

**WHITE
DWARF**



205

January
R.R.P. A\$9.95
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GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

WHITE DWARF

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**12 PAGES OF
GOLDEN DEMON
WINNERS**

**MYSTIC RICK
LOOKS INTO THE
FUTURE OF
WARHAMMER**

**WARHAMMER
40,000 SPACE
WOLVES VS
TYRANIDS
BATTLE REPORT**

**THE MIGHTY
BRETONNIAN
GRAIL KNIGHTS**

TREADHEADS II

**A DARK
CONSPIRACY
WORLDWIDE
WARHAMMER
CAMPAIGN**

**STRATEGY
CARDS IN
WARHAMMER
40,000**

**PLUS ALL THE
LATEST NEWS,
RELEASES AND
MUCH, MUCH
MORE...**

**8 NEW
STRATEGY
CARDS IN
THIS ISSUE!**



**GAMES
WORKSHOP**

ISSN 0265-8712



9 770265 871042



Run away! The Gretchin artillery crew are no match for the sudden ferocity of the Jungle Fighters' attack.



Zealous gang fighters of House Cawdor mete out some rough justice to a heretic Beastmaster and his spawn.

WHITE DWARF™



I did have something earth-shattering and wonderful to write this month (for a change), but I've completely forgotten what it was.

Never mind, I'll just have to hope it comes back to me. In the meantime, thanks to everyone who's sent in their Top Terrain

Tips to me. I've still got a pile to wade through yet, but I intend to include some of them in next issue once I've had a chance to

try them all out. Sorry that I can't reply

to each one in person, it's not that I don't appreciate your efforts, honest. Just that we're busy (as usual). In fact, you'll probably notice some of our efforts dotted around this issue, most radical of which is the abandoning of the 'Eavy Metal pages.

DON'T PANIC!

We've not lost the amazingly painted miniatures, nor have we decided to lock Mike away for everyone's safety (though perhaps we should). No, what we've done is look again at what they're for. Well? They're about painting (and converting), that's what 'Eavy Metal is *supposed* to be about. It's about helping you lot to paint and model better, and one of the things that I learned from talking to hundreds of you at Games Day, is that it wasn't doing its job properly. Nearly everyone wanted more on how to paint and how to convert. Obviously we were going wrong somewhere. Well, over the coming months we'll be taking the 'Eavy Metal team into a dark room and beating their secrets out of them. In the nicest possible way, of course.

Back to my earlier ramble on Top Terrain Tips. I've had a lot already, but I'm greedy. If there are any more of you with cunning tricks of the trade then it's not too late. In fact, it's never too late to share a good idea with us, and thereby the rest of the gamers out there. You know you want to.

Go on, make my day.

Please send your brilliant ideas to: "Top Terrain Tips", White Dwarf, 16 Castle Boulevard, Nottingham NG7 1FL. Fame and glory is that easy.

Jake

Product Code: 0921
Ref. No: 009213
ISSN: 0265-8712

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As usual, Jake's forgotten something...

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All the latest news from Games Workshop and Citadel Miniatures.

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Rick Priestley

Rick lets us in on the next 4-year plan for **Warhammer**. Will it be a rush of new armies or a sackload of campaigns? Well they're possibilities, but what Rick really wants is more tractors!

15 ONCE UPON A HIVE

"Papa" Steve Anastasoff

An historical **Necromunda** scenario from "Papa" Steve Anastasoff. See how to recreate the legendary encounter between Zombie Master, Karloth Valois and the fanatical disciples of the Redemptionist Crusade.



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More nasties to lurk in the darkness.

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"They're all around us... Aaargh!"



20 GAMES DAY & GOLDEN DEMON '96

Some magnificently painted models from this year's competition winners.

33 A DARK CONSPIRACY-

Jervis Johnson

A long time ago in a land far, far away... loads of precious glyphs were stolen from the Lizardmen. The fact that centuries have passed means nothing to the Slann, for whom this is but the blink of an eye, and Lord Mazdamundi has decreed that the time has come to retrieve what was taken. Skullduggery and magic in this, the background to the largest **Warhammer** event ever!

39 DREADNOUGHTS

Jake Thornton & Adrian Wood

Dakka! Dakka! Arrgh! Kaboom! Tactical (sic) hints on how best to employ these behemoths of the **Warhammer** 40,000 battlefields.

46 TALISMAN REVISITED

Mark Brendan

A bit of an airing for this excellent board game which we think deserves a bit more press. Mark shows us how to get the most out of our **Talisman** games.

50 TREADHEADS II

Ian Pickstock & Aly Morrison

The second installment of Ian and Aly's painting and modelling advice on how to make your tanks look just spiffing. Though just how much of this applies to Steam Tanks I'm not sure.

55 IN BRIGHT ARMOUR ARRAYED

Tuomas Pirinen

Their ability to conduct warfare through impeccable manners and being polite to ladies have made Bretonnian Knights the scourge of the Warhammer world's carnage strewn battlefields. Let Tuomas advise you on how to get the best from these chivalrous psychopaths.



61 THE FOULEST MUTATIONS

Jake Thornton

And the best infiltrators prize goes to...Veteran Chaos Space Marines in Warhammer 40,000. Well, maybe it doesn't, but they come pretty close. They're also interesting little modelling projects in their own right.

65 SPAWN OF THE OLD ONES

Mark Brendan & Andy Jones

To run alongside this issue's Dark Conspiracy, we proudly present rules for fighting the Lizardmen in your games of Warhammer Quest. This article, the first installment of a two part series, details everything you need to know about adventuring amidst the strange temple cities of Lustria and the humid Southlands.

73 I HAVE A BRILLIANT STRATEGY...

Gavin Thorpe

New strategy cards to really upset your opponents with in your Warhammer 40,000 battles.

77 FRONTLINE NEWS

The Newsdesk Team

Scoops, rumours and downright fibs from those jolly chaps in a store near you.

82 THE SECRET DIARY OF STEVE ANASTASOFF

Steve Anastasoff

As the day of the staff Warhammer tournament rapidly approached, young Steve consigned his hopes and fears to paper, with the results you see here.

88 YE OLDE INDEX

Ever sat down to prepare for a game, or do some painting and modelling and thought to yourself, "I've got just the issue of White Dwarf to help me with this. Now, which one is it?". This quick reference guide should do the trick.



94 THE LURKING HORROR

Mark Brendan & Ian Pickstock

This month we have a Warhammer 40,000 battle between the monstrous Tyranids and the upright and noble Space Wolves. A crack force of Space Wolves Space Marines have been expedited from Fenris, led by none other than Ragnar Blackmane himself. But what is contained in the box they have been sent to retrieve from a lonely, Tyranid infested planet?

WHITE DWARF

ELDAR®

Q1: True or False? Squads of Aspect Warriors may ride on Vyper Jetbikes.

A1:

Q2: What is the human translation of the Eldar weapon *Sierbahn*?

A2:

Q3: Which Aspect path is named after the tiny creatures who protect the Infinity Circuit from psychic invasion?

A3:

NAME:

ADDRESS:

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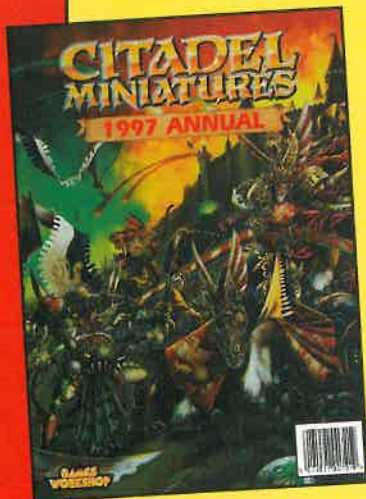
VYPER JETBIKE COMPETITION
WHITE DWARF
GAMES WORKSHOP
HOWARD HOUSE
16 CASTLE BOULEVARD
NOTTINGHAM NG7 1FL

READERS SURVEY GRAND PRIZE

We've had so many entries that we haven't had time to sort through them yet, but we promise to tell you next month if it's YOU!

1997 ANNUAL

The Annual is the essential buyer's guide to Citadel miniatures, a definitive guide to what is available from our Games Workshop stores. The Annual also contains codes alongside each model and



component, so that if you have something specific in mind, you can order the pieces you need separately from our Mail Order department. Note, however, that these codes only apply to Mail Order sales and you cannot purchase separate components through our stores.

Whether you are building an army or planning a conversion, the Annual will provide you with all the information you need to select the exact pieces you require for your task.

The Annual is priced at only £6 and should be available from Mail Order or your local store by the time you read this.

COMPETITION TIME!

Vypers combine high speed manoeuvrability with the option to fit far deadlier armaments than the standard jetbike. This enables the Vyper to provide more effective support to the Eldar army through an increased capacity for threat removal.

We have ten of these splendid new models to give away, so get writing if your craftworld needs their services!

HOW TO ENTER

Fill in and carefully cut out (or photocopy) the form on the left, pop it in an envelope and send it to the competition address. The closing date for this competition is 17/01/97. We regret that entries received after this date cannot be considered.



COMPETITION WINNERS

In November's issue of White Dwarf we ran a competition to win copies of this month's big release, the *Grudge of Drong* campaign pack. These are the lucky winners of that contest:

Trevor Lynn, Horsham
Michael Clinch, Luton
Karl Borrett, Leicester
James Dalton, North Ferriby
Gareth Davies, Norfolk
Audry Knowles, Doncaster
Ben Hughes, Abergele
Charley Coleman, Middlesex
Shaun Hughes, Morecambe
Mark Thomas, Truro
Alan Pickstock, Ellesmere Port
Charles Martinez, Gibraltar

Good luck thrashing your mates!

WARHAMMER

MONSTERS!

"Aargh! It's horrible. Look at the size of the blighter!". Yes, now you can put the wind up enemy generals like nobody's business with the new Mail Order Monsters catalogue.

The catalogue contains the most up-to-date listing of the biggest and the nastiest beasts you can field in a game of Warhammer. There is a great horde of Dragons, from the smallest Venom Wyrms to such great and terrible beasts as Baudros, the Chaos Dragon. Not only that, but there is also a horde of other creatures, such as Wyverns,

Scorpions, Manticores, Unicorns as well as a host of different mounts and riders.

Warhammer Monsters is only available from Mail Order and costs a mere £1 (plus 50p postage and packing).



THIS MONTH'S RELEASES

Grudge of Drong	\$39.95
(Boxed Campaign pack including 3 buildings)	
Brettonnian Grail Knights	\$39.95
(Boxed set of three cavalry miniatures)	
Brettonnian Knight of the Realm	
Standard Bearer	\$9.95
(One cavalry miniature per blister)	
Brettonnian Knight of the Realm	
Champion	\$9.95
(One cavalry miniature per blister)	
Brettonnian Knight of the Realm	
Trumpeter	\$9.95
(One cavalry miniature per blister)	
Drong the Dwarf Lord	\$9.95
(One miniature per blister)	
Dwarf Queen Helgar	\$9.95
(One miniature per blister)	
Dwarf Cannon	\$21.95
(Cannon and three crew per blister)	
Tethan the High Elf Mage	\$9.95
(One miniature per blister)	
Eldroth High Elf General	\$12.95
(One mounted miniature per blister)	
Dwarf Hammerers	\$15.95
(Four miniatures per blister)	
Dwarf Hammers Command	\$15.95
(Three miniatures per blister)	
Grung the Dwarf Runesmith	\$9.95
(One miniature per blister)	
Dwarf Miner Champion	\$9.95
(One miniature per blister)	
Lizardmen Skinks with javelins	\$15.95
(Five miniatures per blister)	
Lizardmen Skink javelin Command	\$15.95
(Four miniatures per blister)	
Fendar High Elf Hero	\$12.95
(One cavalry miniature per blister)	

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WARHAMMER

KNIGHTS ONWARDS!

More Knights than you
can rattle a pikestaff at.
There are going to be
battlefields all over the
Old World littered in flat
blokes covered with
hoof prints. More power
to ver lance. Louen!

OFF TO CAMPAIGN

This month sees the release of the excellent "Grudge of Drong" campaign set, in which the venerable Drong's clan come to unhappy blows with the High Elf allies of the dastardly Dwarf Queen Helgar.

To compliment this monster release, just take a butcher's hook at that lot on your left. A veritable bucketload of **Dwarfs and Elves**.

BOUND FOR LUSTRIA

But wait, there is more! Dwarfs, Bretonnians and High Elves are not the only ones to receive reinforcements. The Lizardmen of Lustria are strengthened as well. Skinks armed with javelins are the result of the latest spawning under an auspice of great marksmanship.

The Lizardmen are featured strongly in this issue. There is Jervis' Dark Conspiracy campaign, the biggest Warhammer event of its kind. Ever! Which you can read more about later this issue. On top of all that, Mark Brendan has written rules for using Lizardmen in your games of Warhammer Quest.

Mark

Tuomas

WARHAMMER PRIZE DRAW WINNERS!

It gives us great pleasure to announce the lucky winners of a three thousand point army of their choice. Congratulations lads! We will be getting in contact with you soon to give you details on how to claim your prize. Meanwhile, the winners are:

Peter Harrison, Slinfold
Christopher Morrison,
Templecombe
John Cornell, Harrogate

For those of you who don't know what this is all about, take a look inside your new **Warhammer** boxed set. It should contain a postcard like the one on the left.

Every month, these cards are entered into a prize draw for a three thousand point army of the winner's choice. The lucky winners above are the ones from October, November and December.

So what are you waiting for? Fill in your card now, drop it in the postbox and watch this space!

