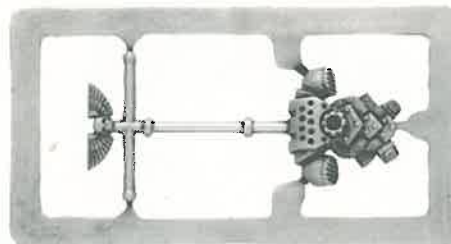
VETERAN SERGEANT 3
WITH BIONIC ARM
70081/1



VETERAN SERGEANT 4
WITH AUXILIARY
GRENADE LAUNCHER
70081/3



CHARACTER ARM SPRUE 102533



CHARACTER BACKPACK SPRUE 102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE VETERAN SERGEANTS

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Designed by Jes Goodwin

SPACE MARINES®

LIBRARIANS



LEXICANIUM 1
70080/1



LEXICANIUM 2
70080/2



EPISTOLARY 1
70087/1



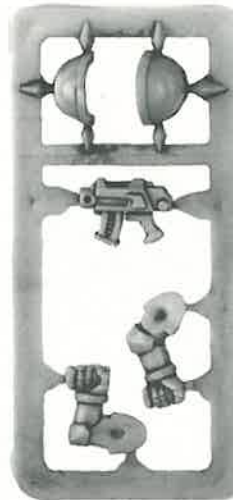
EPISTOLARY 2
70087/2



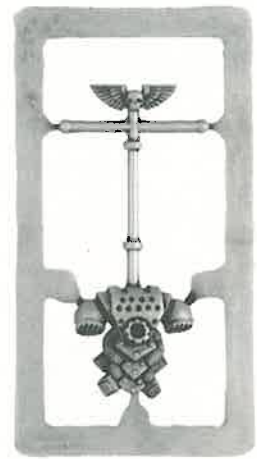
CODICIER 1
70083/2



CODICIER 2
70083/1



CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE LIBRARIANS

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SPACE MARINES®

COMPANY STANDARD BEARER



COMPANY STANDARD BEARER
70086/1

A COMPLETE COMPANY
STANDARD BEARER
CONSISTS OF:
1 x STANDARD BEARER
1 x COMPANY STANDARD TOP
1 x PLASTIC BACKPACK SPRUE
1 x CHARACTER ARM SPRUE



COMPANY STANDARD TOP
70086/2



A COMPLETED
COMPANY STANDARD BEARER

TECHMARINES

A COMPLETE TECHMARINE
CONSISTS OF:
1 x TECHMARINE BODY
1 x SERVO-ARM BACK PACK
1 x CHARACTER ARM SPRUE



TECHMARINE 1
70085/1



SERVO - ARM
BACKPACK
70085/3



TECHMARINE 2
70085/2



EXAMPLE OF A COMPLETED TECHMARINE

SERVITORS



SERVITOR 1
72000/1



SERVITOR 2
72000/2

Designed by Jes Goodwin

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CHAOS

CHAOS KNIGHTS



CHAOS CHAMPION
73004/2



CHAOS KNIGHT 1
0525/4



CHAOS KNIGHT 2
0525/3



CHAOS KNIGHT 3
0525/2



**CHAOS KNIGHT
STANDARD BEARER**
73004/3



CHAOS KNIGHT LEGS
0525/1

**A COMPLETED CHAOS KNIGHT
CONSISTS OF:**
1 x CHAOS KNIGHT
1 x CHAOS KNIGHT LEGS
1 x CHAOS STEED HEAD
1 x PLASTIC ARMoured HORSE SPRUE



