

**WHITE
DWARF**

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE



200

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ISSN 0265-8712



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As the Eldar vanguard carefully picks its way through a narrow pass, a deadly foe erupts from the jungle...

WHITE DWARF™



Happy birthday to Dwarf, happy birthday to Dwarf, happy bir... ahem.

'Scuse me, just getting a little carried away by the festivities. Welcome to the biggest ever issue of White Dwarf! More pages, more fun and an absolute bargain to you sir at a mere three Gold pieces. We'll even throw in a splendid poster for no extra charge! We're just too nice, that's our problem.

What more can I say? It's been a lot of fun putting this bumper issue together, especially with the White Dwarf special character Nigel's written, and the Warhammer scenario that Jerv did to go with him. We've already had

a couple of goes at this and it's quite a challenge for both sides. Next issue's battle report will be one last re-fight of this scenario, with me leading the dark forces of the Chaos Dwarfs against the sturdy line of Gav's Dwarf host. Judging from the fights we had when we were playtesting the

scenario that should be another tough battle, though knowing Gav's luck when it comes to battle reports it may be easier than I thought.

Naturally, we also got a cake for the White Dwarf's 200th, though we couldn't find enough candles. Mind you, 200 is a mere stripling for a Dwarf and he's got plenty of life in him yet!



Jake

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87 'EAVY METAL

'Eavy Metal team

Wood Elf Waywatchers.
Wood Elf Glade Riders.

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Andy and Jervis answer more of your questions about **Space Hulk**, **Warhammer** and **Warhammer 40,000**.



"We have them now! Forward for Lord Russ and the Emperor!"

Tense action for Space Hulk on page 73

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KNEEL BEFORE ME!

Jervis Johnson & Andy Chambers

Andy and Jervis face each other once again in our **Warhammer 40,000** battle report. Can Jerv's Orks win against the might of the Chaos raiders led by Abaddon the despoiler (and Andy Chambers)?



WHITE DWARF

Wyrd Telekinetic	\$12.95
(One miniature per blister)	
Wyrd Telepath	\$12.95
(One miniature per blister)	
Scavvies	\$15.95
(Four miniatures per blister)	
Scavvy Mutants	\$15.95
(Three miniatures per blister)	

gangs, especially outlaws, are willing to risk the wrath of the authorities in exchange for the services that the Wyrd's can offer. Powerful Telekinetics are able to raise force fields to protect themselves and their companions, or assail their enemies with deadly hail storms. The Wyrd Telepaths are able to control the actions of their opponents, or even assault their foes with sheer mental force! Well, you got a sneak preview of the new Wyrd models last issue, and now they're here!

The hellish environment of the underhive has caused many of the inhabitants to develop severe mutations, like tentacles, extra arms and wings. Mercilessly persecuted by the Redemption and the Imperial authorities, these miserable creatures have a little choice except to hide amongst the Scavvies, the most wretched inhabitants of the Underhive. In turn, the brutal Scavvy Bosses use them in the savage fights of the Underhive in order to increase their own power and influence. They just can't have a quiet life!

IAN PICKSTOCK

MIXED BLESSING

Almost 10 percent of the population of Necromunda are believed to have latent psychic powers. For many, this simply means they are very lucky, they can play cards well or they always seem to duck at the right moment. For a few of these mutants these powers manifest themselves in a much more powerful and lethal manner. These characters are known as Wyrds on Necromunda, and like all untrained psykers they are hunted down by the Inquisition and the Scholastica Psykana. Still, the Underhive offers a relative safety to these mutants who have fallen from the grace of the Emperor, for many of the

MUTATED

Compared to other mutants, Wyrd could be considered lucky, for at least their services are highly valued in the Underhive, and the gangs that employ them protect these rogue Psykers from their many enemies. Others are not so lucky.

**ROPECON 96**

If you live in Finland and want to meet Andy "Skaven" Chambers, here's your chance! Andy will be attending Ropecon '96 during August. Ropecon (Finnish: *Roolipelicon*, translated = role-playing convention) is a yearly Finnish gaming convention, and one of the largest in Europe.

This year, Ropecon will be held in the Paasitorni Conference Centre in Helsinki over the weekend of 2nd of August to 4th of August. The convention is packed with games, competitions for dioramas, costumes and loads of other events, so why not go along and join in the fun!

Even if you don't live anywhere near Finland, Tuomas (our resident Finn) recommends that all

you Wood Elf players make the trip anyway as Finland is a beautiful country full of trees! Seeing the lovely lakes alone worth your trouble! Apparently.

The rest of us reckon that you can also see lots of Polar Bears, Reindeer and Moose if you are lucky. Maybe even Penguins! (Tuomas says that we're all mad, but we know better!)



CKSTOCK

WARHAMMER



THIS MONTH'S RELEASES

- | | |
|--|----------------|
| Wood Elf Waywatchers | \$15.95 |
| (Four miniatures per blister) | |
| Glade Rider Horn Blower | \$9.95 |
| (One miniature per blister) | |
| Glade Rider Standard Bearer | \$9.95 |
| (One miniature per blister) | |
| The White Dwarf | \$15.95 |
| (One miniature per blister) | |

REINCARNATION

"Practice makes perfect." is a popular saying, and it applies to making games and miniatures as much as anything else. As many of you will know, Warhammer, Warhammer 40,000 and the Epic games system have been around for a quite a few years now and have undergone several incarnations. Well, in our continual quest for perfection we've turned our collective minds back to the Warhammer rules, looking for ways in which we could improve on what is already a very popular game system.

With literally thousands of battles having been fought across the world over the last three years, and rooms

full of letters and suggestions from you lot out there, we've got lots of material to work with.

Revising the Warhammer game looks like being a really exciting project (and is a great opportunity for our artists to paint some brilliant new pictures like the splendid new logo, above!).

However, this time we're working even harder to make sure that Warhammer is compatible with the existing Warhammer range of supplements and miniatures (we don't want to write all those army books again!). We think this is very important, as nobody likes to scrap a perfectly good army just because the system has changed (and this includes us too...). We'll have more details about this exciting development in our next issue, so keep watching this space!

LIVING ANCESTOR

200 issues have passed, so we thought that it was about the time to reveal the true story behind the White Dwarf. Colin Dixon laboured to produce a suitably impressive model to represent the Mighty One, and Nigel Stillman studied the history of the Dwarf Kingdoms to reveal the true story behind White Dwarf. Elsewhere in this issue there is an article that gives you all the details that you need for using the White Dwarf in your Warhammer games. His potent magic items can be found in the card section and include such devices of power as the *Rune Axe of Grinnir* and the nigh-on impenetrable *Armour of Glimril Scale*. And believe me, armed with artifacts like these, he is mighty indeed! Guess you will be joining my Dwarf army

next? We also managed to interview the venerable Dwarf himself (after bribing him with a quantity of Bugman's ale) and the result of this memorable encounter can be found later on in this issue as well.

GAV THORPE

GUARDED WOODS

The first defenders of Loren that any invaders encounter are the subtle Waywatchers, the guardians of the enchanted paths of the Wood Elf Kingdom. Archers and scouts without equal, these highly specialised Wood Elf troops can set traps for the unwary enemies and infiltrate the battlefield ahead of their fellows. This makes them an invaluable addition to any Wood Elf Host – mine have already proven to be worth their weight in gold!

The next regiment any invaders would encounter are the swift Glade Riders, the cavalry of the Wood Elves. My own Glade Riders now follow the signals given by their brand-new Horn Blower, and they carry a leaf-encrusted magical standard at the fore. Yup, the new Wood Elf Glade Rider models make this all possible! Now, I have to perfect my tactics for using this *feigned flight* ability...

STEVE ANASTASOFF

MANCHESTER

Due to the recent bomb in Manchester, our store there will be closed until further notice. We will re-open as soon as repairs are completed, but in the meanwhile our stores in Stockport, Altrincham, Bolton and Warrington will be more than happy to help with any of your gaming needs.

WARHAMMER

40,000

THIS MONTH'S RELEASES

Chaos Space Marine Terminator \$12.95
(One miniature per blister)

Chaos Space Marine Terminator Heavy Weapon \$12.95
(One miniature per blister)

Chaos Dreadnought \$62.95
(Boxed set of one model)

Plague Marine Champion \$9.95
(One miniature per blister)

**Chaos Plague Marine with
Special Weapon \$9.95**
(One miniature per blister)

Plague Marines \$15.95
(Two miniatures per blister)

Chaos Space Marine Terminators \$62.95
(Boxed set of five miniatures)

Fabius Bile \$15.95
(One miniature per blister)



HEAVY DUTY

During last few months
my fellow Dwarfers
have grown more
and more worried

as I have been seen gibbering in my corner, clutching an arcane tome called *Codex Chaos*, laughing maniacally as I leaf through the warped pages.

The reason for my unholy joy are the really hard troops of the Traitor Legions who have emerged from the warp to join my Black Crusade. The new Chaos Dreadnoughts are without doubt some of the most arcane, monstrous and powerful models to date. Of

much greater significance, they are rock hard behemoths of war, as the article in this issue will no doubt prove to you. Abaddon, who is the chosen leader of my Chaos Space Marines is now protected by his Terminator bodyguard. Armed with deadly reaper cannons and heavy flamers, I've upgraded them to Plague Marines. They are even allowed to teleport into battle (at no additional points cost) when accompanying Abaddon!

PRIMOGENITOR

There is, however, a temptation that gnaws my ravaged mind: the leadership of Abaddon is challenged. A new lord of the Traitor Legions has emerged, the name of Fabius Bile haunts my waking hours. The model is

a match to the Abaddon himself (how does Jes do it?), and because of his erratic statistics he has the potential to be even tougher than the mighty Warmaster of Chaos!

Fabius, who is also known as the Primogenitor or Clonelord, can transform one of my squads into enhanced warriors with vastly superior fighting abilities, due to his continual tinkering and experimenting on the gene-seed of the Traitor Legions. Interested? There is an article about Fabius Bile on page 89.

What a choice... Perhaps I could fight a civil war to decide which one of them should be the supreme commander of my fanatical Chaos horde?

TUOMAS PIRINEN

NEXT ISSUE...



KHÂN THE BETRAYER

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

Now, however, both a talented writer (namely Nigel Stillman) and the terrain experts of Games Workshop have thrown their lot in together to produce

The book covers all the aspects of making terrain, from simple stuff like trees and hills, to ambitious special projects like complete castles or fortresses, so there is plenty of material for beginners and experts alike. The right choice of equipment is covered as well, as are the different materials that you can use when constructing your own wargames terrain. Nigel has put a great emphasis on

How to make wargames terrain \$32.95

Whatever you are, a player of Warhammer or Warhammer 40,000, you'll find this book an invaluable aid and reference manual. Want to know more? Great! There is an article (written by Ian Pickstock) about this Tome of Arcane Knowledge on page 101. Meanwhile I'm going to start building a High Elf temple for my army to defend.

TUOMAS PIRINEN



Golden Demon and Games Day '96 is the gaming event of the year. You can play games all day and meet all the games designers, artists and sculptors who produce your favourite hobby. Not only that, but you can also enter the Golden Demon painting competition too. Tickets cost £10 and are available from your local Games Workshop or from Mail order. Move fast though, 'cos last year they sold out completely!



NECROMUNDA



Miniatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.



GOLIATH FIGHTER

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Night Lords Dreadnought

Night Lords Dreadnoughts are ancient machines which have survived countless overhauls and refits over the millennia. Despite its awesome weaponry, the Dreadnought is as much an object of horror to the Night Lords as to their enemies. No Chaos Space Marine wishes to end his life entombed inside one, for those imprisoned within invariably go insane, rampaging across the battlefield in a psychotic, homicidal frenzy, yearning only to vent their rage through wanton destruction.



NIGHT LORDS ICON BEARER



NIGHT LORDS DREADNOUGHT



All miniatures marked with the symbol are one-off conversions, you can't buy them in shops or from Mail Order, so please don't ask for them!

Night Lords Icon Bearer and Terminators

Unlike most of the Traitor Legions, the Night Lords serve no particular Chaos God. They regard their fellow Chaos Space Marines with the same cynicism and contempt they have for those loyal to the Emperor. Power and material gain are the only things the Night Lords worship.

The Terminator armoured suits of the Night Lords have been reworked and reshaped over the millennia until they are unrecognisable from the originals. Many Night Lords Terminators further embellish their armour with skulls and scalps, trophies of those foolish enough to stand against them.



A SQUAD OF NIGHT LORDS CHAOS SPACE MARINE TERMINATORS



AN ETERNITY OF MADNESS

Dreadnoughts are giant, armoured war machines that fight alongside troops in battle. They provide invaluable support, blasting the enemy with heavy weapons or smashing opponents aside in hand-to-hand combat with their giant close combat weapons. The technological secrets of building Dreadnoughts are incredibly old and the knowledge is now virtually lost among the artificers of the Adeptus Mechanicus.

Dreadnoughts used by the Imperial Space Marines and the Chaos Space Marine Legions are truly ancient machines which have been salvaged and rebuilt many, many times over a hundred centuries of warfare. Among the Imperial Space Marines it is considered a great honour for a mortally wounded warrior to be interred inside the armoured sarcophagus of a Dreadnought so that he can continue to serve the Emperor. However, Chaos Space Marines consider being consigned to a Dreadnought a living death, a torture or punishment from the dark gods of

Chaos. They hate the thought of a half-life locked away inside the metal cage of a Dreadnought where they can no longer see battle for themselves or feel the kick of a bolter in their fist. Better to die and find a final release in the surging maelstrom of the warp than spend eternity locked in an adamantium shell, fighting the Long War in the body of an ancient machine.

As a result, most Chaos Dreadnoughts are completely psychotic. A creeping insanity mixed of fear and fury has riddled their brains over the millennia. The sarcophagus containing the trapped soul of the Dreadnought is disconnected and dragged clear of the Dreadnought's armoured shell between battles. Even the Dreadnought itself is kept chained like a beast when it is not actually fighting for fear of it going on the rampage. As the raiding ships of a Chaos Space Marine force approach their prey, the Dreadnought's weapons are loaded and its sarcophagus is replaced before it is finally unleashed as battle commences.



By Andy Chambers

In contrast to Imperial Space Marines, it is a Chaos Marine's worst fear to be incarcerated for all time in the shell of a Dreadnought. This makes Chaos Dreadnoughts the most psychotic and unstable of the Chaos Gods' deranged followers.

SPECIAL RULES FOR CHAOS DREADNOUGHTS

CREW

The unfortunate crewman of a Chaos Space Marine Dreadnought is invariably a mighty Chaos Champion. Hence for the purposes of psychic powers which can affect vehicle crewmen directly, such as *Mind War* or *Carmine Assassin* for example, the Dreadnought is considered to have 2 Wounds and a Toughness of 5.

FIRE FRENZY

Being in battle drives Chaos Space Marine Dreadnoughts into a state of insane rage. At times they will charge ferociously forward and lash out with their weaponry like blood-mad berserkers, at other times they will stumble blindly as their madness consumes them completely, blazing away randomly at imaginary foes. To represent their insanity Chaos Space Marine Dreadnoughts are subject to the Psychology rules for *Frenzy* and *Stupidity* as detailed in the Warhammer 40,000 rulebook. Because the *Frenzy* and *Stupidity* rules can't both apply at the same time use the following procedure at the start of each turn:

1 At the start of the turn measure to see whether any enemy models are within 12" of the Dreadnought. If there are, the Dreadnought becomes frenzied and is immune to the effects of *Stupidity* until the start of its next turn. Remember that when it is frenzied the Dreadnought must declare a charge and attempt to engage the enemy in hand-to-hand combat unless it can be restrained by passing a Leadership test. While frenzied the Dreadnought doubles its number of attack dice from 3 to 6 and must always use its follow-up moves after hand-to-hand combat to engage another enemy in combat or get closer to the enemy if none are within range.

2 If there are no enemy within 12", or the Dreadnought cannot move far enough to reach its opponents through being damaged, it will become blinded by rage and may suffer *Stupidity* instead. Roll a Leadership test for the Dreadnought: if it passes it can move and fight normally. If it fails it will suffer *Stupidity* until the start of its next turn. This means it moves and fights randomly as detailed in the Warhammer 40,000 rulebook with one exception, which is that it will still fire in the shooting phase as detailed in 3, below.

3 In the shooting phase roll a D6 for each Dreadnought suffering *Stupidity*. On a 2-6 the Dreadnought will fire all of its weapons at the nearest enemy model in its fire arc, though multiple hits from sustained fire weapons can be spread out among targets within 4" of the first as normal. On a roll of 1 the Dreadnought goes into a fire frenzy and loses all capacity to identify friend or foe! The Dreadnought fires all of its weapons at the nearest model in its fire arc. If this happens it will just pump all of its sustained fire hits into same target.



"Huddle close to your Emperor if he makes you feel safe. He cannot save you, for only Chaos is eternal. . ."

ENDEMION - Captain of the Iron Warriors

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Quadrant 33-6





CHAOS DREADNOUGHT WEAPONS

Chaos Space Marine Dreadnoughts, like most Dreadnoughts, have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to varying tactical situations. Many of the weapons mounted on the Dreadnought are superficially similar to heavy weapons carried by Chaos Space Marines or Chaos Space Marine Terminators. Prior to the Horus Heresy Dreadnoughts were frequently used as testbeds for weaponry intended for the new Terminator squads. They also served as mobile mounts for the first heavy plasma guns.

Dreadnoughts used by Chaos Space Marines often carry an eclectic mix of older weapon types, some of them crude but effective, and some of them highly potent but also highly unstable. However, all of the Dreadnought weapon systems are superior to vehicle mounted and infantry carried weapons in a number of ways: they are more sturdily constructed, have an increased ammunition capacity and benefit from improved targeting systems.

These improvements are partially accounted for in the Chaos Dreadnought's Ballistic Skill and its ability to move and fire heavy weapons, but the following special rules also apply to Chaos Space Marine Dreadnought weapons.

MK 1 HEAVY PLASMA GUN

Heavy plasma guns are dangerously volatile weapons at the best of times. The earliest heavy plasma guns generated a hail of sustained fire plasma bursts, but this was found to cause extensive coil burnouts unless the plasma chamber was kept at a very low temperature. The heavy coolant lines this required limited heavy plasma guns to being mounted on vehicles and Dreadnoughts. Later heavy plasma guns were modified to fire a single bolt or blast of white hot plasma, removing their ferocious thirst for coolants and making them man-portable.

The heavy plasma gun mounted on Chaos Space Marine Dreadnoughts is the earlier type and fires in a sustained fire mode. Instead of firing a single shot with a 1 1/2" blast marker, the Mk 1 heavy plasma gun is a sustained fire weapon and rolls one Sustained Fire dice. Such is the potency of the heavy plasma gun that each sustained fire shot has a 1" blast maker.

The Mk 1 heavy plasma gun can fire on low energy or maximum power just like an ordinary heavy plasma gun (and it needs to recharge for a turn after firing on maximum power just like an ordinary heavy plasma gun). The Strength, damage and save modifier for sustained fire shots are the same as those for a heavy plasma gun. If a Mk 1 heavy plasma gun misses its target roll the

Emerging from huge caves hidden deep in the jungle, a force of Chaos Dreadnoughts and Terminators cut a swathe through the Howling Banshee Aspect Warriors.

Dreadnoughts used by Chaos Space Marines often carry an eclectic mix of older weapon types. Some of them are crude, though effective, whilst others are highly potent, but also highly unstable.

	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Mk 1 Hvy plasma gun									Sustained fire 1D, 1" blast marker
Low power	0-20	20-40	-	-	7	D4	-2	D6+D4+7	
High power	0-20	20-72	-	-	10	D10	-6	D6+D10+10	Must recharge



A SQUAD OF DEATH GUARD CHAOS SPACE MARINES LED BY A CHAMPION OF NURGLE



Death Guard

Twisted and corrupt, the Death Guard are disease-ridden mockeries of their former selves. Guided by their Daemon-Primarch Mortarion, they revel in the contamination of Imperial worlds, sowing plague and contagion wherever they go, inflicting cruel and agonising deaths on a planetary scale.



PLAGUEBEARERS AND DEATH GUARD PLAGUE MARINES SWARM OVER THE EMBATTLED ELДАР

Plague Marines

Plague Marines are hideous and nauseating to behold. Their swollen, decaying flesh is barely contained by their corroded, slime-encrusted armour. Such human carrion barely feels pain any longer, as their nerve endings and pain receptors have atrophied over the long years of their degeneration.



A SQUAD OF PLAGUE MARINES LED BY A TERMINATOR CHAMPION OF CHAOS

Sustained Fire dice to find how many 1" blast markers you need to roll to scatter from the target point. If you roll a hit and misfire for any of the scattering bolts it causes a catastrophic coil burnout as described below.

If a jam is rolled for a heavy plasma gun it doesn't fire and cannot fire on its next turn just as if it were recharging. However, if the gun is being fired on maximum power and a jam is rolled on the Sustained Fire dice a catastrophic coil burnout has occurred.

Catastrophic Coil Burnout. If a catastrophic coil burnout occurs for any reason, make an immediate roll on the damage table for the arm the heavy plasma gun is mounted on. In addition to any damage sustained by the Dreadnought any models within D3" of the heavy plasma gun will suffer a S5 hit with a -2 save modifier causing 1 wound as scalding vapour and energised plasma gout from the weapon's casing.

SUSTAINED FIRE WEAPONS

The most frequent causes of jams for sustained fire weapons like autocannon and heavy bolters are faulty ammunition, overheating components and empty magazines. The Chaos Space Marine Dreadnought features a nitrogen-cooled powered ammo feed that pushes rounds into the weapon and extracts any dud rounds before they can block the breech.

A Chaos Space Marine Dreadnought armed with twin autocannon or twin heavy bolters rolls to hit normally using one dice roll for both weapons. If a hit is scored roll up to two Sustained Fire dice for twin autocannon or four for twin heavy bolters to find out how many hits are scored by the burst of fire. A Chaos Space Marine Dreadnought firing twin autocannon or heavy bolters may choose to re-roll one of the Sustained Fire dice because of its heavy duty ammunition feeds. If the re-roll is used the result of the second dice roll applies even if it is worse than the first.

TWIN LASCANNON

Some Chaos Space Marine Dreadnoughts mount twin lascannon for destroying vehicles and fortifications at long range. The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target, making it even more deadly. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

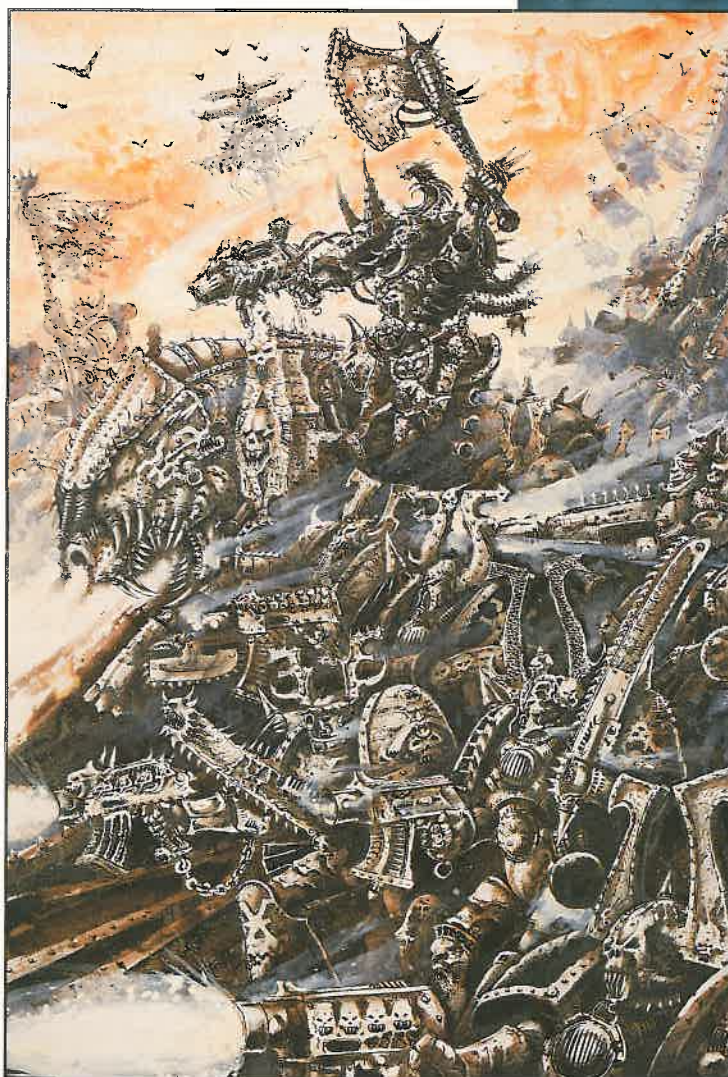
A Chaos Space Marine Dreadnought armed with a twin lascannon rolls to hit normally using one dice roll for both cannon. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Chaos Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll. So, for example, if the Dreadnought hit a Predator and rolled a 4 for the hit location it would normally hit the sponson. However, the Chaos Space Marine

player could opt to add +1 to the location roll to make it a 5 (hitting the turret) or deduct -1 from the roll to make it a 3 (hitting the hull). Note that it is not possible to hit a location which is behind cover by adjusting the hit location roll. Once the hit location has been determined make a separate armour penetration roll for each lascannon.

HAVOC MISSILE LAUNCHER

Havoc missiles were first fitted to Dreadnoughts in an effort to increase their destructiveness for assaults and city fights. A simple armoured rack of nine frag missiles mounted on the Dreadnought's upper carapace gave an instant barrage of fire when it was needed. Initially the missiles were rigged to fire in clusters of between one and three, but it was found that Dreadnoughts nearly always unleashed the full load of missiles as soon as the enemy were in range, which led to the later Havocs being able to launch all nine missiles at once. The early Havoc experiments eventually led on to the development of both the Cyclone missile launchers used by Imperial Terminators and the giant Havoc missile rack mounted on the Banelord Chaos Titan.

Chaos Dreadnoughts are normally armed with a long-ranged heavy weapon on one arm and close combat armament on the other. This means that regardless of which mania takes them, they are able to inflict horrendous amounts of damage on their enemies.



In combat the scourge lashes back and forth wildly, scything through anything foolish enough to get close to it and making the Dreadnought virtually impossible to overwhelm in hand-to-hand combat.

A Chaos Dreadnought fitted with a Havoc launcher can fire it in the shooting phase in addition to its normal firing. The Havoc missile launcher has the same range as an ordinary missile launcher but it can only fire frag missiles, not any of the other special missiles available. It has a limited ammunition supply of nine frag missiles and the number of missiles fired should be noted down on a piece of scrap paper – once the missiles have all been fired the launcher may not be used again during the game. When the launcher is fired the Chaos player may elect to launch a cluster of one, two or three missiles or all of the remaining missiles at once. Chaos Dreadnoughts suffering *Stupidity* will always fire off all of their remaining missiles.

Roll to hit for the first missile as normal. The rest of the missiles in the salvo will then automatically scatter from the point of impact of the first missile. Make a scatter roll for each missile in turn using the Artillery dice and the Scatter dice. If you roll a number on the Artillery dice this indicates the number of inches the blast marker is moved in the direction indicated by the arrow on the Scatter dice. If you roll a Misfire on the Artillery dice a fault has occurred in the missile itself. If the Misfire roll is accompanied by the roll of an arrow on the Scatter dice the shot has no effect, it is a dud. Each frag missile that detonates has a 2" blast marker causing a Strength 4 hit which inflicts 1 Wound with a -1 save modifier.

If any of the scattering missiles rolls a Hit and Misfire result together it explodes in the launcher rack. This will destroy the launcher along with any other unfired missiles, so don't roll to scatter any more missiles at that point. The exploding

launcher won't cause any damage to the Dreadnought (that's why it only uses frag missiles), but any troops within 2" of the centre of the Dreadnought will suffer a S4 hit with a -1 saving throw modifier.

The Havoc launcher cannot be targeted or hit separately, but any hit which penetrates the armoured body of the Dreadnought will cripple the Havoc launcher as well.

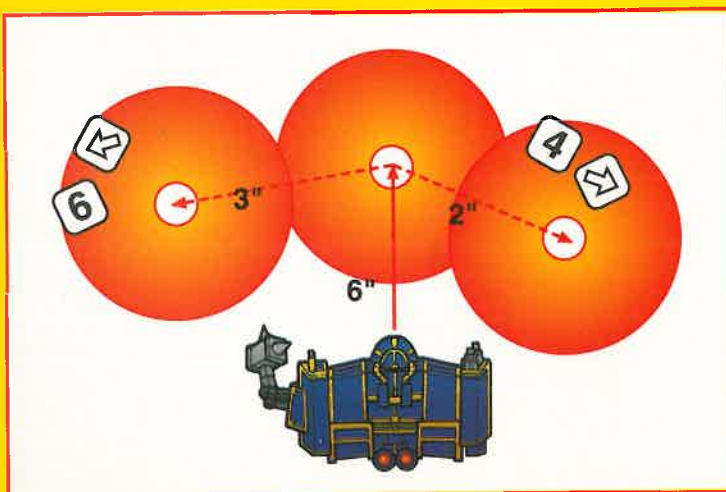
ASSAULT LAUNCHERS

Assault launchers provide a Dreadnought with extra firepower at short range, following the same line of reasoning as the Havoc launcher. Each Assault launcher carries three frag grenades which are all fired together when it is triggered. Dreadnoughts carry two such launchers, one mounted on either shoulder, though it is impossible to mount Assault launchers and a Havoc launcher on a Dreadnought at the same time. Assault launchers were eventually phased out of Imperial forces in favour of the more sophisticated auto-launcher.

A Dreadnought can trigger either one or both of its Assault launchers in the shooting phase in addition to its normal firing. The first frag grenade in the spread automatically hits a point exactly 6" away in a straight line from the launcher. The other two grenades deviate D3" away from the target point of the first grenade.

Each grenade detonates with a 2" blast marker causing a Strength 3 hit which will inflict 1 wound with a -1 saving throw modifier. Once an Assault launcher has fired it will be out of ammunition for the rest of the game. Any hit which penetrates the body of the Dreadnought will cripple its Assault launchers as well.

ASSAULT LAUNCHERS EXAMPLE



The first blast marker is placed 6" directly in front of the Chaos Dreadnought. The other two templates scatter D3" from the centre of this. In the example above a 6 and a 4 are rolled, along with two arrows. The templates scatter 3" and 2" respectively. Remember that even if a model is covered by *more than one* template it is still only hit once.

AUXILIARY COMBI-WEAPONS

It was quickly realised that mounting close combat weapons on early Dreadnoughts critically reduced their firepower and made them less flexible in combat. In an effort to offset the loss of guns most close combat weapons were fitted with auxiliary weaponry. In later Dreadnoughts this became standard practice and most Imperial Dreadnoughts were retro-fitted with auxiliary storm bolters after the Heresy.

The older Chaos Dreadnoughts carry auxiliary combi-weapons instead. These are the same as the combi-weapons carried by Terminators, see the Terminator combi-weapon entry in Codex Chaos for more details. You should select the type of combi-weapon mounted on the Dreadnought at the start of the battle. In any turn when the Chaos Dreadnought is not using its close combat arm to fight in hand-to-hand combat it can fire its auxiliary combi-weapon in addition to any of its normal shooting.



AN IRON WARRIORS DREADNOUGHT WITH TWIN
HEAVY BOLTERS AND THUNDER HAMMER



method of destroying the toughest
lines of defence.

at the point of impact, blasting
apart the target with a flash of
energy and making an ear-
splitting sound like a massive
crack of thunder.

The Dreadnought-mounted thunder
hammer works in exactly the same
way as the thunder hammer carried
by Imperial Terminators. It is a
testimony to the march of Imperial

technology that thunder hammers have been
reduced to a size which can be carried by a Space
Marine, albeit a Terminator-armoured one.

POWER CLAW

The power claw has the same combat
characteristics as the power fist though those
mounted on Chaos Space Marine Dreadnoughts
are cruelly hooked. When the claw closes it tears
deeply into its target instead of just crushing it.
This is most useful for ripping apart vehicles,
inflicting catastrophic damage on each
component attacked. This is represented by
allowing a Dreadnought armed with a power claw
to make a special tear attack.

The special tear attack can only be used in hand-
to-hand combat against any other vehicles
including other Dreadnoughts. The Dreadnought
can make one tear attack for every 2 hits it would
have scored otherwise. For example, if the
Dreadnought were attacking a vehicle it would
normally make 3 attacks so it could choose to
make 1 tear attack and 1 ordinary attack. If the
Dreadnought were in combat with an Imperial
Dreadnought and hit twice it could opt to make 2
normal attacks or 1 tear attack.

To resolve a tear attack the Chaos Space Marine
player nominates a single location on the target.
The Dreadnought seizes that location and
attempts to tear part of it away. Roll for
penetration as normal; if the location chosen is
penetrated the part is torn away, roll for damage
with a +2 modifier on the damage chart.

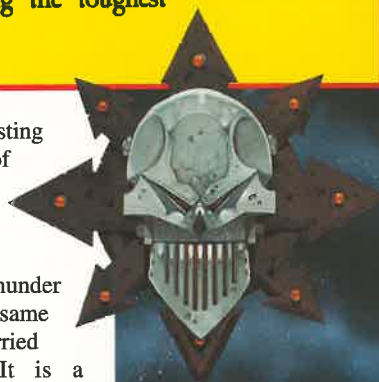
POWER SCOURGE

A power scourge is a set of jointed metal arms
tipped with blades which crackle with barely
suppressed energy. In combat the scourge lashes
back and forth wildly, scything through anything
foolish enough to get close to it and making the
Dreadnought virtually impossible to overwhelm
in hand-to-hand combat.

A Chaos Dreadnought armed with a power
scourge gains +2 to its Attacks characteristic, and
because of its flexible, lashing arms it is
impossible to parry against. If the Dreadnought is
attacked by multiple opponents it can use the
scourge to prevent them using their numbers to
gain any advantage. This means they do not get
the +1 combat resolution and extra Attack dice for
being multiple attackers. Any hits inflicted in
hand-to-hand combat by a Dreadnought armed
with a power scourge are resolved at the
Dreadnought's Strength of 6.

THUNDER HAMMER

A thunder hammer contains a power generator
which only activates when the hammer strikes its
target. This allows the weapon to store a
tremendous amount of energy and only release it



...blasting apart
the target with a
flash of energy
and making an
ear-splitting
sound like a
massive crack of
thunder.

Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

THE WHITE DWARF



The earth shook, the seas parted, the stars fell... and it was then we realised that White Dwarf was 200 issues old! Everyone in Games Workshop thought it would be a great idea to really go to town and celebrate (preferably with more than a few pints) our long running gaming magazine with a special issue of White Dwarf containing articles about the history of the magazine as well as some other fun ideas. There had to be a way in which we could mark this historic event, and a huge free poster in each 200th issue seemed to be a good place to start.

We commissioned Wayne England (who is also interviewed on page 29) to produce a full colour painting of the heroic White Dwarf himself, the legendary Warhammer character who has personified Games Workshop and White Dwarf over the years. Wayne really excelled himself, and his amazing artwork has been used on the cover as well as being turned into the poster which you'll have found with this issue. We're sure you'll agree that it looks great on your wall!

We also wanted something that would relate directly to the hobby, a miniature of some kind. The one thing we all love about this hobby is gaming with beautifully sculpted Citadel miniatures. When we wanted something special to celebrate the opening of our 100th store we had a special Citadel miniature: Veteran Sergeant Centurius of the Legion of the Damned, sculpted by Jes Goodwin. This limited edition miniature

was only available at the worldwide Apocalypse 100 event last March, which made it all the more collectable. We also published special rules for Centurius, as well as background information in White Dwarf 195. With this in mind we thought it only appropriate to have a special miniature made to celebrate the 200th issue of White Dwarf.

It was only right that we once again looked to the White Dwarf for inspiration. The White Dwarf was a perfect candidate for a Dwarf special character for Warhammer, with special rules and magic items. Not only that, but we just had to have a special miniature made as well! There was only one choice for sculptor, Colin Dixon, who has made some amazing models as part of our huge range of Dwarf warriors. He set to, making a mock up to begin with in order to settle on a design and the right proportions for the model. He soon progressed to the final model and we finally gave the still-warm casting to Mark Jones to paint. I'm sure you'll agree both Colin and Mark have excelled themselves.

Of course, we couldn't make a new White Dwarf miniature without delving into his background to bring you the rules for gaming with him. Nigel Stillman (was) volunteered to delve into the history of the Dwarfs to uncover the real name of the legendary figure known as the White Dwarf. Turn the page to find out just how dangerous a foe he really is...



Colin Dixon proudly displays his latest creation: the White Dwarf.



Colin then started to sculpt the model for real, building it up from a simple wire armature. He gradually built up layers of detail until he had finished.



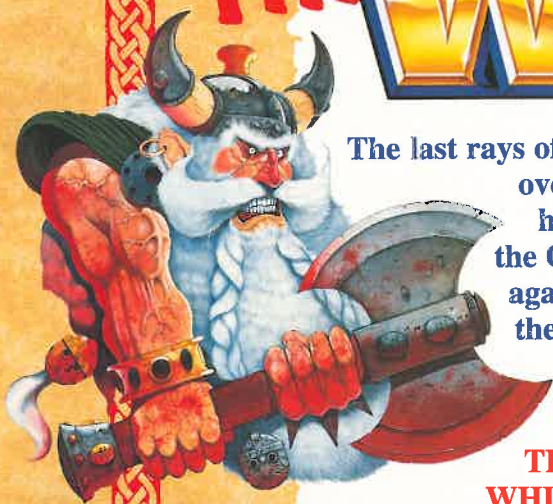
Colin began by making a mock up of the White Dwarf. He did this so that he could get a good idea how the final model would look and if there would be any pitfalls to overcome.



Exploring the
hiding hideous
miniatures are
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GAMES
WORKSHOP

THE WHITE



The last rays of crimson sunlight bled across the battlefield as the sun set over the day's carnage. The last handful of Dwarf warriors had held off the Goblin attack, but with the coming of night the Goblins' confidence would be bolstered. They would attack again, and this time they would leave no survivors. One by one the battle-weary Dwarfs began to chant their deathsongs. One by one, until only a single cloaked figure remained in resolute, defiant silence.

THE SAGA OF THE WHITE DWARF



By Nigel Stillman

Out of the Dwarf legends emerges the awesome figure of The White Dwarf, the Living Ancestor and saviour of Dwarf kind.

No one knows where the White Dwarf will appear. He turns up wherever and whenever his folk are hard pressed. When the odds are against the Dwarfs, he comes. He has been seen many times throughout the long history of the Dwarfs, his strange and unexpected appearance in the darkest hour of battle is recorded in many sagas. Each time he appears, the tide has turned back in the Dwarfs' favour. There was the time when Umthi the Doomed and his folk were surrounded by Goblins. When all seemed lost, the Goblin

horde shrunk back in dismay. Umthi's warriors were heard to whisper in awe "The White Dwarf".

Deep in the midst of the foe the white-bearded one could be seen swinging his mighty axe, cutting a swathe through the ranks of the enemy. Inspired by the sight, Umthi's folk, though bleeding and exhausted, took heart and surged forward one last time in a desperate effort to reach the White Dwarf, standing alone amid the Goblins. When the victory was won, and Umthi gazed across the stricken field, the White Dwarf was gone and no trace of him was found, except for the heaps of slain enemies. A shrine to



DWARF



Cards for the White Dwarf's magic items can be found in this issue's card section.

Grombrindal now stands in this place, one of many throughout the Dwarf realms.

Some say that the White Dwarf is none other than Snorri Whitebeard, the Dwarf King of Karaz-a-Karak who was the only Dwarf to receive the due and proper respect of the High Elf Phoenix King of Ulthuan. That was a long, long time ago, before the War of the Beard. If it is true, the White Dwarf is truly an ancestor, and in some uncanny way has become immortal.

In the Saga of Grombrindal it says that he wanders the World's Edge Mountains, following the old Dwarf roads disguised as an aged Dwarf prospector, swathed in a great cloak. He accepts a swig of good Dwarf ale from any traveller he meets and in return speaks a prophecy.

Many are the times when a strange lone Dwarf answering this description has been seen keeping himself to himself in the Dwarf camp on the eve of battle. Sometimes such a one has been seen walking the ramparts of a besieged stronghold.

When this happens it is an omen of victory and hope. In the battle the next day the White Dwarf has appeared, bedecked in all his regal panoply of war, like some ancient king of legend, a true ancestor, like one of the old carvings which has come to life.

GROMBRINDAL, THE WHITE DWARF 180 points
 + 25 points the *Rune Crown of Zhufbar*
 + 35 points the *Armour of Glimril Scale*
 + 75 points the *Rune Axe of Grinnir*
 + 75 points the *Rune Cloak of Valaya*

Your Dwarf army may include The White Dwarf as an independent character, if your opponent agrees. This legendary Dwarf is known in Khazalid, the Dwarfish tongue, as Grombrindal which roughly translates as "The White-Bearded Ancestor". This is just one of the many names which he has been given over the centuries, but it is the most widely known.

	M	WS	BS	S	T	W	I	A	Ld
The White Dwarf	3	7	6	5	5	4	5	4	10

Weapons/Armour: The White Dwarf is armed with the *Rune Axe of Grinnir* and wears the *Armour of Glimril Scale*.

Magic Items: The White Dwarf carries four magic items. He wields the *Axe of Grinnir* and is protected by the *Armour of Glimril Scale*. On his beetling brow rests the *Rune Crown of Zhufbar*, and he wears the *Rune Cloak of Valaya* over his mighty shoulders.

Save: 5+ on 2D6 (See the *Armour of Glimril Scale* magic item card).

SPECIAL RULES

Disguise: The White Dwarf wears a disguise until he is ready to reveal his true self. His usual disguise is a huge cloak which he wraps around himself to conceal his enormous white beard, clearly the sign of an ancestor! While in disguise he remains hidden in one of the Dwarf regiments. Secretly note which unit he is in before the battle starts. You can reveal the White Dwarf as his true self at the start of any of your turns.

If the unit he is with breaks or flees, the White Dwarf immediately reveals himself and the unit stands firm. It is so inspired and encouraged by the sight of the White Dwarf that it does not break or flee. If the unit is wiped out before the White Dwarf reveals himself, then there will, of course, be one Dwarf left standing. This will be the White Dwarf himself, revealed! He now operates as an independent character and may join another unit if you wish.

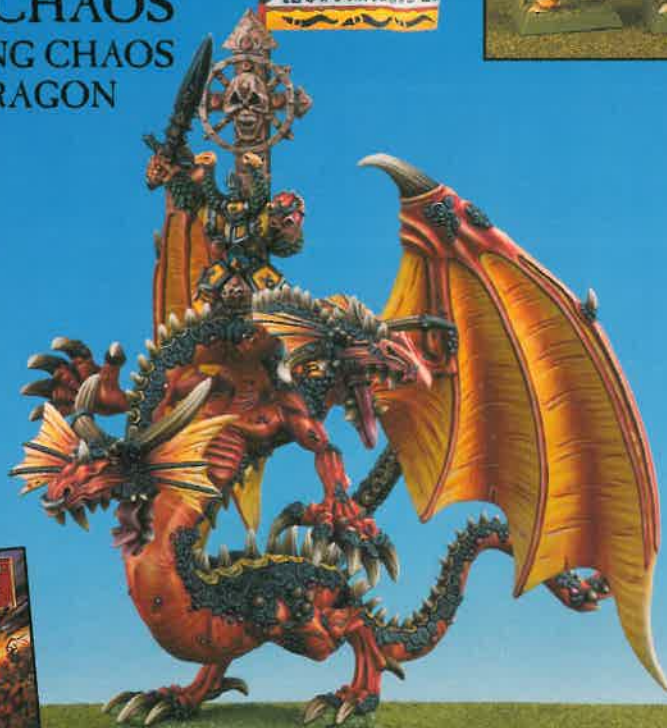
Immune to Psychology: The White Dwarf is an ancestor who is not quite mortal. He is totally immune to psychology (except for the *Hatred* of Orcs and Goblins, which affects all Dwarfs) and cannot be broken in hand-to-hand combat. If the unit he is with breaks he will stand his ground, which will stop any enemy pursuing if he is in base-to-base contact with them. However, he can be slain like any other character. None of the Dwarf sagas report anything of this kind, but the annals of their enemies make claims to have slain him. No Dwarf would believe such nonsense!