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We're looking for a special individual to run our customer services department. Our ideal applicant would have an extensive knowledge of our games and miniatures, as well as a passion for perfection and the ability to get things done! You'll also need the ability to manage a small, dedicated team and excellent communications skills because you'll be focussing on the customer in everything you do.

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JOIN THE GAMES WORKSHOP ROSTER

Send this card back to us with your name and address and we will send you all the available information about new Warhammer games, supplements and miniatures as they become available.

What game are you interested in? (tick box)

☐ Games (Warhammer Fantasy Battle, Warhammer 40,000, etc.)

☐ Rules & Supplements (Rulebooks, Strategy Guides, etc.)

☐ Miniatures (Models, Paints, Brushes, etc.)

☐ Other (Accessories, etc.)

- Please send card back to us with your name and address. We will mail you a copy of our new book "The Games Workshop games, supplements and miniatures catalogue".
- 1 Where did you buy this game? (tick box)
GW Mail Order ☐ GW Store ☐ Other _____ Dept Store (Argos, etc) ☐
Specialised hobby shop
- 2 Which other Games Workshop games do you play?
1 _____
2 _____
- 3 Where do you usually play your games? Game club ☐
At home ☐ A friend's house ☐
Your local GW store ☐ Other _____
- 4 What other armies do you own and how big are they?
What percentage is painted (yes, painted)? _____ points _____ %
1 _____ points _____ %
2 _____ points _____ %
- 5 Do you read White Dwarf magazine?
Yes ☐ No ☐
- 6 Which armies will you collect next?
- Illustration of a dragon-like creature.

FREE PRIZE DRAW!

FREE PRIZE!
All members of the Games Workshop Roster will be entered into free monthly prize draws! The superb prize for this draw will be a free 3000pt army of your choice. Prize winners will be named in White Dwarf!

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WARHAMMER

40,000

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

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



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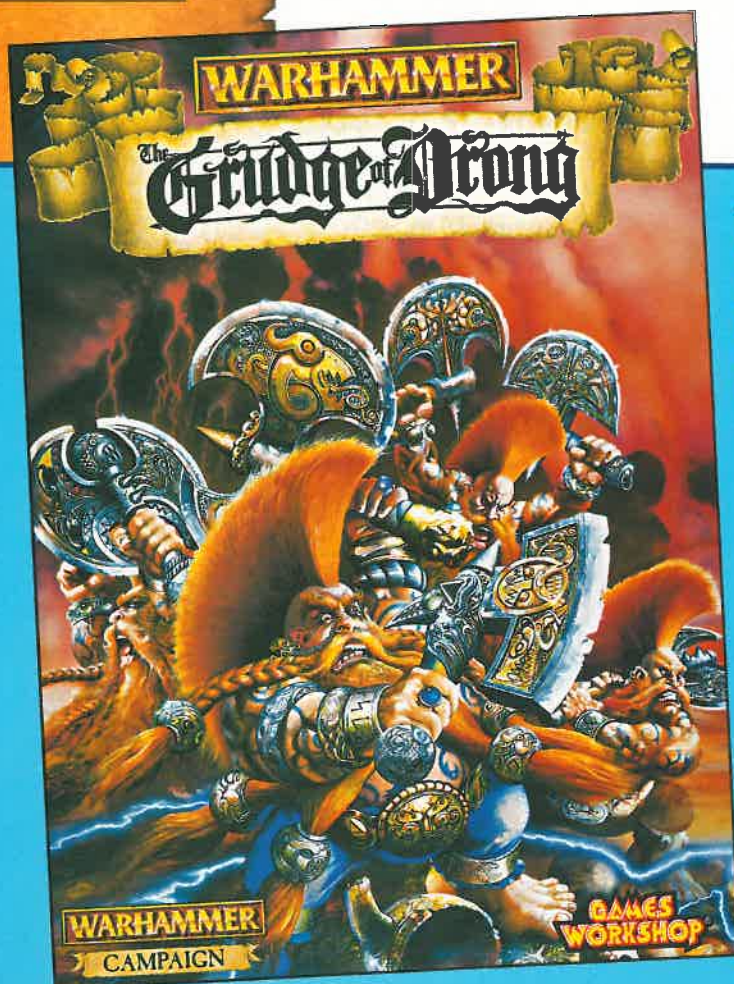
By Rick Priestley

The future of Warhammer as told by mystic Rick.

The release of the first in a series of Warhammer Campaign supplements marks the start of new and, I anticipate, exciting developments for Warhammer. Over the past four years (has it really been so long...) Jervis Johnson, Andy Chambers, Nigel Stillman, and myself have been toiling away producing the Warhammer army books. The gallant Citadel designers have made new ranges of models to go with them. Our slaving artists have laboured over a whole body of paintings and drawings. As a result we now have a series of army books and accompanying models for every major race in the Warhammer World. Phew!

HAPPY TO OBLIGE

Of course, we might find room for one or two new races in the years to come, and I'd be lying if I said that the Warhammer World had exhausted its potential to yield new armies. The mighty Stillman is already planning a new Mercenaries book for starters. This promises to allow such strangeness as Arabian corsairs, Cathayans, Norscans, Ogres, Giants and quite a lot else besides. Mind you, we're always susceptible to public demand, and if enough gamers want to see the return of old favourites, for example the Crazy Caledonians, Pygmies, and Fishmen, I for one would be only too happy to oblige (veteran players may also recall the Fat Lady Fighters, Dwarf with Inferiority Complex, and Undead Samurai, proving once and for all that things best forgotten are often the hardest to forget).



The Grudge of Drong describes four battles between the Dwarfs and High Elves during the years leading up to the notorious War of the Beard. The story hinges upon a bitter feud between two rival Dwarf lords, Bronn and Thrund. In ages past, Bronn defeated his rival to become Lord of Krag Bryn and master of the surrounding mines, but Thrund's descendants never forgot their own claim and built a fortress overlooking Bronn's territory. Here they spent their time plotting raids and brooding upon their defeat. At the time of our story the Bronnlings, as the tribe of Bronn call themselves, are having a tough time of it. Bronn is long dead and his people are much reduced in number. Worse, his sole living heir is a woman... the flaxen-haired, hard-drinking Queen Helgar. Worse still, Helgar has welcomed ambassadors from the High Elves, encouraged them to settle nearby, and now has a force of Elves on hand to protect her from her own people! From their fortress in the mountains the descendants of Thrund plot to oust the Queen and drive the Elves back into the sea. Drong the Hard, Lord of the Thrundlings, looks forward to the day when his people march into Karak Bryn and restore its riches to the rightful heir of Thrund.



Nigel Stillman

MORE BEER AND CURRY!

So what are our valiant games designers, modellers and artists doing next for Warhammer? Well, the truth is we've already completed quite a lot of new stuff, and there's even more wedged in the proverbial pipeline. Most of the work is being directed towards the Campaigns project – a major new series of supplements for Warhammer players. The cunning plan is that, starting in 1996, we'll be releasing a new Campaign pack every few months. Exactly how often depends on how successful we are, how much galvanising beer we drink, how many inspiring curries we manage to gobble, and so on. With any luck, and no small expenditure at the Bombay Curry Palace, we should manage between four and six during the year. Then we'll do some more!

GIVE US BUILDINGS OR ELSE...

The Campaign supplements combine model scenery with a number of linked scenarios. The scenery is an important part of each supplement as every campaign will feature model buildings, bridges, or other features for the battles described. For several years now we have endured a constant bombardment of letters, phone calls, and the entreaties of Games Workshop store staff, all demanding more card buildings. "Give us more card buildings now", they say, or words to that effect. Not always

kind words either, mark you. Well, take note when I say that the Campaign supplements are building packs, and many people will undoubtedly want them simply to acquire more model buildings for their collections. Because of this the card models in each supplement are designed with the principle antagonist in mind. The Grudge of Drong, the first campaign, is about Dwarfs and the buildings are good, honest, solid, Dwarf buildings that any Dwarf player will be proud to have in his scenic repertoire. Last you ages they will. Not like those shoddy man-made jobs I can tell you.

BATTLES... BATTLES... BATTLES

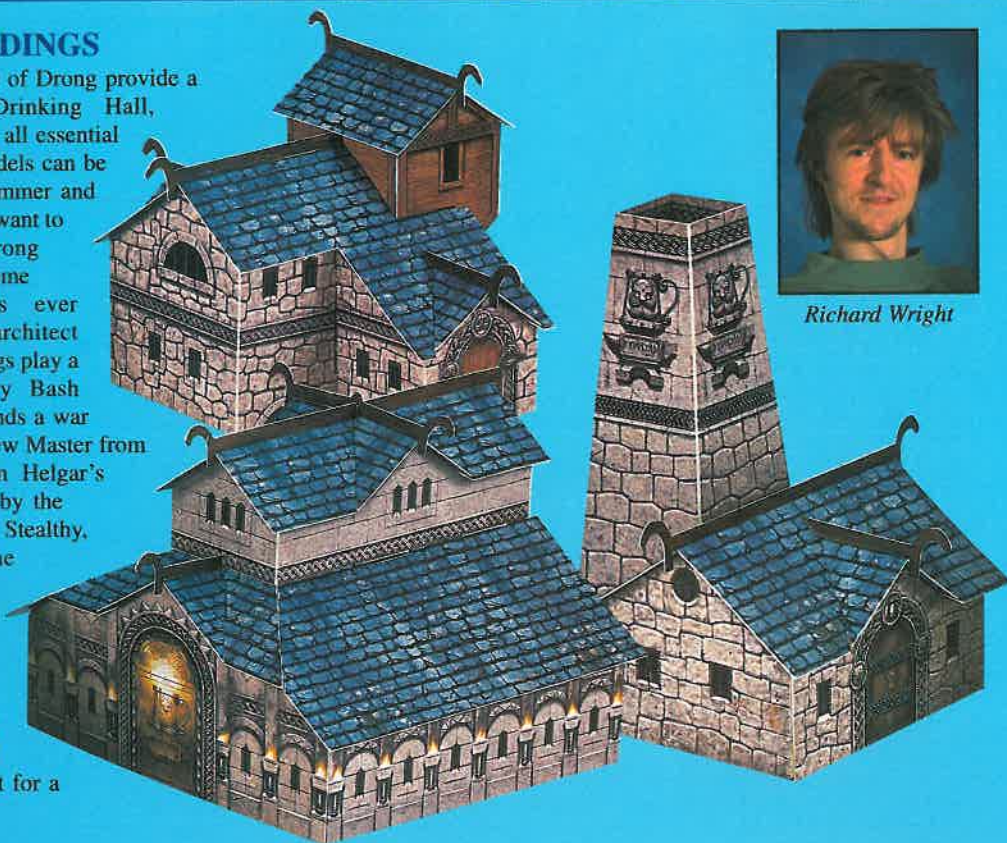
Each Campaign supplement includes a shortish book which describes a series of conflicts between two different forces, Dwarfs versus High Elves, Orcs versus Empire, Undead against Bretonnians, and so on. All the campaigns we've tried out to date have revolved around four battles, although future versions might have more or less – we'll just have to see. Each game is a



"With any luck and no small expenditure at the Bombay Curry Palace, we should manage between four and six Campaign packs during the year."

CARD BUILDINGS

The buildings in the Grudge of Drong provide a Dwarf player with a Drinking Hall, Brewhouse, and Ale Store – all essential to any Dwarf Lord. The models can be used in any game of Warhammer and doubtless many players will want to obtain the Grudge of Drong simply because it contains some of the nicest buildings ever constructed by master architect Richard Wright. The buildings play a vital role in the Brewery Bash scenario in which Drong sends a war party to rescue Largs his Brew Master from imprisonment within Queen Helgar's brewery. Drong's men, led by the desperately thirsty Skag the Stealthy, attempt to steal away the Brew Master from the High Elf guards placed there by the Queen. Personally I feel rather sorry for anyone, be it man or Elf, who gets between a Dwarf and his ale. The scene is set for a desperate battle.



Richard Wright

TIDINGS OF THE WHITE TOWER

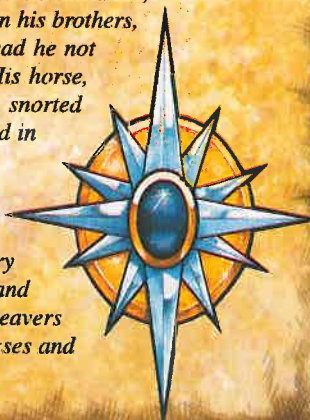
The Mighty Teclis, Lord of the White Tower, Commander of the Swordmasters of Hoeth, most accomplished sorcerer in this age of the world, breathed a slow sigh of relief.

"At long last..." he said as he surveyed the horizon from the topmost pinnacle of the White Tower. There in the distance, obscured by a haze of magic that shifted like rippling water, a host moved resolutely forward. Teclis turned to his brother beside him and could not help a weary smile.

"No longer will I be pressed into service as a mere mage with a single spell. No longer will I be forced to endure the indignity of serving in the armies of Ulthuan under an assumed identity, bereft of all my magic items and subordinated to the command of some incompetent lordling. At last they have come..."

"You mean," gasped Tyrion as he peered into the distance, his eyes less sensitive to the magical field than his brothers, yet his heart too full of the same hope, for had he not also suffered the indignities of expedience. His horse, to which he seemed peculiarly attached, snorted expectantly and its white horse-breath plumed in the cool air.