CHAOS KNIGHT BANNER TOP
73004/4



CHAOS STEED HEAD 1
0525/5



CHAOS STEED HEAD 2
0525/6



CHAOS STEED HEAD 3
0525/7



CHAOS STEED HEAD 4
73004/5



CHAOS STEED HEAD 5
73004/6



THESE MODELS ARE SUPPLIED WITH A PLASTIC ARMoured HORSE SPRUE AND APPROPRIATE PLASTIC SHIELDS AS STANDARD

Designed by Michael Perry

HIGH ELVES

REAYER KNIGHTS

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSE AS STANDARD



REAYER KNIGHT
CHAMPION
88790/1



REAYER KNIGHT
STANDARD BEARER
88790/2



REAYER KNIGHT 1
0816/4



REAYER KNIGHT 2
0816/3



REAYER KNIGHT
LEGS 2
0816/5



REAYER KNIGHT
LEGS 1
0816/6



EXAMPLES OF COMPLETED HIGH ELF REAYER KNIGHTS

WHITE LIONS OF CHRACE



WHITE LION WITH
DOUBLE HANDED AXE 1
88750/1



WHITE LION WITH
DOUBLE HANDED AXE 2
88750/2



WHITE LION WITH
DOUBLE HANDED AXE 3
88750/3



WHITE LION WITH
DOUBLE HANDED AXE 4
88750/4

Designed by Aly Morrison

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HIGH ELVES

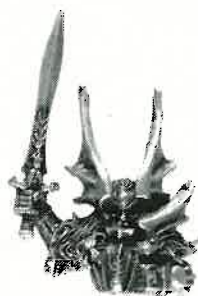
DRAGON PRINCES OF CALEDOR



DRAGON PRINCE 1
0841/4



STANDARD BEARER
75675/4



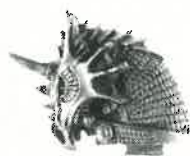
HERO WITH SWORD
75675/5



DRAGON PRINCE 2
0841/5



DRAGON PRINCE 3
0841/6



**DRAGON PRINCE
HORSE HEAD 1**
0841/2



**DRAGON PRINCE
HORSE HEAD 2**
0841/3



**DRAGON PRINCE
LEGS**
0841/1



EXAMPLES OF COMPLETED DRAGON PRINCES OF CALEDOR

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AND PLASTIC ARMoured HORSES AS STANDARD

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**CITADEL
MINIATURES**

Designed by Jes Goodwin

SKAVEN™

SKAVEN WARPFIRE THROWER



WARPFIRE THROWER
FUEL CARRIER
74470/2



WARPFIRE THROWER
GUNNER
74470/1



A COMPLETED WARPFIRE THROWER TEAM

THE COMPLETED SKAVEN
WARPFIRE THROWER TEAM CONSISTS OF:
1 x WARPFIRE THROWER GUNNER
1 x WARPFIRE THROWER FUEL CARRIER

SKAVEN JEZZAIL



JEZZAIL 1
74469/1



JEZZAIL REST 1
74469/2



JEZZAIL 2
74469/3



JEZZAIL REST 2
74469/4

CLAN SKRYRE POISON WIND GLOBADIERS



GLOBADIER 1
74458/2



GLOBADIER 2
74458/3



A COMPLETED SKAVEN JEZZAIL TEAM

THE COMPLETED SKAVEN JEZZAIL
TEAM CONSISTS OF:
1 x JEZZAIL
1 x JEZZAIL REST



GLOBADIER BACKPACK
74458/4



THE COMPLETED POISON WIND
GLOBADIERS CONSIST OF:
1 x GLOBADIER
1 x GLOBADIER BACKPACK



COMPLETED POISON WIND GLOBADIERS

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Designed by Colin Dixon

CHAOS DWARFS

ASTRAGOTH HIGH PRIEST OF HASHUT

A COMPLETE ASTRAGOTH
CONSISTS OF:

- 1 x ASTRAGOTH BODY
- 1 x ASTRAGOTH RIGHT ARM
- 1 x ASTRAGOTH LEFT ARM
- 1 x EXHAUST AND BANNER POLES



ASTRAGOTH BODY
75885/1



ASTRAGOTH RIGHT ARM
75885/2



ASTRAGOTH LEFT ARM
75885/3



EXHAUST AND
BANNER POLES
75885/4



A COMPLETED ASTRAGOTH
HIGH PRIEST OF HASHUT

CHAOS DWARFS WITH BLUNDERBUSS



BLUNDERBUSS 1
75810/2



BLUNDERBUSS 2
75810/4



BLUNDERBUSS 3
75810/1



BLUNDERBUSS 4
75810/3



BLUNDERBUSS 5
75810/6



BLUNDERBUSS 6
75810/7



BLUNDERBUSS 7
75810/5



Designed by Alan Perry

UNDEAD

KRELL LORD OF THE UNDEAD

THE COMPLETE KRELL
CONSISTS OF:
1 x KRELL BODY
1 x KRELL'S BANNER POLE



KRELL BODY
74540/1



KRELL'S BANNER POLE
74540/2



A COMPLETED KRELL

VAMPIRE

A COMPLETE VAMPIRE
CONSISTS OF:
1 x VAMPIRE BODY
1 x VAMPIRE CLOAK



VAMPIRE BODY
74520/1



VAMPIRE CLOAK
74520/2



A COMPLETED VAMPIRE

GHOST



GHOST
74534/1

HEINRICH KEMMLER, THE LICHEMASTER



HEINRICH KEMMLER, THE
LICHEMASTER
74527/1

ISABELLA VON CARSTEIN



ISABELLA VON CARSTEIN
74525/1

COUNT VON CARSTEIN



COUNT VON CARSTEIN
74526/1

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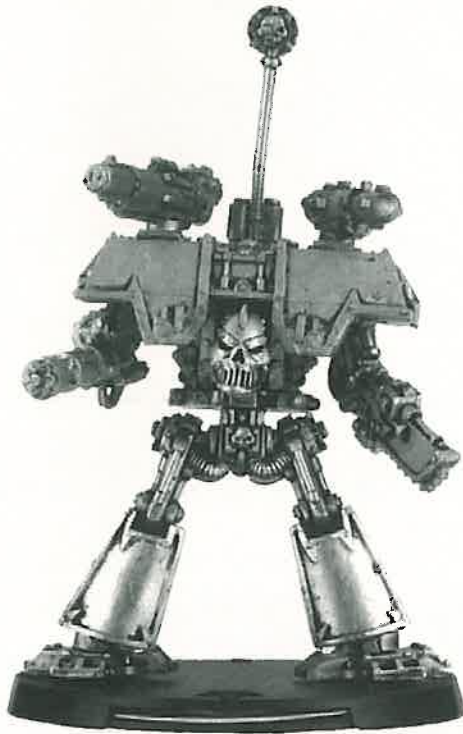
Designed by Gary Morley

IMPERIAL TITANS

IMPERIAL WARLORD TITAN

A COMPLETED WARLORD TITAN CONSISTS OF :

- 1 x WARLORD TITAN CARAPACE FRONT
- 1 x WARLORD TITAN CARAPACE REAR
- 1 x WARLORD TITAN CARAPACE MIDDLE
- 1 x WARLORD TITAN TORSO
- 1 x WARLORD TITAN HEAD
- 1 x WARLORD TITAN LEGS
- 1 x WARLORD TITAN BANNER POLE
- 1 x WARLORD TITAN VORTEX MISSILE
- 1 x WARLORD TITAN GATLING BLASTER
- 1 x WARLORD TITAN QUAKE CANNON
- 1 x WARLORD TITAN CHAIN FIST
- 2 x WARLORD TITAN FOOT
- 1 x WARLORD TITAN JOINT PLATE



A COMPLETED WARLORD TITAN



BANNER POLE
00490/12

WARLORD TITAN
REAR CARAPACE
00490/2

WARLORD TITAN
MIDDLE CARAPACE
00490/1

WARLORD TITAN
FRONT CARAPACE
00490/3

WARLORD TITAN
TORSO
00490/4

QUAKE CANNON
00490/8

WARLORD TITAN
HEAD
00490/7

WARLORD TITAN
JOINT PLATE
00490/5

WARLORD TITAN
LEGS
00490/6

CHAIN FIST
00490/11

VORTEX MISSILE
00490/9

GATLING BLASTER
00490/10

WARLORD TITAN FOOT
00490/13

WARLORD TITAN
FOOT
00490/13

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Designed by Dave Andrews

IMPERIAL TANKS

CHIMERA



COMPLETED CHIMERA

A COMPLETE CHIMERA
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERA TURRET



CHIMERA TURRET
76020/2



CHIMERA CHASSIS
76020/1

CHIMERRO

CHIMERRO TURRET
76023/5



CHIMERA CHASSIS
76020/1

A COMPLETE CHIMERRO
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERRO TURRET



COMPLETED CHIMERRO

CHIMERAX



COMPLETED CHIMERAX

A COMPLETE CHIMERAX
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERAX TURRET



CHIMERAX TURRET
76021/3



CHIMERA CHASSIS
76020/1

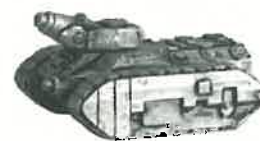
CHIMEDON

CHIMEDON TURRET
76022/4



CHIMERA CHASSIS
76020/1

A COMPLETE CHIMEDON
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMEDON TURRET



COMPLETED CHIMEDON

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