WARHAMMER



EGRIMM VAN
HORSTMANN
DARK
SORCERER
OF CHAOS
RIDING CHAOS
DRAGON



Box contains self-adhesive banner.

Model designed by Aly and Trish Morrison



CHAOS BEASTMEN



Box contains self-adhesive banner.

ARBAAL THE
UNDEFEATED



CHAOS WARRIORS



Box contains self-adhesive banners.

CHAOS KNIGHTS



From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark gods lead their warriors against the realms of men, mighty Sorcerers weave terrifying spells of destruction and horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the dread Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things!

All models supplied unpainted. Both Egrimm Van Horstmann and Arbaal the Undefeated are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. **WARNING!** Except for the Chaos Warriors and Beastmen, these products contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

Model designed by Aly and Trish Morrison

Model designed by Michael Parry

FAITH IN THE EMPEROR

A BIT OF A GRIPE

The easiest way for me to start this article is with a bit of a gripe, really. Here at Games Workshop we are always getting letters from gamers saying how they have just been thrashed by an opponent fielding a completely unmentionable force. Such gems include the Space Wolves' Wolf Guard kitted out with assault cannons and cyclone missile launchers (yes that's right, both awesome weapons of destruction on the same Space Marine Terminator!) or the army consisting entirely of Warp Spider Aspect Warriors. I heard recently of one gamer that beat an Eldar Warp Spider army by taking an Ork force that included 16 Pulsa Rokkits – the Eldar army spent the entire battle pinned to the ground by a barrage of four Pulsa Rokkits per turn, which the Ork player was able to maintain for the four turn duration of the battle!

Owing to the open way in which we design our army lists, both of these forces are perfectly legal. The Wolf Guard is a mistake that is bound to arise occasionally when compiling such huge lists of wargear, while forces like the Warp Spiders are always possible due to the way we structure our army lists. We prefer to leave them very open, allowing gamers to build armies in as free a manner as possible. So, if you go out and buy a whole bunch of blister packs and boxed sets it is fairly easy to combine them all together to make a reasonably good army. I mean, what happens if you're collecting Space Marines and your Grandma goes out and buys you a bunch of Imperial Guard for your birthday? Easy, have some Imperial Guard allies! Obviously, a shrewd (*that's a very polite term for it – Ed*) gamer can abuse this, and deliberately put together a rather lopsided, "killer" force.

Having managed to track down some of these unscrupulous characters at various games days, conventions and tournaments and subjected them to my full Inquisitorial treatment, it has become apparent that many of them are ignorant of the crimes they have committed.

After a bit of thought it became obvious why these situations occur: we put together a new codex, and you, the keen gamer, heads down to the store to buy it. Now, for reasons that we have already discussed, this product will not be infallible, it is likely to have the odd loophole somewhere in its army list. Unfortunately, how are you, in whatever far-flung corner of the galaxy that you reside in, supposed to discern what is kosher and what isn't?



By Ian Pickstock

"Heretics, you're all Heretics!"





STAYING TRUE...

At the end of the day, we know what we meant to say, but how are you supposed to know our intentions? Well there is a way: by staying true to the background. Yes, you know, that large section of the codex that is usually sandwiched between the contents list and the army list itself. For me, personally, one of the best things about Warhammer 40,000 is the background and setting of the game. I just love it, in fact I can't get enough of it!

As we release each codex, we add an extra layer to this background material – details of alien races, great battles, army organisations, and so on. We slowly build up the richness of the Warhammer 40,000 universe, piercing the darkness with each and every sentence. Imagine if we didn't supply any background with any of our games and army books. Well, apart from being a lot thinner, they wouldn't be nearly as exciting to read, and all our armies would be extremely dull. For me, personally, the richness and depth of the Warhammer 40,000 background is why I play the game and it seems wholly appropriate that this should stay foremost in my mind when picking armies, devising scenarios or whatever.

So, while the army list allows you lots of freedom to pick the army of your choice, it is open to abuse, even if unwittingly by unscrupulous players. Studying the background can give you more of an idea of what is right and wrong.

The background material is useful for other things as well, like picking themes for an army. You may have heard some of us talking about themes when

picking armies for battle reports. So an Ork player can go for the "hit 'em hard and fast" theme and have lots of Bikes, Buggies and Dreadnoughts in their army. Our esteemed editor, Jake, is renowned for his use of what he terms his "First and Tenth army". This mainly comprises Terminators (From the First company) and Scouts (from the Tenth, geddit?). How about the "last stand" Space Marine army, made up of Terminators. The expense of these powerful squads will almost certainly mean you're out numbered and out-manoeuvred. In fact, if you collect Ultramarines, you might like to invent a scenario to re-fight the desperate battle that took place on Ultramar during the First Tyrannic War.

"So staying true to the background and picking a theme just imposes a load of extra restrictions on me?" Not necessarily, many of the army lists have lots of troops to choose from, certainly too many for you to include them all in an average army. Without a theme it is all too easy to pick an army that has an unbalanced selection of troops. Picking a theme to follow is a good way of cutting down your choices to a more sensible level to create a cohesive army that not only looks good, but is also surprisingly effective in a game.

Well, I got a little diverted by themes there, but back to the original gripe. When people come up to me and ask why Wolf Guard Terminators with assault cannons and cyclone launchers are banned in the Grand Tournament, the immediate answer is that they're too powerful, but at the end of the day the real reason is that it simply isn't true to the background. If the Space Wolves had such a squad, the mass destruction it would reap would almost certainly mean that it would get a special mention in the background section, – but they're not there, are they?

THE DEVOUT

Finally, stay true to the background and I will explain how you can be rewarded with a wealth of new goodies that you can include in your games and campaigns. Remember, as always all this sort of stuff that follows can only be used in games with the consent of your opponents.

Having just told you to stick religiously to all our army lists and, if they fail, to remain faithful to the background, I'm now going to detail how you can completely ignore the army lists and come up with your own unique armies. How is this done? Well, would you believe, by staying true to the background. Yes indeed, many of our army lists are set up to allow you to pick a typical army of your chosen race. Each of our army lists strikes a balance between two factors. You need freedom to include your favourite miniatures and squads while creating a fair army that can be used against a new opponent or players you have never played before, say at a tournament. This means that a flexible army list won't allow you to come up with every conceivable type of army. Experienced

It isn't just the background text – look at all the splendid artwork in a codex, rulebook or whatever. Each piece is packed full of inspiration. You might get an idea for a conversion, a diorama or a theme for your army from a single detail of a picture.

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players who are playing in campaigns, writing their own scenarios or whatever, might like to alter the army lists or even completely ignore them, in order to create armies more appropriate to their own situation.

When you move into this area of creating your own campaigns and scenarios, the background material becomes your bible and inspiration. There are countless armies you can create for innumerable situations: Planetary Defence Forces for early stages of an invasion campaign, Adeptus Arbites putting down rebellions, Eldar Scout parties discovering lost Maiden Worlds, Adeptus Mechanicus hunting out lost technology. The list goes on, and we could never hope to cover it all – we leave this kind of stuff for you, the intrepid gamer, to explore yourself.

Just to show you what it is all about, I've chosen a couple of areas that I'd like to explore myself, to show you a glimpse of the thoughts I've had lately (*not for the faint-hearted – Ed*).

TANK COMPANIES

This is an area that is very close to my heart and one that a couple of people have written in to us about (always nice to hear from a fellow "tread-head"). Players of the Epic game will be familiar with Imperial Guard tank companies, while those Warhammer 40,000 gamers that have studied their Imperial Guard codex will have noticed the inclusion of a regimental organisation for

Imperial Guard tank and artillery companies. However, on inspection of the army list you discover that it is actually impossible to field these tank and artillery companies. This is not any fault of the army list, as I have said, the army list is designed for typical Imperial Guard army and not more esoteric formations.

This one is a little difficult. If you really want to stay true, you must field tanks of the same type in squadrons of three at the very least, while complete companies of ten would be ideal. Hmm, not really looking forward to having to paint ten Leman Russ tanks, before moving onto Demolishers or Hellhounds? No, well neither am I. Possibly the best way of dealing with this is the same way that we handled the *Heretic* battle report in White Dwarf 186. If you decide to have a battle where either one or both sides is going to consist entirely of tanks, then just ignore the army list restrictions and pick an army full of vehicles. The main thing that you must consider is the fast speed of vehicles and the long range of heavy weaponry may mean that you need a much larger table than normal.

Of course this is not entirely satisfactory. With so many tanks, you want tank commanders, veterans and elite crews. Well, these are all fine ideas, but ones that I have neither the time nor the space to discuss, so I'll leave that up to you. A good place to start would be the rules for Tank Commanders that were printed in issue 178, but subsequently dropped from the codex.

Well, since you last saw Simon's tanks way back in the Heretic battle report he hasn't been sitting on his hands. He now has enough tanks to field whole companies, a few of which are shown below in this battle scene.

Imperial Guard troops make a frontal assault on an Eldar position as a platoon of Leman Russ battle tanks smash into their flank.



STORM TROOPER PLATOONS

This one is a another favourite of mine, and certainly one that every Imperial Guard player should consider, owing to the relative low cost and ease of availability of the plastic Storm Trooper miniatures.

In a standard Imperial Guard army you can only include single Storm Trooper squads as additional units. This fits in with the way in which the Storm Trooper regiment is split up and sent to the many corners of the galaxy to fight in many campaigns. However, I am sure there are occasions when Storm Troopers fight in much larger formations. They are, after all, a complete regiment, with Lieutenants, Colonels, command sections, et al, and I'm fairly sure that these higher echelons aren't just a load of pen-pushing desk-jockeys. In fact, I know they're a bunch of really hard guys, and I want to start including them in a couple of my own battles!

Of course, after my derogatory comments on standard Imperial Guardsmen in the Storm Troopers article in issue White Dwarf 198, critics may point out that I'm just trying to get around this Achilles' heel of the Imperial Guard. Well yes, there is no denying that an army consisting entirely of Storm Troopers would be rather different and more powerful than a standard

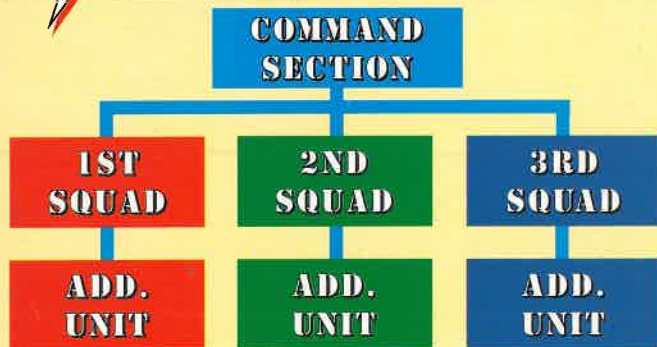
Imperial Guard army. In fact, it would be a completely different army with its own tactics and strategies, strengths and weaknesses. However, I am still staying true to the background, and even though the chances of Storm Troopers fighting in formations larger than single squads are very rare, I'm sure it does occur. Of course, there would have to be a reason for them fighting together, maybe a special operation or mission. Time for a scenario, I fear!

AN AMBUSH SCENARIO

Imperial Guard forces have succeeded in splitting up the Ork army. One of the groups of Orks is made up almost entirely of Boyz and Gretchin, and without the firm leadership of a Warboss the Orks face losing over half their army through desertion. To counter this the Orks have dispatched a fast moving column, escorting one of their top Warbosses to kick some order into Da Boyz and plan a counter-attack.

You are in charge of a crack unit of Imperial Guard Storm Troopers, specially assembled for this mission. You have been detailed to travel under cover of darkness to set up an ambush for the Ork column. Intelligence have chosen a section of road amongst rocky terrain, where the Orks will be hard pressed to get the maximum mobility from their Bikes and Buggies.

STORM TROOPER PLATOON



I've included a quick outline of the Storm Trooper platoon organisation. As you can see, it's the same as a normal Imperial Guard platoon. Of course, the main difference is that your choice of squads is severely limited (if you're going to be unorthodox, you may as well do it properly). The basic squads must be Imperial Guard Storm Trooper squads, while for additional units you may choose from further Storm Trooper squads, Leman Russ tanks, Leman Russ Demolishers, Chimeras, Hellhounds or Sentinel Squadrons. I felt that artillery guns, Basilisks and Griffons were inappropriate to the Storm Trooper shock attack role on the battlefield. Note that, despite being crewed by Storm Troopers, the veteran status does not affect or improve their ability to fight from a tank, so any tanks purchased should be treated as normal and paid for at the standard points cost. The only difference should be a

severe black paint scheme with the Storm Trooper iconography! Of course, as with normal Imperial Guard troops, you don't have to field complete platoons. After all, Storm Troopers don't operate in small units just so they can cover many campaigns, it is also far more appropriate for the missions they undertake to operate in small units.

As I said earlier, I am quite keen on this idea and have begun putting together an army. This example platoon is made up from the Studio armies and some miniatures of my own. The Lieutenant was made from a Storm Trooper Sergeant, with the hat from the Mordian Iron Guard Lieutenant and a plastic plasma pistol from the Space Marine assault sprue. I haven't decided whether I should camouflage my tanks. I have a Leman Russ painted in an olive green and black (British army, western Europe camouflage scheme) that a few people have said look good, so I might use that.



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FORCES

The Imperial Guard player may choose up to 500 points of Storm Troopers.

The Ork player may have up to 500 points of highly mobile Orks. This means you must have either Bikes, Buggies, Wartraks and the like, or Snakebite Boarboyz and Cyboars.

SET UP

The game should be played on a 4' x 4' table with a narrow road running through the centre. To the sides of the road should be either steep banks or rocky ground that counts as difficult terrain. Finally, about 12" from the road should be some trees, bushes, long grass or jungle.

The Storm Troopers are deployed first and may be placed anywhere in the woods. They may start the game hidden. If the Storm Troopers include a vehicle it may be held in reserve. When deployed it must come on the road at the opposite end of the table to the Orks. There is no pre-battle barrage.

The Ork player does not deploy – instead he moves onto the table at his maximum movement rate in the first turn. The Ork forces must stick to the road until enemy units are spotted. The Ork player gets the first turn.

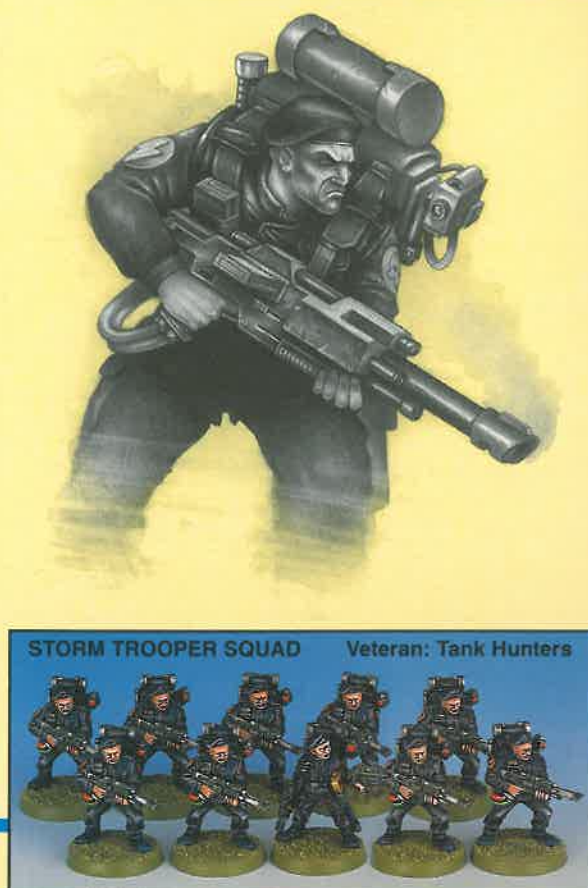
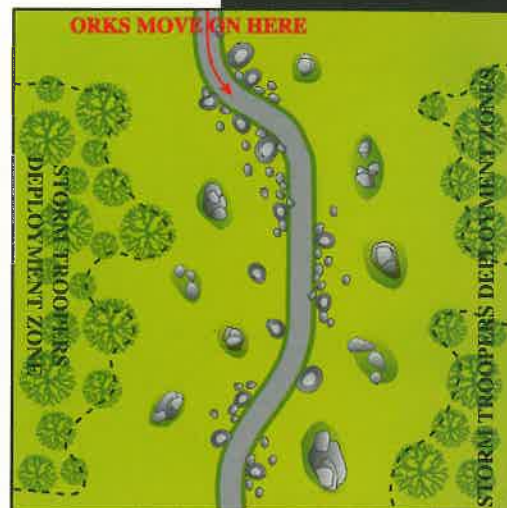
VICTORY CONDITIONS

Both players get victory points for destroying and breaking enemy units as normal. In addition, the Ork player gets +1 victory point for each vehicle, vehicle squadron or squad with less than 50% casualties that gets off the other side of the table.

The Imperial Guard player gets +1 victory point if the Ork Warboss is still on the table, and +5 victory points if the Ork Warboss is killed.

DEBRIEF

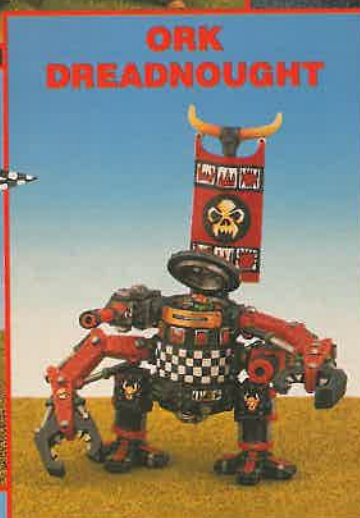
Well, I kept that fairly short and sweet. In fact I haven't even tried it out! But why not invent your own special mission? Blowing up bridges, sabotaging enemy vehicles and equipment, capturing enemy characters, liberating prisoners, – these are just a few of the ideas that I've had, but I'm sure you can think of lots more. So why not have a go at making your own unique army?



WARHAMMER

40,000

ORK™ BOXED SETS



The Orks are the most savage and warlike race in the whole galaxy, their huge, sprawling empire divided amongst thousands of Warlords. Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! This is fortunate for the rest of the galaxy, because if the Orks were ever to unite under one leader it's unlikely that anyone could stand against them for very long!

WARNING! The Ork Boarboyz, Ork Dreadnought and Ork Stormboyz contain lead which may be harmful if chewed or swallowed. These Citadel Miniatures are not recommended for children under 14 years of age.

All miniatures are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted, with Citadel paints. The Ork Dreadnought is a Citadel Miniatures Expert kit which requires a degree of modelling skill to assemble. We do not recommend this kit for young or inexperienced modellers.

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**GAMES
WORKSHOP**

Adrian Wood steps into the unknown horrors of...

WAYNE'S WORLD

WHITE
DWARF
INTERVIEW



Wayne England

A: Wayne, you said you lived with John Blanche.

W: I did. I don't know if that's relevant though...

A: I think it is, I mean, living with John Blanche, he is a genius!

W: He is. Definitely a genius. When Games Workshop first offered me a job I lived in Nottingham, and for a couple of weeks I got stuck in between flats and things. Then I ended up living with John Blanche in Beeston. It was fantastic because to see John work, he's really fastidious. You know, everything's really organised in his studio, everyone's got to be quiet and polite. I managed to kick over a bottle of ink on a Turkish rug, his most prized possession. But to watch him work really brought me on very fast because he works in an alarmingly rapid way. Obviously we weren't organised as an art department, but we just turned out black and white quarter pages on little sketch books and things, and they were quick. As well as being quick, they did teach me to speed up my drawing technique

A: How long you been working for Games Workshop?

W: Six years. 1989.

A: That's about when I first got into the hobby. I remember seeing your work on the box of the original Space Hulk game.

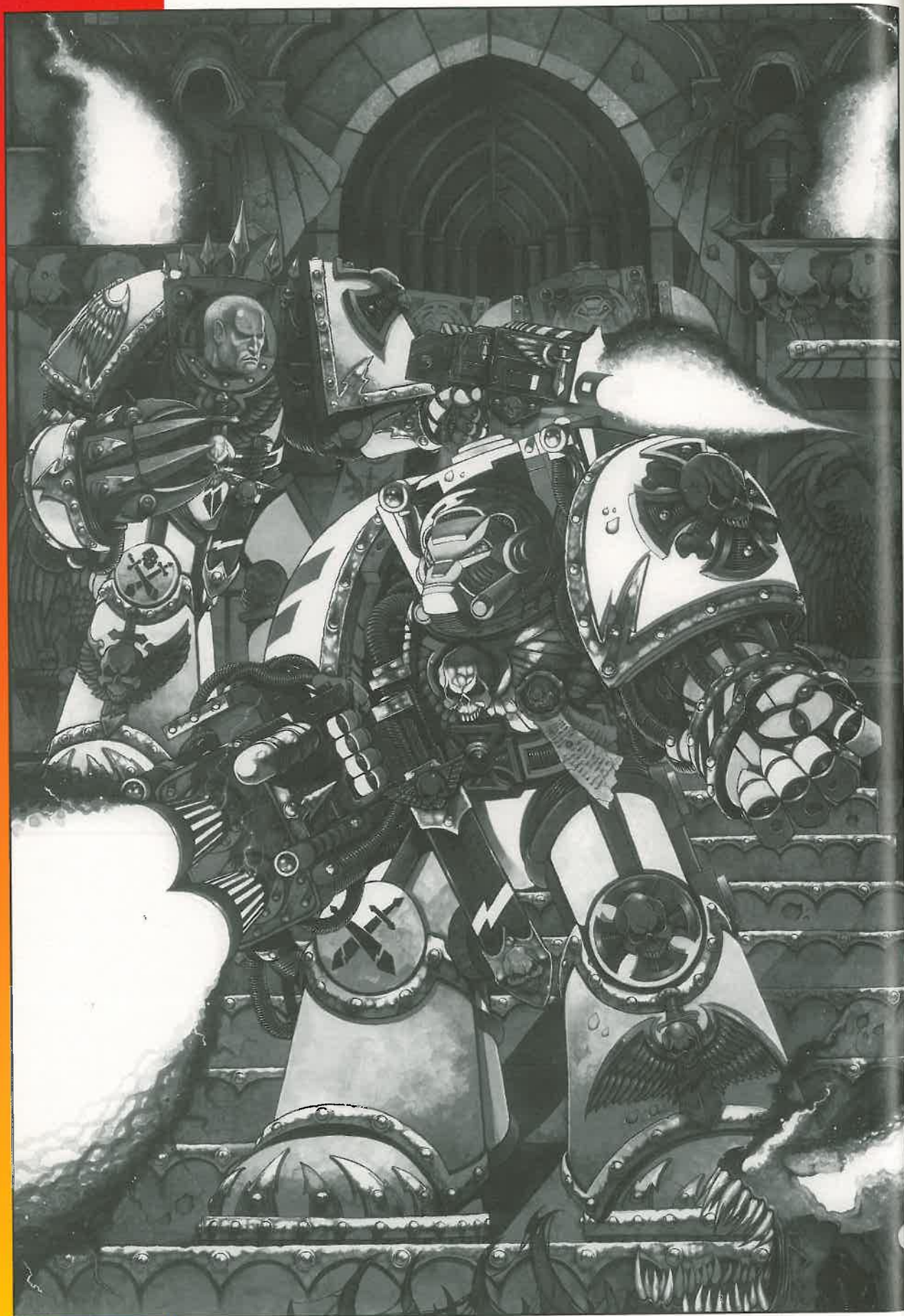
W: That was the first major thing that I worked on. 1989, 1990. And Space Hulk was the first product that we started to develop real, three dimensional, strong iconography. And that was Alan Merrett's vision.

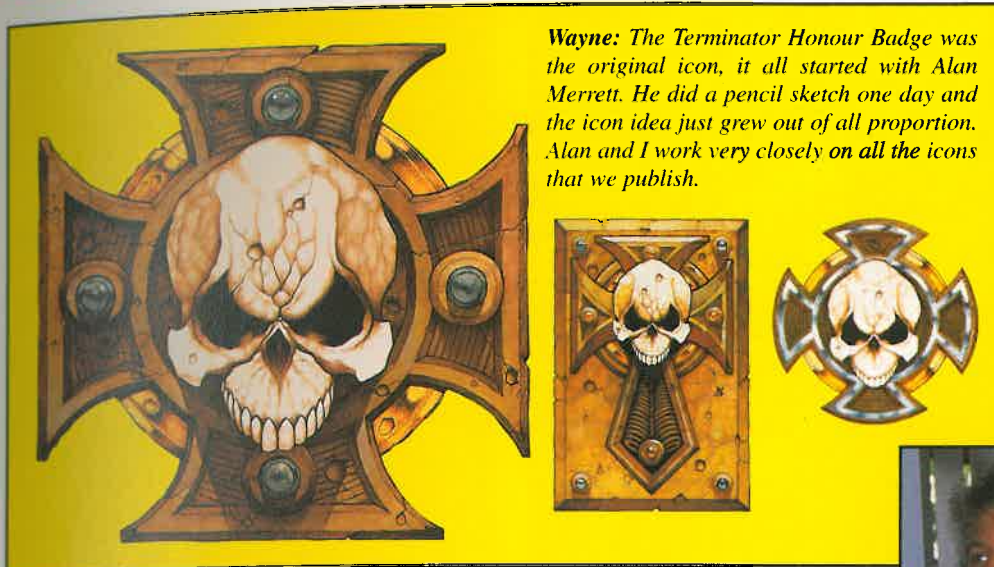
A: He originally had the idea?

W: HE's the man. Yeah definitely. And that bred everything else. Alan (our Design Manager - Ed) kicks it off. We have a discussion, he says

Wayne: The Combat Card logo is from back when I used to work in coloured pencils, that's one of the first things I did for Games Workshop. This is a true story: when I brought it in John Blanche was really pleased with me and said, "This bloke can draw badges." I didn't like to say anything, but when I went home to Barnsley I told my dad. "He wants me to draw Badgers." I thought he meant the animal, Badgers! He meant badges. I came back and it took me ages before I plucked up the courage to ask him what he was going on about...







Wayne: *The Terminator Honour Badge was the original icon, it all started with Alan Merrett. He did a pencil sketch one day and the icon idea just grew out of all proportion. Alan and I work very closely on all the icons that we publish.*



"This is the next product" and then he puts it down. He does one of his famous scratch sheets which is lots and lots of little drawings which are remarkable because I can understand them, nobody else can! OK it's a shorthand and he doesn't draw very well, but his conceptual ideas are brilliant. And I'll go away at the weekends and spend a solid two days just hacking away, sketching. Coming up with ideas to discuss. Then it comes into my sphere, and nobody else can actually be involved. Once it's gone past the design stage and the conceptual stage then I've got to get hold of it and make it work.

A: Alongside Des Hanley there are two new additions to the illustration team, Toby Hynes and John Wigley.

W: They are fantastic in terms of their knowledge of Games Workshop. I think that both of them are going to have a major impact on the artwork of future Games Workshop products. Believe me, I've got a lot back from those two, because of the raw, sheer enthusiasm. It's very difficult to put into words, an atmosphere is beginning to develop, an *esprit de corps*, there is a competition factor that is beginning to develop. Now I don't see that as competition to me, I'm so far advanced. That, may sound arrogant, but that's because I have ten years experience on my back, but at the same time I will try to work that bit harder just to push and say "Look, this can be achieved, this can be achieved". And in the same way they can look at Des, whose work at the moment is firing on all cylinders.

A: It gives everyone something to aim at...

W: Yeah, you can get really jaundiced. Formulaic, that's a better word.

A: You've done virtually all the iconography.

W: I've done 'em all, everything. The responsibility has been spread now with the black and white ones, Toby and John are not full colour

artists, YET. They will be, make no mistake about it. It's good to see sheer enthusiasm in somebody else rather than seeing people who are negative, I can't stand that. I hate it, I hate people who aren't on the team so to speak. Not hate THEM, I hate the attitude.

A: I love the work you've done for us, It was sort of, "Oh, so Wayne wants to do some stuff for us, he's got some ideas for White Dwarf". I remember when Jake mentioned it. And then in came some of the ideas, the borders, etc.

W: I'll tell you when that started, it started with Necromunda.

A: The Necromunda rulebook and sourcebook, the borders and icons were amazing.

W: Yeah it was very interesting because we changed the format for the thing and that went onto White Dwarf. Some of these strips and things. The White Dwarf team all wanted change, all I did was provide the service, with some of these borders which are interesting and there's lots more I want to do with that. It's finding time and "is it feasible?". It's got to be appropriate or it's a waste of time.

A: You end up churning out stuff and wasting your own energy when you don't produce something that's absolutely relevant. "Oh no I've got to produce six more borders..."

W: We could be really experimental at some stage, but as we stand now it's deadlines. You can really start to kid yourself and say things like "Oh I think this will look great", and then you look at it and... It's a bit like Clive Sinclair when he did the Sinclair C5.

Now he must have woken up at 4 o'clock in the morning and said "this will sell." Obviously it didn't, nobody wanted it, and it's the same thing with ideas for White Dwarf.

...I will try to work that bit harder just to push and say "Look, this can be achieved, this can be achieved". And in the same way they can look at Des, whose work at the moment is firing on all cylinders.

A: The only thing I was going to mention was the Beautiful Dwarf...

W: The Beautiful Dwarf?



Above: The Amethyst Wizard, Wayne's last pencil illustration. Blood Bowl marked the turning point in Wayne's style as he experimented with using inks to give his pictures greater depth. Right: The Undead Blood Bowl player was his original black and white ink illustration, the first of many. Below: The Blood Bowl Slayer was Wayne's first colour illustration in inks. You'll notice a great similarity between this and the later White Dwarf.

A: Not only the one Beautiful Dwarf, but the many Beautiful Dwarfs that you've done for us.

W: The Beautiful Dwarf, yes, the Beautiful Dwarf was a work of love, I can say that now. It really was. A lot of work is just hard slog, but the White Dwarf painting, besides being an honour which it was, is current. I'd been dropping hints about doing it and Jake wanted it. Jake engineered quite a lot of it which I'm really pleased about. He was there from the start and he supported me, he knew I wanted to do it. Really every single brush stroke was important, yes every little piece of it is important to me. When I produced it I didn't look at it for a week and then I came back to it and I loved it. I could see lots of things wrong with it but...

A: You can always see ways to improve a picture after you've finished it, but in some ways you can't just keep going over it.

W: I agree. Imperfections. One of my favourite artists is Mark Gibbons, OK? Mark's colour work is an example to anybody, right? There no imperfections, just indiosyncracies in his technique. Now you look at his work and he does a lot of finger painting and palette knife stuff to achieve really textured backgrounds. He complements this by beautifully painted foreground figures. It's like classical oil painting and it has an exuberance that I find exhilarating.

A: I remember when I first saw his Goliath painting for the cover of the sourcebook for Necromunda and it reminded me of Frank Frazetta's work.

W: Yeah, Frazetta. But this is a very bold statement you see coming...

A: Make your bold statement!

W: My bold statement is that as an artist, Mark Gibbons has the potential to find the same stature as Frank Frazetta. I've also got very strong feeling about my abilities. OK, I am supremely confident about what I do and really egotistical about it 'cos I think I'm brilliant. My mum told me, right?

A: Nice of your mum to tell you.

W: I'm really loathe to say that this guy can do this and this guy can do that, but if it comes down to favourite artist and things that people do I just look at Mark Gibbons and there's something that tells me distinctly that this guy is definitely a hero. There's no two ways about it and it's a natural ability. There's something about him, you just have to watch the way he paints things and it's remarkable.



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Normally I really love traditional artists, people like Arthur Rackham who is my greatest inspiration. He's the father of English fantasy illustration, no two ways about that. Just look at the people he's influenced: Brian Froud and Alan Lee, two names there that are just giants in our industry. There's certain artists out there, not all whom work for us, like Kev Walker, who used to work for us, and Simon Bisley whose work is at times beyond belief.

A: One thing I was thinking about: I love drawing and one of the hang ups I have is always about wanting to be original. Do you ever think about originality, or...



Above: Two illustrations from *Warhammer Quest*, including a predecessor of the White Dwarf.

W: Yeah. You should never do anything by rote. You can do that, but you can get, again, formulaic and what breeds originality is competition, that and doing a lot of sketchbook work, just work at drawing. I never stop drawing, never have done, never stopped drawing. You can come home with me and stop over this weekend and I'm gone tomorrow (Friday) for three days. Always I'll do recreational things, but I'll pick a sketch book up at least on Sunday for a couple of hours. Saturdays a couple of hours too, but normally Friday night I'll try to sit and blast out. Late Friday night working into the early hours, just drawing, sketching, scribbling ideas otherwise I can't sleep. That breeds it as well, but competition is really good: it clears the mind.





*This page:
Codex Chaos.*

A: You were talking about what you did on your weekends and it sounds like a jolly lot of fun, but what else do you do?

W: What else do I do?

A: Yeah. You've mentioned before to me about gaming with your nephews...

W: Yeah I do play lots of games. You see, in the Studio we're pretty spoilt because we've got a lot of good stuff knocking about. And it's good to play with bits and bobs. Even though they've got a good set up it's not like you find in this place, it's a traditional table top gaming sort of thing, cobbled together lots of love put into it, and lots of wing and a prayer, bits of sticky tape and stuff. And I get beaten a lot, but I tend to use physical violence, I cheat a lot, I tell them we're working on new rules at the moment, but it doesn't work. But that's not the point. To find a load of kids who are really into it and you get to play with them is a privilege because we're sat in a little glass bubble. We work here removed from it all and we just do what we do and enjoy it and have a lot of fun, but if you're sat here with a load of kids that don't do it, but play it, they explain to you in no

uncertain terms whether, you know, "That's a bad rule" or whatever.

A: Yeah I know when I play with my mates at home its much purer, and they know what they want from a game. What army are you painting at the moment?

W: I'm painting a Goblin army now, yeah? Goblin army, OK, so I paint a Goblin army and that's wonderful. It's work in progress sort of thing, but it's dangerous to go outside your room because you'll see another range of miniatures that you want to paint. It's dangerous! You should stay in one place! Just show me Goblins, I don't want to see anything else.

A: I have this problem all the time, you know what I'm like. I'll chop and change, paint all sorts of different units.

W: But that's what is so good about your article on painting, I thought that made it accessible. There is a level of expertise I think we should show all the time, Mike McVey for instance. We can't afford to not show that, at the same time most kids are not painting to show standards. They want to paint to play and that's fundamentally what we're about.

A: It's a different kettle of fish from painting an 'Eavy Metal standard to a gaming army standard. I personally believe that its literally a case of how far away you look at the miniatures from. If you look at the miniatures here, two inches away from your nose, its 'Eavy Metal standard, but if you're looking at something a foot away, even if it's got the most basic neatly painted colours on it will look brilliant.

W: Yeah!

A: Brilliant on a table top. As long as you've got a cohesive look to your army it'll look fantastic without being clever with ink washes and dry brushing, just flat colours.





Above: Wayne's Wolf riders from his new Goblin army. He's looking forward to testing them in battle soon, once he's painted the rest of the army that is!

W: The Goblin Wolfboyz are a case in point. That's all that is, neat flat colours and a few highlights. They are there to play with, they'll be used, it's as simple as that. They're not there for somebody to go ooh, aah.

A: They're there for you to use.

W: Exactly.

A: There for you to use and lose... I mean win!

W: I can't remember winning a game! I just can't remember winning a game. Honestly, because, no, ah yes, they set me up! You get half way through a game and I'm trying to concentrate, and they'll start asking questions. Spurious questions. And I'll have just worked out a brilliant move, say in Necromunda, and somebody will be asking me something about, I don't know, Man O' War, or something like that or whatever and start to confuse me and it all falls apart. It's all gone, the plan's gone and I've lost.

A: Just because some little brat has asked a difficult question...

W: Oh, it's healthy, they're a great bunch of kids, it's healthy. Having fun rather than playing against guys who are complete beards...

A: Power players.

W: It's stupid.

A: I just think... here's me sounding off... I think it's completely wrong.

W: They misunderstand what we're about. You play a game to enjoy yourself, you don't play a game actually to dominate somebody else. Space Hulk is my favourite game. Period. The thing about Space Hulk is that half way through you start to hyperventilate! That's why we're so brilliant and barring

insults from people sat in the White Dwarf Bunker when I walk past and everything, I can't ever see myself wanting to leave the place. I'll tell you something really important, working on the White Dwarf painting, something that was really important for me was a piece of artwork by Geoff Taylor, the geezer stood on top of the cauldron, what was that? Warhammer Quest. Yeah. That was a really big influence on that, not in the look of it, but it is just an epic painting. It was all down, well I used to look at that like a mantra and look at it and look at it and that would fire me up to paint. That's true that. The thing that's got to be mentioned is the soul of Games Workshop: John Blanche



W: Up until I started at Games Workshop I had been drawing yoghurt pots! It's a joke round the Studio but it's true. I once drew a guide, now I don't understand this, but I was commissioned to draw 5cm square illustrations about how to spread soft cheese onto a cracker. That's the kind of jobs I got stuck with. The one that crippled me was Christmas pudding flavoured ice cream. That finished me off!



WHITE DWARF INTERVIEW



A: I felt that the White Dwarf artwork was the pinnacle of where Wayne England is at right now. It's a benchmark and my thought was "were are you going to next?"

W: Ah, next. I've got something on the boil now, it's something I am determined to paint and I'll just keep winging on about it and it will happen!

A: No clues?

W: Well...

without a doubt, and John is the engine. Any artist, anybody who works for Games Workshop thinks it is synonymous with John Blanche. We're the icing, he's the big cake.

A: When I look at his miniatures they set me off. To do something that's so seminal and has such a pure visceral quality – that's the real guts of what Games Workshop is about.

W: It makes me sick! It makes me sick! It makes me sick, and you can print that! You sit there and you do a picture of a Space Marine firing a gun. John Blanche, with the same brief, will do a Space Marine firing a gun, and a full scale battle in the background with 98,000 troops, full cathedral, a tank squadron, flying machines, etc, and he'll do this in a day. And you're working away for a week on just one figure and he brings his in and you bring yours in and you think "I hate you John Blanche I really hate you". the man's remarkable, absolutely remarkable. And then every now and again he slows down and he works out this big painting. He'll psyche himself up, that's what he does. That's an interesting process to watch, him psyching himself up. He's like a boxer if you watch him, you can tell he's getting ready to go at it. Much the same way as I did with the White Dwarf, psyching myself up to do it. But Blanche, he's particular about doing that, he messes about with lots of different equipment. Equipment is important by the way, that's a thing I really bang on about. You should use the best tools or you don't get the best results. I use anything and my major tool is a sponge! This is ridiculous, a common or garden sponge, a little tiny sponge, and they fill all the base coats, all the base work, all the textures and things, and then I work in hyper detail with tiny brushes.

A: That explains the textures.

W: Yeah I believe in textured pictures, I love it. Music is really important to me. When I'm working I must have a good supply of music.



Here is special piece of bonus artwork, a preview of one of Wayne's latest Warhammer icons. It is part of a future project for Warhammer so keep your eyes peeled for more stuff over the next few months.



What I listen to depends on what I'm drawing, like when I was doing the Realm of Chaos stuff I listened to Wild Hearts, all the time. Just loads of music: Wagner, Metal to... well Wagner's Metal! Music really plays a big part and the darker the subject the louder the music. I'm working on Bretonnians at the moment and that's quite elegant so I listen to elegant music, mood music. When I get to the end of a painting I usually play the Batman soundtrack or Zulu, something really dramatic. On White Dwarf it was the Manic Street Preachers, From Despair To Where. I Started off listening to it and that was the last record I listened to when I'd finished it. That's it with music, the louder the better!

If you want to work at Games Workshop, if you really want to be a Games Workshop artist look at somebody like Toby Hynes, and in particular John Wigley, because John Wigley has been trying to get into this place for four years. He kept turning up at Games Day with his drawings and we kept saying go away and produce more drawings. He was so persistent, he kept at it, kept sending work in. He also worked in the shops, key time staff, and he kept doing it and doing it, turning out these nice pieces of work. And lo and behold he now works for us! But that's persistence and sheer determination, and if you haven't got that, if you haven't got that self belief, bad luck. Circumstance can go against you, but you can't achieve the thing in the first place if you haven't got that burning ambition. Never, ever get up in the morning and say "I think I'll be average today". We never do, and I think that's why, pound for pound, we are the best in the business!

WARHAMMER

40,000

CODEx CHAOS



The army list in this Codex allows you to assemble a Chaos Space Marine force based on the dreaded raiders who emerge from the Eye of Terror. It includes all the different types of Chaos Space Marines, as well as a selection of special characters such as Abaddon the Despoiler and Khârn the Betrayer. As well as the main army list there are two extra ones: Chaos Cult and Daemon World armies. These have been included to allow players to field special armies as part of a scenario or campaign.



CITADEL
MINIATURES

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CODEx CHAOS

From the Daemon Worlds of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. As they march to war, the foul warriors of the Chaos Gods call upon their dark masters who reward their loyal minions with hordes of daemonic creatures to fight at their side. Meanwhile, on thousands of Imperial worlds, Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

This book contains everything you need to know about Chaos Space Marines, as well as Chaos Cult and Daemon World armies. The most infamous of the Chaos Space Marine Legions are described, together with the four mighty Gods of Chaos and their misguided followers. There are also special rules for the Marks of Chaos and Chaos Rewards, bestowed upon worthy Chaos Champions by the Gods themselves. In addition, there are new rules for the archaic weaponry used by the dreaded Traitor Legions.



GAMES
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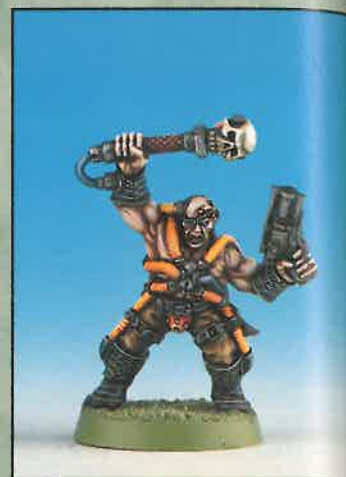
NECROMUNDA WYRDS

Every day the sinister Black Ships of the Inquisition bring thousands of psykers to Terra. Some are found worthy and become sanctioned members of the Adeptus Astra Telepathica or other wings of the Administratum. For the majority, their fate is less honourable, but just as vital – their souls are fed into the massive Golden Throne that sustains the immense power of the Emperor of Mankind.

However, no matter how diligent the Inquisition, regardless of the number of witch hunts that sweep whole planets, there are those that escape the hunters. Amongst these are the Wyrds of Necromunda – raw, untrained psykers whose lives and souls are in peril every time they use their strange powers. These abilities manifest themselves in many ways, from the mind-control powers of the Telepath to the psychic manipulation of matter that is the talent of the Telekinetic. No matter what their particular taint, all Wyrds are ruthlessly persecuted and many hide themselves amongst the mass of humanity that crowds the Underhive. Here they are relatively safe and can find service amongst the degenerate gangs who care not for the law.



Wyrds Telepath



Wyrds Telekinetic

SCAVVIES AND MUTANTS

Life in the toxic wastes near the sump is harsh, and strange contagions and pollutants fill the air and water. For generations these contaminants have eaten away at the genetic structure of the Scavvies, creating foul, misshapen mutants.



Scavvy mutant with spikes



Scavvy with blunderbuss



Scavvy mutant with claw



Scavvy with autopistol



Scavvy with shotgun



Scavvy with shotgun



Scavvy mutant with extra arm



Scavvy with autogun

TALES FROM THE UNDERHIVE

BY "PAPA" STEVE ANASTASOFF



INTO THE DEPTHS

Hey kid, didn't think I'd see ya back here so soon. Thought ya had 'nough last time. So what brings ya back down to the Badzones? Ahhh... I

should've guessed. It's always the same. Someone starts spreadin' rumours 'bout a new 'tech dome they've discovered and pretty soon every ganger and his rat wanna piece. Ya start imaginin' all those riches just waitin' for ya, but there's some places down here that go beyond imaginin'. Places that even ya nightmares hide from. Places best left undiscovered...

Among the many diversions that the White Dwarf crew find to entertain themselves, one of the favourites is "cult" science fiction and horror movies. There's just something about a gang of Mutant Radioactive Zombie Bikers from Hell (or whatever) stomping their way through ninety minutes of roller-coaster

cinematic action that attracts us. Necromunda has always seemed to me to be a good setting for this kind of gratuitous fun, and so I started thinking about a few scenario ideas, based around some of my favourite B-movie cliches.