"Yes brother, it is everything we ever dreamed of... reinforcements," cried Teclis, and it was true, for out of the mists of sorcery there strode mages and commanders aplenty, and behind them a great army of Sea Guard, Reavers bearing bows, Silver Helms riding mailed horses and more besides.



specific scenario which includes set up rules and so forth together with any special rules that apply. For example, in the The Battle of Grudge Pass, the first battle of the Grudge of Drong, the Dwarf player takes command of a drunken rabble whose natural tendency to stagger about and fall over is equalled only by their alcohol fuelled bravado. All the battles are interesting in some respect or other, and generally involve unusual situations providing for games which are as challenging as they are entertaining.

AN INDUSTRIOUS BREED

The Citadel designers are an industrious breed which is just as well because we're planning on releasing lots of new Warhammer models in the coming months. Whilst the writers work away at a new Campaign the model makers will produce new models to go with the appropriate armies. So, whilst Nigel Stillman wrote the Grudge of Drong, Colin Dixon designed some new Dwarfs and



Colin Dixon

Colin Dixon has been busily grafting away at new Dwarf models to accompany the Grudge of Drong. As you might recall, the Unkempt One made the special White Dwarf 200 celebratory model. Now he has sculpted Queen Helgar Longplaits and some especially splendid new Hammerers, including a brand new command group, for the Grudge of Drong. He is also responsible for Drong the Hard, the lord of Thrundlings, the arch-enemy of Helgar (and her husband as well! - Ed.), and the Runsmith Grung the Grudge-Bringer, Krudd Mad Mattock and more besides! There are even rumours that Colin has made some models of drunken Dwarf Miners, but surely this can't be true...



Grung the Grudge-Bringer



Queen Helgar



Drong the Hard



Krudd Mad Mattock

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Gary Morley created some new High Elves. These new models are not necessarily just for the Grudge of Drong – they are types which are either missing altogether from the existing ranges, or which replace older designs with newer and better examples. This means that obvious gaps in the model ranges, such as High Elf Sea Guard, will be filled as the opportunity permits. It won't be possible to fill every gap all at once, but as each new campaign comes along the associated ranges will be expanded and improved that bit more.

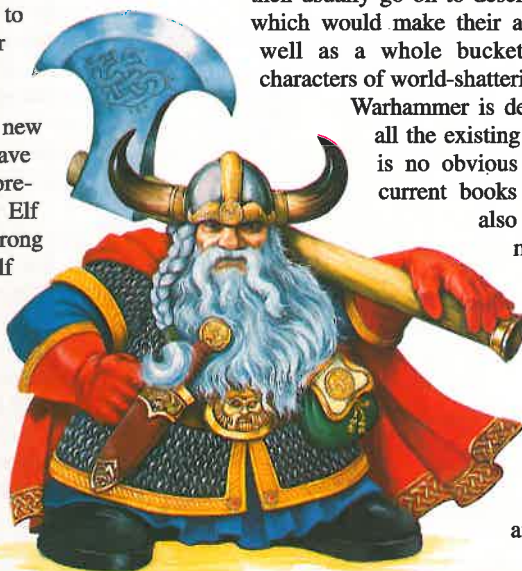
The Campaign packs also introduce more characters. Although it is possible to use an existing model to represent a character for purposes of a game, many players will welcome the opportunity to add a few new models to their armies. I have already snaffled a pre-production casting of the Elf Mage from the Grudge of Drong to add to my own High Elf army (perk of the job mate). Special characters invented for the campaigns can be used in your armies with the general agreement of the players in the same way as other special characters. Alternatively, a special

character model can equally well be fielded as an ordinary character. Many of the characters have been invented specifically to fill gaps in this way. Gary's High Elf Mage on foot will doubtlessly appear in many High Elf armies as an alternative to the mighty Teclis of Ulthuan.

ARMY BOOKS... TELL US THE TRUTH!

What of the existing army books? Players are forever asking if we're going to produce new editions of existing army books. The same players then usually go on to describe all the new rules which would make their army much better, as well as a whole bucketful of new special characters of world-shattering potency! The new Warhammer is designed to work with all the existing army books so there is no obvious need to replace the current books with new ones. I'd also say that it doesn't make sense to produce a new version of an existing book unless there is something well worth changing. After all, who wants to spend the price of a new book just for a new cover and a few minor

"The same players then usually go on to describe all the new rules which would make their army much better..."



DWARF ENGINEER

Norman Swales is the man who makes all the interesting technical models such as Cannons and Chariots. He is also extremely cunning at getting other people to make the crew models!

Norman made this brilliant new Dwarf Cannon, while Colin Dixon sculpted the crew. The joint effort has paid off handsomely, as you can see.



Dwarf Cannon crew



Dwarf Cannon crew



Norman Swales



Dwarf Cannon crew



Dwarf Cannon

GORFANG AND THE PYGMIES

Gorfang Rotgut put down the brightly coloured tome and scowled a particularly foreboding scowl.

"Pig-ah-meez" he muttered, "I remembers dem, all litt'l an' stringy they was. Nothin' on 'em. Not worth the cookin'. Waste o bleedin' time."

"Yes Master..." intoned Legit, the latest in a series of Goblin slaves whose duties included humouring the Orc Warlord.

"What we needs is more Shamans, innit! An' some more Orc Boar riders."

"Yes Master..." droned Legit as he polished Gorfang's hobnailed boots.

"Man's an idjut. Pig-ah-meez! Who wants dem. If I didn't know better I'd fink it was all a wind up." Gorfang flung the tome aside and stamped his foot in rage, inadvertently breaking three of Legit's stubby fingers.

"Yaarggggs Master..." whimpered Legit.

"An anuvva fink," ranted Gorfang, "when's dem bleedin' Gobbo chariots gonna turn up? We's been waitin' fer bloomin' ages for 'em whilst dem Elfy boyz 'as been runnin' rings round us."

Suddenly Scarpa, the old and knobbly Gobbo Shaman, burst into the cavern, his arms waving excitedly, his ancient knock-knees shaking with unbridled anticipation.

"Boss, Boss... it's dem... dey's cumin'!" croaked the old one, his voice thick with emotion and phlegm.

"Not dem bleedin' Pig-a-meez I hopes!" growled Grotfang.

"No, no... it's da chariots!" proclaimed Scarpa breaking into uncontrollable weeping. Even as the Shaman collapsed to the floor into a heap of tears and laughter (for he was as mad as a haddock and imminently due for replacement) the undeniable clattering of wheels could be heard in the distance amidst the sounds of barking, jeering, and squabbling.

"Well dat's more like it," announced the Orc Warlord, "Now we can get down to sum proper stompin' an no mistake."



clarifications and amendments to points values? (In fact where points values are just plain wrong or contradictory, and obviously so, we usually put them right when we reprint a book anyway.)

Of course, we can produce new editions of Army Books if it's worthwhile doing so. The only one I've already got firmly in my sights is the High Elf book, one of the oldest and also the only book that doesn't include its own Bestiary section. A new version would undoubtedly be welcomed by High Elf players (myself amongst them since I came over all Elfy at the beginning of the year). If the odd new rule sneaks in then that's only fair, after all they are rather poorly served compared to the Dark Elves. If a few more special characters worm their way in then that too is only right, as there are so few compared to all the other books. Players of other armies might say that if the High Elf book would benefit from a revision couldn't a similar case be made for all the others? Eventually, in the fullness of the years, I don't doubt that each book



We painted a large regiment of Dwarf Hammerers for our army



endments to fact where plain wrong obviously so, right when way.)

roduce new ooks if it's The only one mly in my book, one of e only book le its own new version e welcomed ers (myself I came over ining of the rule sneaks air, after all orly served k Elves. If a racters worm t too is only ew compared s. Players of ay that if the benefit from similar case the others? liness of the at each book

will be updated in its turn, but the most obvious candidate for revision is the High Elf book so that's the one we'll do first. Don't ask when. The beer and curry factor is unpredictable, rather uncomfortably like the Winds of Chaos.

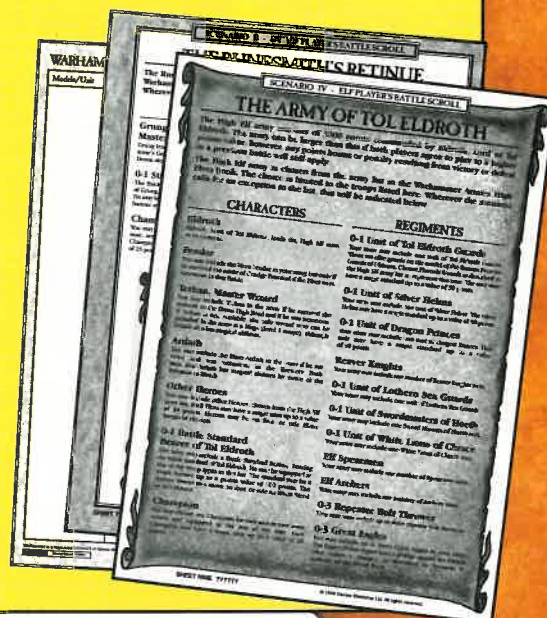
IS THERE ANY MORE...

The new Campaign series, card buildings, new additions to the model ranges, revisions to the model ranges, the odd new army book, and the occasional revised army book should keep us fairly busy for a while. Of course there are the Warhammer Tournaments too, which Jervis Johnson is organising in his usual competent and thoroughly manful manner. Then there is the constant and much appreciated support of White Dwarf – what splendid chaps they are and not in the least bit strange or unglued despite what you might have heard to the contrary. In the White Dwarf bunker, plans are afoot to feature a monthly players campaign feature which provides regular events for gamers taking part in multi-player campaigns as described in Warhammer Battle Book.

WARHAMMER CAMPAIGN

The Grudge of Drong includes four battles: The Battle of Grudge Pass, The Ambush on the Dwarf Road, The Brewery Bash, and the decisive Battle of Krag Bryn. Each battle features Dwarfs on one side and High Elves on the other. Every battle is described in the accompanying rulebook, and each player has a unique 'battle scroll' for each battle. The battle scroll explains what troops the player can choose and what special characters he has, what his objectives and victory conditions are, and also includes any special rules that apply to his army. Two battles are 1500 points per side, one is 1000 points, and the final battle is about 3000, although the

exact amount varies depending on how players do in the earlier games. The battle scrolls for each battle include army lists from which the players choose their forces – these are slightly different from the normal army lists in that they have different restriction or offer more choice than usual, depending on what is appropriate for the particular scenario. A player with a reasonable sized force should have no difficulty assembling the armies required because players can still choose what troops and characters they will field for each game.



Gary Morley

Gary Morley has produced new High Elf models for the Grudge of Drong and has more in preparation for a further supplement. Gary has recently gone all Elfy (a bit like Rick) and made loads of Wood Elves as well as many new High Elf characters, new troop types, and replacements for some of the older models.

These excellent new miniatures have really inspired our 'Eavy Metal team, as you can see from the photos below. Notice especially the incredible attention to detail on Fendar, the High Elf Hero. We all think that Ruth who painted him has done an excellent job!



Tethan the Master Mage



Eldroth, the Lord of Tor Eldroth



Fendar the High Elf Hero

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YOUR LOCAL
STORE FOR
DETAILS**



BATTLES

- All Battles held between Monday 13th
and Sunday 19th of January

As part of our 'DARK CONSPIRACY' global event, every Australian Games Workshop store will be running our special week long Darkness Over Bordelaux Campaign

ONCE UPON A HIVE

BY "PAPA" STEVE ANASTASOFF

THE WAY IT WAS

Of all the scumsuckin', sumplicken', gunkstinkin', soul drinkin' muties the I've had the misfortune to share this hole they call the Underhive with, there's one that still leaves me shakin' to this day. Karloth Valois, the Zombie Master. A name that'll send a chill through the most heartless bounty hunter, that'll cause even the toughest pit fighter to quake, a name that even the Spyrers fear (or so I've heard). Ah yes, I remember him well. And I remember the day the Redemption finally caught up with him, deep down amongst the darkness of the badzones...

Since the release of Necromunda, just over a year ago now, we've printed a number of Necromunda scenarios in White Dwarf. However, these scenarios tend to be a little bit different from the type of scenario we write for Warhammer or Warhammer 40,000. Necromunda scenarios are usually written to be incorporated into a campaign. They describe the general sort of situations in which combat is likely to occur, into which you then slot your own gangs. Even Arbitrator scenarios are usually designed with this in mind. If you look at Gav Thorpe and James Ball's *Heist* scenario from issue 198, you'll see what I mean. In contrast, the scenarios that we write for other game systems are a bit more autonomous. Rather than describing a general situation, in the way that a Necromunda scenario does, they tend to be recreations of particular events, presented for you to re-enact using whatever similar troops you have at your disposal. You might recall back in issue 195 that we printed an article about writing just this sort of scenario, using real life history as an inspiration. Jervis Johnson's *Assault on Black Skull Mountain*, from issue 200, is also a good example of what I mean.

But none of this means to say that either type of scenario can't be used with any other games system. The dark history of Necromunda can be a source of inspiration for all sorts of scenario ideas. It was while reading the background to Karloth Valois in the Outlanders book that it suddenly struck me what a great game you could make out of Karloth's battle with the Redemption. Of course, to fight this battle would mean breaking the mould a little bit, and playing Necromunda in a slightly different way. Rather than using your own gangs, and fighting as part of a campaign, the game would have to be played using pre-set gangs, to reflect the actual gangs that took part. The scenario would have to be made more like the second sort of scenario discussed above. The outcome of the battle would have no effect in terms of campaign development, gang member skills, income, or

anything like that. Rather it would be a game played for its own sake, to see what would have happened had you been there commanding the foul Scavvies or the Redemptionists in the battle on the edge of the Abyss.



THE PROTAGONISTS

The first stage in coming up with the scenario would be to work out the gangs taking part. The Outlanders rulebook covers the events in fairly general terms, but most of the details would still need to be decided. Obviously, one side would consist of Redemptionists, while the other side would consist of Karloth Valois and his Scavvy and Plague Zombie allies. I wanted to keep the gangs small, for several reasons. Firstly, it's very difficult to keep track of a gang that you haven't had chance to "grow up with". A lot of the gang members on both sides would have skills and special equipment, and I was worried that if the gangs were too big the players would simply not be able to keep track of who had what. Secondly, the entire battle would have been a very large affair,

Karloth Valois, shrieking his defiance of death, prepares to cast himself over the brink into the mile-deep abyss below.



possibly with hundreds of Redemptionists on one side, battling their way through a similar number of Zombies. This would obviously be impractical to play out, so I decided instead to just go for the final climactic moments, leading up to Karloth plunging over the edge of the Abyss. By having fewer extra bodies around, I hoped to focus more attention on the important characters and events. I could just see the Redeptor Priest fighting his way through foetid ranks of Zombies to reach his quarry, the two of them then battling it out, poised on the very brink of the Abyss.

Having prepared the two gang rosters, it was time to come up with the scenario itself. There were several elements that I thought the scenario should include, to keep it coherent with the background. The battle took place amongst the spider-haunted depths of the the Underhive, and I wanted to reflect this sort of a feel. Also, the Abyss would have to be represented somehow, and be able to have a significant impact on the result of the game.

THE SCENARIO

Terrain

The scenario takes place in the very deepest sections of the Underhive, and you should try and set up terrain to reflect this. Ruined buildings, gunk pools, and streams of sludge flowing down from uphive would all be appropriate here. Declare one

edge of your gaming area to be the edge of the Abyss. This is the point to which Karloth has been pursued, and where he has no option but to turn and fight. Anyone moving off this table edge for any reason will fall to their death. Note that normal rules for being knocked off a high level apply, so any gang member who is within 1" of the Abyss when he is hit risks being shot off the edge.

Gangs

Each of the players takes one of the two gangs shown on the gang rosters accompanying this article. If you cannot decide, then dice to see who plays which gang, or play the scenario through twice, swapping gangs for the second game.

Starting the Game

The Karloth player places his entire gang first. They must all be deployed within 12" of the Abyss, and no closer than 12" to any other table edge. Additionally, no gang member may be further than 4" from another member of the gang.

The Redemptionists may then deploy anywhere on the table, but no closer than 12" to any member of Karloth's gang. The Redemptionists always take the first turn.

Playing the Game

Neither side need take any bottle tests in this scenario. Both are too desperate and committed to have any chance of running away. It is a fight to the death. The Redemptionists win by killing Karloth Valois. Karloth wins if he can kill off all the Redemptionists. Additionally, if Karloth is the last remaining member of his gang, and he is within 1" of the Abyss, he may voluntarily throw himself over the edge. Should he manage to do this, the game is declared a draw.

Spider-haunted Depths

The depths of the Underhive are haunted by Giant Spiders. Roll a dice at the start of each player's turn. On a roll of a 5 or 6, take 1D3 Giant Wolf Spiders and place them on a random table edge. They will move at maximum speed (charging if possible) towards the nearest gang member. They are always moved at the end of the Karloth Valois player's turn though they are not under his control and will attack anyone they can.

Underhive Gloom

The only light in the darkness of the Underhive is the flaming weapons of the Redemption. Because of the darkness, all visibility is limited to 8". No weapons fire, psychic powers, or anything else may take place at a longer range. If any gang members catch fire (as a result of a flamer hit) then they will stand out as a flaming beacon in the gloom. The burning ganger, along with anyone else within 3", may be seen and targeted normally.

TAKING IT FURTHER

There are all sorts of ways that you can adapt the basic scenario as it stands. The most obvious thing to do is to substitute your own gang for one of the two original gangs taking part. You can see how well your gang leader would have fared, had it been him being pursued into the depths of the



byss. This is where he has off this table so any gang e is hit risks

shown on the annot decide, the scenario me,

They must all er than 12" to mber may be

on the table, h's gang. The

ario. Both are ce of running onists win by ill off all the ast remaining byss, he may he manage to

Giant Spiders. a roll of a 5 or on a random 1 (charging if ey are always s turn though yone they can.

is the flaming darkness, all hic powers, or . If any gang then they will The burning y be seen and

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Underhive by the Redemption. Or you can find out if your gang would be as capable as the Redemptionists in hunting down the Zombie Master.

Alternatively, rather than completely replacing the gangs, you can just modify them to suit the models you have available. As long as you keep the gang ratings to approximately the same levels as they are here, the game should remain fairly balanced. You can also try other variants. Have a look through the treacherous conditions tables in the Outlanders rulebook. You can select some other conditions to replace the Underhive gloom and spider-haunted depths rules, to see what would have happened if the Redemption had caught up with Karloth in some other part of the Hive. And remember that this scenario is only supposed to represent a small part of the complete battle. You could have Redemptionist reinforcements coming in during later turns, or have more Plague Zombies appearing to help out Karloth (look back at my *Tales from the Underhive* article in issue 200 for some ideas for this).

And of course, it doesn't need to end there. No one knows what happened to Karloth after he threw himself into the Abyss, except that his body was never found. Perhaps you could come up with a scenario

where Karloth, along with perhaps a handful of Plague Zombies, survives and has to fight his way back up from the Abyss. Who knows what horrors he would have to battle against to return. All sorts of Hive Vermin no doubt, but perhaps there are even worse things that inhabit the nightmare depths below the Hive. Let your imagination go wild. *It Came From the Sump*, in issue 201, gives a few ideas you could use for creating these kinds of monstrosities.

The kind and helpful Brothers of Mercy.



HOUSE: REDEMPTION GANG RATING: 1569 GANG NAME: THE BROTHERS OF MERCY

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.																		
OBADIAH REDEMPITOR PRIEST	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>5</td><td>5</td><td>3</td><td>3</td><td>2</td><td>4</td><td>1</td><td>9</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	5	5	3	3	2	4	1	9	FLAMER, SWORD, FLAMER RELOAD IRON JAW, CRUSHING BLOW, IRON WILL	210	206
M	WS	BS	S	T	W	I	A	Ld														
4	5	5	3	3	2	4	1	9														
METHUSELAH DEACON	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	3	3	3	1	4	1	7	FLAMER, FLAIL HURL OPPONENT, KILLER REPUTATION	110	146
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	4	1	7														
ONO ZEALOT	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>3</td><td>3</td><td>3</td><td>3</td><td>1</td><td>4</td><td>2</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	1	4	2	8	EVISCERATOR, EXTERMINATOR COMBAT MASTER, NERVES OF STEEL	105	85
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	1	4	2	8														
NEBO ZEALOT	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>3</td><td>3</td><td>3</td><td>3</td><td>1</td><td>5</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	1	5	1	7	MASSIVE AXE	75	45
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	1	5	1	7														
ZABBAI SENIOR BROTHER	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	3	3	3	1	4	1	8	AUTOGUN, EXTERMINATOR IMPETUOUS, CRACK SHOT	85	82
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	4	1	8														
TOBIAH SENIOR BROTHER	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>3</td><td>5</td><td>3</td><td>3</td><td>1</td><td>3</td><td>2</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	5	3	3	1	3	2	8	AUTOGUN, EXTERMINATOR, FRAG GRENADES	115	61
M	WS	BS	S	T	W	I	A	Ld														
4	3	5	3	3	1	3	2	8														
AMOS SENIOR BROTHER	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>3</td><td>3</td><td>3</td><td>3</td><td>2</td><td>4</td><td>1</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	2	4	1	8	2 AUTOPISTOLS GUNFIGHTER, TRUE GRIT	80	86
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	2	4	1	8														
ISHIJAH BROTHER	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>3</td><td>4</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	4	3	3	1	4	1	7	SHOTGUN (WITH SOLID, SCATTER AND HOT SHOT), EXTERMINATOR, FRAG GRENADES	35	43
M	WS	BS	S	T	W	I	A	Ld														
4	3	4	3	3	1	4	1	7														
TOTALS:			815	754																		

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.

There are four types of gang fighter: Leaders, Heavies, Gangers & Juvies. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juvies.

HISTORICAL EVENTS

Of course, once you start playing this sort of scenario, there's no reason why you should just limit yourself to this one battle.

Karloth Valois' Sump Crawlers.



There is a whole wealth of background to draw on to give you ideas for other scenarios. How about the great slave revolt led by Bull Gorg? You could get all the Pit Slave figures you can lay your hands on for one side, and anyone else who wants to have a go on the other side. You could do a conversion for Bull Gorg himself, perhaps using Paul Muller's entry for last year's Open Competition as a source of ideas (see Mike's Masterclass in issue 195). Or you could have a shoot-out between "Mad" Donna and the Bounty Hunters who chased her across the Hive. Or Brakar taking his revenge on the Van Saars who butchered his Ratskin tribe. The list just keeps on going, and this is only the background that already exists. There is no reason why you shouldn't have a go at making up your own historical background to base scenarios on. So give it a try, and if you come up with any interesting ideas, then drop us a line. You never know, they might even become a part of the legends and lore of the Underhive!

HOUSE: **SCAVVY**

GANG RATING: **1448**

GANG NAME: **THE SUMP CRAWLERS**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
KARLOTH VALOIS ZOMBIE MASTER	M WS BS S T W I A Ld 4 3 3 4 4 3 4 1 9	SEE OUTLANDERS RULEBOOK FOR WEAPONS, EQUIPMENT AND SPECIAL RULES	250	-
KING FULVOUS PUCE SCAVVY KING	M WS BS S T W I A Ld 4 6 4 4 3 1 4 1 7	SHOTGUN (WITH SOLID AND SCATTER), AUTOPISTOL, SWORD AMBUSH, LEAP, TRUE GRIT	143	202
YEE SCALVY	M WS BS S T W I A Ld 4 4 4 5 4 2 2 2 9	SPEAR GUN, DISCUS BODY SLAM	181	120
BOILBLAIN SCAVVY	M WS BS S T W I A Ld 4 3 4 3 3 1 3 1 7	BLUNDERBUSS LEAP	32	34
FUGPLOT SCAVVY MUTANT	M WS BS S T W I A Ld 4 4 3 3 3 1 3 2 6	BLUNDERBUSS, SPIKES (MUTATION) KILLER REP, TRUE GRIT	62	44
NUBBLELES SCAVVY	M WS BS S T W I A Ld 4 3 4 3 3 1 4 1 6	AUTOGUN	41	29
SPUTEOUS SCAVVY	M WS BS S T W I A Ld 4 6 2 3 3 1 3 1 6	STUB GUN	33	22
SLASBERBLET SCAVVY	M WS BS S T W I A Ld 4 4 3 3 3 1 3 1 6	SHOTGUN (WITH SOLID AND SCATTER) BERSERK CHARGE, CATTAIL	41	38
NOBBLELONG SCAVVY	M WS BS S T W I A Ld 4 3 2 3 4 1 3 1 7	AUTOPISTOL DODGE	37	14
KRAMIS GRINE WYRD BEASTMASTER	M WS BS S T W I A Ld 4 2 2 3 4 1 4 1 7	AUTOPISTOL, BLUDGEON D3 GIANT RATS, SENSE PRESENCE MINOR POWER	125	-
THE NAMELESS 306 PLAGUE ZOMBIES	M WS BS S T W I A Ld ZD6 2 0 3 3 1 1 1 5	SEE OUTLANDERS RULEBOOK FOR SPECIAL RULES	-	-
There are four types of gang fighter: Leaders, Heavies, Gangers & Juvies. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juvies.			TOTALS:	945 503

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**

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if you come
en drop us a
even become
e Underhive!

VILERS	
COST	EXP
250	-
143	202
181	120
32	34
62	44
41	29
33	22
41	38
37	14
125	-
-	-
945	503

SLAYER SWORD WINNER!



Above: 1st place Single Miniature, by Neil Thomason, this year's Slayer Sword winner.

The 1996 Slayer Sword winner was Neil Thomason with his Space Wolves Wolf Priest.

At first glance, it would appear that this is just a stock Space Wolves miniature that Neil has painted unbelievably well. It's actually more complicated than that, but only when you start to look more closely do the wealth of tiny modelling details start to appear. For example, the purity seals and charms on the banner and model are all scratch-built. But it doesn't end there, in fact, the whole model is a complex, but beautifully subtle conversion. There are parts from at least five different miniatures here!

As we've pointed out below, Neil is a recognised master in the single miniature field and this year he pulled out all the stops and walked away victorious.

Well done Neil.

GAMES & GOLDEN

Right: 1st place
Warhammer 40,000
Single Miniature Golden
Demon 1993.

Below: 1st place
Warhammer 40,000
Single Miniature Golden
Demon 1995.



Below: 1st place
Warhammer 40,000
Single Miniature, Golden
Demon 1994.



This year's Golden Demon competition was particularly special for Neil Thomason. Not only did he win the 1st place Warhammer 40,000 Single Miniature for the 4th year in a row, to cap it all he also won the much coveted Slayer Sword. The question we're asking is, can he win the Slayer Sword again next year?

GAMESDAY GOLDEN DEMON 96

We say this every year, but it's always true! The standard of Golden Demon entries for the 1996 competition was higher than ever and judging them all was incredibly difficult. Mike McVey managed to narrow the entries down to these few winners, but remember, if you didn't win this time try again next year. Good Luck!