WATCH THE FILMS

The best way to start if you want to create and play this sort of scenario, is to watch a few appropriately low-budget films. Old black and white movies are always being shown on late night television (although you should only bother with the horror and science fiction movies, ignoring the Cary Grant comedy romances and the subtitled French art house flicks), and these can give you some great plot ideas. If you need some of our personal recommendations, try *the Thing from Another World* or *Fiend Without a Face* (Adrian's favourites), *the Thing* (Ian's top choice) or the original *Night of the Living Dead* (my pick, but only really suitable for our more mature readers). *Forbidden Planet* is another classic that's well worth watching. A lot of the old episodes of programmes like *Doctor Who* or

the *Twilight Zone* can also be excellent sources for plot ideas.

Over the next few pages I've taken some of my favourite B-movie themes and plots, and suggested ways that they can be used and adapted for Necromunda. I've also taken one particular theme, the classic Zombie fest, and developed it into a full blown Arbitrator scenario, *Hive of the Living Dead*. Enjoy, and remember, be afraid...



The Goliaths look on helplessly as an unfortunate Juve tries to fight off a huge swarm of hideously mutated giant spiders!

HIVE OF THE LIVING DEAD

Yeah, I remember the time, some poor fools got 'emselves trapped at Hive Bottom, worst pit of desolation this side of hell. Wouldn't wish that on my worst enemy, really I wouldn't. Not only that, but as they tried to find their way out they found themselves being hunted down and eaten, one by one, by a whole bunch of Zombies. Only one escaped to tell the tale and he was driven stark, staring mad by the experience.

An individual or group who are suddenly isolated from normal civilisation is one of the most common themes in horror B-movies. Frequently, the main characters are cut off from society as they know it, where they are forced to confront their worst fears. My first scenario idea came about from this type of theme. Many situations can arise which will cause gangers to become separated from their gangs, and in the Underhive this is not a pleasant situation to be in at the best of times. Unfortunately, times have a nasty habit of seldom being at their best when you want them to be...

INTO THE DEPTHS

There are several ways of getting into this scenario. The most straightforward way is to simply grab one or more players who want to take part. Roll a dice and add two to the result (giving a value between three and eight) to determine how

many gang members will take part in total. If you have more than one player involved then divide this number as equally as possible among all the players. The actual gangers involved should be determined randomly.

However, the second way of getting into this scenario is much more interesting, and much more fun! Wait, and bide your time until a suitable occasion arises. Many of the Hazardous Conditions, especially Hive Quakes, are excellent for this. As the ground begins to tremble and quake, gantries collapse and great rends are torn beneath the gangs' feet, plunging random gang members into the depths of the Hive. Again, you can decide the gang members randomly as above, or choose them appropriately (for example, instead of gangers going out of action from a Hive Quake, have them plunged into the horrors of this scenario instead!) However they get there, the selected gangers soon find themselves very lost, in a place they most definitely do not want to be.

WHERE ARE THEY?

After tumbling and falling through sewer ducts and air shafts, down garbage chutes and sludge pipes, the gangers have ended up in the depths of the Hive Bottom. No other life is visible, and even by Necromundan standards the area they are in is ruinous and inhospitable. As they begin to realise their predicament, they notice shambling figures shifting through the shadows. Things are about to get a whole lot worse...

The object of the scenario is for the players to fight their way out, past the hordes of Plague Zombies that are closing in on them, and escape back uphive. This is not easy. Not only is no one quite sure of the way, but for every Zombie blown away or dismembered another two seem to appear to take its place. Pustulant hands claw at the gangers' feet as they flee, the rotting victims of the Zombie Plague eager to feed upon fresh flesh. And the gangers only have so much ammo...



The chainsaw-wielding maniac, sinister insectoid hunter and pustulant Zombie are just some of the B-movie monstrosities you can borrow for your Necromunda games.



SETTING UP THE TABLE

The Arbitrator should set up all the terrain for this scenario himself. There are several terrain features that should be placed during this stage. Firstly, there must be an escape point somewhere on the table. This can be anything you like, perhaps a hatchway on a piece of terrain, or a large open pipe leading off out of sight. Make sure that it is something quite definite, though, rather than just a point on the table. This is the only way the gang members can escape. Unfortunately, at the start of the game, none of the players know where this point is. Only when one of their models approaches within eight inches of the escape route should you reveal its exact location. Note that there are no bottle tests in this scenario – none of the gangers would know where to run. Neither can the gangers escape off any table edge. The only way out is through the designated escape route.

Secondly, you should define a “sanctuary” in the middle of the table. This is an area that the Zombies are unable to enter. Perhaps light shines down from uphive on this particular spot, or maybe the strange, ancient looking obelisks that circle it create an aura that the Zombies fear. While we were playtesting the scenario I used a ruined temple as the sanctuary – I felt that this gave the right sort of feel to the game, creating a sort of holy “sacred zone”.

The players must deploy first. The unfortunates must be placed anywhere inside the sanctuary at the start of the game. Roll a dice to see how many Zombies the Arbitrator (or Zombie player) starts with. These may be deployed anywhere outside the sanctuary, but no closer than 8" to any gang member.

THE HORROR BEGINS

The gangers always get the first turn. If more than one player is participating, then either let them sort out their own turn sequence, or decide randomly if they are unable to do this (tut, tut! They'll have to learn to co-operate sooner or later...). The Arbitrator then takes his turn normally. However, at the end of each Zombie turn the Arbitrator may roll a dice and place that many extra Zombies on the table. These are deployed just like the initial Zombies, anywhere outside the sanctuary, but no closer than 8" to any gang member. In addition, they have the extra restriction that they must be placed within 8" of a Zombie already on the table. If there are no Zombies on the table already then the new ones may ignore this restriction.

The game continues until all the gang members involved have either been taken out of action or have managed to escape.

At the end of the game, instead of rolling on the normal injury table for gangers taken out of action, roll on the *Zombie Plague Table* below.

Make no mistake, surviving this scenario is (or at least should be) very difficult. Anyone who survives and makes their way back uphive will, without a doubt, earn a reputation as one of the most iron-hard, tough gangers in the Hive. Instead of acquiring experience for escaping from the Zombie lair, any

ZOMBIE PLAGUE TABLE

D6 Roll Result

- 1 **Zombie Food!** Hordes of Zombies fall on the helpless body of the ganger, tearing their body apart and feeding on the still living flesh!
- 2 **Lost in the Depths.** The ganger quickly succumbs to the Zombie Plague. Brain death occurs within hours, and the new Zombie remains in the depths of the Underhive.
- 3 **"I heard you were dead..."** The gang member manages to escape back uphive uninjured. However, the other members of the gang, fearing that he has already contracted the Zombie Plague, open fire immediately upon seeing him! Randomly select one other gang member and roll to hit as if firing at close range with the highest strength weapon they own. Resolve wounds/injuries as normal.
- 4 **One of them!** The gang member manages to crawl back uphive, but unfortunately the Zombie Plague has still infected the hapless ganger. Make a roll on the regular Zombie Plague table in the Outlanders rulebook. If the ganger survives, make a roll on the Serious Injury table as normal.
- 5 **Survive!** The gang member manages to fight off the effects of the Zombie Plague and escape back uphive. You must still make a normal Serious Injury roll, but you may re-roll results of H-16 (Dead) or 61-63 (Captured).
- 6 **Unhinged.** The gang member manages to escape back uphive uninjured. However, the encounter has left them slightly unhinged. From now on treat them as if they have suffered a head wound (see the Serious Injuries table).



"I SURVIVED THE ZOMBIE LAIR!"

D6 Roll Result

- 1 **Killer Rep.** Stories of the gang member's brutal and bloody escape from the Zombie lair quickly spread through the Hive. The gang member automatically gets the *Killer Reputation* skill.
- 2 **Discovery.** Crawling their way back uphive, the gang member stumbles upon an ancient and well-hidden opening. Roll another dice to determine what sort of territory the opening leads to. The gang may add this territory to those it already possesses.
 - 1-2 Old Ruins
 - 3 Spore Cave
 - 4 Tunnels
 - 5 Vents
 - 6 Archeotech Hoard
- 3 **Archeotech.** During the battle against the Zombies, the gang member stumbled across a strange and ancient looking device. The ganger may add this item of Archeotech to his equipment list. Roll on the Archeotech table in the Outlanders rulebook to find out exactly what sort of device it is.
- 4 **Iron Will.** Having faced the horrors of the Zombie lair, little that the Hive has to offer now will perturb this gang leader. The gang leader automatically acquires the Iron Will skill. Re-roll this result for any gang member other than the gang leader.
- 5 **"I remember when..."** Your gang member now has some truly frightening first hand anecdotes to keep the Juves in line. After each game that this gang member participates in, instead of working for income or searching for rare trade items, they may try and impress some Juves enough to join the gang. Roll a dice, and on a roll of 6 you may add a new Juve to your gang just as if you had a *Settlement* territory.
- 6 **Cruel and Pitiless.** Constantly haunted by nightmares of the fight with the Zombies, the gang member has been left cold and heartless. The ganger has become completely cruel and pitiless, and any time this character takes out an opponent in hand-to-hand combat you may force them to re-roll their serious injury roll if they make a full recovery.

surviving gang members should make a roll on the "I survived the Zombie lair!" table to find out the benefits of their outing.

I WILL SURVIVE

As it stands, this scenario is designed for fairly novice gangs. However, it is a simple matter to make it easier or tougher for the players. If you feel the need to make it easier, the most straightforward way is to limit the maximum number of Zombies on the table at one time. Making the sanctuary larger, or making the escape route closer to the sanctuary, or more obvious, are also effective changes.

Conversely, to make the scenario more difficult, you can make the sanctuary smaller, and hide the escape route away in a distant corner of the table. To make it more difficult still, you could tell the players that during their tumbling journey into the Underhive, they lost ammo supplies, so that they must now make ammo checks on a roll of five or six, instead of just the normal roll of six. To make it really, really tough, you can always introduce some extra enemies other than the Zombies. Perhaps there are also some Scavvies or Scalies lurking amongst the shadows, or maybe even Karloth Valois himself is guiding the Zombies? Additionally, you can make the sanctuary slightly less safe – maybe you could allow the Zombies to enter this area if they can pass a leadership test, or say that after a fixed number of turns the Zombies overcome their fear of the sanctuary and may then enter it freely.



ANDY'S CYBORG ASSASSIN

This is the thing responsible for bombing the trade delegation uphive. He is hiding out in your gang using his remarkable morphing powers – pick one of your gang members for him to impersonate (not a Juve). His true nature will be revealed when he takes a wound – replace the gang member with a servitor model.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cyborg	4	5	4	5	6	2	4	2	10

Weapons. The assassin is armed with the weapons of the gang member he replaces.

Armour. The Cyborg has an armour saving throw of 4, 5 or 6 on a D6.

Equipment. The Cyborg is equipped with filter plugs and photo contacts.

Skills. Hurl Opponent, True Grit, Nerves of Steel. Immune to nerve rolls.



DO IT YOURSELF

Of course, there are still countless other variants and ideas that you can steal from your favourite B-movies. Rather than develop these into full blown scenarios, I've just given some basic plot outlines that

This scenario can also be played solo or without an Arbitrator quite easily. Shuffle together eight or ten playing cards, one of which is an ace. Scatter these at suitable locations around the table top. Whenever you get within eight inches of one of these cards you may turn it over, the ace representing the escape route. Each turn the Zombies will move at full pace towards the nearest ganger. When placing new Zombies, determine randomly where they are placed as follows: randomly select a Zombie already on the table. Then roll a normal dice together with a scatter dice to determine how far and in which direction the new Zombie is placed from the existing one. You can even team up with several of your mates to play the scenario together in this way. You can each take it in turns to move and fight with the Zombies. It helps if one of the players has a Warhammer Undead army, so that you can borrow all his Zombies to use!

Remember that these events are terrifying and unusual even by Necromundan standards, so they should only really be run as a one off. This sort of scenario is much too dangerous for regular play! Once you've played it through, you can always try and devise some follow on scenarios to carry on the theme (yes, just like with the movies, you too can have several cheesy sequels!) Perhaps after returning uphive the gang decides to mount an expedition back down to the depths to recover any gang members who didn't manage to escape. Or maybe the Zombies manage to follow the gangers after they escape, finding a route to the Gang's base! Pretty soon total carnage erupts as the Zombie plague spreads throughout the hive, with armies of brain-dead flesh-eaters fighting against the massed gangs defending their homes...

Necromunda Chronicle 995.03.11 M.41 TERROR SWEEPS THE UNDERHIVE

NEW OUTBREAK OF THE DREADED ZOMBIE PLAGUE

Look your shoes, trait nobles! Across the wilderness of Market Spire has descended to this new outbreak of brain-eating Zombies. Bands of these beasts are scouring the Underhive, and have encamped upon the outskirts of Canto Rock. Bold your wits, take your vitamins and keep your leaves.

1000 randomly selected members of SILVER gang must make a roll on the Plague table to see if they are infected. Apply the results immediately.

THE CRUSADE CONTINUES

Strangers of Canto Rock, seeking the Canto Rock, have been further fuelled by two gangs fighting for the right to rule the Underhive. The gangs, the one with the name of Krim's Crusade, led by the one with the name of the Black Crusade, have taken the fight to the Underhive, and the Underhive is now a battlefield.



NEW GIRLS ON THE BLOCK

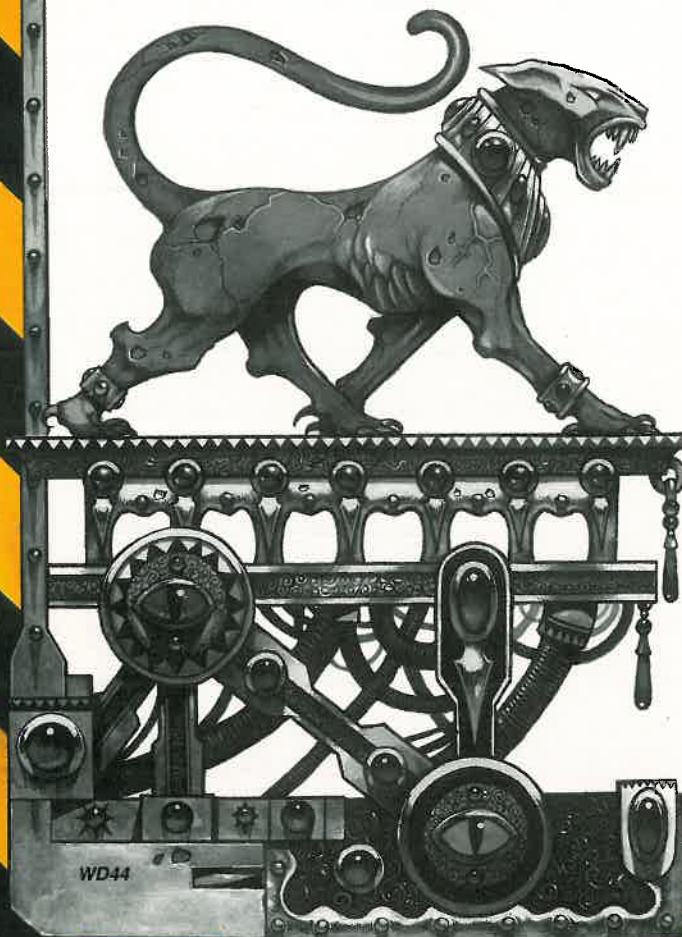
Each gang made their first appearance.

you can work up properly yourselves. You can use *Hive of the Living Dead* as an example of how to do this sort of thing. It's really not very difficult to create your own scenarios once you get into it, so why not give it a go?

IT CAME FROM THE SUMP

Another situation that arises as the central theme of countless horror and science fiction movies is where the main characters are trapped and hunted down, one by one, by something deadly, huge, and usually unseen until the very last reel. *The Thing from Another World* or *Fiend without a Face* are perhaps the best examples of this sort of plot and, as we have already seen, are particular favourites of Adrian's.

You can quite easily create a scenario where the players' gangs are trapped in a secluded and abandoned section of the Hive. Abandoned, that is, except for a single horrific monster. The gangers cannot know how it got there – maybe it was a genetic experiment gone wrong, or perhaps it stowed away on board a cargo vessel travelling from a distant world. You can pick a creature from the Underhive bestiary section of the Outlanders rulebook, or even just invent a monster yourself. This second option is particularly good if you can convert a suitably horrific model to use. I've recently been trying out using creatures from Warhammer 40,000 in some Necromunda games, and have even had a couple of gangs going up against a Lictor(!). Rather than having to kill the monster, all the gangers had to do was survive until a time-locked door opened, sparing them a truly horrific fate. Perhaps in a future scenario they'll get the opportunity to go back and finish the job off (or perhaps the Lictor will get that chance!)



Surprise,
surprise!

CAMEO APPEARANCES

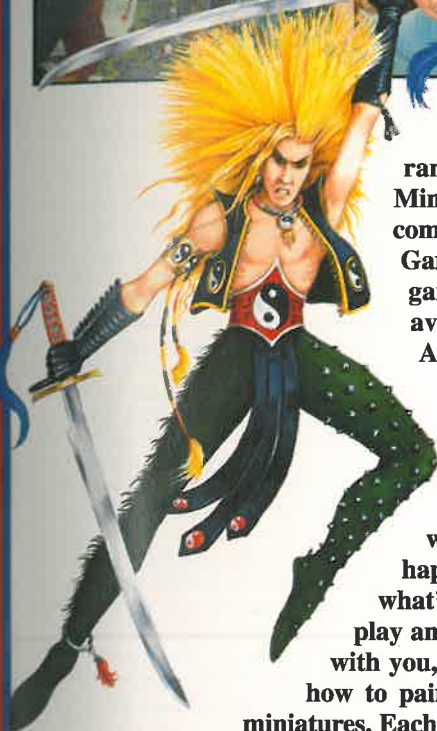
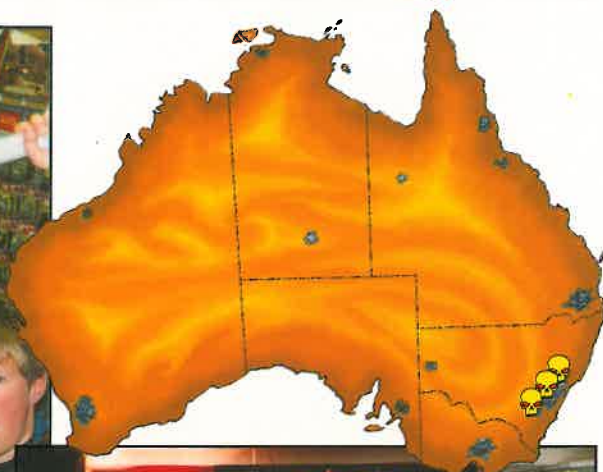
You don't even need to create a full-blown scenario to be able to capture the cult movie feel in your games. You can have cameo type sub-plot that run through your campaign and find their way into games when the players are least expecting it. When Andy Chambers was running the Studio campaign we had a sub-plot going on for several weeks with a Cyborg Assassin hiding out in the Underhive. The Cyborg could change shape freely, so you could never know who it was disguised as at any one time. I've included the rules for the Cyborg Assassin (on the previous page) just as Andy wrote them, so you can see how simple it is to work this kind of thing into your games. The trade delegation bombing that Andy mentions refers to an event that had happened the previous week in our Studio campaign.

There are also countless ideas that you can add to your basic theme to add even more depth, and make it even more terrifying. How about making a scenario where the gang's Juves are cut off from the rest of the gang and forced to survive against some truly terrifying monstrosity (maybe a Spyrrer?). Perhaps the gang's weapons have been rendered ineffective for some reason, or the creature they face is simply immune to them. They will have to improvise ways of fighting their way out instead.

Just remember that there are hundreds upon hundreds of films that you can take ideas from, and not nearly enough space here to describe all of them. So if you ever need more inspiration, then go and find yourself an old black and white B-movie. Let's see, *Fiend Without a Face*, I haven't seen that one yet... Gangers beware!

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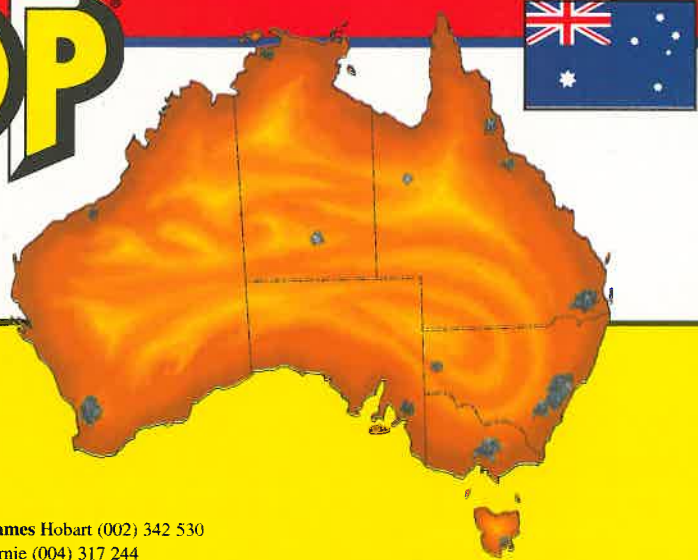
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THIS MONTH'S CARD

This month's card section features a datafax for the new Chaos Dreadnought, along with wargear cards for the Chaos special character Fabius Bile. For Warhammer players there are the White Dwarf's very own magic items, and a new board section for use with Jervis' special Warhammer scenario.

ROD OF TORMENT

25 Points

The daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. Any opponent suffering 1 or more wounds from the Rod of Torment is immediately disabled by the pain and removed as a casualty even if they have any remaining wounds.

In addition, the model must pass a Ld test on 2D6 or let out a tortured scream so horrible that any friendly models within 8" must take a Break test.

RANGE		TO HIT		SAVE		ARMOUR	
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.
Close combat only		as user	1	as user	varies	-	-

FABIUS BILE ONLY

THE CHIRURGEON

30 Points

The Chirurgeon is a complex part magical, part technological machine which pumps daemon ichor around Bile's body, giving him special powers and invulnerabilities as detailed in Codex Chaos. In addition, the Chirurgeon contains a Frenzon dispenser implanted directly into Bile's heart (see p71 of the Wargear book for details) and its articulated drill and saw arms mean Bile rolls an additional 2 attack dice in hand-to-hand combat. Note that the +2 attacks are added after any doubling of his attacks for *frenzy*.

FABIUS BILE ONLY

XYCLOS NEEDLER

25 Points

Before rolling to hit, select a serum to fire. If a target's armour/field saving throw fails, the serum affects them automatically, no roll to wound is needed. Serums only affect living creatures. Against other targets the needler uses its basic profile.

Xyclos A automatically inflicts D3 wounds per hit. **Xyclos B** causes psychotic visions. Roll D6+2 on the Hallucinogen Effect Table (Wargear book, p59). Targets of **Xyclos C** automatically catch fire as if ignited by a flamer. The flames can't be smothered, but might go out on their own. If the model dies, it explodes with the same effects as a Plasma grenade.

SHORT LONG		SHORT LONG		STR.	DAM.	MOD.	PENE.	SPECIAL
0-12	12-24	+2	+1	(3)	1	-1	D6+3	sust. fire 1D

FABIUS BILE ONLY

CHAOS DREADNOUGHT



VEHICLE DATA

M	WS	BS	S	I	A	LD
6	7	5	6	5	3	10

CREW: 1 CHAOS SPACE MARINE

RAM VALUE: STRENGTH 7

D10 DAMAGE, -4 SAVE

WEAPONS:

The Dreadnought is armed with a left and a right arm chosen from the list below at an additional points cost. All weapons have a 90° field of fire to the front. Right arm: Twin linked heavy bolters 20 points, twin linked autocannon 35 points, Mk 1 heavy plasma gun 40 points, twin lascannon 55 points. Left arm: power claw 15 points, thunder hammer 20 points, power scourge 20 points.

The Dreadnought is also armed with an auxiliary combi-weapon mounted in the body or left arm at no additional points cost. The Dreadnought may be upgraded to carry two assault launchers loaded with frag grenades for +5 points or a havoc missile launcher for +30 points.

WEAPON DATA

WEAPON	RANGE	TO HIT	STR.	DAM.	SAVE	ARMOUR	SPECIAL
Heavy Bolter	0-20	20-40	-	5	D4	-2	D6+D4+5 Sustained fire 2D
Autocannon	0-20	20-72	-	8	D6	-3	2D6+8 Sustained fire 1D
Lascannon	0-20	20-60	-	9	2D6	-6	3D6+9
Heavy Plasma	0-20	20-40	-	7	D4	-2	D6+D4+7 (Low power)
	0-20	20-72	-	10	D10	-6	D6+D10+10 (Max power)
Thunder Hammer	close combat	-	special	D6	-5	-5	auto
Power Claw	close combat	-	8	1	-5	D6+D20+8	
Power Scourge	close combat	-	6	1	-3	D6+D12+6	+2 Attacks
Assault Launcher	6	-	3	1	-1	D6+3	2" blast marker
Havoc Launcher	0-20	20-72	-	4	1	-1	D6+4 2" blast marker

POINTS COST 135 points + weaponry



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

D6	Location	Armour	
		Front	Side/Rear
1	Legs	19	19
2	Left Arm	18	18
3	Right Arm	18	18
4-6	Body	21	19

Arm Damage Table

- D6** The arm is hit and partially paralysed. Any ranged weaponry incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by 1 point.
- Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 3-5** The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attack characteristic is reduced by 1 point.
- The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to Dreadnought's body bypassing all armour and causing a secondary explosion. Roll on the Body Damage Table to find out what effect this second explosion has.

Body Damage Table

- D6** The Chaos Space Marine is rattled by the hit and becomes infuriated. The Dreadnought will automatically fail any Ld tests it has to take because of fire frenzy in its next turn without rolling the dice.
- The Chaos Space Marine is wounded, though not seriously, and he may continue to fight. All the Dreadnought's characteristics are halved (rounding fractions up) for the rest of the battle.
- 3-4** The Dreadnought's engine bursts into flames and the machine is immobilised. The Chaos Space Marine may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- The Chaos Space Marine is badly wounded and may take no further part in the battle. The Dreadnought immediately staggers D3" in a random direction, colliding with anything moved into and then collapses to the ground.
- The ammunition explodes destroying the Dreadnought and killing the Chaos Space Marine. Any models within 3" suffer D6 Strength 10 hits with a -2 saving throw modifier.

Leg Damage Table

- D6** The inch thick armour plate on the Dreadnought's legs hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- The Dreadnought is knocked sprawling. It immediately staggers D3" in a random direction, colliding with anything moved into.
- 3-4** The leg is seriously damaged. The Dreadnought may only limp D3" per turn.
- 5-6** The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

MAGIC ITEM

25 POINTS

RUNE CROWN OF ZHUFBAR

Those Dwarfs who have glimpsed the awesome crown worn upon the White Dwarf's troubled brow have described what they saw. Runesmiths have identified this as the Lost Rune Crown of Zhufbar, which vanished many years ago when that stronghold was overwhelmed.

The Runes enscribed upon the Rune Crown of Zhufbar have the power to inspire and encourage any Dwarfs who catch sight of its gleaming magnificence. Any fleeing Dwarf unit within 12" will automatically pass their rally test. Of course, this has no effect if the White Dwarf is still hidden.

WHITE DWARF ONLY

MAGIC ITEM

35 POINTS

ARMOUR OF GLIMRIL SCALES

After the Battle of Thragg, in which the White Dwarf slew ten thousand Chaos Warriors to rescue the foolhardy Ungi No-Chance and his folk, a single scale of armour was found clutched in the teeth of the corpse of the Chaos Lord. It was a totally unknown metal. The Runesmiths were completely mystified and called it Glimril, perhaps forged by the Ancestor-Gods themselves!

The White Dwarf wears heavy armour made of Glimril scales. This allows him to roll two dice when rolling to save, and add the scales together (he saves on a 2D6 roll of 5+).

WHITE DWARF ONLY

MAGIC ITEM

75 POINTS

RUNE CLOAK OF VALAYA

The Runes embroidered on the great cloak worn by the White Dwarf clearly say that it was woven by Valaya herself. At least one saga says that Valaya, the Dwarf Ancestor Goddess and protector of the Dwarf folk, fell in love with the White Dwarf on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The Rune Cloak of Valaya protects against magic spells. Any spell which effects the White Dwarf is instantly dispelled unless it was cast with the Total Power card.

WHITE DWARF ONLY

MAGIC ITEM

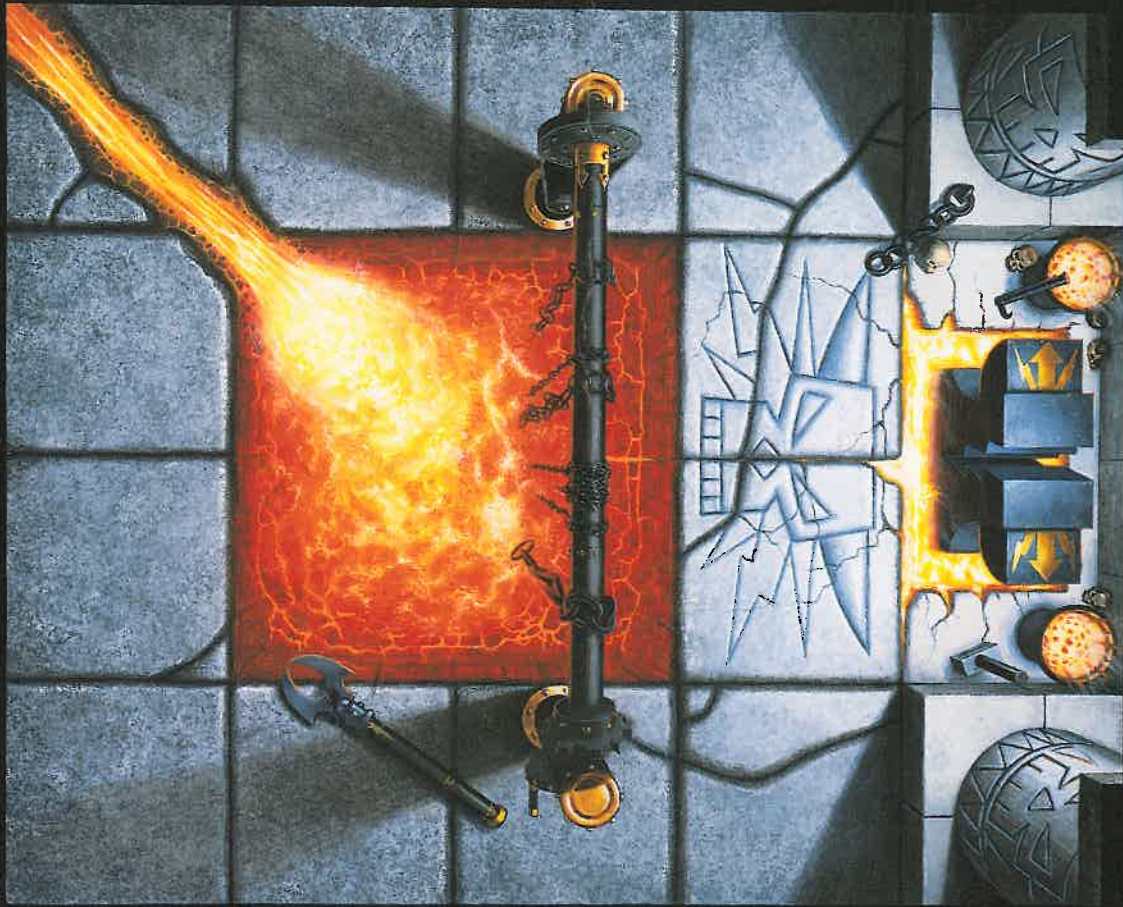
75 POINTS

RUNE AXE OF GRIMNIR

The mighty axe wielded by the White Dwarf answers the description of the Rune Axe of Grimnir, mentioned in several sagas and legends. Maybe Grimnir has given it to the White Dwarf.

The Rune Axe of Grimnir is a double-handed weapon inscribed with a unique Rune said to be made by Grimnir himself at the dawn of time. This Rune allows the White Dwarf to roll two dice when rolling to hit and two dice when rolling to wound, and pick the best score. Opponents roll two dice when rolling to save against the Axe and the worst score will count. Note that, unlike other magic weapons, the Rune Axe of Grimnir still adds +2 to the White Dwarf's Strength, although he does not have to strike last.

WHITE DWARF ONLY





MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

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'EAWY METAL MASTERCLASS

By Mike McVey

Phew! Just managed to get my latest project finished in time for White Dwarf 200. In fact, the paint on the base is drying even as I type these words. I was determined to get something new and fresh in White Dwarf 200 and here it is, my surrogate Golden Demon entry. It was while I was writing last month's *How to Win Golden Demon* article (the second part of which can be found in this month's issue) that the thought suddenly struck me that I'm not very good at practicing what I preach. I'm always telling you lot about how dioramas should be constructed, about how the narrative and composition are all important, but I very rarely produce something that shows exactly what I mean.

The vignettes and dioramas that I normally make are intended primarily for photography – they are usually box dioramas with a fixed viewing angle. What I wanted to make this time was the diorama that I would enter for Golden Demon (if I was allowed!), a pure display piece that would have all the elements I consider vital to a really great diorama. I also wanted something that I could complete in a couple of weeks, as opposed to the couple of months that most of my projects take.

So then, a small vignette with good narrative, composition and attention to detail. Where do you start? For me the starting point was Studio design manager Alan Merrett giving me an early pressing of the new plastic Space Marine bike, the perfect subject for a battle scene. As soon as I saw the model the idea for a head-on confrontation came to mind, almost like jousting knights. All I needed was a worthy adversary, and that was simple: since I first saw Jes Goodwin's concepts for the Exodite Dragon Riders I've been wanting to convert one. Here was the perfect opportunity.



By Mike
McVey,
our resident
painting and
modelling
expert.



Left: Space Marine Bike by Des Hanley.

Above: Eldar Exodites by John Blanche.

Both of these illustrations, along with concept sketches by Jes Goodwin, built up a powerful image of the subjects that Mike wanted to capture in his diorama.

"I was determined to get something new and fresh in White Dwarf 200 and here it is, my surrogate Golden Demon entry."

With the overall theme and the main protagonists sorted out, all that was left was to decide on were the details. Of course, at this stage I hadn't actually made anything, the diorama just took the form of scribbled notes and very rough sketches. The fun bit was yet to start. I decided to give the scene an Eldar feel – I always seem to make dioramas in an Imperial style with grand looking gothic architecture and lots of metal and rivets. Time for a change. The idea of trying to capture the feel of an advanced, but crumbling alien civilisation with its unique, delicate construction was quite a challenge, and also very exciting. With that decided upon it was time to settle on some firm details about the main characters.

THE CHAPLAIN

Rather than have just a plain Space Marine trooper riding the bike I decided to make him a Chaplain. I really like the idea of a defender of the Imperial faith "cleansing" alien abominations. It makes for a very powerful piece, especially riding such a great bike model. The new plastic Space Marine bike is an absolutely first class light vehicle model. It only needed very slight alterations before it was finished and ready for its rider. In order to achieve the composition I wanted I had to cut across the steering column and reposition the front forks. I then added some more detail to the back of the bike, taken from one

Below: The whole diorama in all its glory.



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of the Assassin models. Aerials for the bike were made from fine florists' wire and glued into holes drilled into the plastic. I picked one of Jes Goodwin's Chaplain models as the basis of the conversion. The new plastic Space Marine rider's body comes in two parts, the torso and the legs. I cut the Chaplain in two at his middle and pinned the top half of his body to the separate rider's legs. The Chaplain's left arm is extended at a right angle to his body and I slightly repositioned the hand holding the Crozius Arcanum. The new position would add a sense of movement to the finished model. The Chaplain figure was "hard-wired" onto the bike with some old wire, guitar strings in fact. Finally the plastic right arm was

reconstructed in order to hold onto the bike's handle bars and a scout pack completed the finished effect.

THE EXODITE

I feel particularly drawn to the idea of the Exodites. These are the descendants of Eldar who were far sighted enough to leave the Eldar Craftworlds before the terrible fall of the Eldar civilisation. They are a wild, rustic people who have turned their back on the Eldar path and chosen a simpler way of life. The Dragon Knights are particularly interesting – they are the Dragon riding warrior caste of the Exodites who fight to protect their home worlds. I've always really been into dinosaurs, so I was particularly keen to make a good job of this figure.

The dinosaur was originally a Dark Elf Cold One from the Warhammer range, the perfect basis from which to begin modelling the Exodite dragon. I wanted to avoid the model being little more than a Warhammer beast in the 41st millennium. Its neck was extended with another neck section cut from another Cold One and its tail came from part of an old Citadel dragon model. All the illustrations I had seen showed Exodite riding dragons with long serpentine necks and tails.

Some bits and pieces that were originally sculpted for the High Elf model range have elegant, fluid shapes that fit perfectly into an Warhammer 40,000 Eldar setting. I cut a piece of armour plating which protected the head of a High Elf Dragon Prince's horse (called a chamfron) and added it to the top of the dragon's head in order to match John Blanche's illustration. The Exodite would need a saddle and Prince Imrik supplied not only a

Below: The completed Space Marine Chaplain. You can clearly see the conversion work that Mike did to the model. You can also see the detail on the roadway leading up to the mounted figure.



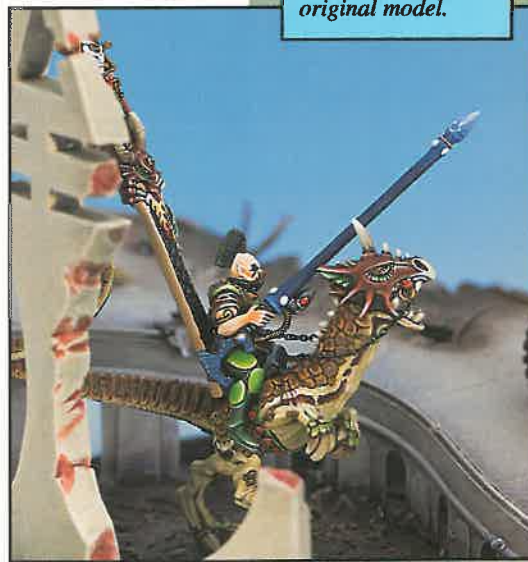
saddle, but a high-backed one to boot. I crowned the saddle with the top of the runic staff from Eldrad Ulthran, the Eldar Farseer.

Like the Chaplain rider, the Exodite himself was initially converted from two models. The upper body was from an Eldar scout, with rebuilt legs from a plastic Jetbike rider. The right arm, which originally held a needle rifle, was cut away and the arm from a Wood Elf Glade Rider was added with a scratch-built lance.

THE BASE

I treated this scene as an exercise in composition, and it really works on a couple of different levels. The scene itself is complete with the two characters balancing each other nicely, but I wanted to add a little more for those who were prepared to look closely enough. When viewed from above the base itself is eye-shaped with the central section formed into a yin-yang symbol – both common Eldar devices. The curve of the road and the ruined monolith form the boundaries and I painted it in dark and light halves. I also had the road continuing off the edge of the base so that it wasn't too restrictive. I raised the base a little off the ground to exaggerate the shape and edged it with Eldar runes to finish it off.

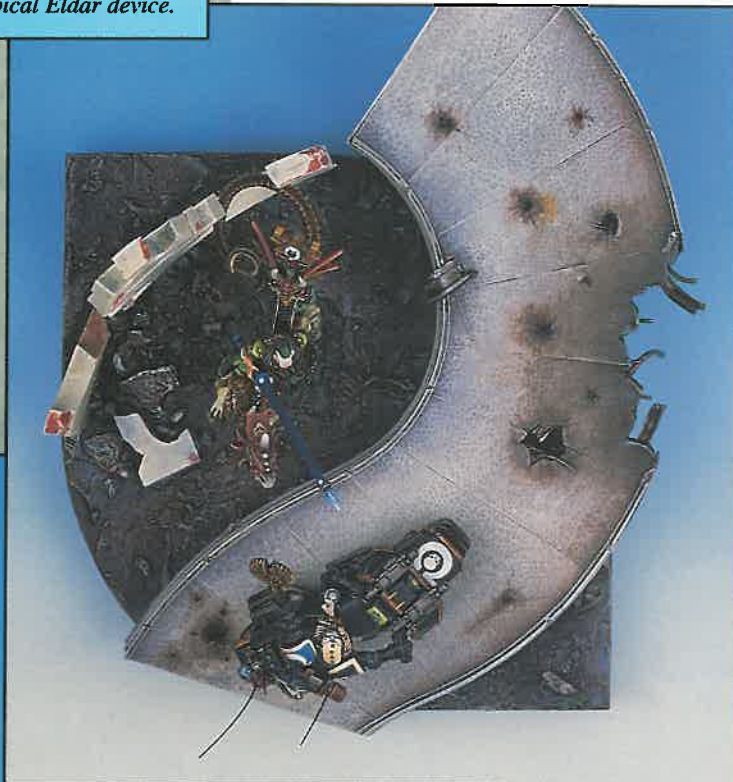
Below: The scratch-built laser lance, warrior, saddle and dragon combine to create a completely original model.



PAINTING THE DIORAMA

The Chaplain was reasonably straightforward to paint. He is a Chaplain of the Ultramarines Space Marines Chapter and as such was painted true to the Codex Astartes in black armour, with a blue shoulder pad and the white Ultramarines Chapter symbol. The bike was painted black with bronze trim to match the Chaplain's armour and rank.

Below: Mike designed the diorama to create a yin-yang shape, a typical Eldar device.



I wanted the Exodite Dragon to appear as naturally coloured as possible, like a lizard or "real" dinosaur would look. The colour scheme for the rider was deliberately bright and contrasting, slightly feral and wild looking.

The monolith would be made out of wraithbone, so I wanted it to look fairly unusual, almost like it was alive. The easiest way to do this was to use an almost fleshy colour for the broken edges. The earth was underpainted with bright blues and purples to give it an unusual, alien look when highlighted. It was also painted to appear blackened and charred by powerful weapons.

THAT'S IT!

I hope you've enjoyed my latest diorama – now you can really see what I look for when I judge Golden Demon diorama entries. Bearing in mind the things I've talked about, have a go at making one yourself. Remember the whole display – the model(s), base and the paint job should all work together to make a pleasing composition. So go to it, and I'll see you next month.



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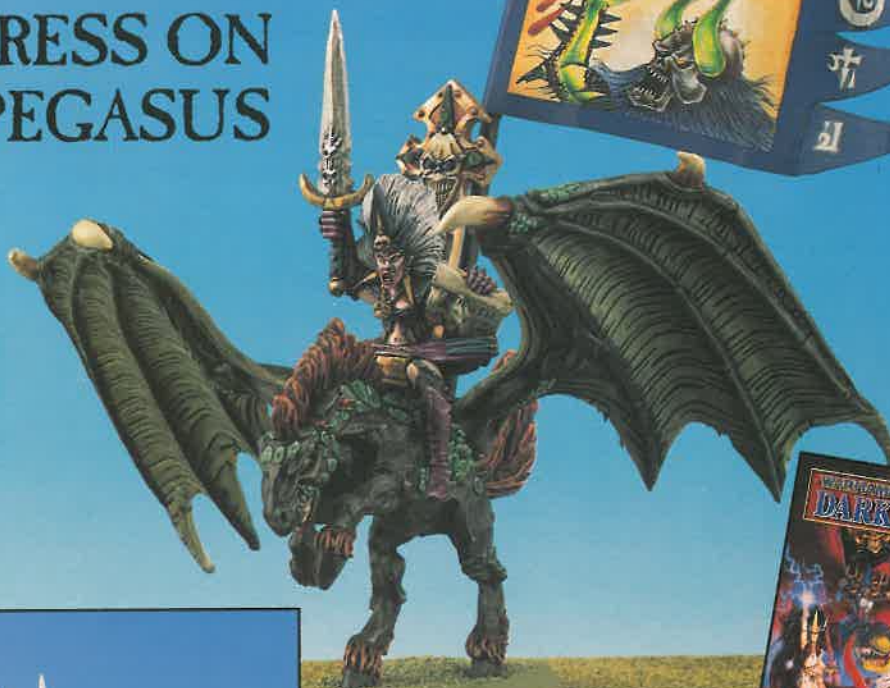
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Models designed by Aly and Trish Morrison.



MEET THE DWARFERS

"TOO DUMB TO QUIT, TOO STUBBORN TO DIE..."