The only model we've not shown is Dave Andrew's winning Open Competition entry, and we'll look at that next month.



A group shot of the 1996 winners on their tour of the Studio

BEST WARHAMMER 40,000 SINGLE MINIATURE



Right: Ben Jefferson, 2nd place.
Left: Mark Boardley, 3rd place.



Yet again the Warhammer 40,000 Single Miniature category was the most fiercely contested, indeed the standard was so high the the winner also walked away with the Slayer Sword! The quality of modelling and painting on each of these models is outstanding, and any one of them would have been a worthy winner.



Above:
Valerie Florentin,
3rd place.

**BEST
WARHAMMER
40,000 SQUAD**



Above and Below:
Anthony Warrington,
2nd place.



Below:
Ben Jefferson,
1st place.



WARHAMMER

**BEST
WARHAMMER
COMMAND
GROUP**



Above: Barry Lees, 1st place.

Below: Mark Clayton,
3rd place.



WARHAMMER



Right:
Chris Blair, 2nd
place.



Left:
Matthew Piper,
1st place.

BEST WARHAMMER SINGLE MINIATURE

Below:
Garry Taylor,
2nd place.



Above: Dario Natoli,
3rd place.

WARHAMMER



Above:
Thierry Husser,
3rd place.

**BEST
WARHAMMER
40,000 CREATURE
OR FANTASY
MONSTER**



Above: Barry Lees,
1st place.



Left: Chris Blair,
2nd place.

Characterisation is a very important part of miniature painting and the winners in the Creature and Monster category really excelled in this. Each is painted in a very different style, but they all capture the essential feel of their respective race. In the end it was Barry Lees' strikingly rendered Troll with its beautiful, scenic base that took 1st place.

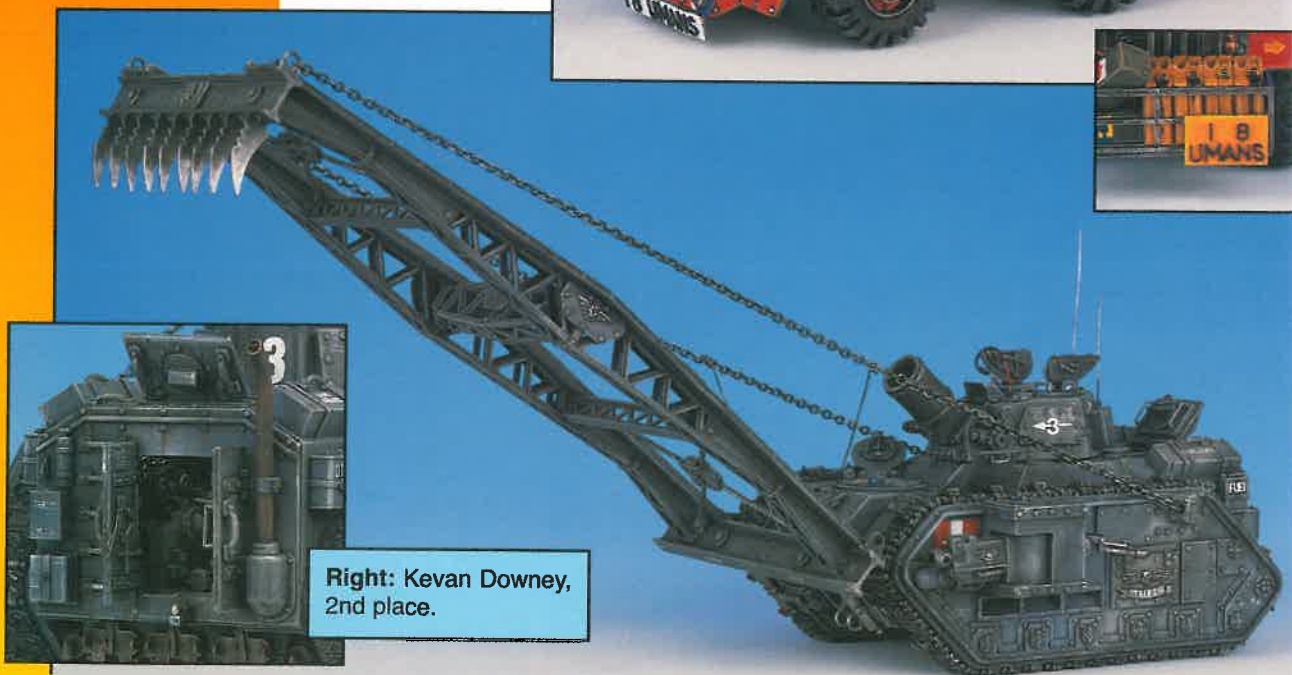
**BEST
WARHAMMER
40,000
VEHICLE**

There really was some marvellous attention to detail in this category. Notice the feathering effect around the power claw on Mark Boardley's dark and brooding Dreadnought, and the countless conversions that Mark Lifton has added to his Ork buggy.



Above: Mark Boardley,
1st place.

Below: Mark Lifton,
3rd place.



Right: Kevan Downey,
2nd place.

NECROMUNDA

BEST NECROMUNDA GANG

Below: Matt Parkes,
1st place.



Below: Mark Lifton,
2nd place.



Below: Joe Hill,
3rd place.





Above and below:
Chris Blair, 1st place.

**BEST BATTLE
SCENE**



The Battle Scene category is always one of the most interesting to judge, and one which we plan on discussing further in future issues. Chris Blair's winning entry, to the left, brought together a lot of the things that go to make a good battle scene: a strong sense of narrative, good attention to detail, and, of course, a high painting standard. Barry Lees' second place piece was impressive in its simplicity. Rather than trying to go for a very large, involved diorama, Barry has just produced an extremely eye-catching and colourful vignette.

Right: Barry Lees,
2nd place.

Below: Mark
Waltham, 3rd place.





Left: Ian Hodgson,
1st place.

Below: Thierry Husser,
3rd place.



Above: Alexander Gentry,
2nd place.



Below: Kevin Byng.



hierry Husser,



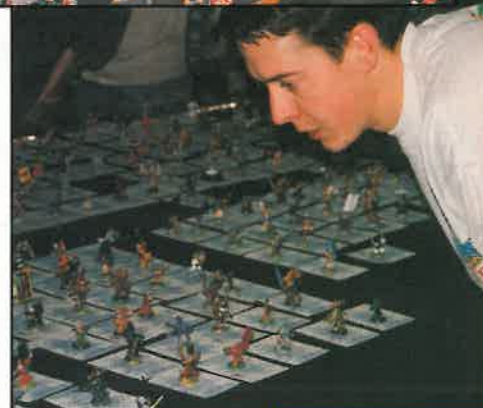
I'd just like to say a big thank you to everyone who entered this year's Golden Demon and Young Bloods competitions. Yet again the standard was higher, and we received more entries, than ever before. Every year, picking out the best few of the thousands of entries gets harder and harder. But don't think that just because you didn't win a prize this year that your painting wasn't up to scratch. At every competition there are a countless number of exceptional

Thousands of avid gamers and painters scrutinised every one of the hundreds of Golden Demon entries, before Mike McVey made his final judgements.



entries, and in a way it's a shame that we have to pick out just three. So my apologies to everyone who didn't make it this time round. Next year I expect to see even more, even better painted miniatures than this year, so you'd better go and get started right now!

Mike



YOUNG BLOODS

Just like last year, this time round we ran the Open Competition and Young Bloods alongside Golden Demon. We'll be having a closer look at some of the Open Competition entries, and of course Dave Andrews' winning diorama (yes, he won again!), in future issues. In the Young Bloods competition, the standard continues to improve every year, as you can see from the quality of Chris Skerman's winning Dark Elf Sorceress on the right. This competition is run to encourage and develop up and coming new figure painting talent, in the hope that many of the competitors will go on to deliver the outstanding Golden Demon entries of future years.



NECROMUNDA™



Miniatures supplied unpainted.
Contents and components may vary from those illustrated.

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.

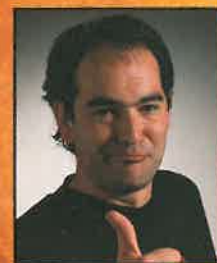


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GOLIATH FIGHTER

A DARK CONSPIRACY



By Jervis Johnson

The cunning Lizardmen are masterminding an insidious plan which will effect the future of the Warhammer World. Now you can help decide if the Lizardmen succeed or not!

Lord Mazdamundi of Hexoatl stirred. It was the first time he had stopped his contemplation of the universal plan of the Old Ones for over a century. He blinked and slowly turned his gaze towards the High Skinks who were his attendants.

"The planets are aligned. The Time of Destruction approaches. Retrieve that which was taken."

Mazdamundi blinked once more, and then returned to his trance-like meditations. His attendants, bowing low in supplication, left him and prepared to carry out his instructions.

A BIT OF HISTORY

It was almost a year and a half ago that we ran the Ichar IV campaign. Veteran readers will (I hope!) remember the event well, but for you new recruits, Ichar IV was an attempt to run the biggest multi-player battle ever! The idea was simple: during a single weekend, players from all over the world would play games of Warhammer 40,000 and Epic, fighting battles which pitted Tyranids on one side against Space Marines, Imperial Guardsmen and Eldar on the other. Then they would write to me, letting me know which side won the battle that they fought. The results of these battles would decide the fate of the Imperial World of Ichar IV, which was under attack from Hive Fleet Kraken. If the Tyranids won more than 50% of the battles the planet would fall, if the Tyranids were defeated in the majority of battles, the planet would be safe.

Although the idea was simple, the Ichar IV campaign proved to be quite a hit, with hundreds of players writing to me with the results of the battle that they fought, and everybody generally having a good time. Since then I've often been asked if I'm going to run anything similar ever again, and usually I've said "No, Ichar IV was a one-off". And I meant it too, at the time. However, the release of the new edition of Warhammer made me think that maybe it was time to try to do something similar to Ichar IV, but for the Warhammer world. The more I thought about it, the better the idea

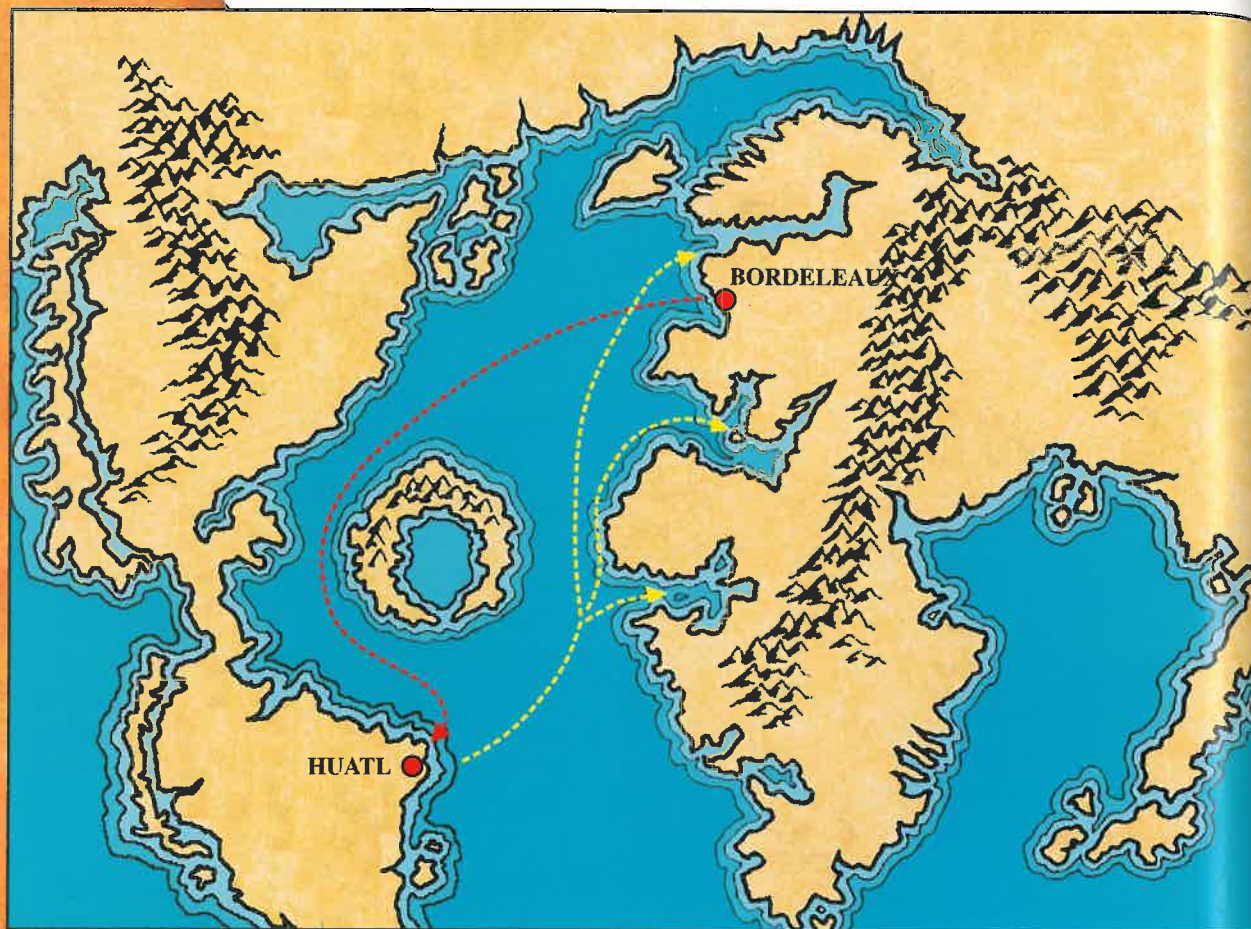
seemed, and after a couple of brainstorming sessions with Rick Priestley, Andy Chambers and Nigel Stillman, I knew that we could get the idea to work. The result is *A Dark Conspiracy*.

DEVELOPING THE IDEA

As Ichar IV had worked so well, my initial idea was to simply to have an enormous Lizardman army invade the Old World, forcing the races already living there to unite in order to defeat it – in other words to simply rerun Ichar IV, replacing the Tyranids with Lizardmen, on the Warhammer World. The problem with this, as Rick and Andy quite rightly pointed out, was that an event of this magnitude would have a profound and long-lasting effect on the background of the Warhammer World, especially if the Lizardmen should win (The Empire you say, sorry it doesn't exist anymore, it's been overrun by the Lizardmen... you get the picture, I'm sure).

No, what was needed was a situation that would allow the players (ie you lot!) to fight out lots of Warhammer battles, all of which had a common theme, but at the same time come up with something reasonably credible in the context of the background.





This map shows the route taken by the ill-fated Duc d'Lorrain's expedition. On their outward journey (in red) they were blown off course to the north of Ulthuan, but still made landfall in Lustria within about three months.

The yellow arrows show the scattered return of the mutineers' fleet as they dispersed throughout the ports of the Old World.

I was also rather keen to come up with something that would run a bit longer than a weekend, and would lead to a suitably cataclysmic conclusion. I have to admit that I was stumped, until Rick suggested we try and come up with a storyline that emphasised the uniquely powerful magical abilities of the Slann. Suppose, he said, that the planets have come into alignment allowing the Slann to use the magical ley lines of the Old World to move troops about. This, combined with a love on my part for certain TV series featuring a pair of FBI agents, provided the inspiration needed for the scenario that follows. But enough of my ramblings; here is the story behind this Dark Conspiracy.

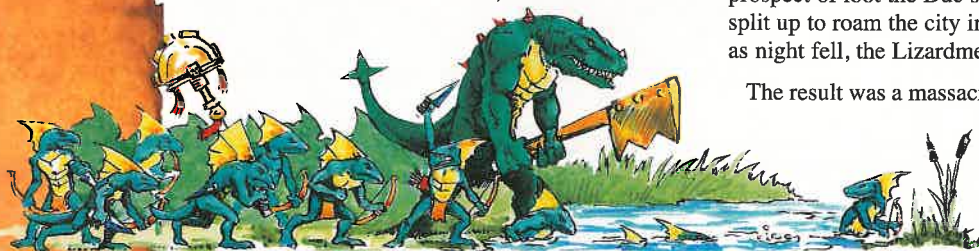
THE LOOTING OF HUATL

In the year 1847 (by the Imperial calender) the Bretonnian King Jean financed an expedition to Lustria. The expedition set off a year later under the command of the Duc d'Lorrain, and consisted of six Bretonnian men-o-war,

several smaller auxiliary craft, and just over 500 Bretonnian Knights and Men-at-Arms. The journey to Lustria was filled with peril. The High Elf navy and the monsters of the High Seas took a heavy toll on the Bretonnians, but three months after setting sail from Bordeléal the coast of Lustria was sighted.

The Bretonnians made their landfall close to the ruined pyramid city of Huatl. The Duc d'Lorrain was a brave and bold warrior, but was also rather rash and not noted for his tactical brilliance. Forgoing any form of reconnaissance, he plunged into the Lustrian jungle, heading towards the ruined pyramids whose peaks could be seen jutting up above the forest canopy. Huatl is close to the Lustrian coast, and the Duc's army reached the ruined city very quickly. Even so the Bretonnians had already attracted the attention of the Lizardmen. Unfortunately the Duc and his men were unaware of this fact as they started to explore and loot the ruined city. Distracted by the prospect of loot the Duc's army scattered, as men split up to roam the city in search of booty. Then, as night fell, the Lizardmen moved in...

The result was a massacre. When the sun rose, a mere fraction of the once mighty Bretonnian army was still alive. The tattered survivors



fled from Huatl carrying what artifacts and treasure they could. But the dawn brought no respite, and the Bretonnians were harried all the way from the city to their boats by the Lizardmen lurking in the dense jungle. The Duc died a mere hundred yards from the beached longboats of his fleet, in a heroic last stand that bought enough time for the handful of survivors remaining to make their escape.

However, those that did manage to escape did not leave empty handed. In their possession were many ancient artifacts and dozens of the golden glyph plates that adorned the Lizardman temples. The fabulous treasures proved too much of a temptation for the crews of the Bretonnian fleet, and without the strong, if misguided, leadership of the Duc it was not long before trouble started during the return voyage. Rather than return to Bretonnia and hand the booty over to their King, the fleet mutinied and its ships scattered to ports all over the Old World. And with that the artifacts looted from Huatl, including the coveted glyph plaques, were scattered far and wide across the Warhammer World as well.

THE CONSPIRACY

It's now almost 700 years since the Duc led his ill-fated expedition to the shores of Lustria. In that time the artifacts and glyph plates that were stolen have become even more widely scattered. Some have been lost, others destroyed, but by far

At the head of the Lizardmen assault, swarms of Skinks pour from the ancient monuments.



the majority are still in existence. For reasons that will become clear in time (ie over the next couple of months as I divulge more information in White

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THE STANDING STONES

Quntacl, the mighty Saurus Champion, stood in the front rank of his Warrior regiment. These Lizardmen were of the same spawning as he, and each one of them brandished a long spear with a sharp bronze tip, and carried a shield made of beaten bronze decorated with gold. The only thing that marked him apart from his brothers was his albino skin and the enchanted blade presented to him by Lord Yermict. His regiment was dozens strong, but only one amongst the large Lizardmen contingent that had gathered at this place, summoned by the Slann Mage-Priest.

The Lizardmen stood in the middle of a gigantic stone circle, decorated with carvings and sigils of power. A Skink swarm, more numerous than Quntacl could count, stood next to his Warriors, with two great Kroxigors amongst them. To his right was a regiment of Cold One riders. The great beasts croaked restlessly, sensing the magic in the air. Quntacl studied the ancient stonework that dated back from the time of the Old Ones. As his gaze settled on the engraved monoliths that circled the Lizardmen, they suddenly started glowing with an otherworldly light. It was the magic of Lord Yermict of Tlax, chanting the Words of Power in the long-forgotten language. This had activated the magic of the standing stones.

The Skink Shaman Xiin had explained to Quntacl that once in a ten thousand years this circle of standing stones existed in two places simultaneously: here in the heart of Lustria and in the distant land of the young man-race, on the other side of the World Pond. How this was possible Quntacl did not know, but he did not care, either. He had been told to gather his weapons and be ready for battle, and that was enough for him. Whatever it might be, the will of the Slann Lords was to be obeyed, not questioned.

When Mage-Priest Yermict had performed the rites of the Moon and the Stars, the light emitting from the stones grew more intense until it blinded the Lizardmen. When their reptilian eyes adjusted to the darkness again, they were gazing at different stars. A human being might have been driven mad by such experience, but Quntacl just gazed at the mighty Slann Mage-Priest, waiting for orders, confident in his master's wisdom.

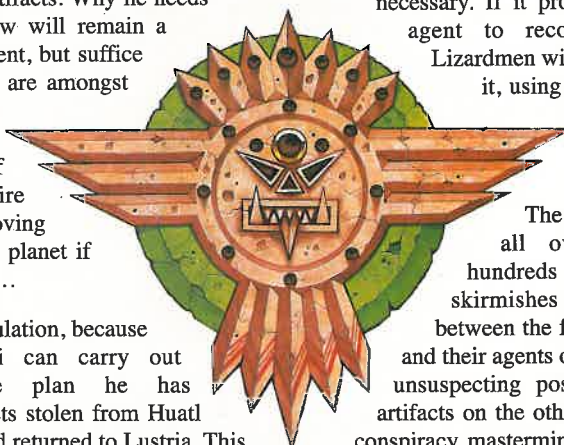
Deep in the forest of Chalons, the ancient stone circle glowed with an eerie light. The terrified peasants of Bastonne locked their doors and prayed to the Lady of the Lake, but in the darkness of the night the Lizardmen disappeared into the shadows of the forest to begin their long search.



Dwarf), Mazdamundi has decided that now is the time to recover the artifacts. Why he needs the artifacts back now will remain a mystery for the moment, but suffice to say that the Slann are amongst the greatest sorcerers in the Warhammer world, capable of shifting entire continents or even moving the axis of the whole planet if they should so desire...

But enough idle speculation, because before Mazdamundi can carry out whatever awesome plan he has conceived, the artifacts stolen from Huatl must be recovered and returned to Lustria. This is a huge task, the more so because the exact location of all of the artifacts that have been lost

back if need be, and using fouler means if necessary. If it proves impossible for an agent to recover an artifact the Lizardmen will use a force to retrieve it, using hired mercenaries if at all possible and their own troops as a last resort.



The end result of this is that all over the Old World hundreds of small battles and skirmishes are taking place between the forces of the Lizardmen and their agents on the one hand, and the unsuspecting possessors of the stolen artifacts on the other. It is a truly massive conspiracy masterminded by the Lizardmen, and one which will almost certainly effect the future of the Warhammer World.

But most importantly of all, you can directly effect the outcome and help decide if the Lizardmen succeed in their master plan, or not!

HOW TO JOIN?

Fortunately, the joining in bit is very, very simple: just play lots of games of Warhammer in the month of January, and then write to me at the address below and let me know who won and who lost each game! If you're lucky enough to have a Games Workshop store or Games Workshop stockist nearby then things will be even easier. They'll be running games in their store, so you can concentrate on playing and they'll do all the paperwork for you!

Once the results start coming in, I'll use them to decide how well the first stage of the Lizardman plan has worked. Then next month I'll let you know what the next part of their cunning plan is, and how you can help me decide the outcome of that. Exciting, isn't it!

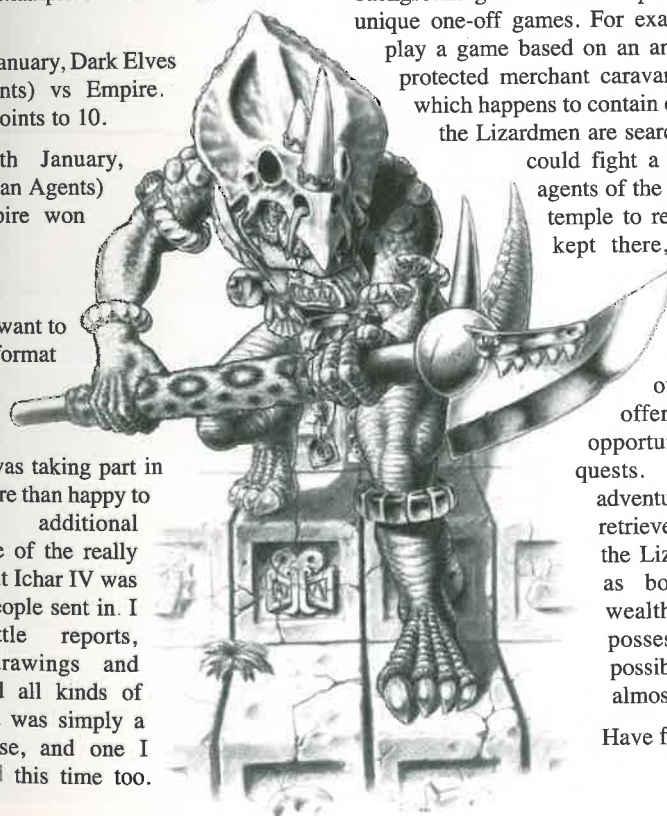
The important thing about the event is that it allows anyone, anywhere, to join in – the size and composition of the armies really doesn't matter as long as you don't have Lizardmen fighting on both sides, or use Skaven as Lizardman agents (the Skaven and the Lizardmen don't get on all that well). What's more, you can fight as many battles as you like over January, and send all of the results in to me, as there's no limit on the number of games you can play. In fact all you really have to do is decide which player represents the forces of the Lizardmen, or is their agent in the battle, and include that on the result sheet. Here's an example of the kind of thing I mean:

Battle One, 2nd January, Dark Elves (Lizardman Agents) vs Empire. Empire won 12 points to 10.

Battle Two, 4th January, Empire (Lizardman Agents) vs Skaven. Empire won 17 points to 2.

and so on...

Of course if you want to expand on this format and include more notes about what happened in the battle and who was taking part in it, then I'll be more than happy to receive the additional information. One of the really great things about Ichar IV was the extra stuff people sent in. I got full battle reports, photographs, drawings and illustrations, and all kinds of other stuff to. It was simply a fantastic response, and one I hope is repeated this time too.



SACRED PLAQUES

Untold eons ago the mighty Slann of the first spawning inscribed the Great World Plan of the Old Ones onto sacred plaques of gold and bronze, before they themselves perished in the cataclysmic battles of ancient times.

These plaques were copied by the remaining Slann and transcriptions of the sacred plan were placed in all the temple cities. It is not certain whatever these copies were faithful in every detail to their master copy, half of which has now vanished through the depredations of plundering invaders. For this reason every sacred plaque is precious to the Mage-Priests, because it may reveal unknown details of the divine plan of the Old Ones. The Mage-Priests will go to any lengths to retrieve the sacred plaques which are plundered from their opulent temples.

This being said, you shouldn't feel that you have to include anything other than the result of the battles you've fought. At the end of the day any contribution is very gratefully received.