Six figures shuffled nervously into the bright light, their eyes blinking stupidly. Their joints cracking with unaccustomed movement they crept from their hiding place, each stooped from long hours of labour. Red weals showed on their backs and open sores from tight manacles blistered upon their ankles and wrists. A deep booming voice echoed from above and they all froze, staring upwards with their jaws slack.

"Don't just stand there, you dolts, say hello to the nice readers..."

Robin Dews,
ex-White Dwarf
Editor and current
Studio Manager,
introduces the
people behind the
faces on the
editorial page...

Robin: Every month a bright and shiny new White Dwarf appears on our shelves. However, this immaculate image is like a swan – on the surface all is orderly and serene, while beneath the water ugly, stubby little legs paddle like mad things just to keep the whole kit and kaboodle moving along!

Well, those horrifying visages at the front of the magazine are White Dwarf's ugly, stubby little

legs: the White Dwarf Crew. Every month they sweat blood over camera and keyboard to bring this magnificent magazine into being, so this time I've ordered them to take their fair share of the credit and tell you a little about themselves.

Please forgive them if they're a little modest (or totally incoherent), only they're not really used to this sort of attention and tend to get a bit fractious if you disturb them...

The bunch of old reprobates known as the White Dwarf crew pose for a rare photo above ground.



JAKE THORNTON – EDITOR

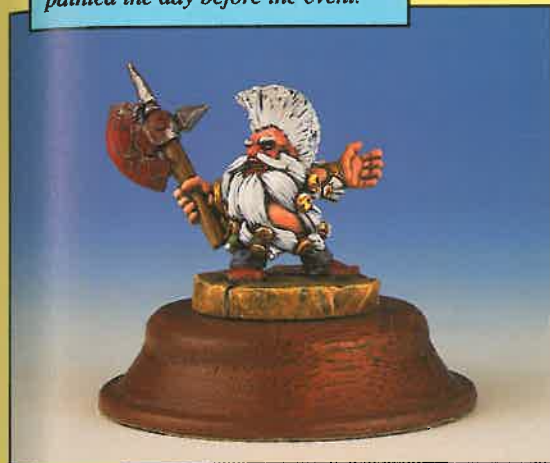
“Don’t worry, they couldn’t hit an elephant at this dist...”

After a hard day’s editing, I like to go home and flick through a good comic. No, watch a film. Or should that be play a game, or read a good book, or...

As everyone who knows me will tell you, I’m hopeless at sticking to any one project at a time. I am far too interested in everything at once to stick to any one subject for very long. This means that most of my Good Ideas have to wait for someone else to complete them, but I don’t mind. Luckily, the one thing I can complete is White Dwarf, (even if it is occasionally a little past its deadline) and this keeps me so busy that I don’t always have time to do anything else, even if I could focus my addled mind.



Jake’s entry for last year’s Golden Demon – the White Dwarf. This was a bit of a last minute project being painted the day before the event!



One of my main loves is history, though I’m not sure whether I am interested in history because I like gaming or the other way about. Either way, I have hundreds of books and games on all sorts of obscure periods of history (real and fictional), and all types of games. In fact, when Jervis was clearing out his board games collection the other day I bought a few dozen more from him. I even had a game published once, a board game I worked on with a friend of mine called *Battle of the Halji*. Hands up both of you who remember that one.

On the left you can see my entry for last year’s Open Competition at Golden Demon. I sat about for ages trying to decide what to do – being a member of staff I was only allowed one entry and that was for the Open Competition. In the end though it was obvious: I was the Editor of White Dwarf so it just had to be that short, pale fellow. Now what was his name?

Jake

ADRIAN “GRAND WARLORD” WOOD



I’m a great TV and film fan. As far as TV is concerned, I grew up with Dr Who and Thunderbirds and these shows still have a special place in my heart. One of my all

time favourite TV shows was the classic mystery series Twin Peaks, which featured some mind-boggling plots, lots of cherry pie, black coffee

Grishnak Ironhide, Adrian’s long suffering Evil Sunz Ork Warboss.



and doughnuts. I love old horror and science fiction movies (see Steve’s *Tales from the Underhive* on page 39), the cheaper the better really! All those shaky sets and wooden acting, they’re great. My all time favourite movies are really just classier versions of these: Metropolis, Blade Runner, as well as all the Alien and Star Wars movies. Old adventure films like the Prisoner of Zenda, with their long, drawn out duels are also favourites, as well as spaghetti westerns: all improbable gun-play and powerful music. I particularly like the Good, the Bad and the Ugly, which I would love to get on video in wide screen. Speaking of music, I would be the first to suggest that my musical taste is a little, er, old fashioned. Old rockers feature a lot with bands like Yes and King Crimson (their most famous song, “Twenty First Century Schizoid Man”, is used on the freaky Dunlop advert), and I’ve become a big fan of Queen in recent years, as well as Oasis and Skunk Anansie (*you’re just trying to be trendy now aren’t you, you old duffer!* – Ed). Most bands I like have one thing in common, they all have great drummers! I’ve been playing drums for about 15 years now in various local bands, all with their own unique and ground-breaking styles: rubbish in other words!



“By when? Ha, ha, ha!”

Adrian Wood



"Yeah, right..."

With my usual sense of timing, I'm actually going to say goodbye while everyone else is greeting you! As far as I can make out, the higher beings that run things around here have decreed this to be my last issue of White Dwarf. Well, on the production side of things anyway. Apparently, I'm being elevated to the heavens (well, upstairs) to join the games development team with Andy, Jervis and the rest. My ugly mug will still be gracing these pages from time to time, I'm sure, so you won't be escaping that particular



A couple of Gav's many moods. Defeat, er... defeat...

GAV THORPE – GOFER

torture so easily. Apart from playing Warhammer and all that stuff I'm a bit of a saddy really. I like watching TV and drinking and trying to do as little physical exercise as possible. Not very exciting I'm afraid, but we can't all be heroic climbers, mad explorers or rock stars, can we?

Curses, they're saying it's not enough to say goodbye, I've got to write some more. Oh well, let's have a think (distant sound of cobwebs being swept away). Hmm... Got it!

Almost everybody has heard how abysmally poor I am at winning battle reports, but I'll let you in on a secret. Come a bit closer and I'll whisper it in your ear. Close enough, thanks, we're not *that* friendly you know! It's not just battle reports – I'm always having naff luck in whatever I do. The other night my girlfriend beat me at a game of Scrabble... But I don't really care. Lots of people say they just enjoy playing the games and don't care if they lose, but for me it really *is* true – I couldn't give a

fig whether I sweep all before me or get trounced, as long as everybody has a good time.

CAW



IAN PICKSTOCK – FIFTH WHEEL

"The human imagination is like a museum without walls" – Andrew Somebody

One of the most difficult questions I get asked has to be where do you get your ideas from. Well, seeing as answering this question will tell you a lot about me personally, I've decided to address it here.

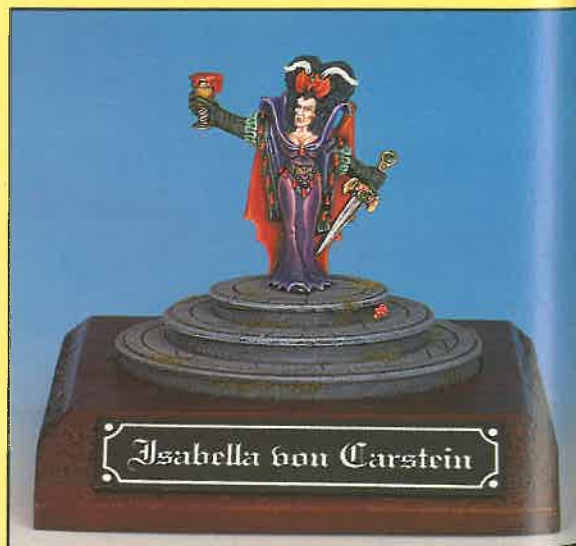
Just like everyone else I'm influenced by things around me, and this essentially is where most people get their ideas from. For me this means movies, science fiction, movies, TV, movies, mythology, movies, history, movies, X-Files, and movies. Yes it has to be said that I am a bit of a film buff. I can't really pick any favourites as I like almost anything (except US TV movies).

A couple of my favourite directors are Luc Besson – Nikita and Leon, check out those assassins, and Hong Kong action master – John Woo (thanks to Jervis) – The Killer, A Better Tomorrow and Hard Boiled. His Hong Kong films are infinitely better than either of his Hollywood efforts and well worth watching.

Right, from moving pictures to still pictures. For some time now I've had the urge to get out and do some photography. The reason for this is one of my tasks at work is to take some of the photographs of the miniatures and battle shots for the magazine. This is usually quite gruelling work, sweating under hot Studio lights, positioning miniatures and terrain to create an interesting battle shot. However, it can be very rewarding, especially when you get to photograph one of Mike's dioramas and get the chance to capture all the atmosphere of the piece on film. Anyway, for some time now I've

been itching to get out and take some photos of my own. At the minute I'm sort of experimenting, having lots of fun going around taking pictures of anything interesting.

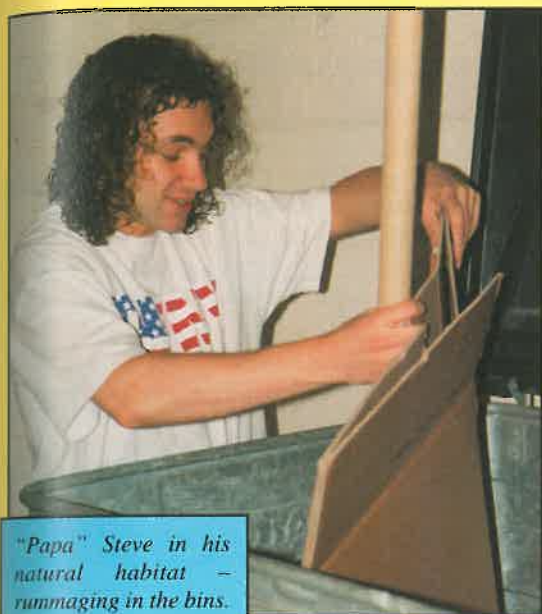
IAN P



STEVE ANASTASOFF - DOGSBODY

"Life's tough, and then you grow long curly hair..."

A long time ago, in a Galaxy far far away... (cue music, roll titles)... Steve Wars! Poet, swordsman, explorer, bonsai tree grower and part time guardian of the Galaxy - all of these things would make me a really interesting person. Unfortunately, only one of them is true. Slightly. I may even offer a completely insignificant prize (like a picture of a fish, or something like that) for the first person to guess just which one!



"Papa" Steve in his natural habitat - rummaging in the bins.

Actually, I thought I'd just take this opportunity to answer a couple of questions that I'm sometimes asked. Here goes... 1) **Why am I called "Papa" Steve whenever I write a Necromunda article?** Well, this dates back to my first ever Necromunda gang, "Papa" Steve and the Burger Boys. "Papa Steve" was the leader of this particular gang, and the name just kind of stuck. 2) **Is my hair naturally curly?** For some strange reason, people seem to ask me this question quite a lot. Yes, my hair is one hundred percent naturally curly (no I don't go to bed with rollers!). 3) **Why am I such an amazingly cool dude?** (Ummm, actually nobody asks you that Steve - Ed). Oh...

Now that I've got those out of my system, I've got just enough space to tell you about the dark and sinister secret that the rest of the White Dwarf crew have kept hidden for... oh... no I don't...

Steve A.



TUOMAS PIRINEN - LACKEY

Once upon the time in Finland, I lived a peaceful life, designing beautiful steel structures, training at the local gym and surfing the Internet. Then some four months ago everything changed. A squad of men in strange, brightly-coloured armour with huge shoulder-pads appeared on my doorstep in Finland and forcefully requested me to travel to the United Kingdom. Faced with ten weird-looking guns, I decided to accept their gracious invitation. Life hasn't been quite the same since...

Seriously, I've always wanted to work as a writer, so when my articles on the Internet caught the eye of the Powers That Be and they offered me a job

in White Dwarf, I really jumped at the chance! Now I work as a staff writer, and everybody around me thinks I am mad as a hatter.

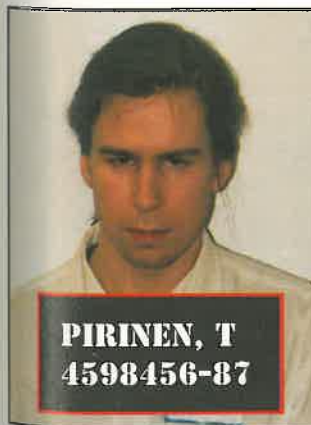
Next to Warhammer, I enjoy reading best. I feel that a week is totally wasted unless I've been able to read at least one book, and my favourites are *Lord of the Rings*, *Catch 22*, *War and Peace* and *Silent Don*. I find people's claims for not having time to read ridiculous - I think I don't have enough time not to read! I also enjoy drawing and painting.

The ancient Greeks believed in "a healthy soul in a healthy body." The first probably does not apply to any of us Dwarfers, but I enjoy physical challenges as well as mental ones. Martial arts and fencing are my chosen physical exercises, and I have actually managed to forge a sword myself, a rather large two-handed weapon weighing some ten pounds!

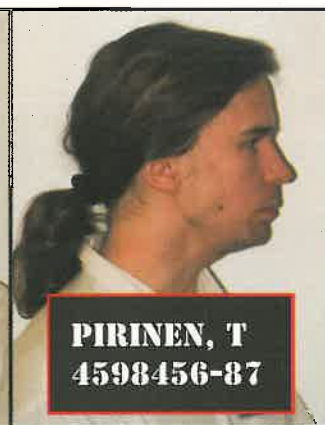
Oh, and did I forget to mention that I like to play Warhammer, Warhammer and occasionally some more Warhammer...



"Style before purpose"



PIRINEN, T
4598456-87



PIRINEN, T
4598456-87

Tuomas

WARHAMMER

40,000

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HIVE TYRANT



CARNIFEX



LICTOR



TERMAGANTS



GENESTEALERS



TYRANID WARRIORS



entire planets, leaving them as barren rocks. Led by the awesome Hive Tyrants, the Tyranid Warriors, Termagants, Lictors and Genestealers crush all who would stand before the might of the hive mind.

WARNING! The Hive Tyrant, Carnifex and Lictor models contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. These models require assembly and are supplied unpainted. We recommend that the parts are carefully cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Hive Tyrant, Carnifex and Lictor are Citadel Miniatures expert kits which require a degree of modelling skill to assemble.

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GAMES WORKSHOP

ASSAULT ON BLACK SKULL MOUNTAIN

Assault on Black Skull Mountain is a Warhammer scenario that pits a small Dwarf army against a larger Chaos Dwarf force. The Dwarfs must hold an excellent defensive position for as long as possible to allow the White Dwarf and a small band of followers to carry out a dangerous mission deep in enemy territory. If the Dwarfs can hold the line until the White Dwarf has completed his mission, they will win. If not, they lose and the Empire is in deep trouble...

All that is needed to play the scenario is a 2,250 point Dwarf army, and a 3,000 point Chaos Dwarf army (*is that all?* – Ed). Although the armies involved are quite straightforward, the scenario itself is fairly complex and will probably need the best part of a day to play. Each army includes a special character: the White Dwarf in the Dwarf army and, appropriately enough, the Black Dwarf in the Chaos Dwarf army. We'll be bringing out a special Citadel Miniature of the White Dwarf, and if you have it you should use it to represent him. If you don't have the miniature, simply use another model as a stand-in, or wait until you do have the model until you play the scenario. We've no plans to bring out a model of the Black Dwarf, so simply use an appropriate Chaos Dwarf Sorcerer Lord from your miniatures collection.

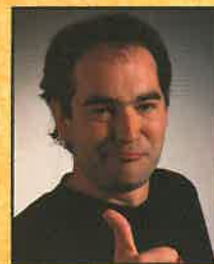
You will see, as you read on and look at the accompanying photographs, that the terrain over which the scenario takes place is quite complex and rather specialised. However, you shouldn't be put off playing the scenario just because you don't happen to have a mountain (!) in your terrain collection. In fact, it's quite easy to recreate the terrain needed for the scenario without going to the time and effort of making it all from scratch. We've included notes about how to do this in the scenarios below.

BACKGROUND

From out of the Dark Lands of the Chaos Dwarf empire a new, deadly enemy had come forth. He was known only as the Black Dwarf, and he was a Chaos Dwarf Sorcerer Lord of great power. The Black Dwarf was young by the standards of many of the ancient Chaos Dwarf lords that rule the Dark Lands, but was no less deadly for that.

Using his arcane arts he had been able to transfer his soul to a magical anvil made of pure adamantium. As long as the anvil existed, the Black Dwarf could not die. He was, for all intents and purposes, invulnerable, a real "man of steel"!

The Black Dwarf had set forth to bring back more slaves to work in the Chaos Dwarfs' mines and workshops. By doing so he would establish his reputation in the conclave of Sorcerer Lords that rule the Chaos Dwarf empire and gain even more power. Leaving behind a garrison to protect the anvil, he had set out with the rest of his retinue. His first victims were the Orc and Goblin tribes that infest the area known as the Desolation of Drakenmoor on the western fringes of the Chaos Dwarf empire. Overawed by the Black Dwarf's supernatural invulnerability, the tribes encountered were quickly subdued. His army swelled by the addition of thousands of Orc and Goblin warriors, the Black Dwarf then headed northward towards Peak Pass and the Empire that lay beyond...



By Jervis Johnson

Jerv presents his
 "...epic tale of
 defiance and
 heroism across
 the scorching
 back-drop of the
 Dark Lands."

Tell us more...



"At first the stunned Dwarfs could only gape at the majestic figure that stood before them, but then, as one, they cheered and stamped their feet. The White Dwarf had come to help them! Now they knew they could win this fight..."

Unknown to the Black Dwarf, his progress had been observed by the Dwarf scouts and pioneers patrolling the frontier of the the Dark Lands. Hurrying back to Karak Kadrin, they informed the Slayer King and his council of what was unfolding, and of the menace that was even then advancing through Peak Pass towards the Empire. But Dwarfs are an insular race, and there were many on the council who felt that they should not interfere. After all, the Black Dwarf was intent on raiding the Empire, so what did it matter to them? It was Human business, not Dwarf.

Only one member of the council argued against this, a young Dwarf noble named Borri Ironhelm. He told the council of the dream that had troubled his sleep the previous nights, a dream where the White Dwarf had come to him and forewarned that unless the Black Dwarf was stopped, it would spell doom for Karak Kadrin and all who dwelled there. The portent of the dream was clear, Borri argued, and was that although the Black Dwarf was intent on raiding the Empire *now*, if successful he would return this way and attack the Dwarf hold with an even larger army.

Borri's arguments fell on deaf ears and the council voted overwhelmingly not to interfere.

Borri was furious. Declaiming the council as fools, he stated that he, at least, would stand in the Black Dwarf's way and with that he strode from the council hall. Word of what had happened spread through Karak Kadrin like wildfire and although the majority agreed with the Council's course, many, especially amongst the younger warriors, felt that Borri was in the right. So it was that when Borri set off towards Peak Pass, he was not alone, but at the head of a contingent of 200 doughty Dwarf warriors.

The Dwarfs reached Peak Pass at dusk. They camped at a site where the pass narrowed and had most of its width covered by a strong stone wall. It was an excellent defensive position, but then it needed to be as the Dwarfs were outnumbered by dozens to one. As darkness fell, Borri pondered on what was to happen in the following days. He knew that his small force couldn't hope to defeat the Black Dwarf's army and that eventually they must all die. He began to regret having led so many of his kindred to certain death.

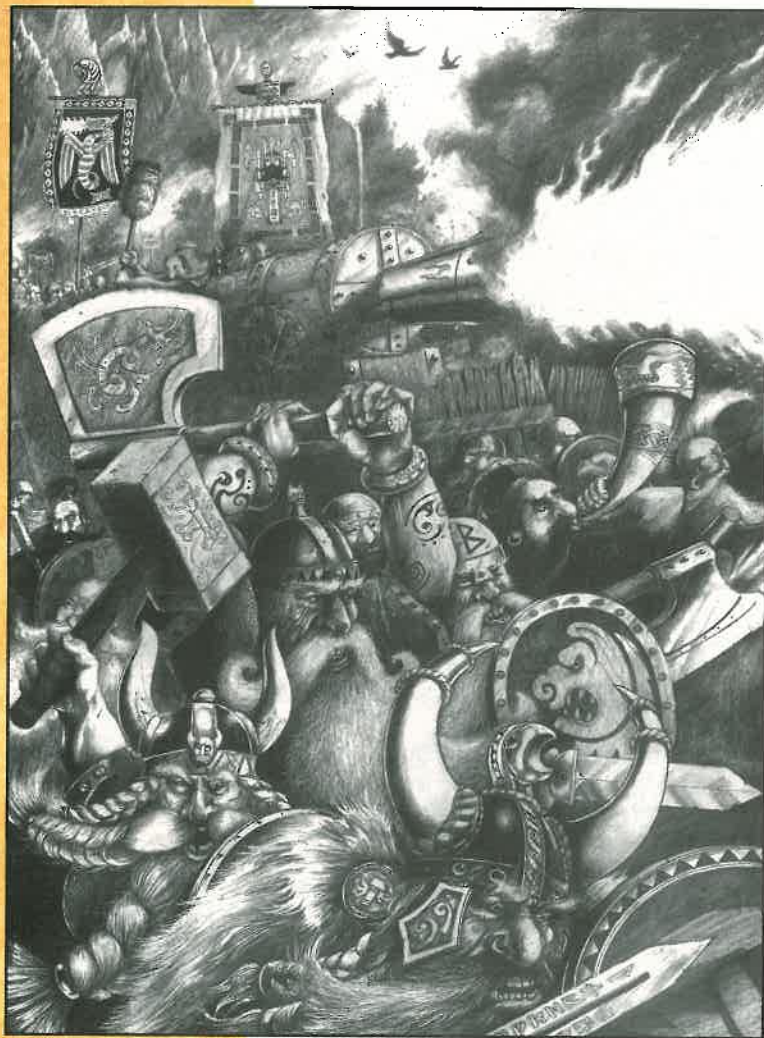
Calling the Dwarf warriors together Borri attempted to make them return to Karak Kadrin, and just leave him on his own to fight. He argued that if there should be a futile gesture, then at least only let one Dwarf die in order to make it. But his followers would have none of it – to leave him would be shameful. They would stay at his side. It was then that a cloaked figure approached the throng from out of the darkness. As the gathered Dwarfs stared in wonder, the stranger threw back his cloak and revealed himself to be the White Dwarf. At first the stunned Dwarfs could only gape at the majestic figure that stood before them, but then, as one, they cheered and stamped their feet. The White Dwarf had come to help them! Now they knew they could win this fight...

THE SCENARIO

In this scenario the players have to fight two battles at the same time. In one, the White Dwarf must attempt to destroy the Black Dwarf's anvil as quickly as possible. In the other battle, the Dwarfs defending the pass must attempt to hold out until the anvil has been destroyed.

The White Dwarf knows the secret location of the forge where the Black Dwarf keeps the anvil that ensures his survival, and he also knows that should the anvil be destroyed, the Black Dwarf will be killed at the same moment! If he can destroy the anvil *before* the Chaos Dwarfs manage to break through, the Chaos Dwarf army will fall apart with the death of its leader.

It is vitally important that the Dwarfs at Peak Pass hold the line until then. If they don't, and the Chaos Dwarf army breaks through, then even the death of the Black Dwarf will not stop them from rampaging into the Empire. On the other hand, if the Dwarfs can hold the pass until the Black Dwarf is slain, the leaderless Chaos Dwarf army will turn back and return to their homelands on the far side of the mountains.



THE DWARF ARMY

The Dwarf player picks an army to 2,250 points. The following restrictions apply to the army:

- 1 It must include the White Dwarf and an Army General (who represents Borri). The rules for the White Dwarf can be found elsewhere in this issue of, erm, White Dwarf.
- 2 Apart from the White Dwarf it may not include any other special characters.
- 3 The army may not include any Runesmiths.
- 4 The army may not include any Longbeards or Hammerers.
- 5 The Dwarf army may not include any allies or monsters (ridden or unriden!).



The anvil is hidden in the Black Dwarf's lair on Black Skull Mountain, at the end of the Road of Skulls. Gathering together a small band of followers the White Dwarf sets off immediately. It will take a week for the party to get to their destination. The remaining Dwarfs *must* hold on until then.

The scenario takes place on the day that the White Dwarf arrives at the foot of Black Skull Mountain. He must battle his way to the top of Black Skull Mountain, past the guardians left by the Black Dwarf. Once he reaches the forge at the top he must hurl the incredibly heavy anvil into a bubbling pool of magma in order to destroy it.

Meanwhile, the Dwarfs defending the pass have repulsed attack after attack, but there are now less than half of them left, and things are starting to look very grim indeed. To make matters

worse, the Black Dwarf's Hobgoblin scouts have discovered a secret trail through the mountains which comes out on the other side of the Dwarf line...

The Black Dwarf is determined to finally destroy the small Dwarf army that has held him up for so long. He has dispatched some of his troops to move behind the Dwarf lines, but when (or even if...) they will arrive is anybody's guess.

Nonetheless, he is certain that *this* assault will finally breach the Dwarf line. However, just to make absolutely sure, this time he is leading the attack himself!

THE ARMIES

Each player chooses an army from the appropriate army list, using the normal rules except where modified in the boxes on this page. After the armies have been selected, each player splits his army into two forces. One force takes part in the Assault on Black Skull Mountain, the other fights in the Battle of Peak Pass.

THE CHAOS DWARF ARMY

The Chaos Dwarf player picks an army to 3,000 points. The following restrictions apply to the army:

- 1 The army is led by the Black Dwarf (see box on next page).
- 2 Apart from the Black Dwarf the army may not include any special characters.
- 3 Apart from the Black Dwarf the army may not include any Chaos Dwarf Sorcerers.
- 4 At least 1500 points of the army must be spent on Orcs, Black Orcs, Goblins or Hobgoblins (their characters and war machines are included in this total).
- 5 The army may not include any allies or monsters (ridden or unriden, including the Lammasu and Great Taurus!).





THE BLACK DWARF

The Black Dwarf is a Chaos Dwarf Sorcerer Lord and the commander of the Chaos Dwarf army. He has the following magic items: *Chaos Tomb Blade*, *Wand of Jet*, a *Power Scroll* and a *Warpstone Charm*. He costs a total of 493 points.

All of the rules that apply to a Chaos Dwarf Sorcerer Lord and army General apply to him also. However, unlike other Chaos Dwarf Sorcerer Lords, the Black Dwarf cannot lose any Wounds

under any circumstances. The only way he can die is if the anvil is hurled into the magma pool, in which case he dies instantly with no save of any kind allowed.

Although invulnerable to damage, the Black Dwarf can be captured and so he must show a certain amount of caution. Should he be broken in combat and caught by a pursuing enemy, then he is captured in the same way as a standard. While captured the Black Dwarf cannot do anything, not even cast spells. He is freed if the unit that captured him subsequently flees for any reason.

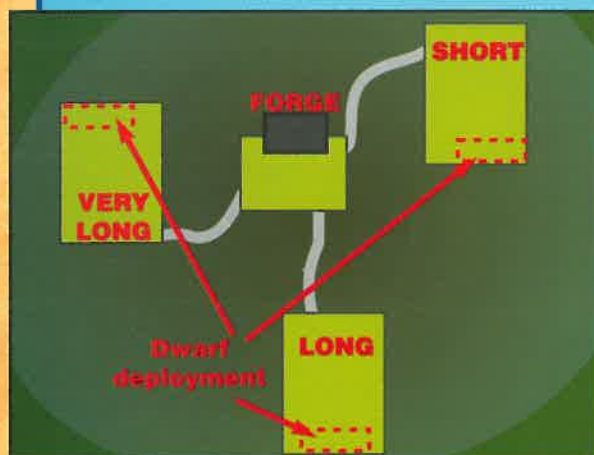
BLACK SKULL MOUNTAIN

The terrain for this battle represents the top of Black Skull Mountain. The forge that contains the Black Dwarf's anvil is located on a plateau on the top of the mountain. There are three steep paths down from the peak, each of which leads to another plateau lower down.

Each plateau is about 24" by 18", and the rocky paths are about 12" long. The plateaus are fairly flat with a few boulders and rocks scattered about. The paths are very steep and narrow. At the Studio we have scenery which pretty much perfectly represents this terrain (*what a lucky coincidence! – Eā*), but it's easy enough to improvise the terrain set-up, making do with whatever you may have available. At the end of the day, all you will

require is two 18" by 24" battlefields and a narrow 12" by 1" path that connects the two.

The entrance to the forge needs to be shown on the upper plateau. Once entered, use the floorplan included in the card section of this month's White Dwarf to represent the interior of the underground forge.



BATTLE ONE:

Assault on Black Skull Mountain

In this battle the White Dwarf and his followers must battle their way to the top of Black Skull Mountain, past the guardians left by the Black Dwarf. At the top is the forge which contains the Black Dwarf's anvil. Just in front of the anvil is a large pool of bubbling, white-hot magma. The White Dwarf must enter the forge and manhandle the heavy anvil into the bubbling pool of magma in order to destroy it, and by doing this destroy the Black Dwarf. However, time is running out, for the Black Dwarf is about to launch an overwhelming attack on the Dwarfs defending Peak Pass...

FORCES

The Dwarf player picks the contingent taking part in the assault by selecting troops with a total points value of *up to* (but not exceeding) 750 points from the 2,250 point army he has already chosen. One of the characters chosen *must* be the White Dwarf. None of the army's war machines can be included in this fast-moving contingent.

The Chaos Dwarf player also picks the contingent of troops assigned to guard the Black Dwarf's anvil by selecting units and characters worth a total points value of up to 750 points from the army he has already chosen. The Black Dwarf may *not* be one of the characters selected and none of the army's war engines or cavalry can be included in this contingent. Each unit must be assigned a route to guard (either the short, long or very long route, see below).

GAME LENGTH AND VICTORY CONDITIONS

The game carries on until the Black Dwarf's anvil is hurled into the magma pool as described in the special rules below, or the Dwarf player concedes defeat. After 10 turns have been played in this battle, the Battle for Peak Pass begins. See the relevant section later on for the victory conditions for the scenario, and more information on what to do when the Battle for Peak Pass starts.

DWARF DEPLOYMENT

From his location at the foot of the mountain the White Dwarf and his party have a choice of three routes to the top. Each route leads to one of the lower plateaus. One of the routes is fairly short and direct, and is known, appropriately enough, as the short route. The second route is rather longer, and is known as the long route. The third route is the longest of the lot, and is known as the very long route (Dwarfs are a rather straightforward lot!).

Mountain

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PEAK PASS

The terrain for this battle represents a narrow defile in Peak Pass. A single road runs up the centre of the defile, and the Dwarfs are defending this road where it intersects a low stone wall. The wall runs from a cliff on one flank to another cliff on the other flank, and as all the gaps in the wall (including the road) have been barricaded, it provides the Dwarf with a solid barrier right across the the Chaos Dwarfs' line of march. Just behind the Dwarfs' left flank is the exit from the hidden trail through the mountains discovered by the Hobgoblin scouts.

The map on the right shows all the important details of the terrain for the battle, and the accompanying photos show how we recreated this



Before the battle begins, the Dwarf player must note down which route he will take to the top. The route chosen may effect how long the White Dwarf has to complete his mission (see the special rules section below).

CHAOS DWARF DEPLOYMENT

The Chaos Dwarf player must divide his guardians between the three lower plateaus. None may initially be placed on the top plateau with the forge. The Chaos Dwarf player may divide his troops between the three plateaus in any manner he sees fit, as long as no unit is split between two or more plateaus. He should secretly note down which units are where on a piece of scrap paper.

SET UP

Both players now reveal their secret orders. Then set up scenery to represent the lower plateau on the route that the White Dwarf has taken, the peak with the forge, and the rocky path that connects the two. The remaining two lower plateaus do not need to be set up, although the points where their paths reach the peak should be marked.

The Dwarf Player sets up in an 8" by 4" deployment zone on the lower plateau (see the map). The Chaos Dwarf troops (if any) assigned to this plateau set up anywhere on the lower plateau at least 8" away from a Dwarf. Both sides

may deploy in skirmish formation when setting up if desired (see below). No unbroken Chaos Dwarf models are allowed to leave the lower plateau until the alarm has been sounded (see the special rules on the next page).

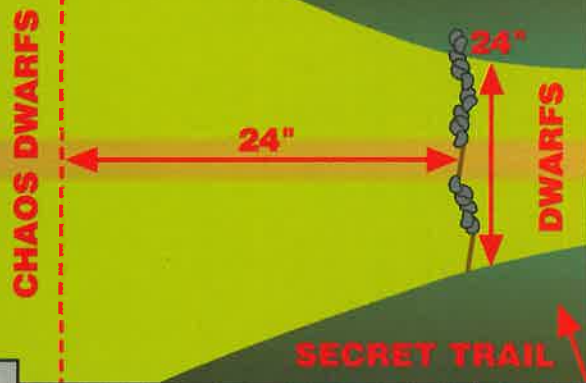
SPECIAL RULES

The following special rules apply to the Assault on Black Skull Mountain.

The White Dwarf's route

Depending on the length of the route he has taken, there is a chance that the Dwarf player will be delayed before reaching the plateau. The Dwarf player rolls 1D6 if he goes by the short route, 3D6 if he goes by the long route, and 4D6 if he goes by the very long route.

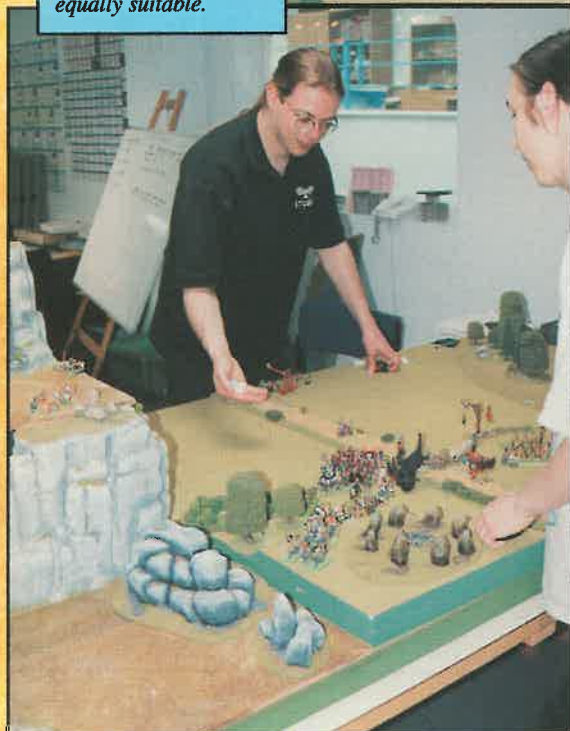
Each roll of 1, 2 or 3 delays his arrival by 1 turn. In addition, each roll of 1 means that a random member of the party (not



at the Studio. The terrain for this battle is easy to improvise, even if you don't have access to the lavish quantities of terrain we have! The secret trail through the mountains is fairly narrow, and should only be wide enough for a column 1 or 2 models wide to move along.

Note that in our original playtesting, the Chaos Dwarfs could use *any* Orc and Goblin troops, which is why you might notice that parts of the Chaos Dwarf army in the photos are not actually allowed by the scenario.

Gav and Jake playtest "the White Dwarf Scenario". You can see how we had the terrain set up, but there's no reason why you couldn't come with something different but equally suitable.



including the White Dwarf) has fallen to his doom along the route. Each turn of delay reduces the number of turns the Dwarf player has before the Battle at Peak Pass starts by 1.

For example, normally the Battle at Peak Pass starts 10 turns after the Assault on Black Skull Mountain. However, if the Dwarfs went by the long route and rolled a 2, 2 and a 3 on their 3D6, then the Battle at Peak Pass would start after only 7 turns.

Skirmish formation

In this battle *all* units may split up into skirmish formation if the player desires, not just units noted as able to do so in the army lists. See the rules for skirmishers in the Warhammer Rulebook.

VICTORY CONDITIONS

The battle continues until the Black Dwarf's anvil is hurled into the magma pool. Once this happens the battle ends *immediately* and victory is determined.

Dwarf Victory: If there are two or more unbroken Dwarf units of 5 or more models within 4" of the wall, and there are Dwarf units on both sides of the road, then the Dwarfs have held the line and they win.

Chaos Dwarf Victory: If there are no unbroken Dwarf units of 5 or more models within 4" of the wall, the Dwarf line has been shattered, and the Chaos Dwarfs win.

Any other result is a draw.

Sounding the alarm

A magical alarm sounds as soon as a Dwarf crosses the half-way point on the path which connects the lower plateau to the upper plateau. Once the alarm sounds the Chaos Dwarfs on the other two plateaus are allowed to make their way to the peak to fight against the White Dwarf.

When we were playing the battle we didn't bother setting up the two other plateaus or the paths that connected them to the peak. Instead, we simply marked the place that the paths appeared on the upper plateau. It was then a very simple matter to calculate when any Chaos Dwarf models would appear, and how far they could move

on the turn they did so, as we knew that the path was 12" long and had to be ascended in single file.

Of course, if you've the space and the inclination you can set up all three lower plateaus and simply move the models once the alarm is sounded using the normal rules – it's up to you!

The Forge

Moving one square in the forge uses up 1" Movement. Similarly, when measuring the range for missile fire (or anything else for that matter) count each square in the forge as 1".

Any model that moves into the magma pool in the centre of the forge, for whatever reason, is slain. Models can jump over the small magma stream feeding the pool by rolling a 2+ on 1D6. The jump doesn't cost any Movement, but if the dice roll is failed the model must roll equal to or under its Initiative. If the test is passed then the model stumbles and falls in the far square and can't move any further that turn. If the Initiative test is failed the model falls into the magma pool.

Any model standing adjacent to the anvil may attempt to lift it up. Only one model can attempt to lift the anvil at a time, and only as long as it didn't run in the same turn. The anvil is lifted in the combat phase instead of fighting, and a model that is attacked while lifting the anvil is hit automatically. In order to lift the anvil the model must roll equal to or under its Strength on a D6.

It takes one "lift" to get the anvil to the edge of the magma pool and a second "lift" to tip it in! Note that a model *can* attempt to lift the anvil in the hand-to-hand combat phase of the opponent's turn.

Fleeing on the mountain

Any models forced to flee off the edge of the mountain will fall to their doom! This will generally only happen on the turn a unit breaks and is forced to flee directly away from the enemy. At other times the Chaos Dwarfs should head for the forge when fleeing and the Dwarfs should head for their deployment zone.



Thunderers and war machines unleash a tremendous volley of fire as the vanguard of the Black Dwarf's army charges the Dwarfs' defensive line.

BATTLE TWO: The Battle for Peak Pass.

The Battle for Peak Pass starts ten turns (or sometimes fewer) after the Assault on Black Skull Mountain has begun. The Dwarfs defending the pass have driven off attack after attack, but there are now very few of them left, and many of those are badly wounded. To make matters worse, Hobgoblin scouts have discovered a hidden trail through the mountain which comes out on the far side of the Dwarf lines. This will be the final assault – unless the defenders can valiantly hold out until the Black Dwarf's anvil is destroyed then the Chaos Dwarf army will break through!

FORCES

Each player has the parts of his army which were not assigned to the Assault on Skull Mountain battle. The Chaos Dwarf player is allowed to assign troops to enter via the hidden trail, as described in the special rules below.

By the way, you should note that the Chaos Dwarf army used in this battle simply represents the small spearhead of a much larger army, the majority of which is camped just off the tabletop to the east.

SET-UP

The Dwarfs set up first, anywhere behind the wall. After they have set up, the Dwarf player

must roll to see how many of his troops are wounded, as described below. The Chaos Dwarf player sets up second, in the deployment area shown on the map. He may assign any number of units from his army to the force going through the mountains via the hidden trail. Troops sent by this route are not set up at the start of the battle.

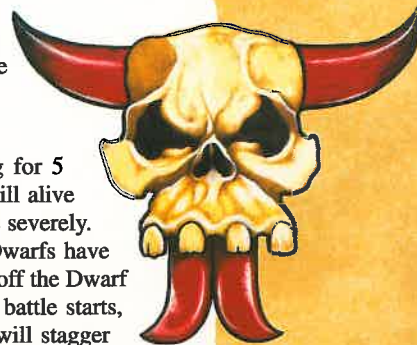
The battle starts after the tenth turn of the Assault on Skull Mountain has been completed, or earlier if the White Dwarf's route to the top of the mountain caused them some delay. Once both battles are underway, the players take turns simultaneously in both games (ie the eleventh turn in the Assault on Black Skull Mountain takes place at the same time as the first turn of the Battle of Peak Pass).

SPECIAL RULES

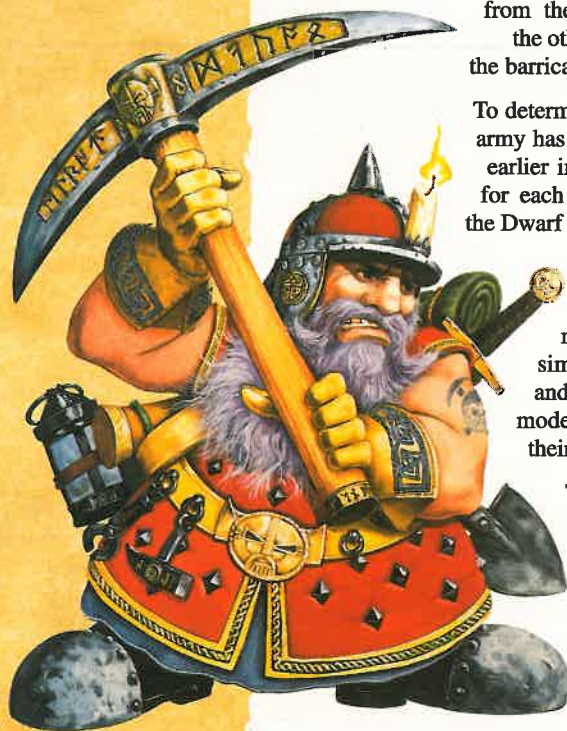
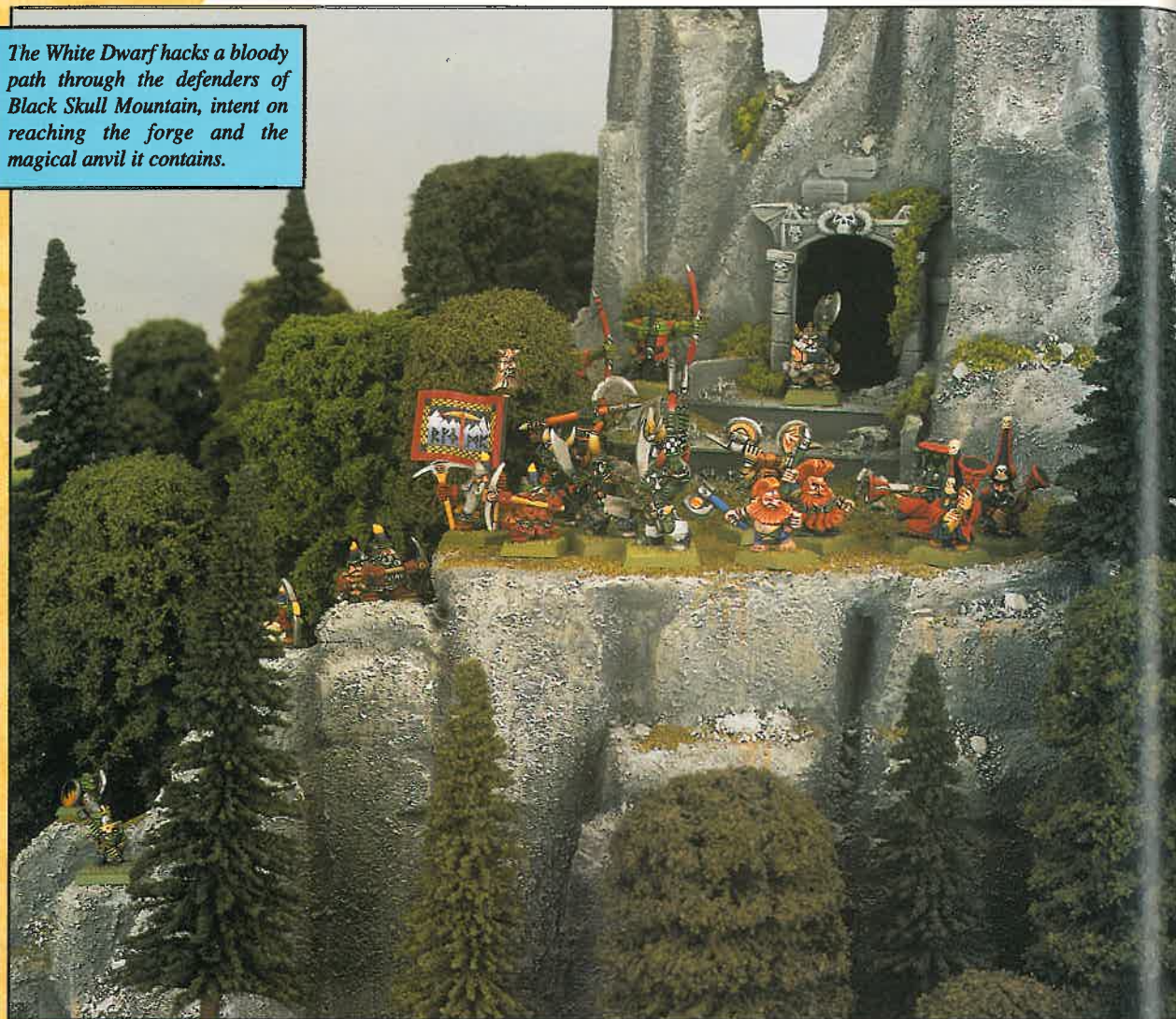
The following special rules apply to the fighters in the Battle of Peak Pass:

Dwarf casualties

The Dwarfs have been fighting for 5 days now, and many of those still alive have been wounded, some quite severely. All of the seriously wounded Dwarfs have been confined to the camp, just off the Dwarf table edge. However, when the battle starts, those of the wounded that can will stagger



The White Dwarf hacks a bloody path through the defenders of Black Skull Mountain, intent on reaching the forge and the magical anvil it contains.



from their sick-beds to join the other Dwarfs defending the barricade.

To determine who amongst the army has been badly wounded earlier in the battle, roll 1D6 for each and every model in the Dwarf army. On a roll of a 1 the model has been **wounded**.

Characters with more than 1 wound simply lose 1 wound, and that's that. Any other model is removed from their unit.

Take all of the badly wounded models and form them into a new unit of "walking wounded". This unit is very likely to end up with all kinds of

different models in it. That's fine, and all of the different models can fight together for this battle. Because of the variety of weapons, armour, and special rules, any combats the unit is involved with will require a certain amount of common sense to work out, but as long as both players are reasonable about the whole thing, you shouldn't have any real problems.

The walking wounded unit sets up on the road within 4" of the Dwarf table edge. They can move and fight normally except that all walking wounded models have their Weapon Skill, Bow Skill and Strength reduced by 1 point each for the duration of the battle.

The hidden trail

The Chaos Dwarf player rolls 1D6 at the start of each of his turns *after the first*. On a roll of 6 the troops assigned to travel along the hidden trail arrive at Peak Pass. They move onto the table in that turn's movement phase using the normal rules. Note that because they are not on the table at the start for the turn they can't declare charges on the turn they arrive. This aside, they may move and fight normally.

WARHAMMER

40,000

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

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**GAMES
WORKSHOP**

VICTORY AT GOLDEN DEMON '96



Continuing on from last month, Mike goes through the entry process and judging for Golden Demon.

By Mike McVey

Let's have a quick look at last year's competition – what happened on the day, how the judging worked and why some models won while others didn't. We'll begin with the entry process.

Those of you who entered last year's competition will know all about this already. Generally things went according to plan – it was the first time in a while that we've had people just entering on the day and we had no idea of what to expect. The response was fantastic, though we were a bit worried that the defences were going to be swamped at one point. However, we battled valiantly on and got everything booked in eventually. We've got a better idea of what to

expect this year so things will run a little quicker and smoother, but you'll still have to queue!

Make life a little easier for yourself (and us!) by being organised in advance. Have a form filled out for each of your entries. For example, one for your Warhammer miniature and another for your Necromunda gang. You'll find the entry form later, so there's no reason why you can't photocopy it and fill them out before the day. Keep the packing on your models simple so you can get them on and off the display bench with the minimum of fuss. Remember, you're going to have to carry any packing you bring around all day, so it's in your interest to keep it compact.

VEHICLES

This is a wide and varied category where people are entering Dreadnoughts alongside tanks and Jetbikes. In fact, I had hoped for better from the tanks – there are so many great, highly detailed tank kits now that are just screaming out for super-detailing or converting. What better centrepiece could you want for a battle scene? Just imagine the remnants of an Imperial Guard unit making a last stand from the cover of a wrecked Leman Russ, ace! So get your act together this year, buy yourselves a new bottle of polystyrene cement and get stuck into those plastics.

I'm just going to have a brief look at the last year's winner of this category, Ben Jefferson's Eldar Dreadnought. I thought that this was a particularly striking model. It has a simple and strong colour scheme, well-painted and backed up with great detail. I would have liked to have seen a little contrast and variation between the Dreadnought and the pennant banner, but you can't have everything can you?

The category listings for vehicles are a little vague really and leave you with plenty of scope for options. It doesn't say anything about bases or scenic detail, so really

you can do pretty much what you want. Just remember that the vehicle is the main point and focus, so don't go overboard on subsidiary elements. If you have some wild ideas about multiple vehicles or battles, save them for the Battle Scene Category or Open Competition.

1st place Warhammer 40,000 vehicle by Ben Jefferson.



2nd place Warhammer 40,000 vehicle by Jonas Ekestam.



BATTLE SCENES

To be absolutely honest, I was a little disappointed with the response to this category. That's not to play down the winners though, they were all excellent models that exhibited all of the qualities that I look for in this area. Indeed, Matthew went on to win the Slayer Sword which must say something for the standard of his model! Perhaps this is the category that I have the closest affinity to, after all, a large portion of my working day is spent thinking about and making dioramas. I'm always dying to see what other people come up with, hoping to see scenes that I've never found time to make. Bit of a tall order really! Battle scenes need to have everything, good ideas, good modelling and good painting. The work is well worth it though, the satisfaction that can be gained is hard to equal in any other category. In my opinion, this is the Blue Ribbon event of the competition and is only exceeded by the Slayer Sword itself. That's not to say that the overall winner will

necessarily come from this category. In fact, out of nine Golden Demon Awards only two have been won by Battle Scenes.

Having said all this, Matthew's Battle Scene at last year's awards was well thought through, beautifully composed and superbly executed. It covers all of the points that I look for: narrative, composition, painting and detailing. He was a clear winner of the Battle Scene and a worthy bearer of the Sword.

1st place Battle Scene
and overall winner of
1995 Golden Demon
by Matthew Parkes.



It's Golden Demon again! Time to dust off those paints and brushes, and dig up those ideas ready for Golden Demon '96. Here are the Golden Demon categories so that you can get your thinking cap on, pick up your brush and start that prize winning entry straight away!

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: Dark Reapers 3-7 models, Snotling Herd 2-10 bases plus a Runtherd, 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.

4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard 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.

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to 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 Necromunda Gang

Entries for this category consist of an eight model Necromunda gang (4 models for Spyrrer teams). All models must be presented on standard round slottabases.

8. Best Epic Titan

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

9. 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 Imperial Guard/Squat super heavy vehicle as a **Special Card**, plus three **Support Cards**.

10. Battle Scene

Entries for this category consist of a battle scene from either Warhammer, Warhammer 40,000 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 are no restrictions on the battle scene's theme or content.

1996 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel 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 different fantasy universes.
- All entries to the 1996 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 29th September 1996.
- 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 can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.
- Entry into any of the competitions 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.



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 Open Competition

The 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, so beware that the competition will be stiff! Remember also that no matter how wild your entry, the judges will be looking for well-painted and modelled miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. You are also allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.

Right that's enough boring stuff, let's get down to the heart of the matter – the models. Without a shadow of doubt, the overall standard of last year's awards was the best to date. There was no one outstanding entry that was head and shoulders above the rest, but lots of models that were superbly painted and modelled. The judging was a hard task, and while it's a joy to look at so many beautifully painted miniatures, choosing between them can be torture.

The process itself is simple: a first round cut and then a final selection. The first round cut was where all the models that were deemed worthy of really close scrutiny were taken from the general display area and put into separate cabinets. This was where the final selection took place, and each of the entries that made it through to this stage was really put through the mill. Years of experience in painting, modelling and general miniature lore were tested to the full when it came to choose the final three places for each of the categories. I'm sure I don't make many friends in this process, but no one's tried to punch me... yet!

So what am I expecting and looking forward to this year? Well, more of the same great stuff as last year and, hopefully, better! There's a new category this year, Best Necromunda Gang, and I've got really high expectations for that one. This is a category for the modelling and painting fanatics amongst you, giving you the opportunity to personalise your miniatures, creating a really tight-knit, battle-hardened gang. Keep your eyes on this one, I'm sure we'll see some great entries **here**.

I'm looking forward to the bustle and the great atmosphere of the day, as well as eventually meeting the winners in more relaxed surroundings back at the Design Studio. I'm also looking forward to seeing some new faces among the winners, so those of you came so close last time, this could be your year! If you haven't started your entries yet, there's plenty of time, come September it could be you walking up onto stage to collect your Golden Demon or even the coveted Slayer Sword. Good luck, and remember: fortune and glory favour the brave!

HOW DO YOU ENTER?

On this page you'll see a Golden Demon '96 entry form. Although we'll happily accept photocopies of these forms, every single entry must be accompanied by a separate one. For example, if you are entering category 3 – Best Warhammer 40,000 Vehicle and category 10 – Battle Scene, you'd need to fill in two separate entry forms.

WHERE DO YOU ENTER?

You can only enter the 1996 Golden Demon Awards by bringing your models along to the Birmingham National Indoor Arena on 29th September 1996. No postal entries can be accepted and no models can be entered through the stores. Remember to fill in an Official Entry Form (below, photocopies are allowed) for each of your entries.



GAMES WORKSHOP® OFFICIAL ENTRY FORM

Please fill in a separate entry form for each entry

Name

Address

Postcode

Telephone Number

Category Name Category Number

Description of entry

FOR OFFICIAL USE ONLY

Category Number

1	2	3	4	5	6	7	8	9	10	YB	OC
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 Entry Number

IMPERIAL GUARD™ FIGHTING VEHICLE BOXED SETS

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Warning! Some of these models contain lead parts which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 14 years of age. The highly detailed plastic parts are moulded in a hard styrene compound which is particularly suited to modelling and painting. These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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SPACE HULK



FANGS OF FENRIS

by
Dean Bass

Amongst the annals of the Imperium, few warriors have proved their worth as much as the Wolf Guard of the Space Wolves Chapter. Devastatingly ferocious in attack, immovably resolute in defence, these savage warriors have broken many foes down the long millennia. Like the other Space Marine Chapters, the Space Wolves have had their share of encounters with the deadly Genestealers. Perhaps the most memorable action against the vile alien invaders was fought between a small force of Wolf Guard who were sent to eradicate the threat posed by the Space Hulk *Messenger of Woe*, which dropped out of warp space only a few light years from the Space Wolves' homeworld of Fenris.

Wolf Lord Keurl Ironfang commanded the attack, sending his squads of Terminator-armoured Wolf Guard into the heart of the Genestealers' lair. There they battled face-to-face with their foes, resolving to destroy each abomination with their storm bolters, heavy flamers and assault cannon. There were no cryogenics to shut down, no handy reactors to explode, no tricks at all – the aliens would each have to be killed personally, a prospect which the battle-hungry veterans actually looked forward to with fevered anticipation. Now was a grand opportunity to prove their worth in battle and earn themselves a place at Leman Russ' side at the time of reckoning... Ragnarok.

The Wolf Guard's boarding torpedoes slammed into the side of the *Messenger of Woe* and the Terminators stormed out, quickly establishing a bridgehead from which to launch further attacks. Progress was good and hundreds of Genestealers fell to the Space Wolves' assault cannon and chainfists. However, a relatively small



force of the vile aliens managed to evade the fate of their brethren, slipping away into the shadowy depths of the hulk whilst the Wolf Guard fiercely battled their way towards them. Eradicating this knot of resistance would be the Space Wolves' main task.





Mission 1

TRAP THE FOE

The main problem faced by Wolf Lord Ironfang was the size of the area occupied by the Genestealers. Unless he could limit his foes' freedom of movement, his Wolf Guard could spend forever and a day hunting down the aliens and still not catch them all.

To counter this, he ordered squads Gunnar and Vulpen to cut off the Genestealers' escape routes by sealing the bulkheads across their path, trapping the fiends where he could attack them.

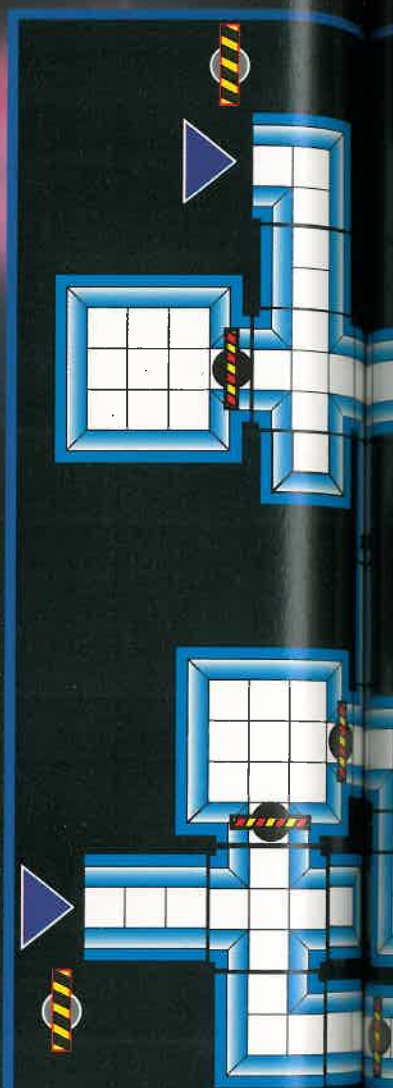
BACKGROUND

The Wolf Guard must seal the Genestealer entry areas with bulkheads.

Wolf Guard Terminators get 5 Action Points to spend each turn, instead of 4 APs. The Wolf Guards' AP costs for moving and fighting are the same as for normal Space Marine Terminators and they may use Command Points as normal.

Wolf Guard are very tough – consequently these three missions are also tough! Not only do the Wolf Guard have an extra AP each turn, they have specially armed squads, the details of which are given in this mission. Also, in this particular campaign the Space Wolves have a very simple aim – kill as many Genestealers as possible whilst taking as few losses as possible. For these reasons the victory conditions for these missions are slightly different from normal. Instead of a "sudden death" victory condition like operating a console, each mission allocates points for achieving certain conditions.

Play each mission through with both players taking it in turn to take command of the Space Wolves. Keep a record of the points scored by each player as the Space Wolves commander – the player with the highest score after playing all three missions wins.



WOLF GUARD WEAPONS

Assault cannon: A Wolf Guard armed with an assault cannon rolls 3 fire dice and the jam dice each time he fires. Hits and sustained fire hits count on *all* shots, and if more than one kill is scored a second (and even third!) target may be removed as long as it is within two squares of the original target and is in normal Line of Sight and Fire Arc of the firer. If a Jam is rolled, the assault cannon jams after that burst of fire is resolved and will take 2 APs to clear. A Wolf Guard armed with an assault cannon may go onto overwatch by spending 2 APs as normal.

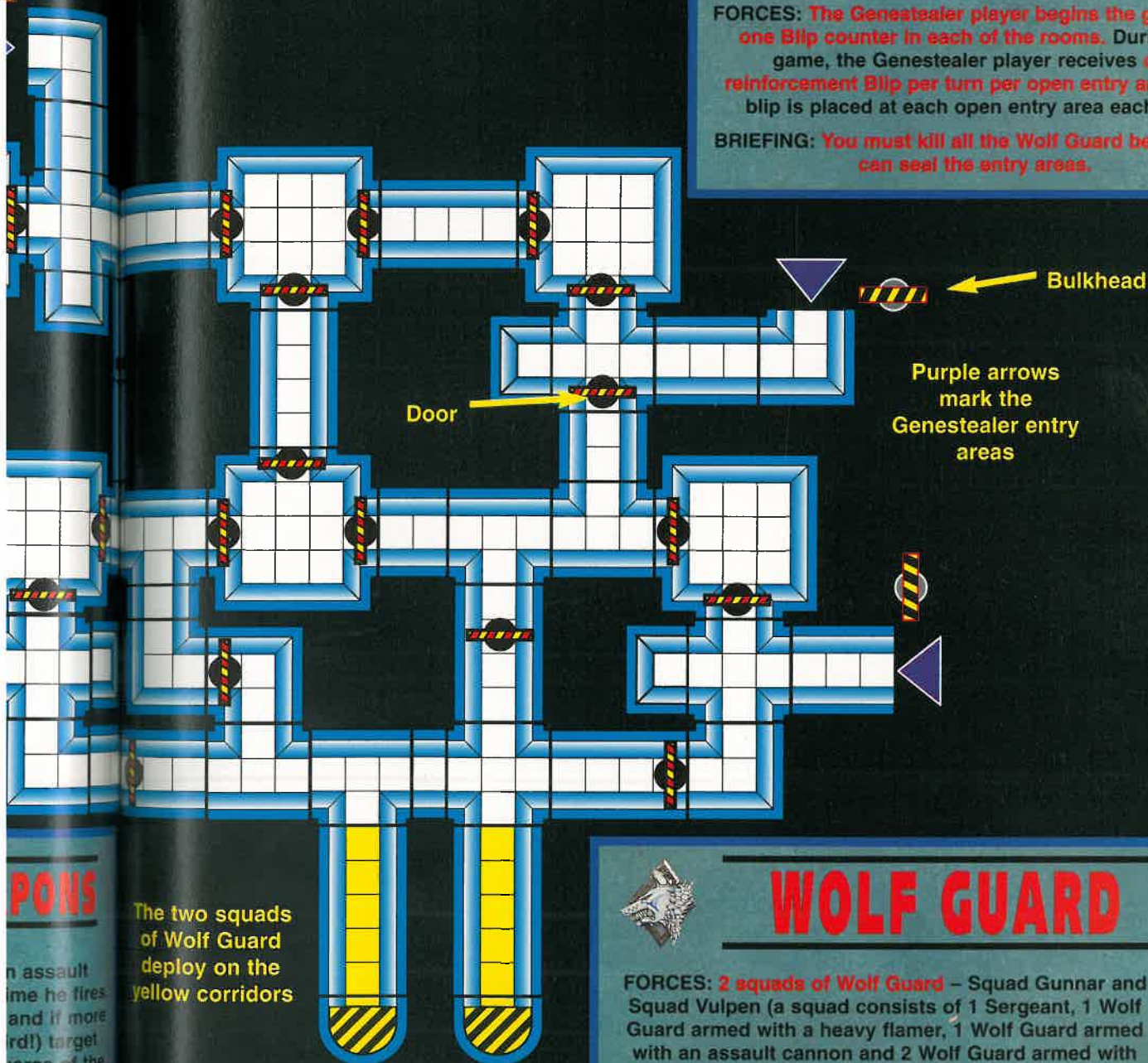
Chainfist: A Wolf Guard armed with a chainfist may add +1 to his close assault score when attacking, or if he is attacked from the front. If attacked from the side or rear the Wolf Guard may not use his chainfist and gains no bonus.



GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter in each of the rooms. During the game, the Genestealer player receives one reinforcement Blip per turn per open entry area. One blip is placed at each open entry area each turn.

BRIEFING: You must kill all the Wolf Guard before they can seal the entry areas.



POWERS

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The two squads of Wolf Guard deploy on the yellow corridors



WOLF GUARD

FORCES: 2 squads of Wolf Guard – Squad Gunnar and Squad Vulpen (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads are deployed on the yellow corridors.

BRIEFING: The Wolf Guard player earns one point for each Genestealer entry area sealed by a bulkhead. Follow the normal rules for sealing bulkheads.

The Wolf Guard move first in this mission.



Mission 2

COUNTER-ATTACK

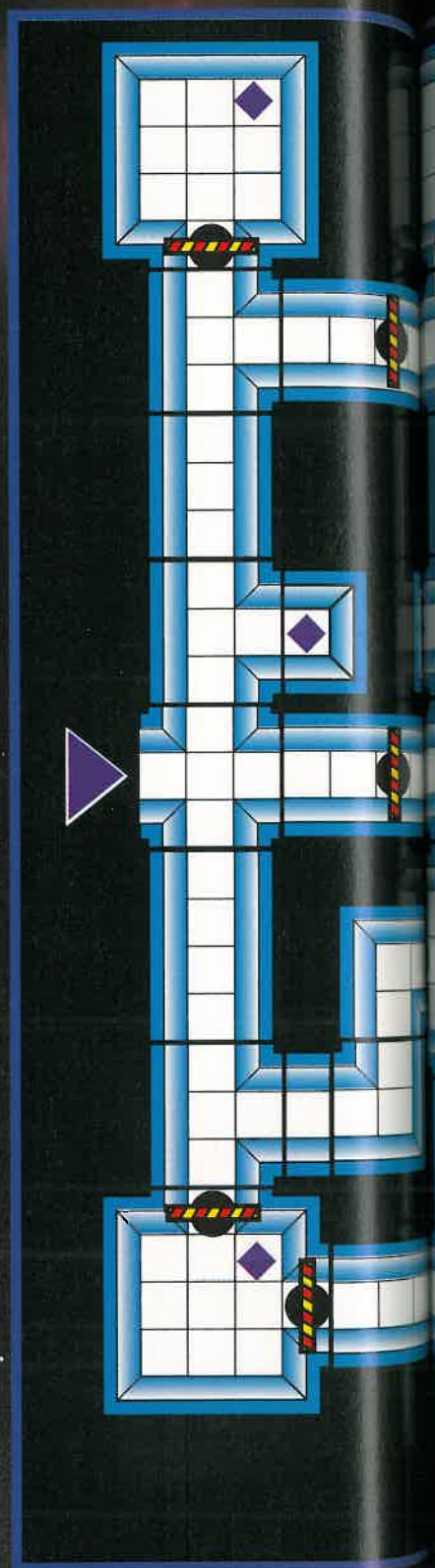
As squads Gunnar and Vulpen sealed off the Genestealers' line of retreat, squads Grendel and Loki pressed forward, pushing the Genestealers before them. Then disaster happened. The Space Wolves' preliminary scans had failed to pick up a large concentration of Genestealers lurking near a shattered engine room. Perhaps the additional radiation shielding had cloaked them from the scans of the Space Wolves' battle cruiser.

Whatever the reason, the two squads found themselves heading straight for a large concentration of Genestealers who suddenly turned and launched a counter-attack. Wave after wave of the fiends poured towards the doomed Wolf Guard.

Ironfang dispatched more squads to counter this threat, but squads Loki and Grendel would have to hold up the Genestealers for as long as possible. If they could sell their lives dearly enough the valiant Wolf Guard could keep the Genestealers in one place. Then their battle-brothers would be able to catch them and slaughter the foe wholesale. Checking their weapons, the Wolf Guard picked their defensive positions and prepared to take as many of the abominations with them as possible.

BACKGROUND

The Space Wolves are trying to hold out as long as possible to allow the rest of the force to get into position.





WOLF GUARD

FORCES: 2 squads of Wolf Guard – Squad Grendel and Squad Loki (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads may be deployed anywhere on the map, split as you want, and may start the game on overwatch if you wish.

BRIEFING: The Wolf Guard player earns points for the length of time he manages to hold out. You score one point if there are Wolf Guard still alive at the end of turn 10, two points at the end of turn 14 and three points at the end of turn 18.

Purple arrows and diamonds mark the Genestealer entry areas



Door



"Prepare your souls for Ragnarok, the enemy are upon us!"

Sergeant Grendel's last words



GENESTEALERS

FORCES: The Genestealer player gains three reinforcement blips per turn, which may be placed at any of the Genestealer entry areas marked on the map. The Genestealers are never forced to lurk, even if there is a Wolf Guard within 6 squares. Terminators standing on entry point squares may be attacked in close combat straight away by Genestealers entering at that point, with no chance to fire on overwatch.

BRIEFING: The Genestealers are trying to kill all the Wolf Guard as quickly as possible.

The Genestealers move first in this mission.



Mission 3

ANNIHILATE!

Wave after wave of clawed monstrosities poured through the cramped tunnels, intent on rending apart the Terminator armoured Wolf Guard. The staccato pounding of storm bolter and assault cannon fire became a constant drone and the death toll amongst the aliens reached astronomical proportions. Losses amongst the veteran Space Wolves were light and the comm-net echoed with vicious laughter as they destroyed their foes.

Only one section of the *Messenger of Woe* remained to be cleansed. The Wolf Guard moved in relentlessly until only a small pocket of resistance held out. Squads Aenir and Vanir faced this last-ditch attempt at survival. Implacably they advanced with their weapons blazing, until finally the Genestealers could flee no more.

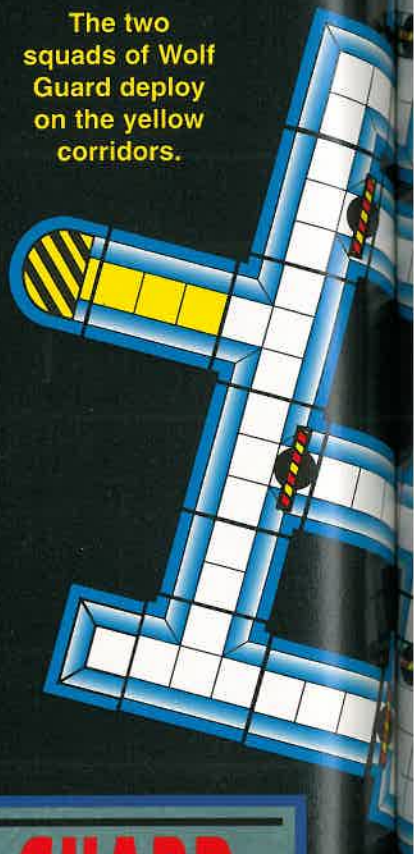
The destruction of the Genestealers was virtually assured, everything now was a matter of honour. Sergeant Aenir, field commander of the small force, wanted to lose as few warriors as possible. Every Space Wolf lost to the Genestealers now would be a total waste.

BACKGROUND

The Wolf Guard must take as few casualties as possible while they destroy the remnants of the Genestealers.



The two squads of Wolf Guard deploy on the yellow corridors.



WOLF GUARD

FORCES: 2 squads of Wolf Guard – Squad Aenir and Squad Vanir (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads are deployed on the yellow corridors.

BRIEFING: The Wolf Guard player earns points for the number of Terminators left alive after the Genestealers have been wiped out. You score one point for every Wolf Guard model left alive.

The Wolf Guard move first in this mission.



GENESTEALERS

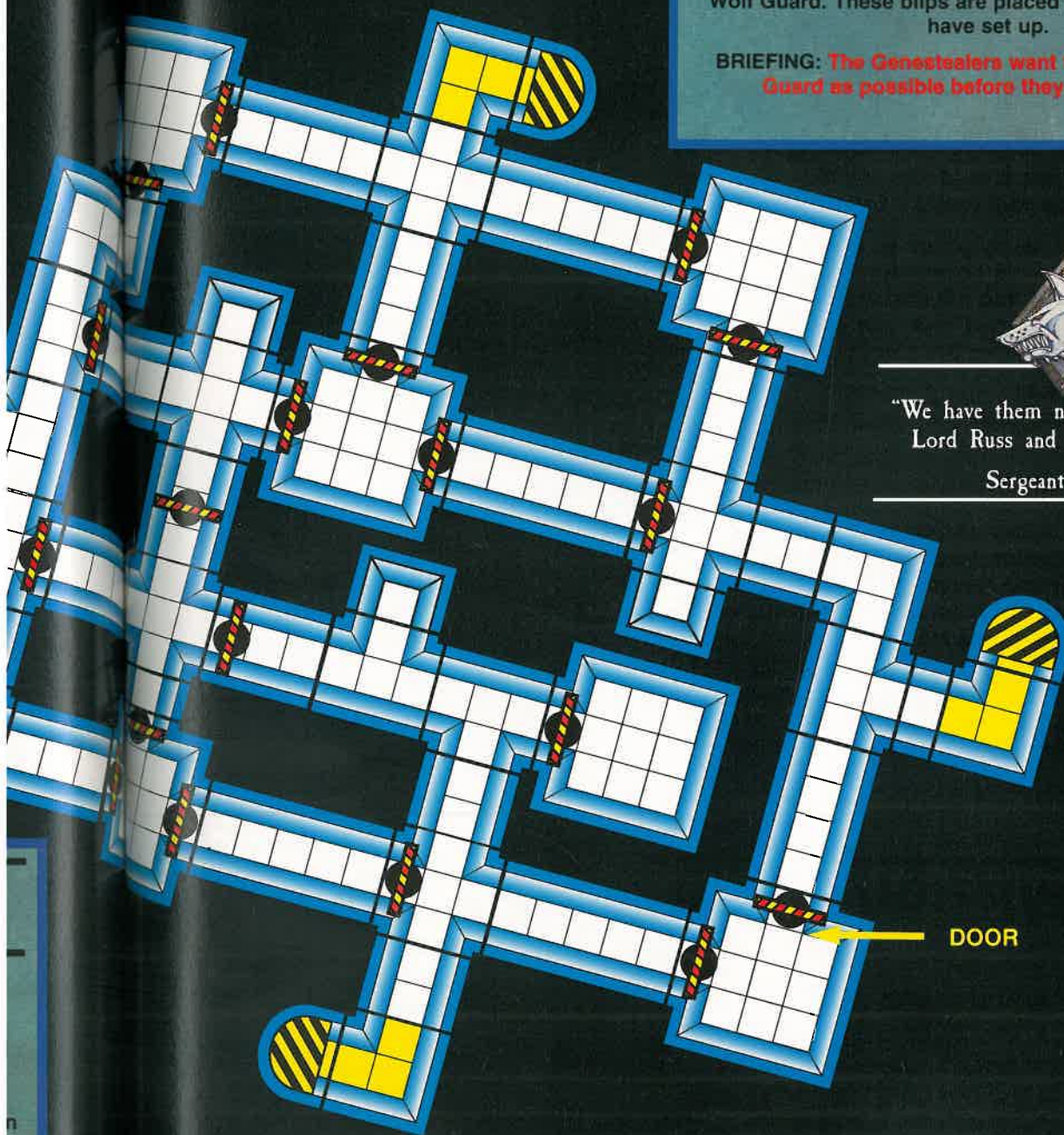
FORCES: The Genestealer player begins the game with the full blip set. Randomly place 1 blip on each of the four "dead ends", 2 in each of the rooms and the rest anywhere on the board as long as they are not within 10 squares of a Wolf Guard. These blips are placed after the Wolf Guard have set up.

BRIEFING: The Genestealers want to kill as many Wolf Guard as possible before they are wiped out.



"We have them now! Forward for Lord Russ and the Emperor!"

Sergeant Aenir



RETAIL EVENTS RETAIL EVENTS RETAIL EVENTS RETAIL EVENTS

**FABULOUS
T-SHIRTS
TO BE
WON!!**

GAMES W



SUN, SQUIGS & STORMBOLTERS

Can the loyal Space Marines hold back the hordes of green-skinned warriors or will the Orks overrun the planet? The survival of an entire world is up to YOU!

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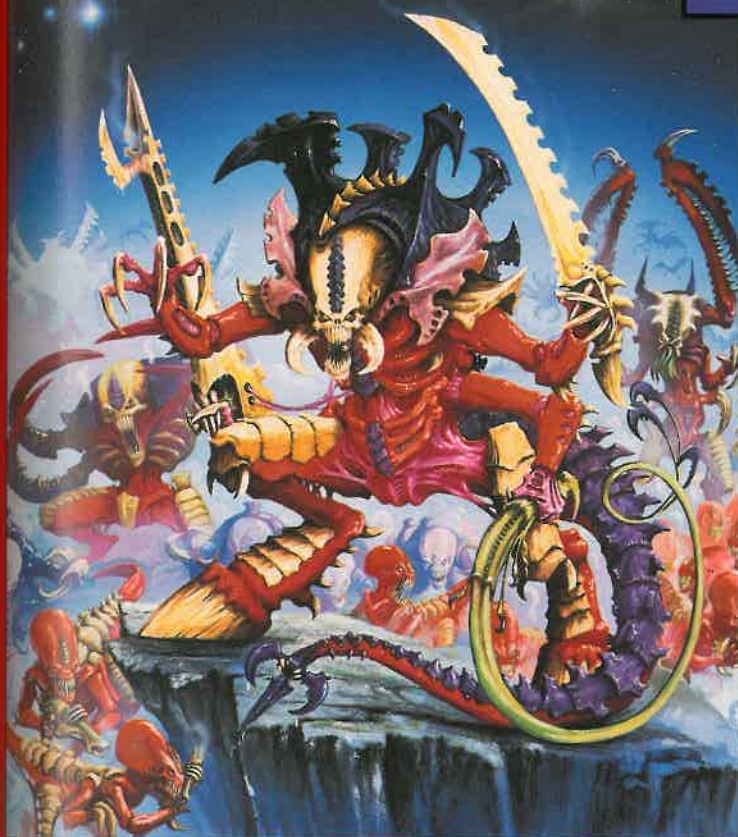
Come down and join in the battles at our fabulous Games Workshop roadshows!

All the rules and miniatures are provided, so just bring your friends along and join in the fun!

WORKSHOP

ABOMINATION!

After beating back the first wave, can the Imperial and Eldar alliance stave off the assault of yet another Tyranid swarm?



THE BATTLE FOR ARMAGEDDON

The fate of Armageddon lies in the hands of Commissar Yarrick and the brave Imperial troops.



TOUR DATES

SUN, SQUIGS & STORMBOLTERS

CHATSWOOD: 11th August
NEWCASTLE: 1st September
CASTLE HILL: 8th September

ABOMINATION!

BELCONNEN: 18th August
MIRANDA: 15th September

BATTLE FOR ARMAGEDDON

CITY: 25th August

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

GETTING A BREATH OF FRESH AIR

By Andy Jones

CONVERTING WARRIORS

In the first part of this article, printed last issue, I explained some of the thought processes which go into converting your Warhammer Quest Warriors into Warhammer characters. I've already dealt with the Warrior's basic profile and talked a bit about converting his weapons and armour. This time around

we'll cover these aspects in a little more detail, as well as looking at skills, magic (urgh!) and anything else that happens to crop up. We'll also try and sort out some way of calculating your Warrior's Warhammer points cost (that's going to be fun...). As I said on my last outing, you should **check everything you do with your opponent**, as it's only polite that he has some idea what's going on!

"So who're we fighting, then? 'Ope there's enough to go round!"

Grimcrag's gruff voice punched through the early morning mist. Johan winced as he shuffled out of the tent, trying not to put too much weight on his injured foot. He pointed across the valley to the hundreds of campfires on the far hillside. Innumerable Orcs and Goblins could be seen milling around in the pre-dawn glow, getting ready for battle.

"Is that enough for you, Grimcrag?"

The venerable Dwarf peered myopically across the dale, squinting painfully. With an embarrassed cough he reached into a pocket and pulled out a pair of gold-rimmed spectacles encrusted with hundreds of tiny gems and held them to his eyes.

"Oh, there they are!" With a sly wink Grimcrag slipped his glasses away and pulled painfully hard on Johan's hair to whisper in his ear.

"Only need 'em for distances, you see? Got a reputation and all that. Don't look so worried, lad, once they get within range of ol' Slaughterer, I'll see 'em just fine!"

There was an almighty groan and Johan spun on his heel to see what the commotion inside the tent was all about. A hand bedecked in tacky rings flailed at the flap a few times before grabbing the tent pole and uprooting it. The whole thing collapsed, leaving Keanu the Reaver standing in a circle of torn canvas, snapped wooden poles and frayed ropes. The Barbarian stretched each of his muscles with deliberate precision. The effect wasn't lost on Johan, who took an involuntarily step backwards just to keep clear. The Barbarian's arms, chest and legs were criss-crossed with scars, some clean and straight, others jagged rips hurriedly stitched in the heat of battle. After groaning a couple more times, Keanu the Reaver welcomed the morning with his customary greeting.

"Fech! How much did I drink las' night? I veel ferry, ferry..."

Watching the veteran warrior collapsing was an astounding sight for Johan. Rather than folding up and falling in a heap, the Barbarian simply toppled backwards like a felled tree, crushing the remains of the tent. As Johan stepped forwards to help, Grimcrag laid a warning hand on his arm.

"Best not, lad. Keanu's as gruff as a bald bear in the mornin', and twice as strong."

Johan sighed, clapped his hands in a decisive manner and then stood around wondering what to do. The third survivor of Grunson's Marauders appeared. Jikiri the Elf was walking out of the nearby woods with a broad grin on his face. His step was light and he was obviously feeling refreshed and happy.

Johan waved and the Elf Lord strolled over to join them.

"Don't Elves like sleeping in tents? I expect you prefer to see the stars glittering through the gaps in the leaves as you go to sleep, or something like that."

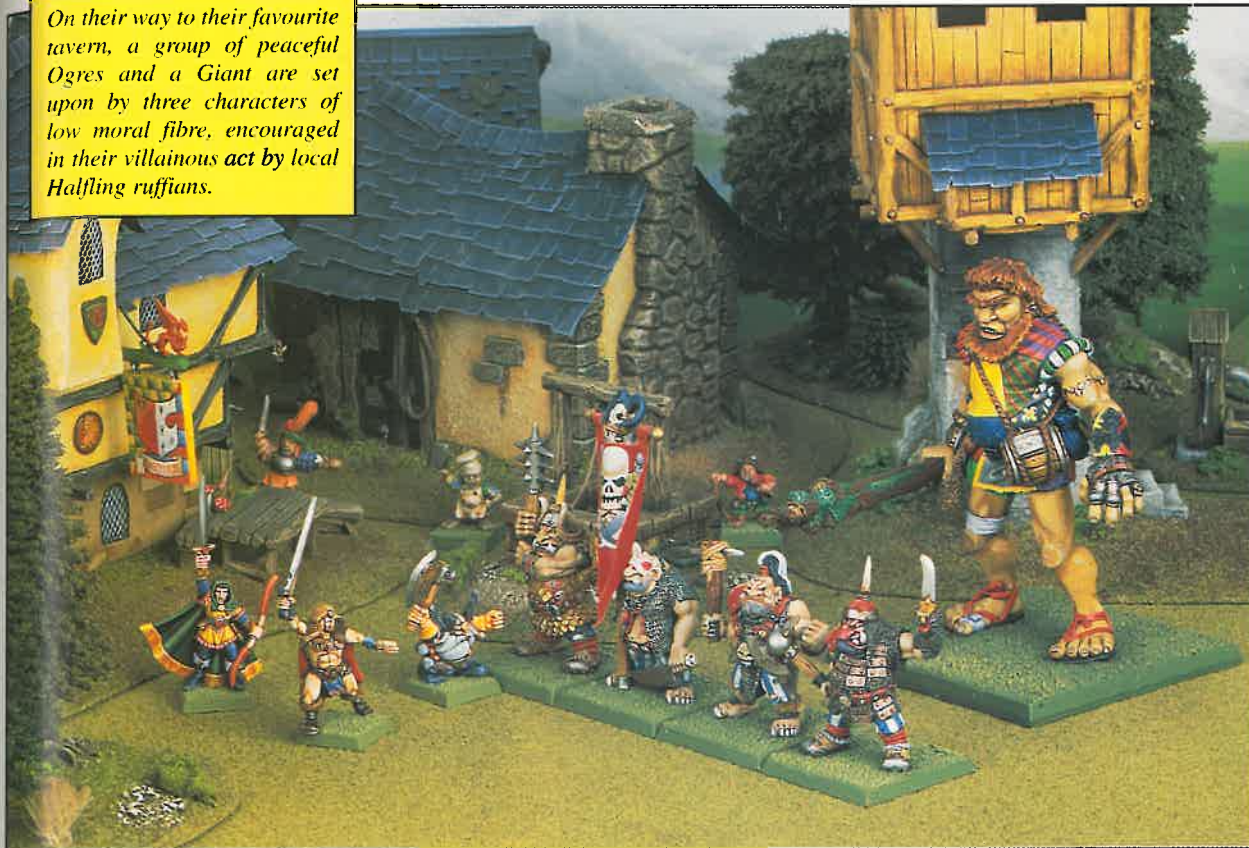
The Elf's gaze strayed over Johan's shoulder and then focussed back on the Imperial Envoy, filled with a mischievous glint.

"Something like that, boy..."

Johan looked over his shoulder where Jikiri's look had fallen and saw the door flap of a tent closing. It was only after a couple of minutes that he realised the tent belonged to Severina Sturmdrang, daughter of the Imperial General, Lord Sturmdrang. He looked at Keanu who was kneeling down cradling his head in his hands and sighed for the umpteenth time.

"Can we just get going, please?"

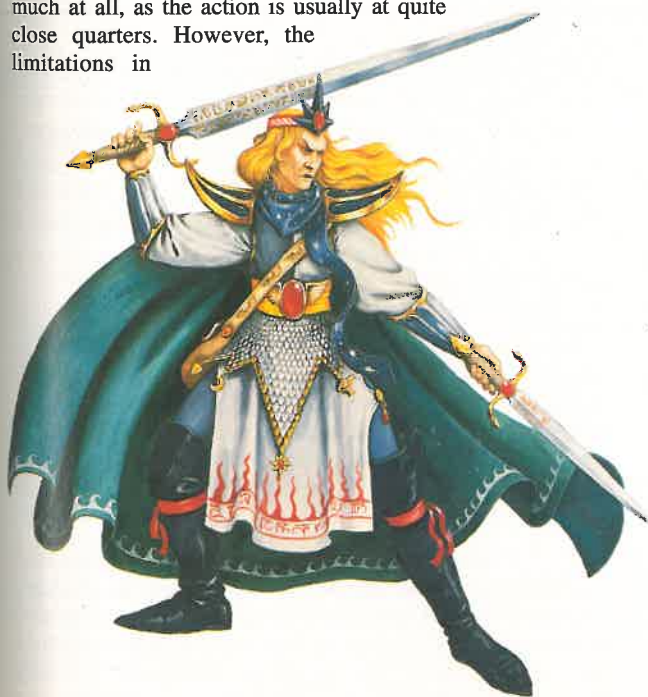
On their way to their favourite tavern, a group of peaceful Ogres and a Giant are set upon by three characters of low moral fibre, encouraged in their villainous act by local Halfling ruffians.



SQUARES TO INCHES

Unlike Warhammer, Warhammer Quest does not use inches to govern movement, spell ranges and so on. Everything in Warhammer Quest is measured by squares. Cunningly enough, though, each square measures about an inch, so squares as a unit of measurement in Warhammer Quest can be converted straight into a number of inches for Warhammer.

Actually, in Warhammer Quest we don't go on about range much at all, as the action is usually at quite close quarters. However, the limitations in



Warhammer Quest come down to how far the warriors can see due to the light of the lantern. The lantern illuminates the board section the leader is on, plus any adjacent sections, giving a maximum distance illuminated of around 20 squares. So, the maximum range in Warhammer Quest is 20 squares – 20 inches in Warhammer.

Of course, some weapons (crossbows, for example) are already available in Warhammer, so the established ranges and rules should take precedence before you start going mad inventing things to cover them.

"A WHOLE BOARD SECTION?"

Moving on from general ranges, there are spells and skills in Warhammer Quest which can potentially affect a whole board section. Bearing in mind that a board section in Warhammer Quest is up to 8x5 squares maximum, these kind of things will have an effective range of up to, say, 8" in Warhammer.

Likewise, firebombs and the like, which explode over a 2x2 square area, will cover a 1" radius blast area, so simply use the small blast marker from Warhammer. Likewise, items that affect a 3x3 area use the larger stone thrower template.

ONCE PER TURN/ADVENTURE

Items, skills or spells whose effect happens once per turn in Warhammer Quest will equally happen once per turn in Warhammer. Obviously, once per adventure things will be usable once per battle.

LUCK

This is up to you really. If you want to use Luck in Warhammer, it will work just as in Warhammer Quest – you



will get a number of re-rolls per battle equal to your Luck characteristic. This is quite tough in Warhammer, so make sure that your opponent agrees before you start using those re-rolls!