One final point, please feel free to use the background given to devise special scenarios and unique one-off games. For example, you could play a game based on an ambush of a well-protected merchant caravan, one wagon of which happens to contain one of the artifact the Lizardmen are searching for. Or you could fight a battle where the agents of the Lizardmen raid a temple to retrieve an artifact kept there, and so on. If

you're a fan of Warhammer Quest then the scenario I've outlined above offers plenty of opportunity for new quests. Perhaps the adventurers are hired to retrieve an artifact for the Lizardmen, or hired as bodyguards by a wealthy noble who possesses one. The possibilities really are almost endless.

Have fun!

Jervis Johnson

Send the results of your battles (and any other stuff you'd like me to see) to the following address:

**Jervis Johnson
Dark Conspiracy
Battle Results
Games Workshop Ltd
Chewton Street
Hilltop
Eastwood
Nottinghamshire,
NG16 3HY**



Castle Hill, before the onslaught.



The 8am club. How keen were you?



Waaagh, it's open!

Pictured here are some of the hordes of manic gamers who descended upon the Castle Hill Grand Opening, determined to recruit ferocious new warriors for their forthcoming battles.

Is this your face circled below? If it is, contact our Castle Hill store for a special Grand Opening event prize.



Some lucky prize winners wearing their spoils.



One T-shirt winner brought all these friends with him to help carry his heavy prize home.



DREADNOUGHTS!

TALLER THAN A MAN

Jake: Upon the myriad battlefields of the 41st millennium, the Dreadnoughts stand tall and proud, a powerful friend to their allies and a terrifying threat to their enemies. A testament to the ancient technology of not only the Adeptus Mechanicus, but of the enigmatic Eldar Bonesingers and the ingenious Ork Mekboys. Regardless of race or construction, the Dreadnought is a magnificent achievement, a walking fighting machine equipped with the most destructive weapons an army can muster.

IMPERIAL MIGHT!

Of all the Dreadnoughts, my favourite is the Space Marines'. Whether this is something to do with its might on the tabletop, or whether it's just because it's an absolutely brilliant model, I don't know. What is clear is that I'm not the only one,

as every time I go to a convention there are Dreadnoughts aplenty. Space Marine Dreadnoughts reflect the army as a whole, being just a little tougher and a bit better at shooting than their foes. The disadvantage, as usual for the Space Marines, is their high points cost. We're outnumbered in Dreadnoughts too, so what? Well, this is actually quite a problem, especially against the Orks. I think that the Orks are probably the best army in the game (beardy Eldar combinations aside). They are difficult to learn to use well, but if they *are* well led then they are almost impossible to stop. That's why I like trying to stop them – it's a challenge. I've fought lots of games against the Orks, but I still get panicky butterflies in my stomach every time I see them arrayed against me. There are *so many* of them...

IN BATTLE

On one memorable occasion I was fighting against Adrian's Waaagh! Grishnak. It was quite a

Dreadnoughts are huge fighting machines which stand two or three times the height of a man and weigh several tons. As they stride into battle, fiery death roars from the myriad of weapons mounted on their towering hulls, and their great metal claws churn through everything in their path.





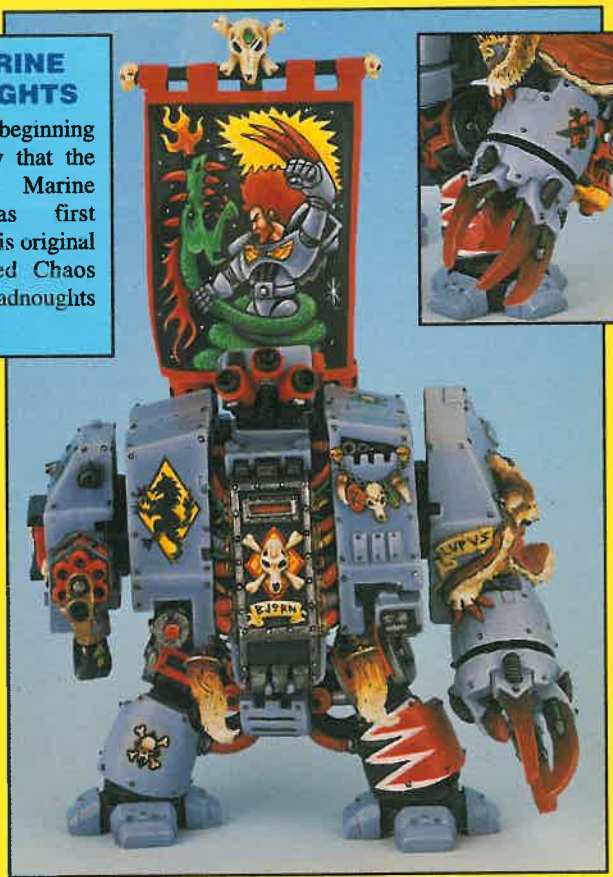
Richard's brilliant picture was the original inspiration for our little rant about Dreadnoughts.

SPACE MARINE DREADNOUGHTS

It was at the very beginning of Imperial history that the noble Space Marine Dreadnought was first developed. From this original design the dreaded Chaos Space Marine Dreadnoughts also originate.



BLOOD ANGELS



BJORN THE FELL-HANDED



ULTRAMARINES



DARK ANGELS

dreadnoughts.

KIM SYBERG'S DREADNOUGHT

In issue 185 we featured Kim Syberg's superbly painted Space Wolf Dreadnought, Ragon. That was ages ago, so we thought we'd show you it again!



small game, and by chance we'd both drawn up armies with no vehicles in except Dreadnoughts.

I'd taken one, resplendent in his Blood Angels' red, Adrian had taken two...

Now Ork Dreadnoughts are tough, nearly as tough as Space Marine ones. One is not usually a problem, but together, two of them are more than a match. With no other vehicles to distract him I knew I was in trouble.

I think it was this paranoia that saved me in the end. Because I was worried about being squashed by the combined power claws of his Dreadnoughts, I made their destruction my first order of battle. Using the advantage of deploying second, I placed my Dreadnought far out to one side. Adrian's were placed evenly, about 12" apart in the middle of his front line, and my deployment meant that I could concentrate on the nearest one. That's the trick. NEVER fight the enemy on their own terms, whatever they are. If the enemy's big advantage is their numbers (like the Orks), use the terrain to funnel them, use the terrain to block them, keep out of their fire arcs. Pick on them a few at a time. In this battle, I used some ruins to cover my approach and wasted the closest Ork machine with my multi-melta. The other one could do nothing because the ruins blocked his line of sight. The next turn, feeling overconfident and cocky, I charged the second Dreadnought and tore it to pieces in hand-to-hand! Lucky. My optimism grew, I could fail no dice roll, and the rest of the battle was a foregone conclusion.

Then there was that time when... oi... gerroff... Adrian, stop that!



IRON WARRIORS CHAOS DREADNOUGHT



NIGHT LORDS CHAOS DREADNOUGHT

CHAOS DREADNOUGHTS

Ancient and evil, Chaos Dreadnoughts are the degenerate and warped cousins of the mighty Imperial machines.

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S GHTS

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Standing between two Eldar Dreadnoughts from our cabinets is Adrian's Eldar pirate Dreadnought. As well as using a contrasting bone/purple colour scheme, Adrian has used the canopy from a metal Harlequin jetbike to give the machine a characteristically wicked looking face.

ELDAR DREADNOUGHTS

Unlike other races' Dreadnoughts, those the Eldar bring to war contain no living warrior. Instead, they are merely a robotic shell, the repository of the animating spirit of a dead Eldar. A spirit is drawn from the infinity circuit and resides within the Dreadnought until such time as its power begins to fade

and it can no longer function. Only the most potent spirits can control a Dreadnought, for even the act of consciousness is a major drain upon the resources of the dead. A spirit's natural realm is the warp, where time and place are meaningless, so that even to hold its consciousness in a single place at a given time is tremendously exhausting.

ORK TAKEOVER!

Adrian: Right, got rid of that poncy Space Marine, now for the really important stuff – all about Ork Dreadnoughts!

The first thing that really struck me about the Ork Dreadnought was how absolutely stompin' it looked! It forms a focal point for the army on the battlefield and embodies the power of the Waaagh! right down the line. As Warlord Grishnak would say, "If ya can't blast 'em ta bitz wiv ya shootiest gunz, den ya'll just 'ave ta rip 'em in two wiv ya biggest zoggin' power claws den, woncha?" Succinctly put, I think. After all, what more could you ask for in a Dreadnought?

What's more, an Ork Dreadnought is such good value for your points, you can get two Ork Dreadnoughts for the price of one Imperial or Eldar machine (well, almost!). So what makes an Ork Dreadnought so good then? Let's look at the

one you can make straight from the boxed set. In the army list, an Ork Dreadnought has a standard armament of two power claws, a heavy bolter and a heavy flamer. Most people upgrade their Dreadnought's heavy flamer to a lascannon (I know I did), because that's what you get in the box. Actually, with a heavy flamer teamed with the twin power claws, the Dreadnought becomes a veritable close combat monster. A heavy flamer is just great as you don't have to roll to hit. With a strength of 5 and a hefty -3 save modifier, even Space Marines had better watch out!

If you felt particularly adventurous you could replace its heavy bolter with another heavy flamer and really go for the close combat psychopath. Ouch, that's really nasty!



Built from almost anything that a cunnin' Ork Mekaniak can find, the Ork Dreadnought is like a miniature version of an Ork Gargant or Stomper, the very image of the Ork gods, Gork and Mork.



Alternatively, if you want a nice shooty Dreadnought to stalk about at the back of the battlefield (made by a Blood Axe Painboy or a Deathskull Mek, I'll wager!) blasting all and sundry, why not up-grade the two power claws to lascannons and/or missile launchers, or even the heavy flamer as well? This would give you a Dreadnought like a walking weapon battery worth 190 to 225 points. This is still really cheap

compared to an Imperial Dreadnought with a comparable weapon fit. Hah! Dese 'oomies fin' dey've got it good, but dey just don't compares ta a good Orky Dreadnought!

You can soup up Ork Dreadnoughts even more with vehicle cards such as *Extra Armour*. A *Searchlight* is also a useful vehicle card, and can be particularly annoying for the enemy as his carefully hidden troops suddenly find themselves suddenly revealed. I would avoid the Ork vehicle card *Kustom Force Field*, as even bolter fire can cause it to overload, causing the shield to explode, killing the pilot with a S4 hit. This is OK on vehicles with a number of crewmen on board, but not for your prized Ork Dreadnought killing machine who, after all, only has a single Ork or Gretchin in control!

With some careful thought, you can create a monster machine to rival the Space Marines. However, why try to beat the Space Scum at their own game? Use some Orky know-wotz and just get another Dreadnought, or maybe even three! The lone Space Marine Dreadnought will soon find itself outgunned and outclassed in close combat! As for that story of Jake's about trashing two of my Dreadnoughts with his Space Marine Dreadnought, well, he got lucky, see? never happen again. Honest. 'Ang on! Oh no, I'm runnin' out of room, but just you wait, I'll be back with more to say about Dreadnoughts, so keep your eyes open, I'm not done yet. See ya!



ORK DREADNOUGHTS

Every Ork or Gretchin wants to be big, strong and shoot the biggest guns he can! Despite the initial discomfort of having a "seein' to" by a Painboy, being wired into a Dreadnought is just about the best thing that can happen to an Ork.

These clanking, great war machines represent the peak of Orky technology. A bizarre mixture of Mekboy engineering and Painboy bionics, these monstrous machines charge into battle, bellowing loud metallic "Waaagh!" noises out of their speakers and blasting away with their heavy weapons at just about anything that moves!



On the left of our Goff Ork Dreadnought is Paul Sawyer's excellent *Bad Moon Dreadnought*, complete with a sculpted Banner rescued from his bits box. On the right is Warlord Wood's *Evil Sunz Dreadnought* from Waaagh! Grishnak.

TALISMAN



by Mark
Brendan

TALISMAN REVISITED

Let's face it, it's been a long, long time since we've seen hide or hair of Talisman in the pages of White Dwarf, and I'll wager there are more than a few of you out there who don't know what you're missing. I think it's also probably fair to say that those of you who own a Talisman set have got it gathering dust on a shelf somewhere. Therefore, we decided it was high time to re-introduce you to this timeless classic.

As you may or may not know, before being drafted to the White Dwarf bunker I worked in one of our stores. Whilst there an oft asked question by the younger gamers was, "why do you still sell Talisman?". My stock answer to this was a simple one: "because I think it's an excellent game". The problem was that many of

the people who asked this question hadn't even played the game. So what had Talisman done to receive all of this bad press?

I think the answer lies primarily in the fact that Talisman is not a game which follows the format of our other systems – it's a board game and not a tabletop wargame. I've seen Warhammer Quest suffer from the same prejudices, and witnessed those prejudices overturned on games nights in the stores when the doubting Thomases actually had a go. After all, the proof of the pudding is in the eating, and all that sort of guff.

Something else I have noticed is that many of the people who still play Talisman are using the old set and don't know a great deal about our other game systems. This is a shame because the version of Talisman which is currently available



knocks spots off the old set, with its plastic Citadel miniatures as opposed to cardboard pieces, and the vast range of Wayne England's illustrations on many of the components. The gameplay is also better and makes considerably more sense than its predecessor, which suffered from a gross excess of supplements that did not quite gel with one another. Confused? You certainly were.

SO WHAT EXACTLY IS TALISMAN?