SKILLS

Skills are the easy bit here, as most of them either translate very easily into Warhammer, or are clearly only dungeon oriented. The Elf skill *Doomstrike* for example, may be used once per battle, and allows the Elf to add +3 to his to hit rolls for one turn. Easy! On the other hand, the Dwarf skills *Tunnel Fighter* or *Trademaster* are not going to be any use on the normal field of battle.

The guidelines already given for Wounds, Toughness, ranges, armour conversions and so on can be applied to skills, making conversion quite straightforward. The Pit Fighter skill *Dirty Blow*, for example, means that a Pit Fighter in Warhammer will reduce his opponent's armour save by an additional -1 if he rolls a 6 to hit. Ouch!

The Trollslayer skill *Lessen Blow* is a bit more tricky, as in Warhammer Quest for every blow which hits him, he can ignore a certain number of Wounds (from 2 to 5) depending on his Battle-level. Using the conversion for Wounds already explained last issue means that he will never be able to ignore more than 1 Wound per hit in Warhammer, as up to 6 (or D6) Wounds in Warhammer Quest translates to 1 Wound in your Warhammer games. This is a very tough skill in Warhammer, as it means that the only way to hurt a Trollslayer with this skill is to cause more than 1 Wound per blow against him! Of

course, you could say that he only ignores the first Wound *per turn* instead of *per Attack*, which would be more reasonable and is still pretty scary.

So, you can see that, with some careful consideration, the Warriors' skills and abilities can be translated for your Warhammer games.

WIZARDS

Wizards are a bit more complicated. No, in fact they're a lot more complicated. You can convert all their skills and magic items just like I have done for Grimcrag. Their spells, however, are a different matter altogether. Wizards in Warhammer Quest can get dozens of spells, whereas a Warhammer Wizard will only ever have five spells at the very best (with the appropriate Magic item). I recommend the following measures. Your wizard can pick a number of spells from any of the colour magic decks just like a Warhammer Wizard. So a novice can pick one spell, a champion two, a Hero three and finally a Lord may pick four. However, unlike most Wizards, a Warhammer Quest Wizard is much more broad-minded and can therefore mix and match different colour decks as he wishes! If you have an Elf Ranger mage you could also allow him to take some of his spells from the High Magic deck, and so on with other magic users whose race has specific spells.

POINTS VALUES

Finally, we get here! We can now work out conversions for skills, armour, spells, and so on for your Warhammer Quest Warriors. But how much is your converted Warrior going to cost to take to war?

This was the hardest part of all in converting Warhammer Quest adventurers into Warhammer characters. I was frankly at a loss as to how I was going to devise points costs for skills, spells and other small items and abilities which a Warrior picks up on his adventuring career. After scratching my head for an hour or so, I came up with the cunning notion that what I really needed was a more personal approach. We are not talking about "generating" Generals and so on here, we are talking about taking existing Warriors, hard-bitten adventurers one and all, and transplanting them into the Warhammer system. I think it's fair to make a certain number of assumptions then, based on their characters and careers to date, which will help out a lot with regard to points.

THE BEST GEAR

We can assume that a Warrior, over his career, gets a huge number of treasure items passing through his fingers as he reclaims (loots?) stuff from the long-lost hoards below the Warhammer World. It's a pretty safe bet that he will keep the best for his own personal use. The very best! In Warhammer, excellent magic items cost around 100 points or more, so we can assume that each magic item a Warrior takes to battle will be around this value.

"Why?" I hear you cry. "Just 'cos he has a dead expensive sword, I could let him take one of his "cheaper" ones to battle couldn't I?" "Well, of course you can't!" I answer. The point is that a hardened Warrior is going to turn up to battle with his best armour, sword and so on, or not at all. Grimcrag

GRIMCRAG GRUNNISON

	M	WS	BS	S	T	W	I	A	Ld
Grimcrag	4	7	6	4	5	3	5	4	10

Points cost: 560

Luck: 3

THREE MAGIC ITEMS

- 1) **The Grunnson Family Axe:** Lots of Runes, see last issue.
- 2) **The Armour of Taaken:** 2+ save. -1 movement, plus every time an enemy wounds Grimcrag the armour immediately retaliates and makes its wearer strike back. This is in addition to normal attacks.
- 3) **Invisibility Ring:** For any one turn in a battle, Grimcrag may use this ring. He becomes invisible, so no-one can attack him. He, however, may fight as usual.

SIX SKILLS

Endure: Ignore 1 blow per battle.

Grudgelord: As the battle starts, nominate an enemy model (this should really be an enemy character model). Grimcrag has a grudge against that model. As long as that enemy still lives, Grimcrag gains +1 to all his to hit rolls. Grimcrag MUST move towards and try to kill that enemy if at all possible.

Deathsong: When he loses his last wound, he remains standing, and is placed nominally on 1 wound. From now on, each time he is hit while singing his deathsong, roll a dice. On a 1-4, the blows strikes as usual, taking Grimcrag's last wound and killing him outright. On a 5 or 6, he stays at 1 wound, the blow has no effect.

Enraged: If he wishes, at the start of each turn, Grimcrag may attempt to become enraged. Roll a D6.

1	All his attacks go wild and he loses all attacks that turn.
2-4	Grimcrag fights as normal
5-6	Grimcrag gains +1d6 Attacks this turn, but is so wild that all his attacks are at -1 to hit.

Bloodfever: Each turn, if he wishes, Grimcrag can trade ALL his attacks for one Bloodfever attack. He attacks as normal. If he kills his opponent, he moves to the place on the table his opponent occupied. If this means he can now attack another opponent he may do so, and so on, until he either fails to kill an opponent or there is no one near enough to hit!

Trademaster: No use in battles.

GRIMCRAG'S DAUNTING LIST OF STUFF

What follows is a list of all the gear which Grimcrag had at Battle-level 10. I would suggest that Grimcrag was tooled up enough already with no need for further equipment, but for reference here are all the other things I would have to translate from Warhammer Quest to Warhammer if my opponent let me bring 'em along (poor sad fool!).

I'd probably at least argue for being allowed my brace of pistols or my crossbow...

EQUIPMENT

3 stone bread, 3 firebombs, 1 lucky charm, rope, lock tools, 4 casks of beer, 11 door spikes, 1 trance stone, 4 bandages, 5 provisions.

OTHER MAGIC WEAPONS AND ARMOUR

Helm of Farseeing, Hammer of Sigmar, Deathsword, Dragon Sword, Gromril Blade, Hydra Sword, Boneblade, Rending Sword, Sword of Heroes.

OTHER WEAPONS

Crossbow, crossbow pistol, brace of pistols.

MAGIC ITEMS

Belt of Gagron, Talon of Death, Gauntlets of Dhamzar, Crown of Night, Arkal's Powder.

Grimcrag also had various other dubious "abilities" picked up at the alehouse and other less than salubrious locations. We will draw a veil over these, as they can only detract from his, ahem, heroic and legendary reputation...

FIDDLING WITH GOLD

We can then look at the gold costs of the various battle level heroes and make some more extrapolations. The different battle levels are split by title - Novice, Champion, Hero, Lord. The middle to top level in each bracket is roughly equivalent to the same title in Warhammer. So, for example, a Dwarf champion costs 48 points in Warhammer, and in Warhammer Quest costs about 4,000 gold.

Knock two noughts off and you get 40 points (or 80 points at top level champion). The only extra to pay is for skills, which there is no real equivalent of in Warhammer. We settled on a figure of 10 points a skill. This gives a total of 60 points for a Warhammer Quest Dwarf Champion of Battle level 3 converted to Warhammer, and 100 for a top level champion. A Battle level 10 Lord will cost a mighty 560 point by the time his skills are costed in, and he absolutely will not get out of bed for any less! This sounds like a huge points value, but remember that included in this "once and for all" points cost

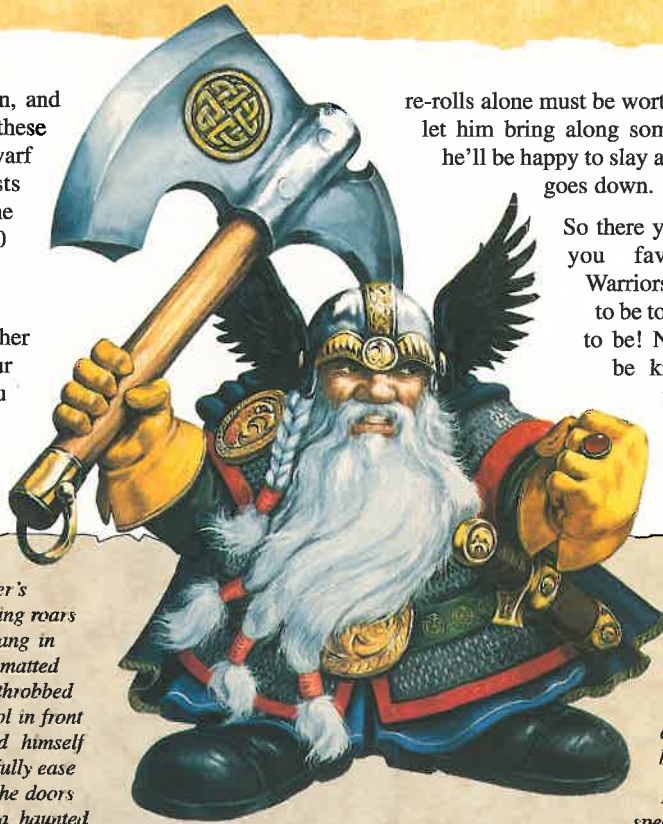
Grunnson, for example, has not fought his way through a thousand dungeons, slain more Dragon Ogres than the rest of your army put together, and thrown away more piddling magic swords than you can imagine, just to go to battle inadequately armed because some petty general cannot afford him. "Take it or leave it" he would say, and then stomp off, gruffly offended at the very thought of leaving his trusty axe behind. Be glad that he didn't bite your head off just for being rude (and he could, believe me, I've seen it done).

What the Warhammer Quest player should do here is be very honest, and declare which sword/axe/items/armour he uses most in his Warhammer Quest games. These are clearly the favoured items of equipment of the Warrior, and these are what, when push comes to shove, he will turn up on the battlefield with.

Grimcrag, for example, wields the Grunnson Family Axe, a fearsome weapon of evil repute. This axe was translated from Warhammer Quest to Warhammer last, and is easily worth 100 points (at the very least!).

are his magic items and so on, and we have already assumed that these will be the best he has! A Dwarf General in Warhammer costs 160 points, and assuming he had three magic items of 100 points each or thereabouts, we are already at 460 points.

Add in skills, and sundry other abilities and extras which your opponent has foolishly let you convert, and he's probably pretty good value. His luck



re-rolls alone must be worth quite a few points, and if you let him bring along some of his stonebread and beer, he'll be happy to slay and slay (and slay!) until the sun goes down.

So there you have it – you can now take you favourite Warhammer Quest Warriors to fight battles. They're going to be tough cookies, but hey, they need to be! No blood-crazed hero wants to be killed in some fruitless battle when there are still countless treasure-stacked dungeons to be explored!

Johan downed another double shot of Whalebuster's rum and sighed. The deafening roars of victorious Dwarfs still rang in his ears and his hair was matted with green blood. His foot throbbed as he rested it on a low stool in front of the fire and he poured himself another shot of rum to hopefully ease the pain. Johan jumped as the doors banged open and he cast a haunted glance towards the front of the bar. He relaxed slightly when he saw that it was only some of the Reiksguard Knights.

Then he heard a voice behind him which froze his blood and made his spine tingle with almost painful terror.

"Vot you drinkin'? Can vee join you, ya?"

Johan yelped as Keanu's hand slapped his shoulder in a somewhat enthusiastic fashion, crushing several priceless rings, edged with jewels, into his flesh.

"Valebuster's, eh? Vot you drink zat fer, can't quaff Valebuster's like proper hero, ya?"

As if drawn by some magical communication, the other two Grunnson Marauders appeared through the smoke that filled the tavern common room. Johan sighed and beckoned them over. Jikiri looked as if he had just stepped out of a fresh bath, his hair neatly combed, his cloak spotless as he drifted easily through the throng, seeming to avoid the countless mishaps that can waylay you on such a journey. With a wink and a wave to the serving girls, the Elf sat down and put his feet on the table in a languid movement that reminded Johan of a stretching cat. However, the sharpness in Jikiri's eyes showed that this cat had its claws out and wasn't getting ready to chase any string...

Grimcrag himself elbowed through the crowd like a bull in a china shop. The Dwarf was lost behind the bar for a while, but his progress could be measured by the annoyed shouts and startled yelps as he prodded the odd obstructive rump with the Grunnson Family Axe. A tough-looking Halberdier at the bar started to remonstrate with the ancient Dwarf, but Grimcrag pulled the man down and whispered in his ear. The man went pale, and, as the tip of Grimcrag's axe absently strayed closer to his codpiece, the veteran gagged slightly and ran headlong for the latrines.

"Wotcha! What did you think of the fight then? I thought it went pretty well, considering there's so much open space – lets 'em all run away. Took me ages to catch up with some of 'em."

Johan shuddered heavily as he recalled the sight of twenty Black Orcs bunched up against the river, all trying to climb over each other in a frenzied attempt to be as far away from the Grunnson Family Axe as possible. The scariest thing had been the polite way

Grimcrag had waited until a poor unfortunate was thrust forward from the mob to face him.

"Zat Vyvern, I fort he vould get me for a bit, before I could get a proper grip on the bedamned fing."

Keanu demonstrated his special hold on a nearby wooden beam which splintered under the

pressure, bringing part of the roof down on some unfortunate Halflings who were loitering with intent outside the kitchen doors.

"Just 'ow much gold is there in the city coffers after our lot was taken out?" Grimcrag fixed the Imperial Envoy with his steely gaze and leaned closer.

"Don't worry, your exorbitant fees haven't bled the city dry, there's plenty of gold and gems left for the main army's payroll."

"Really? Fascinating." Jikiri leaned closer too, his lips twisted into a slight smile.

"Now wait a minute, what are you thinking?"

Keanu extricated himself from the wreckage of the roof and laid a friendly arm around Johan's neck, his bicep forcing the poor youth's chin into his chest.

"Does being Envoy pay much, ya? I bet you earn more money zen us, ya?"

"No, not really, it's prestige mainly. I'm not even of noble birth, my father was a greengrocer."

Grimcrag attempted a fatherly smile, which made Johan even more uneasy.

"Really? Good lad like you could do better, given the proper tutelage, of course. From greengrocer to soldier, eh? That's initiative, that is. Lots of opportunities for lads with initiative."

Suddenly the doors were flung open again and a troop of armoured Reiksguard marched in, led by one of Severina Sturmdrang's maids. The young girl pointed in the direction of Jikiri and whispered something to their sergeant.

I think it's time we left, boys. This place is a little too crowded for my liking..."

As Grunnson's Marauders hurriedly made their way towards the back door, loosening their weapons in a casual fashion, Johan felt Keanu's strong grip on his arm.

"Come on, lad, we'll show you ze vurld and make you ze rich greengrocer, ya?"

With a sigh he got up and followed

WOOD ELF WAYWATCHERS



WOOD ELF GLADE RIDERS



Glade Rider Standard Bearer



Glade Rider Horn Blower

SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity

and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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**GAMES
WORKSHOP**

MANFLAYER

Fabius Bile has travelled the galaxy more widely than any other lord of the Traitor Legions. On Dimmamar he is known as the Chem-master, on Arden IX and in the Bray system he is called Manflayer, to the wretched tribes living among the ravaged hives of Paramar V he is the Clonelord. He calls himself "Primogenitor", claiming that he has unlocked the secrets of the Emperor's work in the creation of the Primarchs and the first Space Marines.

Bile's alchemical knowledge and skills at genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of foul deviants and twisted abominations wherever his ships have landed. His name has become a curse to the Adeptus of Earth as his pollution of mankind's gene-pool has become ever more apparent. The populations of whole worlds have had to be wiped out by the Adeptus Astartes as they attempt to purge Bile's creations with fire and sword. Mostly they find once-civilised planets populated by ragged hordes of debased, shambling monsters.

However, in several battles the Emperor's Space Marines have encountered fierce resistance from a hardened cadre of enhanced humans that fight with the strength and cunning of devils. These altered spawn of Bile's experimentation exhibit strength, speed and intelligence many times higher than the human norm and are depraved, psychotic killers. These are Bile's proudest creations, the pinnacle of his arts, the New Man he would see spread throughout the galaxy: fickle, selfish, obsessive, aggressive, treacherous, murderous. Each of man's worst traits has been bred into these creatures and married with the psychology of a tyrant and the strength of a madman. Even the Inquisition do not know how many of these abominations have escaped into the galaxy, but they do know they are almost impossible to locate until their incipient psychosis sends them on a manic killing spree.

Bile is a renegade even from his own Legion. He held the position of Lieutenant Commander of the Emperor's Children at the time of the Heresy. The Emperor's Children invaded Earth with



By Andy Chambers

Fabius Bile, also known as Primogenitor or Clonelord, is among the most vile lords of the Traitor Legions.





Horus but took little direct part in the fighting around the Imperial palace. Instead, they descended upon the civilian population of the Administratum, the complex infrastructure of clerks, bureaucrats, curators and menials who co-ordinated the efforts of the far flung Imperium. Whole families of staid scribes and haughty prefects fleeing the battle zone were hunted down by the Emperor's Children and incarcerated in dreadful conditions. More than a million prisoners were rendered down to supply an array of stimulants and intoxicants for the corrupt renegades as they sought ever wilder pleasures.

Perhaps it was at this time that Fabius Bile started along the dark pathway which would bring such woe to whole planetary populations. He was certainly foremost in experimenting on living prisoners, keeping them alive in their torment for weeks at a time. Even amidst the carnage of the Heresy his fascination was with life, not death. Bile aided the Emperor's Children as they slipped further into the embrace of Slaanesh, altering their brain chemistry to sharpen their senses and connecting their pleasure centres to their nervous system so that any stimulus would bring them unholy joy. But as the Emperor's Children lost themselves in sensuality Bile moved further and further from them.

Bile left Earth before Horus' defeat, accompanied by a handful of altered followers. He moved through the war-torn Imperium from planet to planet, system to system offering his assistance to the rebel forces in exchange for prisoners, genetic samples or ancient technical libra. Many ambitious planetary overlords came to rue the day they joined their fates with Fabius Bile as his

atrocities and acts of mass genocide often repelled even their own supporters. Nonetheless, the assistance that Bile could offer was potent indeed. His serums transformed mediocre defence troopers into ravening super-soldiers, or he could use the black technology of cloning to mobilise thousands of "perfect warriors" within a matter of months.

But all the spawn of Bile's experiments could not hold back the furious tide of loyalists that boiled outward from ravaged Terra. Retribution finally caught Bile in the Arden system, where he was supporting the excesses of the renegade Lord Tyrell in exchange for foetal material. The Adeptus Astartes plummeted down upon the corrupted world of Arden IX like fiery angels of vengeance. The flesh refineries and cloning vats burned in a single night before the righteous fury of Space Marines of the Salamanders Chapter and Bile had to flee once more. This time he barely escaped

Follow me my children, and the glory of victory shall be yours. We shall cleanse ourselves in the crimson waters of our enemy. We shall bring ecstasy of quick release to those who stand against us. We shall give bloody praise to the Lord of Pleasure and sing his name as we dance across the fallen. Follow me my children, and you shall taste the undreamt of joys that lie beyond the bounds of Mortal Sense.

FABIUS BILE

Fabius Bile

Known by many names, Fabius Bile is a dark master of mutagenics. From a hidden base within the Eye of Terror, Bile sells his services to each of the Traitor Legions in return for slaves upon whom he can continue his own depraved experiments.

"Why struggle? You'll feel so much better once I'm finished..."

FABIUS BILE



Fabius Bile's
Wargear cards can
be found in this
issue's card
section.



with his own life as his ship was crippled by an Imperial Gothic class cruiser as it fled into the dubious safety of the warp.

Like much of the flotsam of warp space, Bile's vessel was drawn into the Eye of Terror.

He drifted there for an age until by chance, or the design of some dark god, his ship was caught in the gravity well of an ancient Daemon World.

Once it had been one of the planets which harboured the brilliant, scintillating civilisation of the Eldar

before their spectacular fall from grace. Now it was a Crone World of twisted darkness and crawling madness and here Bile made his new, warped home.

He soon discovered that the Traitor Legions in the Eye of Terror had desperate need of his services; they needed cloned warriors and slaves by the score, but most of all they needed the precious gene-seed organs to create more Space Marines so that they could attack the Imperium with renewed vigour. Fabius Bile negotiated a delicate position with the Traitor Legions. They each needed his services, but he refused to aid any one Legion more than any other. In this way his safety has, thus far, been assured.

FABIUS BILE

120 points

200 points including Wargear

Your Chaos force may include Fabius Bile. If Fabius Bile is included in a force then he must be its commander.

WEAPONS Fabius Bile is armed with the *Rod of Torment*, the *Xyclos Needler* and a bolt pistol, plus frag and Krak grenades.

ARMOUR Fabius Bile wears power armour which gives him a 3+ saving throw on a D6.

WARGEAR & CHAOS REWARDS Fabius Bile may have up to 3 Chaos Rewards or Wargear cards. These must be the *Xyclos Needler*, the *Rod of Torment* and the *Chirurgion*.

MARKS OF CHAOS Fabius Bile ultimately serves no one but himself, hence he bears no Marks of Chaos.

STRATEGY RATING Fabius Bile has a strategy rating of 5.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fabius Bile	D3+3	D6+2	D6+2	D3+3	D3+3	D6	D6+2	D3	10

SPECIAL RULES

CHARACTERISTICS. Fabius Bile continually experiments on his own body. To represent the fact that his physical capabilities can vary tremendously, Fabius' characteristic profile is generated randomly before each game (preferably in the presence of your opponent). Roll the appropriate dice and modify them as noted in Bile's profile. This profile will not remain constant and is re-rolled before each game.

THE CHIRURGEON. The Chirurgion is a complex part magical, part technological device which is attached to Bile's spine and extends its spidery limbs over his shoulders. It could be said that the Chirurgion is Bile's life work, or that the Chirurgion works to keep Bile in life. The life-giving black ichor that it pumps around Bile's body is charged with

the immortal energy of the warp. The direct effects of this in the game are twofold:

Firstly it gives Bile the same immunities to toxins and gases as a daemon. Secondly, and most importantly, any wound Bile suffers may be instantly healed by the Chirurgion. If Bile's armour fails to protect him from a hit he will still suffer no damage at all if the Chaos player rolls higher than the number of Wounds inflicted by the hit on 1D6.

For example, Bile suffers a hit from a boltgun inflicting 1 Wound – on a roll of 2 or more the Wound is negated. Next he suffers a hit from a melta gun and takes 4 Wounds – on a roll of 5 or 6 all 4 Wounds are negated.

The Chirurgion will always save Bile on a natural roll of a 6 no matter how many wounds were inflicted by a hit, though it cannot save him from annihilation by Vortex grenade, Distort cannon, Wraith cannon, etc.

ENHANCED WARRIORS. If Fabius Bile is the commander of a force he can enhance some of the warriors under his control through genetic manipulation and drugs. Up to one squad may be enhanced in this way at a cost of +5 points per model. Enhanced troops gain +1 to their Movement, Strength, Toughness and Attacks characteristics, as summarised below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
	+1			+1	+1			+1	

Squads with a Mark of Chaos or characters may not be enhanced in this way. Enhanced warriors are immune to the psychology rules for fear and terror. They will also rally automatically if they are broken and in cover at the end of the Chaos player's turn, even if they were broken or had to flee to reach cover in the same turn.

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

PSYCHOLOGY. Fabius Bile is immune to all psychology except that induced by the Chirurgion's Frenzon dispenser and cannot be broken.

A detailed illustration for a Warhammer event. It depicts a dark, chaotic battle scene. In the center, a large, ornate, and somewhat grotesque structure, possibly a temple or a large monster, is the focus of the conflict. It has many limbs, some holding weapons like spears and axes. The structure is adorned with intricate carvings and feathers. In the foreground, several warriors are engaged in combat. One warrior on the left is holding a long spear. Another warrior in the center is wearing a hooded cloak and holding a sword. To the right, a creature with large antlers and a fierce expression is visible. The background is filled with more warriors and the smoke of battle. The overall tone is dark and intense, typical of Warhammer's aesthetic.

WARHAMMER

BATTLE DAYS

TEMPLE OF THE DAMNED

On the 3rd and 4th of August, every Games Workshop store in the UK will be fighting a massive Warhammer game – *Temple of the Damned*.
Phone your store now for details of how you can join in.

A WORD FROM OUR SPONSOR...

Dwarf legends tell that as the 200th anniversary of the White Dwarf approached, there came a young Dwarf from the stronghold known as *the Bunker*. Having dared the great, cavernous halls which separated the abode of the White Dwarf from the rest of the Dwarf Kingdoms, he climbed the steep flight of stairs up to the Throne Room. The young Dwarf was a new recruit to The Bunker, a mercenary who had but recently arrived from the frozen lands of Norsca. For this reason it was he who always received the hardest tasks. Today he was to haul a heavy keg of ale up to the halls of the White Dwarf. The Bugman's brew inside was to be a gift to the venerable one, in exchange for the

saga of the origins of the tome that bears his name to this day. As the young Dwarf continued his climb, his imagination ran riot. The meeting filled him with awe – he was to meet one of the Great Ancestors, a living link to the legendary past, who could still remember the days when the first White Dwarf magazine appeared. The Old Days.

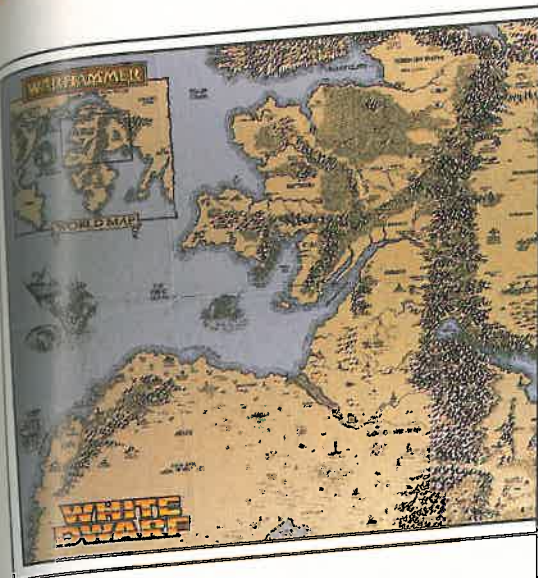
After what seemed an eternity, the struggling young Dwarf reached the top of the stairs. Three times he knocked on the door decorated with runes and carvings that illustrated the deeds and the victories of the White Dwarf. After a while there was a response. "Go away!" came the voice from inside, loud as thunder and angry as a raging storm. Taking a deep breath, the Bunker Dwarf opened the door and entered.

The changing face of White Dwarf.

Top row, left to right: issue 50, issue 1, issue 90.

Bottom Row: issue 100, issue 191, issue 173.





Over the years, White Dwarf has offered its readers a variety of free gifts including miniatures, card buildings, maps, posters and even a flexi-disc with Warhammer-themed music!

The vast vault inside was of truly epic proportions, dimly lit by smoking braziers which made the gemstones embedded on the walls glitter like stars. The old Dwarf himself was feeling grumpy, as usual, and stared down at the impudent upstart imperiously from his massive throne. After his long climb the young Dwarf was totally exhausted, much to the annoyance of the Great Dwarf. "Hmph!" grunted the White Dwarf, displeased and disappointed with the young one's lack of stamina. His irritation grew as he noticed the keg the short-beard was carrying. "In my day," he muttered, "a young Dwarf would have carried a whole barrel to an honourable old Dwarf instead of this pitiful, tiny keg." With one stroke of his great axe the White Dwarf shattered the top of the keg, and started to guzzle down the precious ale. The young Dwarf's mouth felt dry,

but he suppressed the desire to ask for a tankard of his own – the White Dwarf was already disappointed enough with his lack of respect. After emptying his keg in remarkably short time, the old Dwarf complained loudly about the poor quality and weakness of the ale, as was proper to a Dwarf of his age and standing, and then angrily demanded to know why the young upstart had disturbed his peace. "Oh venerable Ancestor," began the Bunker Dwarf, bowing deeply, "I wish to hear a tale of the bygone ages, the saga of the fabled tome named after your most worthy self". The White Dwarf slowly nodded his head, his grim features softening as his memory reached back to the ancient times. Finally the old Dwarf began his tale with a deep, grinding voice. "Yes, I remember it well," he muttered, "it was in the year of 1977, a Tuesday, I think..."

BLOOD FOR THE BLOOD GOD!

"From their holes and caverns creep,
Ten million Orc and Goblin feet
With hungry hearts and sharpened knives
They come to take your worthless lives."

A jolly extract from the issue 95 flexi-disc.



From black and white, through two-colour, to our current glorious full colour pages, White Dwarf has always striven to improve himself!

MODELLING WORKSHOP

TURNING YOUR RHINO INTO A WHIRLWIND

BY TONY COTTELL

Welcome to Modelling Workshop, the first of a new regular White Dwarf feature in which we will be exploring the possibilities of converting Games Workshop models to create exciting new versions for your games. Don't worry if you have no modelling experience, we use the Rhino kit as the source material for the White Dwarf, one of the thousands of vehicles currently in Imperial service. The Rhino is a new vehicle from a single-track design, each of which provides you with easily accessible options to explore in your games.

The Rhino is a heavy vehicle and with a lot of armour, it is a very tough opponent. It is a good idea to have a Rhino in your army, as it can be used to transport troops and equipment. It is also a good idea to have a Rhino in your army, as it can be used to transport troops and equipment.

The Rhino is a heavy vehicle and with a lot of armour, it is a very tough opponent. It is a good idea to have a Rhino in your army, as it can be used to transport troops and equipment. It is also a good idea to have a Rhino in your army, as it can be used to transport troops and equipment.

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FIT, NOT FAT!

"This is an ideal opportunity to clear one misunderstanding once and for all: people talk about me getting fatter, but nothing could be further from the truth! In fact it's just my chest that has slipped a bit. It's all relaxed muscle, honest! And what would you look like if you'd be forced to eat all sorts of things: maps, posters, and recently several pages of cardboard! Once the menu even included a flexi-disc! No wonder my girth has grown...

Now I can boast well over 100 pages each month, all in full colour, including a regular card section and occasional extra features, like free miniatures and posters!"

AS IT BEGAN

In the beginning, there was a group of young, industrious gamers (who, according to the legends belonged to the noble race of Dwarfs). The annals of the Dwarf Kingdoms remember their names with honour: Ian Livingstone, Steve Jackson and John Peake. They had a dream, a dream of a games company of their own. From this dream grew Games Workshop, and a magazine to support the gaming hobby. This magazine was to be the legendary White Dwarf.

There were no fancy computers or scanners to do the work, only long, hard days of toil. The Dwarfs who made the first magazine lived in an old ale-cart back then, as they could not afford to rent a stronghold. Pages were pasted up, artwork drawn and articles were written. Punishing deadlines

were set and met. Four thousand copies of the first issue were printed with ink made from the blood of the Editor. The magazine was named in honour of a mighty and powerful Dwarf, (whose name shall not be mentioned here due to his great humility), as well as an extremely dense astronomical object. This way both science-fiction and fantasy would be featured in the name. All four thousand copies were sold, which was an amazing feat during this time as the people playing hobby games were few and far between. The hardship endured by these brave Dwarfs was enormous, and seemed impossible to overcome. Those were the days...

BIGGER AND BETTER

The great river of time flowed ever onwards. Full colour appeared, first on the front cover of issue 7, and then inside on the pages of issue 52.

The popularity of the magazine steadily increased, and from issue 32 onwards White Dwarf started to appear monthly. This tradition endures to this day.

Issue 45 was the first White Dwarf to feature a Warhammer Article. "Thistlewood" was a scenario that featured a bitter struggle between

the forces of King Amias and evil wizard Vassago (according to history, the Dwarfs that were allied to King Amias were instrumental in the eventual defeat of the evil wizard).

Over the years regular features were added. Some, like the comic strips *Thrudd the Barbarian* and *Gobbledigook* are not with us any more, while others, like 'Eavy Metal still appear each month. After ten years, 50,000 people were regularly reading each issue of White Dwarf, and the number was steadily growing. Ten years of White Dwarf was celebrated in a suitably grand fashion in issue 90.

In the year of 1986 Ian Livingstone, a long-time Editor of White Dwarf, handed the position over to Ian Marsh. A succession of Editors followed, and their names are recorded in the Great Book of Remembering with honour: Paul Cockburn, Mike Brunton, Sean Masterson, Phil Gallagher and Simon Forrest. They shall be remembered.

The legends dictate that it was issue 93 when the game called Warhammer 40,000 made its first appearance in the pages of White Dwarf, never to leave the magazine again.

Issue 100 was celebrated with a giant poster and competitions, with a grand first prize of a lifetime subscription to White Dwarf! (What more could anyone ask for?).

The evolution of the battle report, from the top.

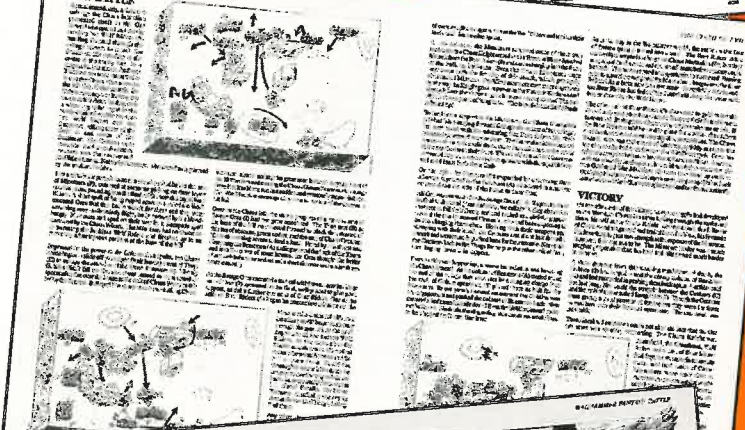
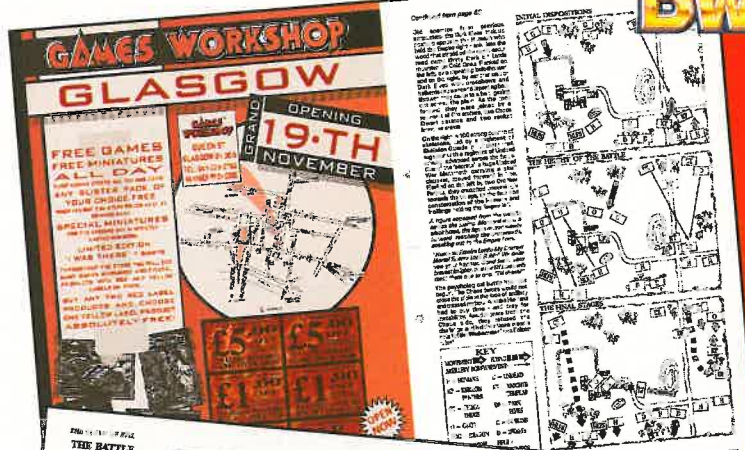
The first ever battle report, Twenty Four Hours at Carik Mound, in Issue 107.

Issue 120, A Gathering of Eagles.

Issue 123, The Clash of Evil.

Issue 143, Alaitoc Craftworld vs Blood Angels.

Issue 194, Redemption.



IN THE BEGINNING...

Here is a somewhat condensed history of White Dwarf:

It's June/July 1977 and **Issue 1** of "White Dwarf. The Science Fiction and Fantasy Games Magazine" is published (That's right, it's our 20th birthday next year!). Ian Livingstone (co-founder of Games Workshop) is the Editor and it is printed bi-monthly.

Issue 7 (June/July 1978) has the first colour cover.

Issue 32 (August 1982) is the first White Dwarf to be published monthly.

Issue 90, White Dwarf is 10 years old (hooray, funny hats, party poppers and jelly 'n' ice cream all round!).

Issue 100, we're halfway there!

Issue 140, Robin Dews takes over as Editor and a new Golden Age of Enlightenment and Perfection begins (well, Robin is our boss, so we have to say that...)!

Issue 190, Robin hands the White Dwarf baton to Jake Thornton and disappears off into the shadowy realms of Studio Management.

Issue 191, White Dwarf is pulled into the Runesmith's cave for a serious overhaul and comes out even fatter, weighing in at 128 pages, with a card section and new, pretty page layouts all over the place.

From **Issue 192** onwards, everything gets even better. The White Dwarf Bunker swells with new recruits and the Even More Golden Age of White Dwarf begins.

To be continued...

The editorial baton changed hands once again, and from issue 140 onwards a man known as Robin Dews took over this prestigious position. He held the Editor's title right until issue 190 when the position was once again passed on to the current Editor: Jake "Doc" Thornton. He commands a troupe of other Dwarfs all of which he fondly calls by the name "Dopey". The advent of Jake as Editor saw another notable change in the White Dwarf: he got fatter! With all the articles, releases and extras that he was constantly being fed, it was inevitable that sooner or later he would start to put on weight, and in issue 191 it finally happened. And he keeps on growing, with this month's issue containing a massive 144 pages, the largest issue ever!

Here ends the saga of the ancient times, and the future looks bright. Or, as Jake would say: "pass me my shades..."

FINAL WORDS

The old Dwarf shook his head, moved by the memories. "Yes, I remember it all," he muttered, half to himself and half to the young Dwarf who stood in reverent silence. "The river of time flows ever on, kingdoms crumble and mountains are ground to dust by the teeth of time. But White Dwarf alone has endured through ages past, and will endure

forever." the White Dwarf said. He shook his head and gazed on the shelves that covered the walls of his Throne Room. They were filled with rune-encrusted binders, indicating the numbers of issues stored inside. The White Dwarf picked up the latest one and fondly fingered through the pages, as if they had been made out of precious gold leaf. He gestured the young Bunker Dwarf closer. "One thing which has been true throughout the history of the White Dwarf is that the Editors

THE LONGEST WAR

Issue 136 heralded the beginning of a conflict of epic proportions: the quest of Jervis Johnson to defeat Andy Chambers in a Battle Report. The very first Epic clash (in a format recognisable to current readers, with colour maps and turn-by-turn commentary) was featured in this issue, and ended in a victory for the Space Marines commanded by Andy Chambers. Jervis swore to have his revenge. (*And still dreams of it! - Ed*)

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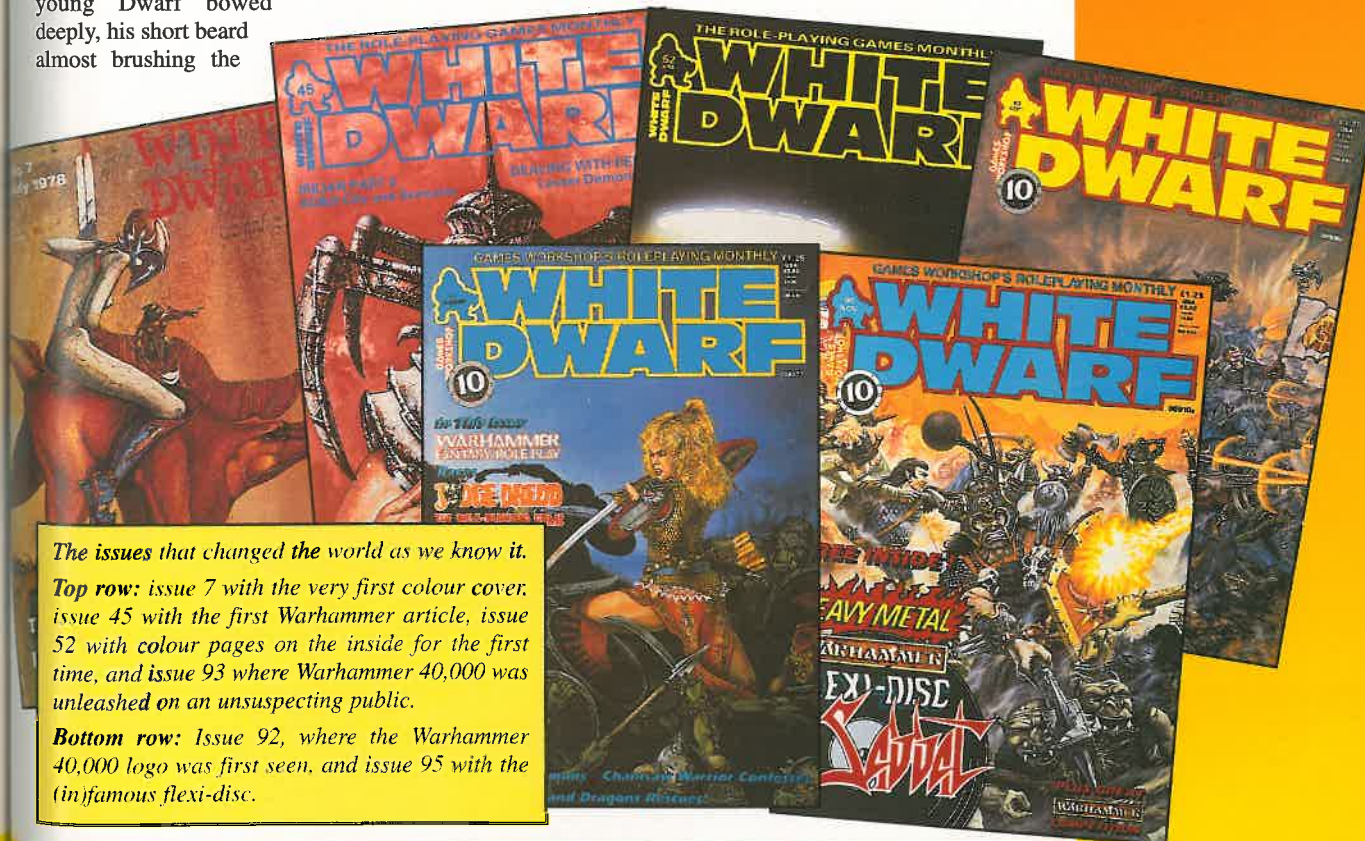


From the Best of White Dwarf Articles Vol. 1 through the Warhammer 40,000 Compendium to Chronicles of War and Warhammer 40,000 Battles, the most popular White Dwarf articles have been compiled into useful reference volumes.

and contributors have always strived to improve the quality of the magazine. As I leaf through the pages of my latest issues, I am happy to see that the standards continue to improve. But remember young one, I am still watching. Do not let my great age fool you. My eyes are sharp as ever, as is my axe. Strive always for perfection. Or else..." The young Dwarf bowed deeply, his short beard almost brushing the

marble floor, and left the Throne room.

The journey back to the Bunker was long and filled with dangers, but the expression of the Dwarf was determined: he had an issue of White Dwarf to finish.



The issues that changed the world as we know it. Top row: issue 7 with the very first colour cover, issue 45 with the first Warhammer article, issue 52 with colour pages on the inside for the first time, and issue 93 where Warhammer 40,000 was unleashed on an unsuspecting public.

Bottom row: Issue 92, where the Warhammer 40,000 logo was first seen, and issue 95 with the (infamous flexi-disc.

EPIC

EPIC CONFLICT IN THE WAR-TORN UNIVERSE OF THE 41ST MILLENNIUM

Minatures supplied unpainted. Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



The fate of the galaxy itself hangs in the balance as gigantic armies of warriors, tanks and mighty Titans clash in apocalyptic conflict.

As the commander of an entire army, each player relies on his tactical skill to defeat his opponent. Though luck plays its part, ultimate victory belongs to the best general.



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Hive War, Ork, Squat, Titan Legions and White Dwarf are trademarks of Games Workshop Ltd.
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GAMES
WORKSHOP

MODELLING WORKSHOP

Many of you reading this article will have either already collected, or just started to collect an army. Almost all of you will have fought at least one battle, but how many of you have actually made any terrain? It is all too easy to just spend your time painting armies and playing games, instead of thinking about the battlefield you game on. When you first start this is okay – you can use the terrain you get in your boxed game, as well as improvising. But after countless games played over old school textbook hills and card buildings from the boxed game, you may want something more exciting to play on. While the card buildings may have looked good when the game was new, since the dog got hold of the cottage, and the watch-tower collapsed under the weight of your Emperor Dragon, they're just a bit past their prime! As your army grows and the scope of your games gets larger and more complicated, your terrain soon starts to look less impressive.

It is at this point you realise that what you really need is some proper wargames scenery. You've got to put down your paints and miniatures and set about the task of putting together a proper gaming table, full of nicely modelled terrain. This may seem like a rather daunting task – there are very few ready-made terrain models (save the excellent Imperial Firebase and Bastion models!), so most terrain has to be built from scratch.



Owen Branham inspects his latest terrain project.

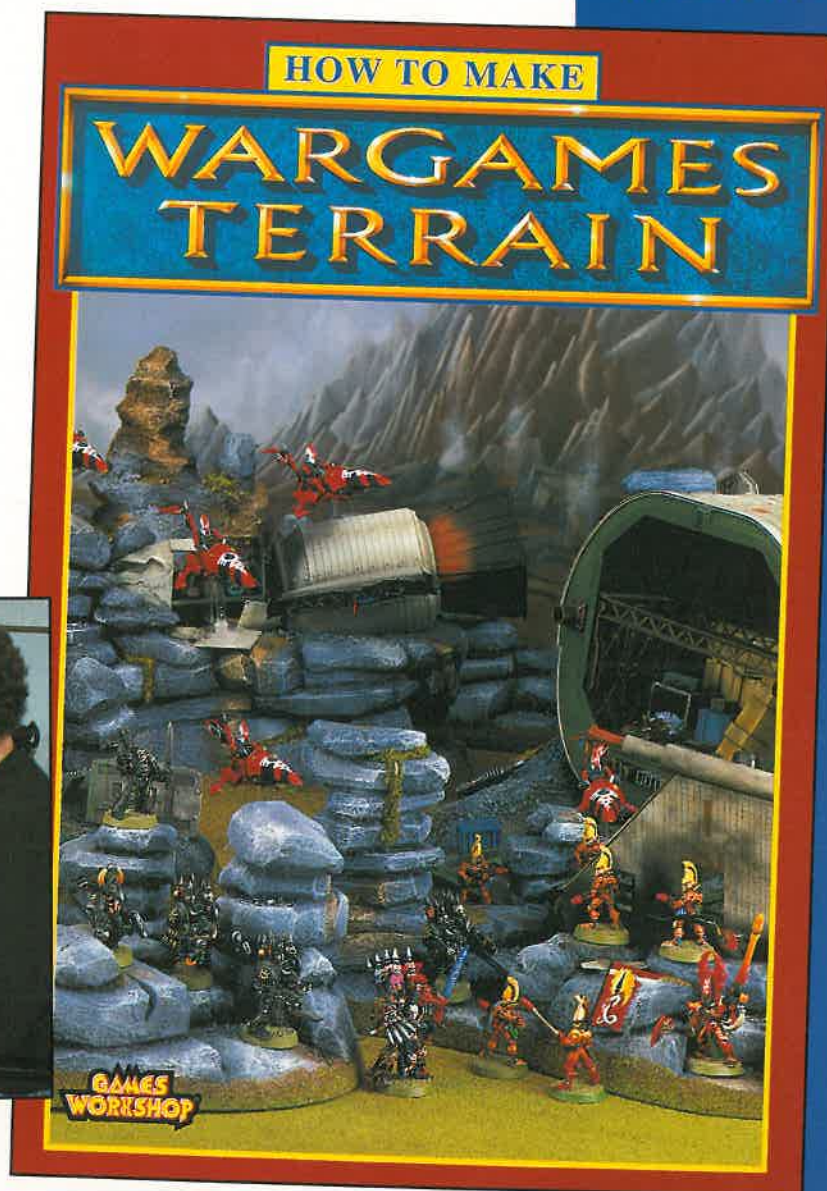
SERIOUS UNDERTAKING

Making the decision to start building and collecting terrain is a serious undertaking and one that I undertook only just recently. Having just moved into a new house, I suddenly found myself with an excess of rooms at my disposal. What was I going to do with the spare room? I know, I could turn it into a gaming room! There were only two problems with that plan – I didn't have a games table and I didn't have any terrain!



By Ian Pickstock

This month sees the release of the *How to Make Wargames Terrain* book. As well as step-by-step guides for building terrain, this great tome is packed full of inspiring ideas and photographs.



MODELLING WORKSHOP

Having the right tools is half the battle.

MODELLING TOOLS

The modelling tools described on this page are all you'll need to get started. Some of them – like scissors and pencils – you'll probably already have at your disposal. Of all these tools, a good quality modelling knife is the most essential.

MODELLING KNIFE



Be very careful when you are using a modelling knife. The best kind of knife is the type with a retractable blade so that only a short amount of angled blade appears out of the handle. When you're not using the knife, the blade can be retracted safely into the handle. Always cut away from you and never get your fingers in the way. Use the knife by scoring along the edge of a steel ruler to ensure a straight cut. Cut by scoring several times, pressing lightly until the material is cut through.

On the whole it is better to limit the use of the knife to a minimum and avoid using it at all if possible. Scissors are safer and more easily controlled. There is not much that you need a knife for except cutting neat holes through cardboard for windows and doors or for cutting card that is too thick for the scissors.

STEEL RULER

Steel rulers can be bought in hardware stores. When using a knife, cut against a steel ruler rather than a plastic or wooden one or the knife will groove the edge of the ruler spoiling the straight edge. The ruler is also used for measuring and drawing shapes on cardboard for making buildings.

PENCILS

To make a good model, especially model buildings or shapely hills, you will need to measure and mark the cardboard. You will often want to draw the sides of buildings onto cardboard before cutting out the shapes. Pencil is best for this, because ink from biro and felt pens will sometimes stain and seep through the painted surface of the model after it is finished, spoiling the effect.



SCISSORS

You can use scissors for most of the cutting jobs in making scenery if you are using thin cardboard as your main material. The best kind of scissors are those which are big enough to cut cardboard but not so big as to make it difficult to cut detailed shapes.



MIXING POTS

Yoghurt pots are ideal for holding water and for mixing up PVA glue and sand, or making quantities of paint. You could also use the tops of old aerosols.



Use mixing pots to shake rock or sand over surfaces to be textured in this way.



PAINT BRUSHES

You will need several different sizes of paint brushes. The small ones used for painting miniatures are fine for the later detailed painting of scenery, but in the earlier stages you will need big brushes which will be too big for miniature painting.

These big brushes are used for painting PVA glue, base colours such as green and establishing over large areas and rough surfaces.

Cheap hand-writing brushes are best. Brushes used for painting PVA need to be washed thoroughly after use or the brushes will dry into a solid mass. Brushes used for this kind of work will inevitably wear out quickly.

A big brush like this is useful for painting terrain.



EASY TO SWALLOW

The book examines the variety of tools and materials you can use to make terrain as well as how to go about doing it. A good feature of the Wargames Terrain book is the way things are laid out in easy to swallow chunks. Making terrain is actually surprisingly easy, you don't have to be gifted with great artistic talents (although it won't do any harm), you just need to know a few simple techniques, have enough patience to let the glue dry, and you're away. The Wargames Terrain book deals with things step-by-step. It doesn't matter if you play Warhammer or Warhammer 40,000, placing a few hills on the table is an ideal way of quickly and effectively turning a flat table into an exciting games table. Whether you're using sheets of polystyrene, corrugated card or whatever, you'll find plenty of advice for transforming your table into a landscape of rolling hills.

Once you've mastered the art of making hills your ready to move onto trees, walls, hedges, bridges, rivers, ponds, burial mounds, temples, marshes, and more! Every section gives you lots of options and choices of material, so if you can't get hold of a particular item there are always plenty of alternatives. Particular handy tips and techniques, like how to securely apply flock, are marked out in separate boxes so that they are easy to locate when flicking through the book.

Warhammer 40,000 players need not fear either. A whole section is devoted to Warhammer 40,000 terrain, taking into account that games in the 41st millennium are quite different to those in the Warhammer universe. As well as needing more terrain than Warhammer, in Warhammer 40,000 it is also important that models can be easily placed within terrain. With that in mind, the section starts by showing you how to build rocky outcrops. Just like hills, these are great for adding dimension to the games table, but in addition they provide areas for squads to take cover.

Games Workshop employs the best modellers, painters and artists in the world, so getting hints and tips on modelling scenery wasn't a problem and I was soon on my way to making some modular terrain sections. However, for you folks at home the problem is a little more sticky. Everyone wants a table full of gorgeous terrain, but only a few know the lost and arcane secrets of terrain making.

DEFINITIVE GUIDE

Well, we couldn't send Owen Branham round to everyone's house to give them one-on-one tuition, so the only answer was to write a guide to making wargames terrain. Nigel Stillman took on the task of actually writing the guide, allowing our resident modeller,



You don't need any exotic materials. In fact, most things used for modelling terrain can be found lying around the house.

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WATCH-TOWER

Watch-towers are found in every settlement in the world and are the most visible of the buildings that make up a town or city. They are usually built on a hill or a tower and are used to watch for enemies or to signal other towers.

A good watch-tower will be built on a hill or a tower and will be made of a material that is easy to work with. It will be built on a base that is made of a material that is easy to work with. It will be built on a base that is made of a material that is easy to work with. It will be built on a base that is made of a material that is easy to work with.

MAKING A WATCH-TOWER



These photographs show the construction of a watch-tower. The left photo shows a completed tower with a conical roof. The right photo shows a tower with a flat roof and a small structure on top.

INDUSTRIAL SITE

An industrial site with huge cylindrical tanks and a mass of pipes and gantries makes an excellent and impressive futuristic terrain feature. If you make several you can group them together into a sprawling industrial complex.

MAKING AN INDUSTRIAL SITE



These photographs show the construction of an industrial site. The top photo shows a completed site with tanks and pipes. The middle photo shows a tank being made from a bottle. The bottom photo shows a completed site with tanks and pipes.

SPECIAL PROJECTS

There is no limit to the size and complexity of terrain other than practical considerations as the time you devote to making them. Really ambitious projects may take months or even years to complete but the fantastic results are well worth the effort, and at the end you will have created a truly unique piece of terrain.



These photographs show various special projects. The top photo shows a large, complex structure. The middle photo shows a small, simple structure. The bottom photo shows a large, complex structure. The right photo shows a small, simple structure.

The Wargames Terrain book is full of great ideas that you can make. Whether you play Warhammer 40,000 or Warhammer, you'll soon have a growing collection of scenery for your battles.

EVERYTHING IS RUINED!

Of course, everyone knows that Warhammer 40,000 uses such massive weapons that most battlefields are quickly reduced to ruins. A few good smashed walls here and there certainly don't go amiss, and the Wargames Terrain book shows you how you can turn your games table into a ruined metropolis.

As you progress, the projects grow in complexity. The Warhammer section goes on to describe ruined temples and an Undead pyramid, while the Warhammer 40,000 section shows you how to assemble an industrial chemical works and an alien ziggurat. By the time you have finished, you will have a table full of terrain and the skills and confidence to go on and try a few special projects of your own.

SPECIAL PROJECTS

The book finishes by showing some special projects that people in and around the Studio are working on at the moment. Although no specific details are provided, these projects are too large for us to cover in great detail (except in future Modelling Workshops - Ed). Besides, you'll probably want to go out and develop your own unique ideas and designs, not just copy other peoples' stuff!

Well, what are you waiting for, go get your glue and start making that Wargames Terrain!



MODELLING MASTERCLASS - Using Wire Mesh

Wire mesh is one of the most versatile types of modelling material for Warhammer 40,000 scenery. It's available from car maintenance shops and is relatively cheap. With it you can make all sorts of interesting pieces for your games such as fences and razor wire. Wire mesh can also be used for adding an industrial or military look to models.

FENCES

Fences are perhaps the most obvious use for wire mesh. If you make several sections of fence you can arrange them in different ways each time you play allowing you more variation in your games. Buildings can be surrounded with fences to create defensive outposts. A little variation in the sections can make all the difference - some fences can have holes blasted in them, some can have gates that the enemy can storm, others could have razor wire running across the top.

All you need to make a fence is some card and some polystyrene for the bases, anything for the uprights that hold up the fences. You can use old plastic, spars or strips of balsa wood or lath, some painted and some left natural. Cut by cutting out a card base, the edges slightly so it will sit with your gaming mat. Stick a strip of mesh to the base (about 1cm) and leave it to dry.

When the polystyrene is dry, carefully shape the edges with a sharp modelling knife.

Cut a series of uprights about 15-20mm longer than you want the fence to be. Glue three or four poles into the polystyrene at regular intervals. Make sure the end poles are right at the edge of the card so other fences can join up without leaving gaps.

Finally, cut a strip of mesh to the size you want it for your games (50 - 60mm high is about right) and stick it to the poles. When dry, paint the base with textured paint or cover with flock.

RAZOR WIRE

Razor wire looks great on the battlefield. It helps if you stick true strips of razor wire to a card base as this prevents them getting bent and damaged.

To make a stretch of razor wire, cut a thin strip of wire mesh and twist it lengthways so the points start to stick out. Then wrap the twisted wire loosely around a pencil to form it into coils. The coils of wire mesh can then be stuck onto a card base.



Wire mesh comes in various designs, which allows you to experiment with all sorts of different effects.



Wire mesh can be used on a multitude of Warhammer 40,000 modelling projects.



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These special offers to both new subscribers and renewals close on the 24th August 1996.



Here's another assortment of your most common questions, answered by our games development team. This month they start with Space Hulk...

Questions & Answers

Q I just picked up a copy of the new Space Hulk game. One of the Missions has the Terminators trying to recover a C.A.T. and get it to the exit point. The Space Marines win if they get the undamaged C.A.T. to an exit. The Genestealers draw if they damage the C.A.T. and win if they destroy it. There are several conditions listed for destroying the C.A.T., but I can't seem to find any conditions for damaging it. How is a C.A.T. damaged?

A The notes about damaging the C.A.T. refer back to an old rule we cut out during playtesting. Ignore this reference when playing through the Mission.

Q In the Space Hulk Rulebook it describes having a flamer reload. Then it says that the Missions Book will tell you whether you have a

reload or not. After reading through the Mission Book, none of the Missions state you have a reload. Is this right? Some of the Missions are almost impossible without one.

A This is a mistake. What the Rulebook should say is that you *always* receive one reload for a heavy flamer, unless the Mission instructions state otherwise.

Q The Space Hulk rulebook states that a Space Marine cannot move and fire if he is carrying a heavy flamer. Does this mean that he cannot move at all during a turn in which he fires, or does it just mean that he cannot use a single action point to move and fire?

A The rule just means that he cannot use a single action point to move and fire. He can, however, still move during the same turn that he fires by using further action points.



If you have any comments or questions about our games, why not ask da Roolz Boyz?

Questions and Answers summary sheets are also available from da Roolz Boyz and are free if you send a stamped, self-addressed envelope and quote which issue(s) you require.

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Or give them a ring on:

(01773) 713213

LAI D TO REST...

Q Can Space Wolves' Wolf Guard Terminators really take both an assault cannon and cyclone missile launcher?

A I think we've already answered this question in a previous Q&A, but just in case we haven't, *no they can't!*

Q Are Terminators encumbered (-1 to WS) if they carry a heavy weapon?

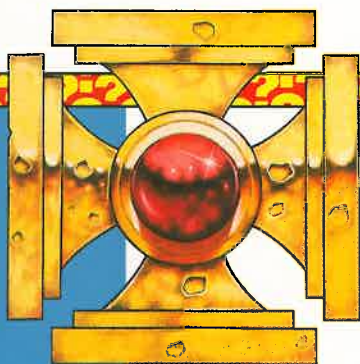
A No.

Q Can models wearing Terminator armour throw grenades?

A No.

Q Can Space Marines wearing Terminator armour rapid fire their storm bolters?

A Yes.



Q Can a Warhammer 40,000 Eldar Avatar use its *Wailing Doom* to make a parry, since it's a really big sword?

A No. An Eldar Avatar is the physical manifestation of Khaela Mensha Khaine, a raging god of war and destruction. The Avatar has no thoughts for defence, only attacking and killing the enemy! Also, the *Wailing Doom* actually appears in

many different forms, only one of which is a sword...

Q Can a character who is immune to psychology, *choose* to be affected? For instance, could my Champion of Slaanesh choose to flee with the unit he is leading in order to improve their chances of rallying?

A Normally if a model is not affected by psychology then it will always be immune,

"An Eldar Avatar is the physical manifestation of Khaela Mensha Khaine, a raging god of war and destruction."



regardless of what you wish it to do. Any exception to this is noted in the rules. For example, Dwarf Slayers are still subject to *Hatred* of Goblins and Orcs, even though they're immune to all other forms of psychology.

In the case of Slaanesh Champions, it specifically states that "if fighting as part of a unit they **do not** flee...". The distinction is subtle, but important – Slaanesh Champions couldn't be persuaded to run from a joyous fight by anything!

Q Can Outlander gangs from Necromunda use captured weapons which aren't from one of their weapon lists? For example, could I give a captured plasma gun to my Renegade Ratskins?

A Yes they can, and they can also use rare weapons which they pick up from the Outlaw Trading Post. Note that they may still need skills like *Specialist* to use certain weapons, which might not be easy to acquire. Also remember that you'll have to convert a model as well, since weapons must be represented on the figures.

Q Does a Warhammer General wearing the *Crown of Command* really give all troops within 12" an unmodified Leadership of 10?

A This question breaks down into two parts, because the *Crown of Command* has two different effects. Firstly, the character wearing this gets a Leadership of 10. This always applies and is in addition to any other rules. So, if your General is wearing the *Crown of Command* he has a Leadership of 10 which can be used by any friendly troops within 12".

Secondly, the *Crown of Command* means that the character's Leadership is not modified by the combat result if they have to take a break test for losing a round of hand-to-hand combat. This only applies to a unit the character is actually leading. So, troops within 12" of your General, but not directly led by him, will suffer modifiers to their break test as normal.

Q In the rules for the Wood Elf special character, the Dryad Drycha, it says that she is immune to psychology like *Dryads*. Is this really true? Are regiments of ordinary Dryads immune to psychology too?

A Sadly, this only applies to the Dryad Drycha herself (Nigel is being suitably punished at the moment...)

Q What happens if two magic items which negate each other come into base-to-base contact? Is one negated, or are both?



Champions of Slaanesh are immune to break tests, which is generally very useful. However, there are times when this can cause problems too..

Q Does the magic item *Ring of Corin* negate an item such as the *Talisman of Obsidian*, which nullifies spells cast at the bearer?

A These two questions have a similar answer, so we'll deal with them both at the same time (as well as some other questions which we've received). Warhammer Battle Magic contains the "Irresistible Forces and Immovable Objects" rule for situations like this. If two items of seemingly equal power are used against each other, each player should roll a D6. The highest score prevails for that instance, but should be rolled again next time the situation occurs.

Q Some of the Wood Elf special characters have new magic items, but there aren't any cards provided for them. Can anybody have them? Or is it only Wood Elves, only those characters or what?

A They are only available to the characters listed as having them.

Q How does a Callidus Assassin's *Neural Shredder* affect vehicles?

A The *Neural Shredder* will affect one randomly determined crew member, in the same way as the *Smite* psychic power.



Imperial Callidus Assassins are particularly effective at taking out heavily armoured targets like Chaos Terminators and enemy vehicles. This is because their Neural Shredder bypasses all kinds of armour to strike directly at the occupant.



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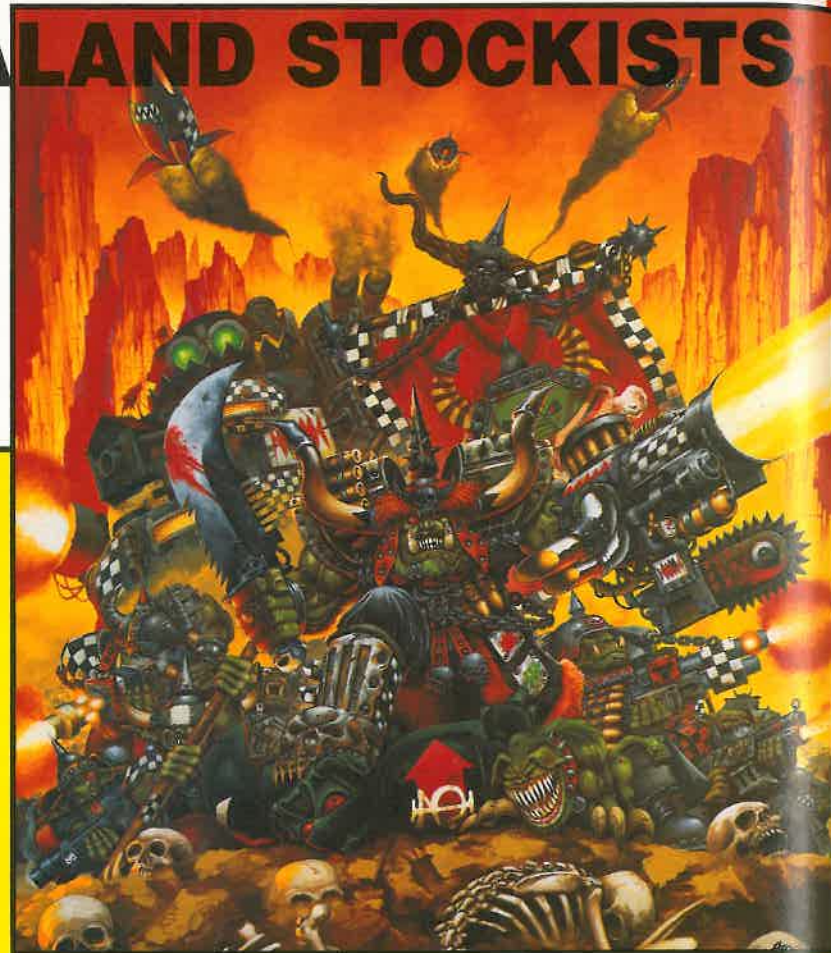
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KNEEL BEFORE ME!

By
**Andy
Chambers
and
Jervis
Johnson**

CHAOS COMES TO THRUGGOPOLIS

Andy: Chaos is everywhere since the release of Codex Chaos – coming up through the drains, behind the wallpaper, in the back of drawers (damn it, this just isn't working... start again).

Ahem. In order to show you some of the natty stuff that the forces of Chaos can get up to in Warhammer 40,000 since Codex Chaos hit the streets, we decided to fight a battle report. It's a bit of a tradition for me and Jervis to play each other in battle reports (and for Jerv to lose) so, as we also worked on Codex Chaos together, we both "volunteered" for the job.

Of course, both Jervis and I have been spotted burbling on about playing narrative campaigns and

using powerful special characters in appropriate scenarios in several recent White Dwarfs. This set us thinking that we really ought to back up our claims by doing an appropriate scenario for the Chaos battle report. But fortunately (heh, heh) we had one prepared earlier...

ABADDON'S CRUSADE

Over the course of writing Codex Chaos, Jervis and I played a loose narrative campaign to put our playtest games into some kind of context. We used the campaign to fight an escalating series of battles which depicted Abaddon leading a Black Crusade out of the Eye of Terror. He planned to use an enslaved Chaos Sorcerer to navigate through the warpstorms at the fringes of the Eye and avoid using the Cadian Gate. The first battle we fought was around 300 points a side and depicted the Chaos Space Marines attempting to silence an Imperial outpost on the backwater world of Arx so that Abaddon's fleet could move into the Imperium undetected.

Khorne Berzerkers (and their summoned Bloodletters) were dispatched for the job and killed the garrison, but failed to kill the resident Astropath – the Imperium received some vague warnings of impending doom. Subsequently the crusade raided an Industrial world and used Plague Marines to infect it before disappearing into Ork-controlled space. I had just written up Abaddon the Despoiler by this point, and Jervis pointed out that if we were going to use the "Warmaster of Chaos" it ought to be in an appropriate scenario, not a 1500 point free-for-all.

We concocted a story based around a recalcitrant Ork Warlord who was defying Abaddon. Abaddon decided to teleport down to his encampment to bring the Warlord to heel in person by defeating him in hand-to-hand combat, thus proving his power in a way that even Orks could



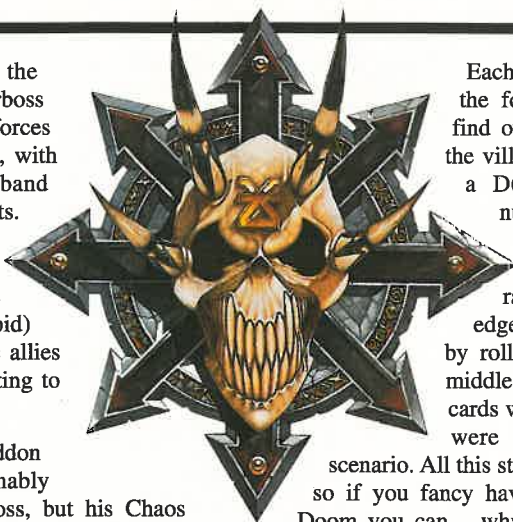
easily understand. In the game, we had the Warboss and a portion of his forces starting off on the table, with the rest of his Warband arriving as reinforcements. Abaddon was accompanied by a force of Chaos Space Marines (he's not stupid) and had some daemonic allies lurking in the warp waiting to be summoned.

In the game itself Abaddon teleported down reasonably close to the Ork Warboss, but his Chaos Space Marines were scattered more widely. This proved to be only a slight problem as Abaddon soon hunted down the Warboss (hacking his way through mega-armoured Nobz and Gretchin assistants en route) while his Chaos Space Marines and daemonic minions kept the rest of the Orks busy. The game was a good laugh and we concluded afterwards that Abaddon should always be able to teleport into battle if he wanted to, as it made a suitably dramatic entry for such a powerful character (well, a bit of drama never hurt anybody!).

When we came to do this battle report we decided to re-fight the "Warboss" scenario. Because it isn't a standard kind of game we've written it up slightly differently, merging the turns together in some places to make it flow more like the game did, (on some turns little happened, but on others all hell broke loose and we'll try to reflect that). We've stuck with our normal practice of taking photos during the game and then setting up the miniatures again later so that we can take photos with decent lights, proper cameras, etc. That's why there aren't any coffee mugs, dice, rulebooks, tape measures (or indeed players!) in the shots.

TECHNICAL STUFF

The Chaos Space Marine force is 1500 points strong, chosen from the delectable Studio Chaos Space Marine army. The Ork force totals up to 2000 points, but only 750 points starts in the village (including the Warboss, of course). To prevent the Orks being too clumped together, Jarvis had to place his units at least 12" apart – the idea being that the Orks were just going about their daily business and not expecting a horde of power armoured psychopaths to turn up. The other units of Orks would enter as reinforcements, as we assumed they were out foraging, buggy racing, hunting escaped squigs and so on.



Each turn, Jarvis determined if the foraging Orks returned to find out what all the ruckus in the village was about, by rolling a D6 and adding the turn number for each unit. A total of 7 or more meant they showed up at a random point along a table edge which was determined by rolling a scatter dice in the middle of the table. No Strategy cards were used as most of them were inappropriate to the scenario. All this stuff is summarised later on so if you fancy having a crack at Thrugg's Doom you can – why not write in and let us know how you get on?

The victory conditions for both sides were as follows. If Abaddon killed the Warboss in hand-to-hand combat, the forces of Chaos would win immediately. If the Warboss moved off a table edge he would be deemed to have escaped and the Orks would win immediately. In either case, the game would finish at that point with victory going to the appropriate side. Initially we wanted to play the game with no turn limit at all, but eventually we decided that time constraints meant it would be best to play six turns. Then, if neither side had fulfilled their main objective, the winner would be the side which had gained the most victory points by inflicting casualties (using the tables in the Dark Millennium supplement).

"...bring the Warlord to heel in person by defeating him in hand-to-hand combat, thus proving his power in a way that even Orks could easily understand."





CHOOSING THE ORKS

Jervis: Choosing the Ork army was remarkably straightforward as I'd already got a list from the first time we'd played the battle. As this was safely stored away on my computer at work it saved me from having to pick the army from scratch. When I'd first chosen the army it had been for a fun scenario rather than a fiercely competitive battle report (where honour is at stake...), so my starting point had been to pick an army more along the lines of "what kind of stuff would you find in an Ork village" than "what items will give me the greatest chance of victory". Picking an army in this way is a lot of fun and I'd recommend giving it a try.

But I digress. When I originally picked it, I wanted the Ork army to include as much different stuff as possible in order to reflect the colourful and varied nature of the Ork background. I therefore included all the different sorts of Oddboy, as you'd expect to find at least one of each type in a village, some Nobz and Boyz from the Warboss' clan (Bad Moons) and lots of Gretchin. To this I added a selection of Ork field artillery and a whole bunch of bikes, buggies and other Ork vehicles, without either of which no Ork army would be complete. To add a bit of variety I included some Deathskull Lootas and some Ork Freebooterz, reasoning that they were visiting the village to make a deal with the Ork



Warlord and ended up getting caught up in the fight. Finally, I seasoned the mix with a smattering of wargear cards, taking care *not* to include things that might spoil the game, no matter how tempting they might be to take (there would've been no point in playing the scenario at all if I'd taken a *Teleport Jammer*, for example!)

And voila! The army was complete, well, almost. The final stage I go through when creating an army is naming all of the characters and units. This gives them a bit more depth, and it really is much more fun to say something like "Kaptin Skumdreg an' his Freebooter Wreckin' Krew let 'em have it wiv everything day've got!"

than "The Freebooterz shoot at those Space Marines, don'tcha know...". When naming the units and characters I'll often search for inspiration amongst our old Warhammer 40,000 publications, and some of our older readers may well recognise the name of the leader of the Ork army as an Ork character with a long and infamous pedigree! *(There's a prize for the first reader to write in, telling us where Thrugg first appeared. Answers on a postcard to Jervis Johnson at the Studio - Ed)*

It was while I was naming the characters and units that I decided it would be nice if I could upgrade one of the crew of the Ork vehicles to a Nob. This isn't actually allowed in Codex Orks, but it just didn't seem right to have all those vehicles zooming about without anybody to lead them. Fortunately, Andy was happy to go along with this as a house rule for the battle, and so I upgraded the gunner on the Wartrak to a Nob (I chose him as he looked like the bossiest of all the crew members in the unit!).

So, the army being pretty much pre-chosen, all I had to worry about was my set up. First of all I had to split the army into two groups, one starting in the village, the rest out foragin'. I knew that Thrugg and his retinue had to start in the village, and as it would clearly have been silly for the field artillery to be out foragin', I deployed Da Laddo's Dead-Good Shooty Stuff in the village. Next, I added Wazmek and Gazza, mainly because we'd gone to the trouble of setting up a Mekaniak's workshop as part of the terrain in the village. This left me with very few points left to play with, but after a bit of fiddling with my list I was able to arrange things so that I could take Doc Snazbitz and Kaptin Skumdreg with his Wreckin' Krew, and a mob of 10 Gretchin. The rest of the army was out and about in the surrounding jungle.

Setting up the troops was very simple. I first deployed Thrugg and his retinue, placing them in the most out of the way place possible. Next I

THRUGG'S DOOM

Pick a 2,000 point army. No special characters are allowed, but apart from that there are no restrictions. The game table is set up to represent an Ork village. The playing area needs to be at least 4' square, but if you have a larger table, so much the better.

The Ork player may set up units with a total points value of up to 750 points on the table. One of these units must be the Ork Warboss. The Warboss is set up first, anywhere that is more than 20" from a table edge. Models from the remaining Ork units can be set up anywhere on the table that is 12" from any Ork unit *other than the Warboss*.

All the remaining Ork units are out foragin'. The Ork player rolls a D6 for each of these units at the end of each of his turns, adding the turn number to the dice roll. On a roll of 7+ the unit arrives back somewhere along the edge of the table. Roll a Scatter dice in the centre of the table to determine where the unit arrives and set it up within 4" of the edge of the table at that point. If *no* units arrive in a turn the Ork player may pick one to turn up.

Note, in the game itself we decided that Uznob's Evil Sunz bikers should randomly determine one of the three roads which head into the village as their entry point. This seemed appropriate and prevented them crashing into any trees or rocks when they arrived.



Thrugg Bullnek: Bad Moon Warboss with Ork 'eavy armour, power glove, *Kustom Blasta*, and a *Kustom Force Field*.



Thrugg's Retinue: Three Bad Moon Nobz in mega-armour with power claws/fists, one with a bolter, one with a plasma gun, and one armed with a flamer.



Oddgit: Bad Moon Weirdboy Warphead with four Minders. Oddgit has a *Weirdboy Staff*.



Dok Snazbitz: Bad Moon Painboy in Ork 'eavy armour, with a power fist and chainsword. Snazbitz has two Gretchin assistants, *Finditz* and *Fetchitz*. Finditz is a Champion.



Wazmek: Evil Sun Mekaniak, with *Mekboy's Tools*. Wazmek has a Gretchin assistant, *Gazza*.



Magteef's 'Ardboyz, Deathskull Mob: Magteef is a Deathskull Nob, armed with a chainsword, and carrying a *Vortex Grenade*. Da 'Ardboyz are 5 Deathskulls all armed with kustom kombi-weapons.



Kaptin Skumdreg's Wreckin' Krew: Kaptin Skumdreg, Freebooter Kaptin, armed with a chainsword and *Kustom Blasta*, and carrying a *Kustom Force Field*. Da Wreckin' Krew are five Freebooter Pirates, one with a lascannon.



Nazbog's Mob, Bad Moon Boyz Mob: Nazbog, Bad Moon Bigboss, in Ork 'eavy armour, equipped with a power fist, *Buzzer Squig Stikkbomb*, and *Combat Drugs*. The Boyz, ten Bad Moons with bolters and krak grenades, one with a lascannon and one armed with an autocannon.



Uznob's Evil Sunz Bikers: Uznob, Evil Sunz Nob, Jerv's special character – rides on a Wartrak, and has a *Bionic Eye*. Da Bikers: five Evil Sunz on Warbikes. Da Buggies: one Evil Sunz Buggy and one Evil Sunz Wartrak Scorchers.



Runtmark and his Laddos: Snakebite Runtherd, with *Runtherd's Grabba-stick*. Runtmark is accompanied by two Gretchin assistants, *Wallace* and *Gromit*. Gromit carries Runtmark's supply of frag and krak grenades. Runtmark's Laddos are 30 Gretchin with assorted weapons (may be split up into mobs of ten or more models before the battle).



Da Laddos Dead-Good Shooty Stuff: Smasha Gun, Squig Katapult, Splatta Kannon, and Traktor Kannon

deployed the Dead-Good Shooty Stuff, which Andy kindly let me set up as single units rather than a battery, so that I could spread them around to defend the perimeter of the town (we both agreed it would be silly for all of the weapons to have to set up together for this scenario). Wazmek and Gazza were placed in their workshop – where else would they be? – while the Gretchin, Doc

Snazbitz and Kaptin Skumdreg were squeezed in as close as I could get them to Thrugg without setting them up somewhere silly or inappropriate. My final deployment is shown on the accompanying map and in the photos included with this article, and a lovely picture of Orky tranquillity it created too. For the few minutes before Abaddon turned up, at least...



PICKIN' A FIGHT

Andy: I bet you're thinking "Aha, now Andy's going to show me how to pick all the best bits for a Chaos Space Marine force". Well, no actually. The force I picked is rather unusual for a number of reasons. Firstly, the new Chaos Space Marine miniatures are still being made and so, for example, Brian Nelson's gorgeous new Chaos Sorcerers haven't been painted yet. Jervis suggested I use one of the Chaos Sorcerers from our Warhammer Chaos army as a substitute, but I didn't like the idea. Ordinarily I wouldn't be caught dead without a Sorcerer to give me psychic support, but I consoled myself with the thought that I would be able to spend more points on troops instead.

Secondly, I picked the Chaos Space Marine squads I liked the best, rather than the ones I knew would be most effective. I also tried to limit myself to squads from as few different Legions as possible so that the raiding force wouldn't look like too much of a hotch-potch affair. Basically, because we were playing a characterful scenario I

wanted to use a characterful force. On the other hand, I *did* ensure I took a squad of the new Chaos Terminators and equipped one of them with a reaper autocannon! I also considered taking a Champion of Khorne riding a Juggernaut because the new model is so exceptionally brutal-looking and I thought I might need a fast-moving battering ram. However, at the end of the day I couldn't really imagine teleporting in a Champion on a Juggernaut so I decided to save him for another time.

The Chaos Space Marines I picked comprised Abaddon and his bodyguard of four Black Legion Terminators, a squad of five Black Legionnaires in power armour, a squad of five Plague Marines, a squad of three Night Lords Chaos Terminators and a squad of three Night Lords in power armour with heavy weapons.

DAEMON WORSHIP

One thing I wasn't going to miss out on was having some daemons lurking in the warp to summon up during the game. In the course of play-testing the stuff for the Chaos Codex, one of the new things I liked best was the way that you can use Champions or squads marked by the gods of Chaos to summon daemons. You choose the daemons as part of your force, but you don't deploy them until you've accumulated enough summoning points. The way you get summoning points varies from one god to another, so, for example, Khorne – the Lord of Battles grants summoning points for striking blows in hand-to-hand combat, while Tzeentch – the Great Sorcerer grants summoning points for Force cards expended on psychic powers, and so on.

Though it sounds like a disadvantage to wait before you get to deploy your daemons, it's actually an advantage because daemons are superlative at hand-to-hand combat and useless at everything else. If you pick your moment right, you can summon them up just in time to charge straight in hand-to-hand combat. This saves them from being shot up as they advance and allows you to surprise your opponent by suddenly overwhelming part of his force with a horde of daemonic unpleasantness!

There are, of course, a number of catches. You have to accumulate enough summoning points to get the daemons into play (this is particularly tricky with Khorne as it takes a turn or two to get to grips with the enemy). The daemons have to be summoned within 6" of a model with the right mark of Chaos for the daemon's god – so you have to get *him* to the right place instead. Some of the Chaos gods hate and despise one another so their daemons will fight each other if they're summoned to the same battlefield. Finally, if all of the models with the daemons' mark of Chaos are killed the daemons lose their link to the physical universe and disappear back to the Realm of Chaos immediately!

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Daemons of Nurgle: 6 Plaguebearers and 3 stands of Nurglings.



Abaddon: Abaddon is accompanied by 4 Black Guard in Terminator armour



The Night Watch: 3 Chaos Terminators, one with a reaper autocannon.



Squad Apollyon: 3 Chaos Space Marines, one with a heavy bolter, one with missile launcher and plasma missiles.



Squad Morte: 4 Plague Marines, led by an Aspiring Champion of Chaos.



Squad Kaon: 4 Chaos Space Marines, led by an Aspiring Champion of Chaos.

I had already decided to take a squad of Plague Marines, Chaos Space Marines that have been marked by Nurgle, Lord of Decay. Abaddon also bears the marks of *all* the Chaos gods from the various infernal pacts he's made. This made a pack of Nurgle daemons, Plaguebearers, a natural choice as I would have greater flexibility when I chose to summon them. The Plague Marines supplied a sturdy link for the daemons to exploit and as long as Abaddon was alive he could also supply the link to the physical realm the daemons needed. If Abaddon was lost then the game was

lost anyway. The other plus was that Nurgle daemons are straightforward to gain summoning points for – each Wound inflicted on the foe accumulates one Nurgle summoning point, two if it's inflicted by a model with the mark of Nurgle. I chose to include six Plaguebearers in my force, I would need twelve summoning points to get them into play, but I could summon them as two groups of three if I wanted (the minimum you need to summon at one time). The Plaguebearers would also supply me with some daemonic psychic powers once they were summoned.

FINISHING TOUCHES

With my main force squared up, I toughened some of the squads by placing Morte, an Aspiring Chaos Champion of Nurgle, in command of the Plague Marines. Kaon, another Aspiring Champion, was to command the Black Legion power armour squad. I gave Morte the Chaos reward *Cloud of Flies* to give him an edge in close combat, and I equipped Kaon with plasma grenades and a *Stasis Grenade* which he could use to slow down or pin the Ork reinforcements.

This left me with 45 points to spare, which I couldn't resist spending on three Nurgling bases. Nurglings aren't especially dangerous or tough, but there're lots of them, so bases have 3 Wounds each. This, combined with their unmodifiable daemonic saving throw, makes them exceptionally hard to kill. Nurglings are also easier to summon than ordinary daemons, requiring only one summoning point each.

TEETHING PROBLEMS

Jervis set up a splendid Ork village and deployed his forces before I teleported my ravaging Chaos horde into battle. Then we set to with gusto.

However, the deviation rolls for my teleporting troops proved to be rather more favourable than last time, and poor old Thugg immediately found himself completely surrounded by the hordes of Chaos. Abaddon was steaming up behind him like an express train at the head of his Terminator bodyguard and a squad of Plague Marines that were joined by half a dozen summoned Plaguebearers shortly after they appeared.

It didn't take a genius to conclude that Thugg had but moments to live – not quite the nail-biting battle for survival we were hoping for.

"PREPARE TO TELEPORT..."

We decided that we needed to modify the scenario so that Thugg had more of a fighting (or running) chance. Once he had persuaded me to stop the game (drat him!) Jervis suggested that I pre-plotted the teleport points for my squads *before* he deployed so that I couldn't take advantage of knowing where Thugg was when I teleported my damned souls into action.

We tried Jervis' idea and it worked a lot better as I was forced to spread my squads out around the village to ensure that I cut off Thugg's escape routes. It did throw up another problem in that

Abaddon ended up too far away from Thugg to have any chance of catching him at all. To get around this problem Jervis said I could keep any squads I wanted to in reserve and then plot where to teleport them in at the end of my first turn. This would enable the first squads to arrive to get a fix on Thugg's location, and then Abaddon could nail him.

Everybody got that? Good. Well this is what *really* happened...

Studying the table for likely teleport points soon made it apparent that I simply didn't have enough squads to form a decent ring around Thuggopolis. The best I could hope to achieve would be to keep Abaddon back and place the other four squads at points where they would be able to support each other. Otherwise the squads would be isolated and probably fall prey to the Orks picking them off one at a time.



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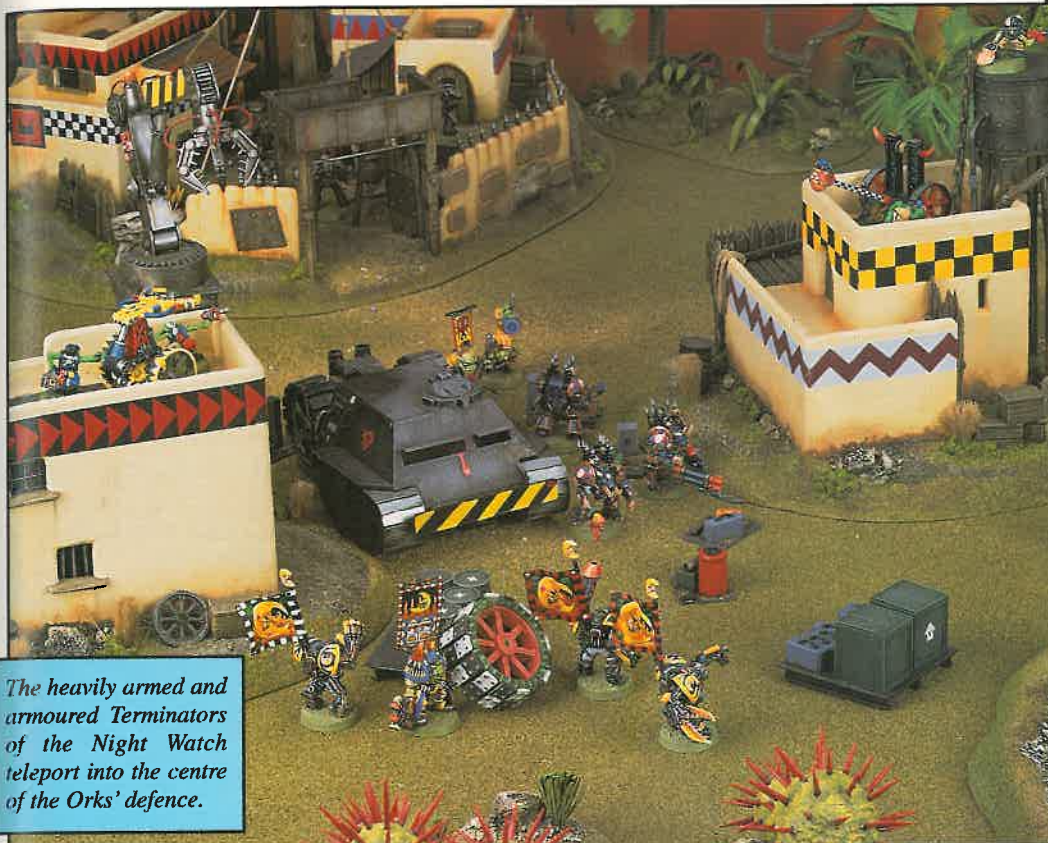
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The heavily armed and armoured Terminators of the Night Watch teleport into the centre of the Orks' defence.

I plotted Squad Apollyon to appear on the high ground east of the village where their heavy weapons would command the greatest field of fire. Squad Morte was prepared to appear in the largest cluster of Ork buildings to the south so that they could form a defensive strongpoint covering the road through the village and support the other squads with rapid-firing bolters. If Thugg made a dash in their direction I would be able to reinforce them with daemons to keep the Warboss tied up until Abaddon arrived. The Night Watch was plotted to arrive near the building with the water tower so that they could cover the open ground towards the river. Squad Kaon planned to appear by the Mekboy's shack so that they could stop Thugg sneaking off to the north east. These are marked on the deployment map.

FIRST CONTACT

All of the squads were off-target to the south and east, Kaon by the least and Apollyon by the most. An immediate firefight broke out between both these squads and Kaptin Skumdreg's Wreckin' Krew hiding behind some crates and sacks on the east side of the village. Most of the Ork Freebooterz were cut down, but the Kaptin and two of the Boyz got to cover amongst the crates once they had recovered from their initial shock.



The sounds of battle even penetrated the roar of the Evil Sunz bikes, crashing back through the jungle to find out what was going on...

Aboard the great black battle barge above the planet, ancient engines screamed and power flashed in deadly arcs. The hand-picked squads of the Warmaster's strike force stood tense and ready, their eyes bright in anticipation of the havoc they would wreak below, lips moving silently in prayer to their unspeakable deities.

Abaddon raised his fist in salute, and with a flash they were gone.

Nurgle Champion Morte and his squad had time to bombard the Traktor Kannon above them with blight grenades, crippling its crew before they moved up to the west wall of the compound at the sound of approaching Warbikes and Buggies. From there they sowed further putrescent blight grenades in the road and picked off the distant Splatta Kannon with a well-aimed (and very lucky!) bolter shot.

The Night Watch launched into a gun battle with the mega-armoured Nobz protecting Thugg, but the mighty armour protecting the

"...the Night Watch turned their reaper autocannon to bear and laid down a curtain of fire which damaged one Warbike and blasted apart two more, sending them careening wildly out of control..."



combatants prevented any casualties on either side. As the horde of returning Evil Sunz appeared at the far side of the river, the Night Watch turned their reaper autocannon to bear and laid down a curtain of fire which damaged one Warbike and blasted apart two more, sending them careening wildly out of control.

At the start of the second turn, Abaddon and his bodyguard teleported down to head off Thrugg's escape route through the spiker plants, but deviated wildly and ended up on the other side of the river. Their fire against the mega-armoured Nobz was as ineffective as that of the Night Watch. Abaddon ground his teeth in frustration as

Thrugg made off in the other direction towards the red painted horde of vehicles that were streaming down the road.

The Evil Sunz gunned their engines and roared into the village, spraying fire wildly at the power armoured figures they could see ducking for cover. A multi-melta blast withered three of the Plague Marines where they stood, and one of Kaon's group was blasted apart by a hail of autocannon shells. The Night Watch's reaper-man survived the slicing beam of a Wartrak lascannon, but as the Gretchin krews started to get more accurate another Night Watchman was consumed by Buzzer Squigs launched from the Squig Katapult. Then another of Kaon's squad was wrenched into the air and slammed down again with bone-breaking force by the Smasha Kannon.

I'd hoped to summon the daemons as one large unit, but I didn't have the summoning points and I had to get more forces to bear. I compromised and summoned up three Plaguebearers and three Nurgling bases across the river from Abaddon, in a position to charge towards the mega Nobz next turn. Jervis responded by bringing on his Deathskull Lootas mob as reinforcements, and the great god Scatter dice brought them wandering on right next to Squad Apollyon...





Thrugg dashes for safety as Abaddon teleports down on the wrong side of the river!

DAEMONS! DAEMONS!

The plague-ridden daemonic entities summoned by Abaddon scuttled and slurped their way towards the mega-armoured Nobz, but didn't make contact. Thrugg turned and pumped shots into them with his *Kustom Blasta*, blowing impressive holes in Nurglings until his second shot blew the weapon up! Abaddon and the Black Guard shrugged off the desultory fire from some nearby Gretchin and the out of control Warbike, and marched off along their side of the river in an effort to head off the Warboss. The Chaos Gods promptly smiled, and the Warbike skidded through a hedge, bounced along the river and crashed into a building, killing its unlucky Ork rider (what a way to go!).

On the east side of the village Apollyon and the Deathskulls slugged it out. The Chaos Space Marines got the worst of it despite getting the first shots off and soon only the Chaos Marine armed with a missile launcher still stood. Kaptin Skumdreg found that his *Kustom Blasta* was impressively pyrotechnic, but he couldn't hit with it to save his life. Meanwhile, in the village, a suitably chaotic fight was developing. Kaon split their fire ineffectually between the Deathskulls and the rapidly approaching Doc

Snazbitz, only killing his two Gretchin assistants Findzit and Fetchitz. Enraged, the Doc charged into combat with Kaon, but was quickly cut down. Another of Kaon's squad was punched full of holes by Warbike autocannon and Kaon with his last man ran for cover deeper in the Mek's junkyard.

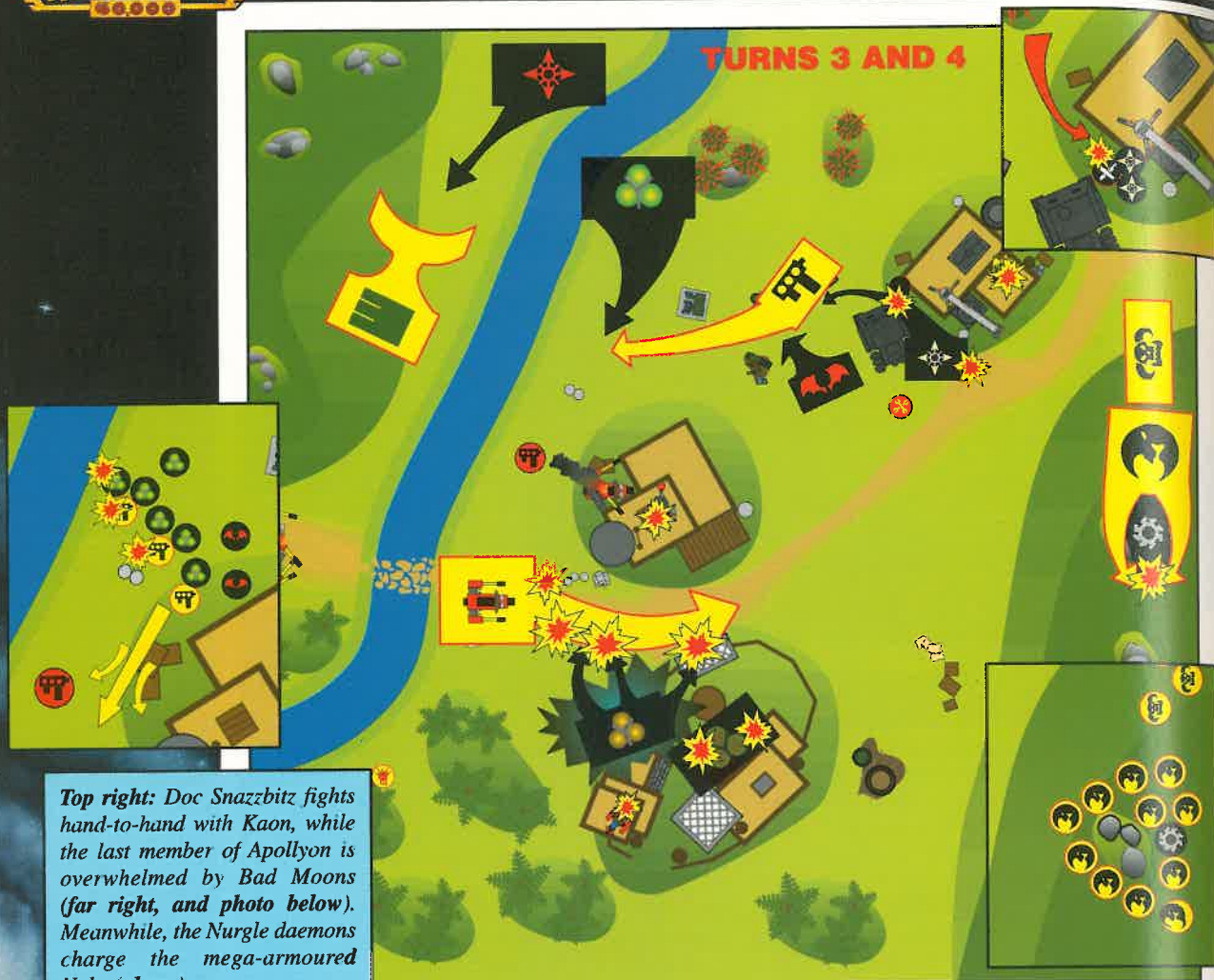
The Night Watch pursued Thrugg relentlessly, the reaper-man unleashing a curtain of shells to cover the back of the remaining Terminator as he repeatedly tried to flame the apparently fire-proof mega-armoured Nobz – one flamed him back and

he was set on fire instead! Reaper fire killed the War Buggy's driver and as it span out of control its gunner was killed by a still-virulent blight grenade. The Wartrak came through the hail of fire intact, but again its lascannon splashed off the Terminator's armour without punching through! The Night Watch Terminator was now ablaze, but in his massive armoured suit he was able to shrug this off and concentrate on the Squig Katapult. He was rewarded by killing one of its krew and setting the Katapult itself on fire.

Morte and his remaining Plague Marine prepared to make their last stand as a Scorcher roared past



A hail of fire from the Night Watch's reaper autocannon plus an attack by Plaguebearers smashes apart the Evil Sunz mob.



Top right: Doc Snazzbitz fights hand-to-hand with Kaon, while the last member of Apollyon is overwhelmed by Bad Moons (far right, and photo below). Meanwhile, the Nurgle daemons charge the mega-armoured Nobz (above).

the gate and roasted them both. Morte survived the burst, but was left burning and very close to death. Fortunately, the remaining Traktor Kannon crew had succumbed to the blight grenade hurled into their nest and his dying gave Morte the power he needed to summon the rest of the Plaguebearers. This he did, their sickly

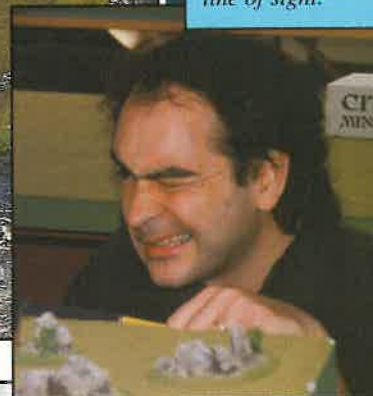
presence manifesting itself on the battlefield even as Morte staggered off in a random direction and fell in the Ork's cesspit, blowing himself to pieces as he triggered a pocket of methane gas (it's true! We decided to roll a dice for it: 1-3 Kaboom – he blew up, 4-6 Splosh! the fire went out – it seemed like a good idea at the time...)





The mega-armoured Nobz are overrun by rampaging daemons from the warp.

"I have got line of sight, I have got line of sight."



More Ork reinforcements arrived. This was Oddgit the Weirdboy Warphead coming back from a fishing trip down the river and a large mob of Bad Moons who turned up next to the surviving member of Squad Apollyon. The lone Chaos Space Marine unleashed one plasma missile into the mob and killed two before they charged him, one more Ork fell to his bolt pistol and then he was pummelled and stabbed to death by the unstoppable green horde.

The Plaguebearers and Nurglings charged into the Orks like a tide of foulness. Those summoned by the dying Morte leapt amidst the Evil Sunz and hacked most of them to pieces, with only one Warbike and the Scorcher gunner surviving. The mega-Nobz were overwhelmed, unable to even fight back as they wretched uncontrollably at the Plaguebearer's psychic *Aura of Decay*. As realisation of how horribly dangerous Plaguebearers were became apparent, the Orks blasted at them with everything they could. The Scorcher gunner burned one putrescent Plaguebearer, but all the other shots bounced off the warp creature's shimmering daemonic auras. Oddgit started blasting off psychic powers at the daemons as well though he was too far away and blocked by the jungle.

The weight of the Orks' numbers was starting to tell. A mob of Gretchin reinforcements showed up in the same vicinity as the Bad Moons and Deathskulls, the Squig Katapult krew rallied and the Gretchin mob near Abaddon moved to surround him and his bodyguard (the fools...).



As well as being shot at, Thrudd himself could feel the foetid breath of daemons on the back of his neck by this stage. He ducked behind the water tower to get some respite before hurling a frag

The Plaguebearers rampaged on through the Orks' fire like true daemons, eviscerating the last two Evil Sunz with their plagueswords. The remaining mega-armoured Nob broke and ran as they charged him, the Nurglings scurrying at his feet, making no impression as he legged it after

On the other hand, Oddgit was starting to get the hang of how to splat daemons. One of Morte's children was blasted apart by a *Power Vomit* which also flipped the riderless Warbike through the air. Two more Plaguebearers were sent howling back to the warp one after the other with the '*Edbutz* psychic power. The horrible vulnerability of daemons to psychic powers was becoming very obviously manifest.

Squad Kaon and the (still-burning) Night Watch Terminator combined their fire to clean out the Squig Katapult and Smasha Gun with

"Did we really write that, Jerv?"



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flamer and bolt gun shots, though the Smasha gun nearly killed Kaon.

The reaper-man turned his attentions on Kaptin Skumdreg who was trying to creep up for a *Kustom Blaster* shot. Two autocannon hits put the good

Kaptin to sleep for a very long time. Next, Oddgit got a little bit close and two of his minders fell victim to the reaper – this was enough to make Oddgit break and send him diving for cover, much to Jervis' disgust.

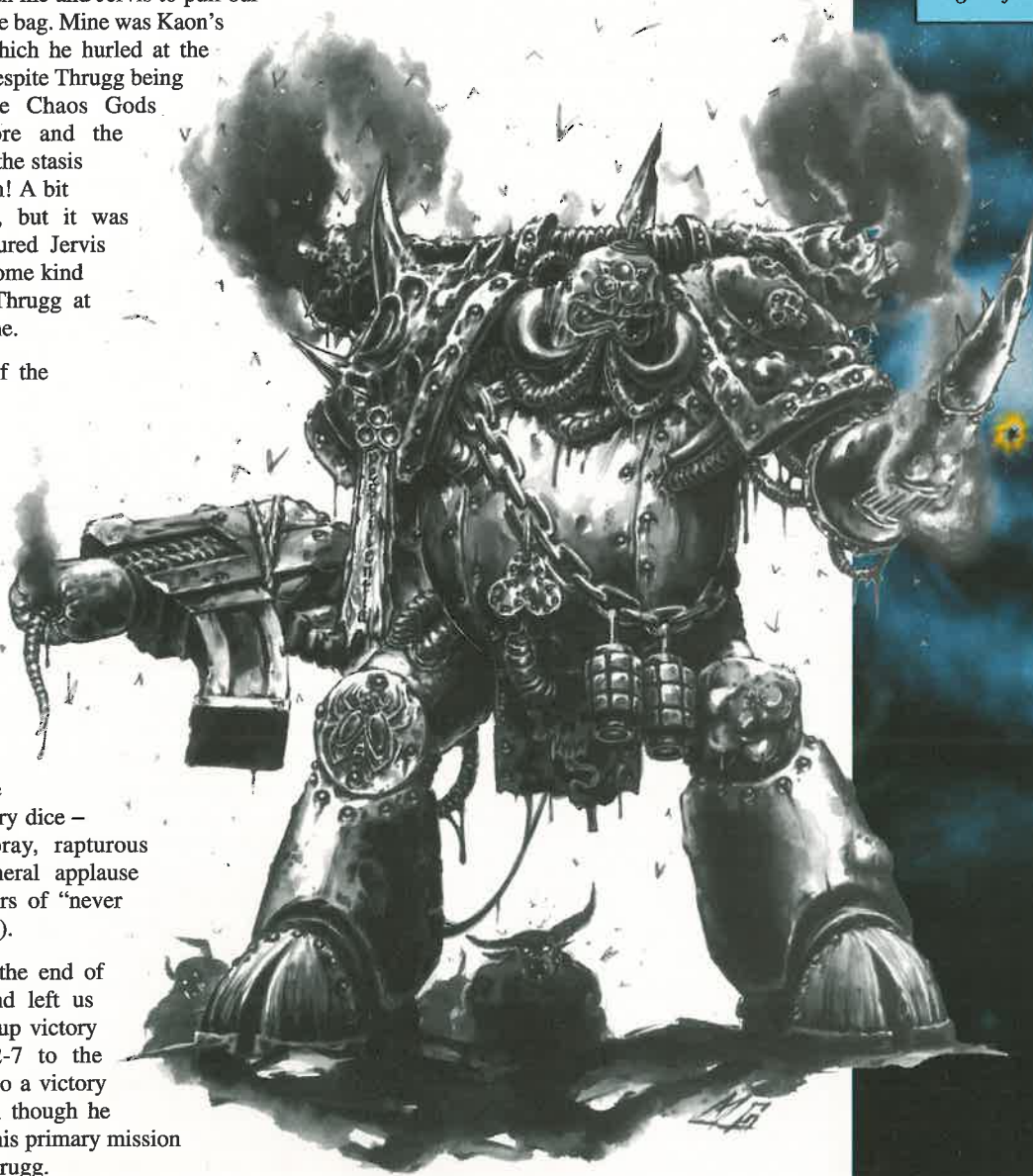
It was time for both me and Jervis to pull our last tricks out of the bag. Mine was Kaon's *Stasis Grenade* which he hurled at the fleeing Thugg. Despite Thugg being out of range the Chaos Gods smiled once more and the scatter roll meant the stasis bubble caught him! A bit pointless I know, but it was dramatic and ensured Jervis couldn't wangle some kind of rally roll for Thugg at the end of the game.

Jervis' last cast of the dice was far more scary, – the Deathskulls' Boss had a looted *Vortex Grenade* and had carefully worked his way forward into a position to throw it amidst Kaon and the Night Watch. Gasp, shriek, etc. He throws, he misses, he rolls the Scatter and Artillery dice – it's a dud! (hooray, rapturous cheering and general applause from Andy, mutters of "never again" from Jervis).

Oddgit rallied at the end of the Orks' turn and left us just with cashing up victory points to do: 12-7 to the forces of Chaos, so a victory for Abaddon even though he didn't succeed in his primary mission of duffing over Thugg.



The lust mega-armoured Nob flees before the might of Nurgle.





We're not quite sure what Andy's up to here, but Jervis doesn't look too pleased about it!

CHAOS GLOATING

AhahahahahahaHAHAHAHA! (Hmph, excuse my maniacal, chaotic laughter). I really, really thought I was going to lose this one. When Abaddon managed to teleport down 12" away in precisely the wrong place and Thrugg beetled off in the opposite direction I thought I was done for. I never even dreamt that I could come out ahead on victory points with my squads scattered all over the place and Ork reinforcements pouring in



from all directions, but fate (the Gods of Chaos as I like to think of it) smiled on me once again. Jerv's reinforcements actually started coming on all in the same place and I took great pains to use the Mek's shack to block their line of fire to my battered squads in the village.

Of course my plan could have been better, much better in fact. With hindsight (oh, that reliable 20/20 hindsight!) I should have teleported one squad down on the first turn (probably Apollyon to maximise their firing opportunities) to establish where Thrugg was, and then plotted the rest of my force to

come down around him on the second turn. Duh... stupid!

Had I taken a Tzeentch Sorcerer (as I did the first time we played this scenario) life would have been a lot easier as well – the *Teleport*, *Gate* or *Displacement* psychic powers would have overcome some of my problems with moving around quickly. In the first battle we fought with my Sorcerer, he was mounted on a flying Disc of Tzeentch. He zipped around and silenced the Ork field artillery by bashing its Gretchin krew in hand-to-hand combat, and this freed my other forces to concentrate on fighting the Orks.

As it was, Abaddon got stuck in a corner of the table with nothing but Gretchin to fight (boo, hiss) while his minions had to do all the hard work. It's worth noting that Abaddon and his bodyguard made up over a third of my points total and their impact on the battle was limited to offing 50 points of Gretchin and looking threatening. Natch!

I also made the mistake off wasting too much of my limited firepower on the mega-armoured Nobz guarding Thrugg. With their high saving throws it was highly unlikely that I would be able to bring them down with mere bolter fire, although I expended several reaper bursts on them as well (all to no effect, I might add).

Instead, the daemons managed to tip the balance by slaughtering the mega-armoured Nobz in an offhand manner that made Jervis very keen to kill them, taking the heat off the Chaos Space Marines for a while. The flexibility in summoning daemons to where they are needed most was amply illustrated by the Plaguebearers summoned by Morte. These helped out tremendously by killing off the Evil Sunz and reinforcing the south side of the village (at least until they got killed), buying me the time I needed to mop up the north.

Nonetheless, daemons aside, my man of the match award goes to the reaper-man who had a field day in a truly target-rich environment. His ability to move and fire was invaluable as it allowed him to manoeuvre for the best shot each turn and maximise his damage potential. The

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reaper is less nasty than an assault cannon, but it does have the advantage that it seldom, if ever, jams, and in a long haul game like this it's reliability proved a big advantage too.

And the scenario itself? Well I thought it was a bit rough that Jervis ended up choosing which of his Boyz to bring on as reinforcements virtually all the time, perhaps the unit should be randomised instead. The six turn limit on the game seemed too long – if it ain't resolved by Abaddon bashing Thugg within four turns then it's probably not going to be resolved in six either. Besides, this was a raid, not a siege! Still, as Jervis pointed out, fretting too much about the mythical "Game Balance" of a scenario is neither here nor there. Either it's fun or it isn't fun, and this one's certainly good fun.

NOO MANIJMENT

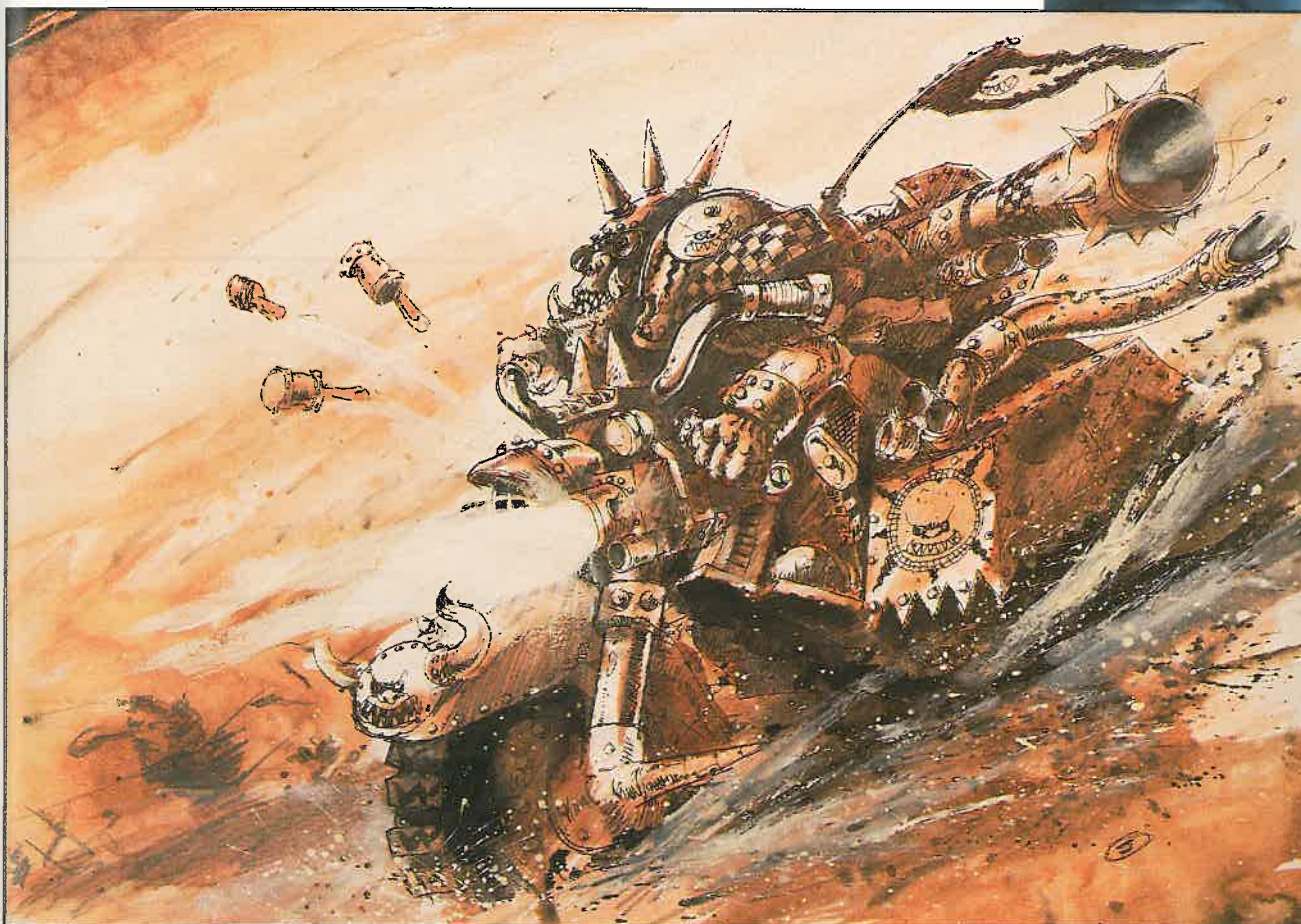
"Dese Chaos Boyz are tuff, 'praps we should listen to 'em arfter all"

Jervis: Well, for a while there it looked like Thugg might actually be able to get away, but sadly it was not to be. Gork and Mork succumbed to the power of the Chaos Gods. If only the Ork reinforcements had come on in a more useful position, or that damned reaper autocannon had proved slightly less effective, or Magteef's *Vortex Grenade* had not been a dud. If only, if only...

Still, at least this time Thugg survived, which is more than can be said for the first two times I played the scenario!

Interestingly, of the three times we've played this scenario now, I think I enjoyed the first most of all. This is odd really, because I lost the first game badly, and since then we've modified and twiddled with the rules to improve play balance so that this game was the most "even" we've played so far. Nonetheless, my memory of that first game was that it was more like a story unfolding than a "competitive game" being played, even though it was probably horribly unbalanced. It just goes to show that sometimes trying to make sure that everybody has the same chance of winning can actually make a game less interesting, rather than more so! You can't have everything, I guess.

This said, the scenario was still fun to play, and was tense and exciting to the end, though I'm not sure if the Orks can actually win it, even now – that's my excuse anyway! In any case, Andy, as ever, deserved his win, and what could possibly have been more appropriate for Issue 200 than having Andy beat me in a battle report – AGAIN!



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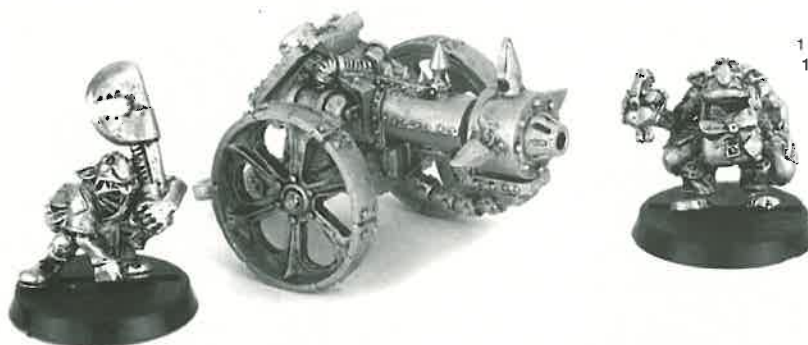
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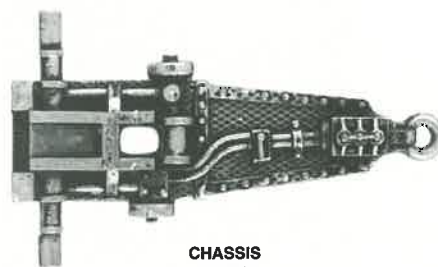
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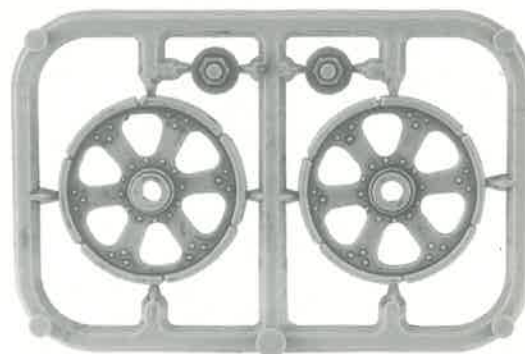
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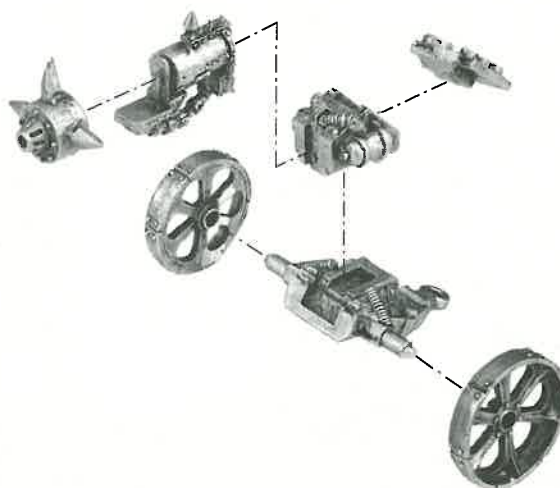
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GRETCHIN ASSISTANT 3
70559/44



GRETCHIN ASSISTANT 4
70559/42



GRETCHIN ASSISTANT 5
70559/43



GRETCHIN ASSISTANT 6
70559/41

Gretchin Assistants designed by Alan Perry

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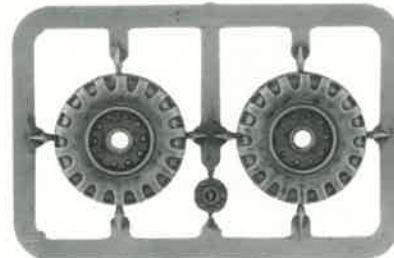
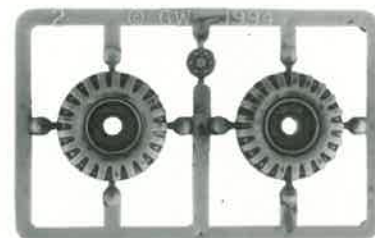
ORKS™

ORK WAR BUGGY

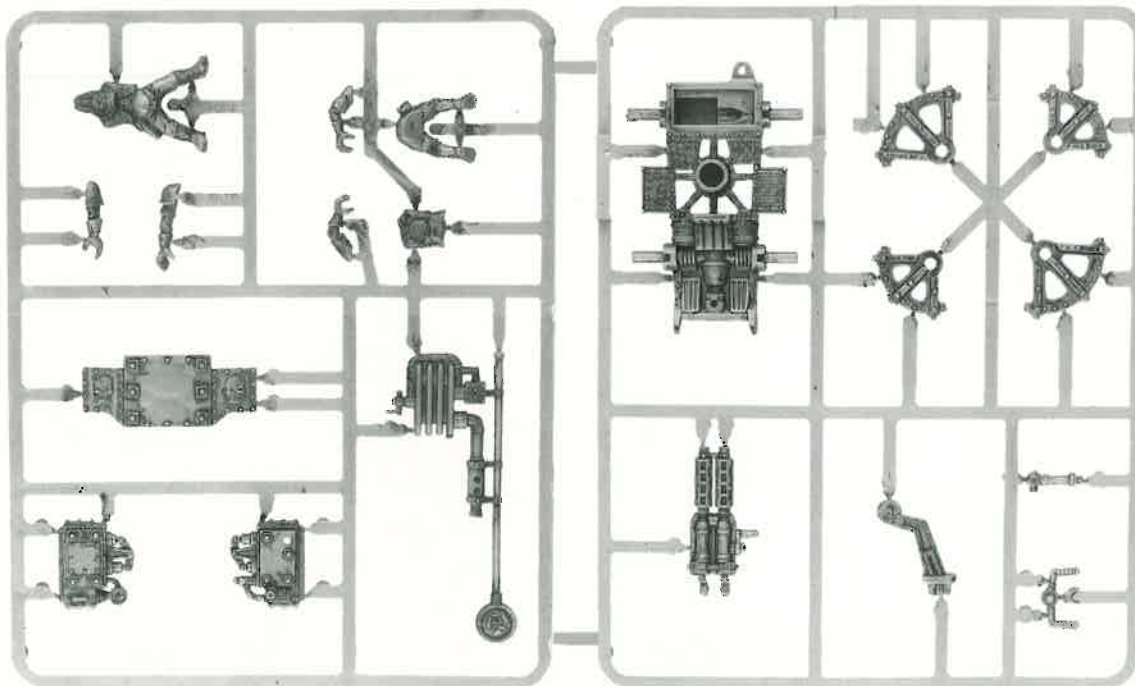
A COMPLETE ORK WAR BUGGY
CONSISTS OF:
1 x WAR BUGGY SPRUE
2 x ORK WAR BUGGY WHEEL SPRUE 1
2 x ORK WAR BUGGY WHEEL SPRUE 2
1 x TRANSFER SHEET
1 x ADHESIVE COLOUR BANNER SHEET



A COMPLETED AND PAINTED ORK WAR BUGGY



ORK WAR BUGGY WHEEL SPRUES
(SHOWN AT 75% OF ACTUAL SIZE)



PLASTIC WAR BUGGY SPRUE (SHOWN AT 75% OF ACTUAL SIZE)

CHAOS SPACE MARINES®

CHAOS PLAGUE MARINES



CHAOS PLAGUE MARINE
CHAMPION 1
70310/2



CHAOS PLAGUE MARINE
CHAMPION 2
70310/1



CHAOS PLAGUE MARINE
WITH MELTA-GUN
70309/1



CHAOS PLAGUE MARINE 1
70307/1



CHAOS PLAGUE MARINE 2
70307/2



CHAOS PLAGUE MARINE 3
70307/3

A COMPLETED
CHAOS PLAGUE MARINE CONSISTS OF:
1 x CHAOS PLAGUE MARINE
1 x CHAOS SPACE MARINE ARM SPRUE
1 x CHAOS SPACE MARINE BACKPACK SPRUE



EXAMPLES OF COMPLETED CHAOS PLAGUE MARINES



Designed by Dave Andrews

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CHAOS SPACE MARINES®

ABADDON THE DESPOILER, WARMASTER OF CHAOS



ABADDON HEAD
70303/2



THE TALON OF HORUS
70303/5



ABADDON LEFT
TROPHY RACK
70303/4



ABADDON RIGHT
TROPHY RACK
70303/3



ABADDON BODY
70303/1



DAEMON SWORD DRACH'NYEN
70303/6



THE COMPLETED
ABADDON THE DESPOILER,
WARMASTER OF CHAOS

THE COMPLETE ABADDON THE
DESPOILER, WARMASTER OF
CHAOS CONSISTS OF:
1 x ABADDON HEAD
1 x ABADDON BODY
1 x ABADDON RIGHT TROPHY RACK
1 x ABADDON LEFT TROPHY RACK
1 x THE TALON OF HORUS
1 x DAEMON SWORD DRACH'NYEN



Designed by Jes Goodwin

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CHAOS SPACE MARINES®

CHAOS TERMINATORS



**CHAOS TERMINATOR
BODY 1**
70311/1



**CHAOS TERMINATOR
BODY 2**
70311/2



**CHAOS TERMINATOR
BODY 3**
70311/3

CHAOS TERMINATOR TROPHY RACKS



LEFT TROPHY RACK 1
70311/4



LEFT TROPHY RACK 2
70311/5



RIGHT TROPHY RACK 1
70311/6

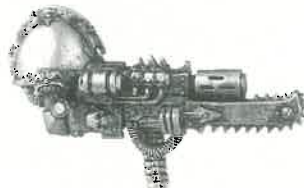


RIGHT TROPHY RACK 2
70311/7

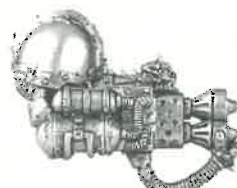
CHAOS TERMINATOR RIGHT ARMS



BOLTER COMBI-WEAPON 1
70311/13



**BOLTER AND MELTA-GUN
COMBI-WEAPON**
70311/14



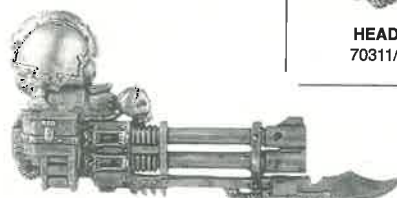
HEAVY FLAMER
70312/22



BOLTER COMBI-WEAPON 2
70311/15



**BOLTER AND FLAMER
COMBI-WEAPON**
70311/16



REAPER AUTOCANNON
70312/17

CHAOS TERMINATOR HEADS



HEAD 1
70311/8



HEAD 2
70311/10



HEAD 3
70311/12



HEAD 4
70311/9



HEAD 5
70311/11

CHAOS TERMINATOR LEFT ARMS



CHAIN-AXE
70311/18



POWER FIST
70311/19



POWER MACE
70311/20



CHAINFIST
70311/21

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



**AN EXAMPLE OF A COMPLETED
CHAOS TERMINATOR**



Designed by Jes Goodwin

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CHAOS SPACE MARINES®

CHAOS SPACE MARINE DREADNOUGHT

THE COMPLETE CHAOS SPACE MARINE DREADNOUGHT CONTAINS:

- 1 x SARCOPHAGUS
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FEET
- 1 x POWER PLANT
- 1 x RIGHT ARM WEAPON
- 1 x LEFT SHOULDER
- 1 x LEFT ARM WEAPON
- 2 x ASSAULT LAUNCHERS
- 1 x TROPHY RACK
- 1 x TRANSFER SHEET



TROPHY RACK
00462/7



ASSAULT LAUNCHER
00462/8



AN EXAMPLE OF A COMPLETED CHAOS SPACE MARINE DREADNOUGHT



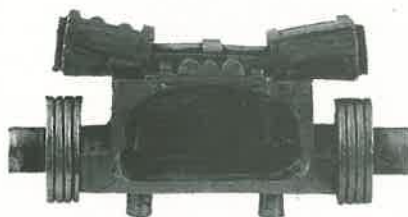
SARCOPHAGUS
00462/1



LOWER BODY
00462/4



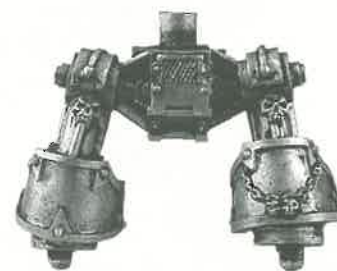
POWER PLANT
00462/5



REAR BODY
00462/3



FOOT
00462/6



LEGS
00462/2



Designed by Dave Andrews

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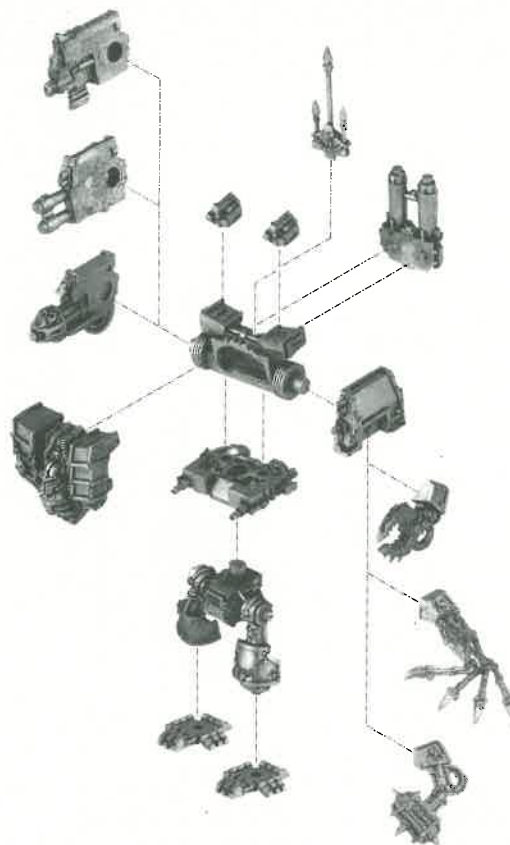


CHAOS SPACE MARINES®

CHAOS SPACE MARINE DREADNOUGHT

THIS CHAOS DREADNOUGHT CAN BE USED BY ANY CHAOS SPACE MARINE TRAITOR LEGION. A CHAOS DREADNOUGHT MAY BE ARMED WITH ANY COMBINATION OF WEAPONS PICTURED IN THIS ASSEMBLY DIAGRAM.

WHEN ORDERING YOUR CHAOS DREADNOUGHT THROUGH MAIL ORDER PLEASE STATE WHICH WEAPONS YOU REQUIRE.



CHAOS DREADNOUGHT RIGHT ARM WEAPONS



HEAVY PLASMA GUN
00462/9



TWIN AUTOCANNON
00462/10

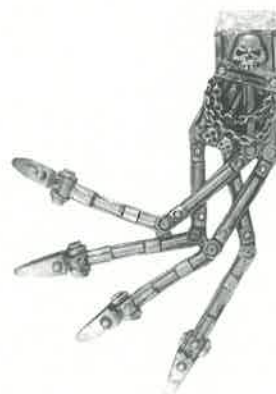


TWIN HEAVY BOLTER
00462/14

CHAOS DREADNOUGHT LEFT ARM WEAPONS



LEFT SHOULDER
00462/11



POWER SCOURGE
00462/12



POWER CLAW
00462/13



THUNDER HAMMER
00462/15



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CHAOS SPACE MARINES®

FABIUS BILE



FABIUS BILE BODY
70308/1



ROD OF TORMENT
70308/3



CHIRURGEON
BACKPACK
70308/4



XYCLOS NEEDLER
70308/2



CHIRURGEON ARM 1
70308/5



CHIRURGEON ARM 2
70308/6

A FABIUS BILE CONSISTS OF:
1 x FABIUS BILE BODY
1 x CHIRURGEON BACKPACK
1 x ROD OF TORMENT
1 x XYCLOS NEEDLER
1 x CHIRURGEON ARM 1
1 x CHIRURGEON ARM 2



A COMPLETED FABIUS BILE

Designed by Jes Goodwin

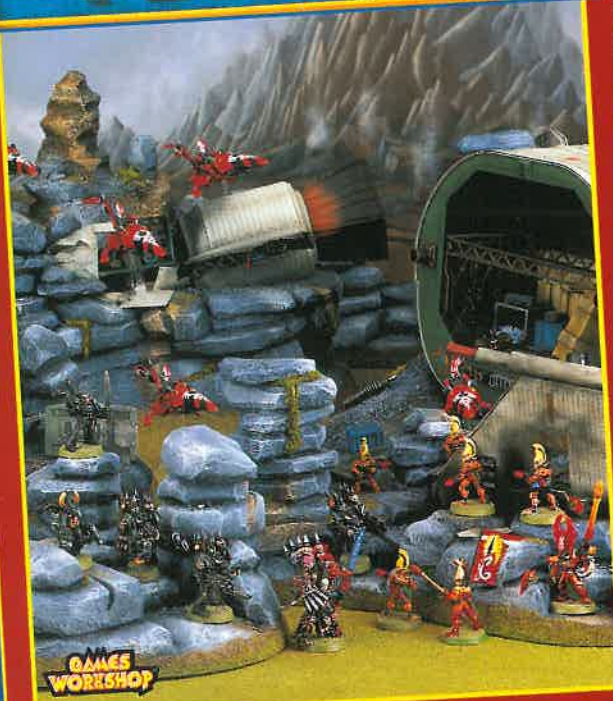


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HOW TO MAKE

WARGAMES TERRAIN



WARGAMES TERRAIN

Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for your wargames using simple techniques and readily available materials. By following its guidelines you'll soon be producing all sorts of models, from simple woods and hills to amazing fantasy castles and the cratered battle grounds of the far future.

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WORKSHOP**



During the purification of Port Sumpworth, Orlock mercenaries faced bitter resistance from foul Scavies and their Wyrd Beastmaster ally.