Talisman is a game which can be played pretty much any time you have a spare couple of hours. You don't need any preparation and it takes about five minutes to set up the board. Up to six players is a functional maximum for the game (you can have more players if you really want to, but six is plenty), and because of the simplicity of the rules Talisman is an ideal springboard for new gamers into the rest of the hobby. In fact, this is a game that is so accessible that I regularly play it with friends who have no interest in wargaming whatsoever and steadfastly refuse to play things like Warhammer (amazing as you may find it), and they find Talisman hugely entertaining. And when you've played through enough games to be thoroughly familiar with the rules and all of the cards, then there are three different expansion kits to choose from, one of which contains a spectacular Citadel Dragon – a worthy addition to any Warhammer army, I'm sure you'd agree.

The basic premise of Talisman is that a number of heroes and anti-heroes of the realm take on the task of slaying the immensely powerful Dragon King, a wicked creature who has stolen the fabled Crown of Command, thus enabling him to rule. In order to do this they must first find one of the legendary Talismans hidden around the land. This will provide them with the means to cross the magically protected threshold of the Dragon's Tower where the great beast roosts. These characters are all playing against each other, vying for the honour and glory of being the one to destroy the Dragon King, and become king in his stead by taking the Crown of Command for themselves. Whilst it is possible to cooperate in the game through trade, agreements and many other ways too numerous to list, more often than not you will be making sure the other players have as hard a time of it as you can wangle. Because after all, you want to be the one to slay the beast, don't you?

The way this all works is as follows: at the beginning of the game each player is dealt a character to play from the set of card character sheets in the box. When your characters have

been appropriately armed to the teeth from the purchase and spell decks, you all place your models on their starting squares on the board and take it in turns to move.

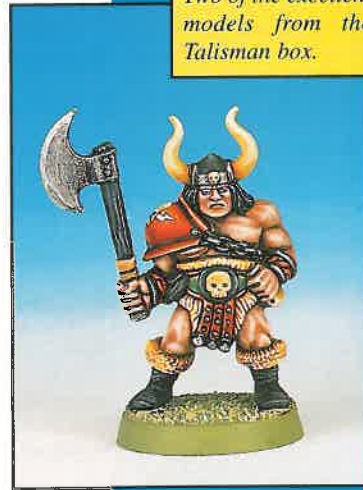
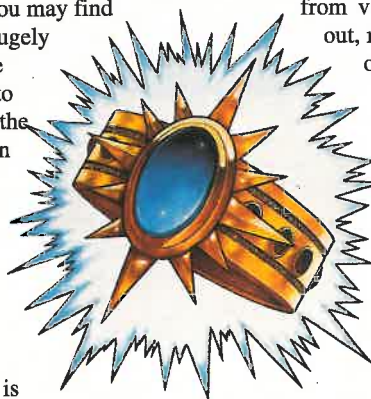
The board is split into three regions beginning with the Outer Region, then the Inner Region and finally the Dragon's Tower. Players move their characters by rolling a D6 and moving that number of squares on the board, in a direction of their choice. Each of the squares will contain instructions which in most cases will be to draw a card. The cards either have encounters with enemies who will invariably thrash you senseless (if you roll dice anything like I do), helpful followers who will join you, useful objects to collect, different places to visit, strangers to meet, or special events which may affect you. As the game progresses, your character will become more powerful, stronger, wiler, and wealthier through the accumulation of followers and objects, and by experience gained from vanquishing your foes. But watch out, never get complacent when you're on the top of the heap because the next card drawn could knock you right back to the bottom. You can probably glean from all of this that despite its apparent simplicity, there exists plenty of scope within Talisman for intriguing gameplay and cunning strategies to cope with whatever eventualities are thrown your way.

THE REALMS

As I mentioned above, there are three expansion sets available for Talisman with which you can spice up your games. Inside each of these boxes you will find new characters to play, new board sections to adjoin the main lands (the Realms), new cards and decks, and special Realm dice with



I regularly play a house rule that the Lords of the realms each have 12 Strength and 12 Craft, whilst the Dragon King is on a scary 15 Strength and Craft with 4 Lives to boot!



Two of the excellent models from the Talisman box.



The Talisman game, ready to be set up and given a whirl.

The game is simple to learn, requires practically no preparation to play, and above all it's a good laugh...

QUESTING CONDITIONS

1. Acquire 20 Craft
2. Collect 20 Gold
3. Acquire 10 Lives
4. Collect 10 Followers
5. Collect 15 Objects
6. Acquire 20 Craft

which to move around these new boards. Dungeon of Doom is the first of these sets, which contains the underground Realm of the foul Lord of Darkness, the ruler of the Talisman underworld of catacombs and labyrinths. Also covered is the mountain Realm of the Eagle King, a fierce and noble adversary who will offer you transport anywhere in the lands if you can beat him in single combat.

The second of these expansions is the City of Adventure set. In this box there is the forest Realm of the dreaded Wraith Lord, and the city Realm presided over by the Royal Palace. In addition to the normal encounter squares, the city offers a range of buildings for you to visit where you can make purchases and in some cases gain titles and offices to make your character more powerful. But keep an eye open for the watch who will sling you in gaol as soon as look at you.

The final Realm is the Dragon's Tower itself. This set contains the two most spectacular pieces in the game. The first of these is the aforementioned Dragon, and the other is a three dimensional gameboard of the

Dragon's Tower which sits in the space occupied by the original region on the main game board. It contains a new, and much expanded card deck for this final region full of fiendish traps and dreadful foes to make the final ascent to the Dragon King's eyrie all the more hazardous.

To sum up, the beauty of Talisman is its accessibility. Anyone can play Talisman, and it doesn't require you to gather up any specialist terrain or equipment before playing a game, nor do you need to prepare any roster sheets or anything else for that matter. Easy.

If after a while you feel that you have explored Talisman as far as you can take it with the rules as they stand, then why not come up with some alternatives? For example, if you become proficient enough not to find the main bad guys like the Dragon King and the Lords of the Realms a challenge any more, then just make them harder. I regularly play a house rule that the Lords of the Realms each have 12 Strength and 12 Craft, whilst the Dragon King is on a scary 15 Strength and Craft with 4 Lives to boot! Another thing we have done in the past is come up with a random table of conditions for characters to fulfil before they can enter the Dragon's Tower, which you can see over on the left hand side of this page.

A further interesting option is to play with only one Talisman available in the game, which is brilliant for sparking off a total bloodbath as the characters vie for its ownership. At the end of the day you can do whatever you like really. Go on, try it out, it's grand!

COVERING FIRE

You may play this card on one of your squads during deployment. This squad has been ordered to cover the rest of the army as it moves into position. The squad is so well prepared it may add +1 to all its to hit rolls for shooting in the first turn.

Alternatively, the squad may start the battle in overwatch.

LAST GASP

Though mortally wounded, one of your warriors refuses to go down without a fight. Play this card when a model in your army is reduced to zero wounds. This may be a character if you wish. Just before the fighter dies he manages to loose off one final burst of fire from a pistol or basic weapon (not a heavy weapon), or throw a grenade. Resolve this as normal shooting, outside the usual turn sequence. Once the effects of the shot have been worked out the model is removed. If the model is in hand-to-hand combat this shot must be directed at a model in base contact (yes, he can even pull a pin on a grenade!).

MINEFIELD

Play this card at the start of the battle before deploying forces. Part of the battlefield has been littered with deadly mines, shown by an area no larger than 10"x4" (or an equivalent area). The minefield must be in your half of the battlefield. Any model moving into, or starting its movement inside, the minefield will set off a mine of a D6 roll of 1 or 2. Any troops which move over the minefield, including those with jump packs and similar equipment, may set off the mines (there are small anti-grav mines in the air as well). Mines inflict a single Strength 6 hit that does D6 damage with a -2 saving throw modifier. Vehicles are hit on the location in contact with the minefield (tracks, wheels, legs) with a penetration of 6+2D6+D12. Skimmers can set off the mines, in which case a randomly determined location will be hit. Models in the minefield which do not move have no chance of setting off a mine.

STRAFING RUN

With a scream of engines, an aircraft sweeps from the skies to make a strafing run across the battlefield before lighting its afterburners and roaring off back into the clouds. Nominate one enemy squad, vehicle (or vehicle squadron) or weapons battery. Single characters are too small to be targeted separately. The squad is hit by a burst of fire from a twin-linked autocannon, worked out using the standard profile. A model cannot be hit more than once by the sustained fire until all the models in the squad have taken one hit each. As usual, a Jam indicates no hits.

BOMBING RUN

With a deafening roar a bomber drops from the clouds, delivering its payload of incendiaries on top of the enemy before it powers back up into the sky and disappears. This attack uses the Thudd Gun template. Nominate a direction of attack and place template 1 so that the arrow points in the desired direction. This is the point of release. The whole blast marker then travels D6" in the direction of the arrow, as the bombs are carried forward before they impact. Resolve placing the other three markers as with a Thudd Gun. Any model wholly under a template is hit automatically, models partially affected are hit on a D6 roll of 4+. Models are hit as if by a heavy flamer, so resolve damage, saving throws and catching fire as normal.

ULTIMATE SACRIFICE

You may play this card when the enemy throws a grenade at one of your squads. A heroic individual in the squad makes the ultimate sacrifice and hurts themselves onto the grenade, shielding the rest of the squad. Nominate one of the models in the squad. Resolve the effects of the grenade against this model only, even if the grenade normally uses a blast marker. If the grenade leaves a blast marker in place (such as a plasma grenade), move any other models to the outside edge of the template.

SURPRISE ASSAULT

Your swift attack has left the opposition ill-prepared and off-guard. Play this card at the start of the battle after deployment. Your opponents are so surprised and hurried, that they cannot set overwatch and may not make any run or charge moves in their first turn. Vehicles cannot accelerate on the first turn. In their second and subsequent turns the enemy army may act normally. If the enemy is allowed to start the battle in overwatch for any reason (such as the Ambush Strategy card or The Trap Tyrant mission) the squads on overwatch must pass a Leadership test or lose it.

SABOTAGE

Friendly troops have managed to infiltrate the enemy army and cut off its lines of supply and communication. Ammo dumps have been captured or destroyed leaving the opposing army short of ammunition. Play this card on an enemy squad just after it has fired for the first time. This squad is dangerously low on ammo. Roll a D6 for each affected model at the start of each subsequent shooting phase, on a roll of 4, 5 or 6 the model cannot fire that turn while they desperately search for more shells or another power pack!

STRATEGY



STRATEGY

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WARHAMMER® MAGIC PLAYSHEET

MAGIC PHASE SEQUENCE

The magic phase follows a set sequence just like other phases in the game.

- 1 **Distribute Winds of Magic.** Deal 2D6 cards between each side, any odd card going to the player whose turn it is.
- 2 **Cast Spells.** The player whose turn it is may cast spells. His opponent may attempt to counter each spell as it is cast.
- 3 **Counter Magic.** The player whose turn it is may employ counter magic against spells in play.
- 4 **Return Winds of Magic.** Any excess unused winds of magic cards are returned to the deck. Players can retain 1 card per wizard from turn to turn.

WINDS OF MAGIC

2D6 cards are dealt between the players at the start of the phase, any odd card going to the player whose turn it is. At the end of the phase each side can retain 1 card for each wizard in the army. Wizards who are dead or fleeing cannot retain cards.

CASTING SPELLS

Spells are cast one at a time. A wizard may attempt to cast each of his spells once, so long as he has sufficient power to do so.

- 1 **Cast.** The player declares he is casting the spell, placing the spell card and all power cards required on the tabletop.
- 2 **Counter.** The opponent may make one attempt to counter the spell either by a counter magic card, natural Dispel or magic item. The opponent can add power cards from his hand to boost the chance of a counter magic card working, but not for other kinds of Dispel.
- 3 **Reinforce.** If the opponent is using a counter magic card, the caster can reinforce his spell by using additional power cards.
- 4 **Spell Fails/Succeeds.** If a spell fails then it does not work. If it succeeds work out the effect as described on the card.

BOOSTS/REINFORCEMENT

Each extra power card used to boost a counter magic card adds +1 to the dice roll to successfully counter. Each extra power card used to reinforce a spell deducts -1 from the dice roll made to counter. A counter roll of 1 always fails and a 6 always succeeds regardless of how much power is used to boost/reinforce.

Note that the opposing player always plays his entire counter magic hand, including any boosting power cards, before the caster plays any reinforcing cards.

CASTER'S COUNTER MAGIC

After he has finished casting any spells he is entitled to, the player whose turn it is can use Dispel cards to attempt to dispel enemy spells which are in play.

MAGIC ITEM/NATURAL DISPELS

Dispels from magic items and natural Dispels always work on a flat dice roll or in some cases automatically. They cannot be boosted and spells cannot be reinforced against them.

BOUND SPELLS

Bound spells are cast from magic items and cost no power to cast. They can be countered in the normal way, and an opponent may boost counter magic cards used against a bound spell. A bound spell cannot be reinforced.

TOTAL POWER/DRAIN MAGIC

Spells cast with Total Power cannot be countered by any means. Such a spell will always be cast.

A Drain Magic card will always dispel the spell it is used against unless it is cast with Total Power.

MAGIC SAVES

A magic save is a flat dice roll to avoid the effects of a spell that has already been cast. If successful the individual making the save is unaffected by the spell, even though it has been cast.

TARGETS

Units: In almost all cases where spells are cast at an enemy they are cast at a unit. Remember, the term 'unit' covers all models which are acting as a single body, and so includes regiments of troops, characters on their own, batteries of machines, squadrons of chariots, and so on.

If a character is with a regiment of troops, battery of machines, etc, he is part of the unit and is affected by a spell if it affects all the unit.

If a spell inflicts a number of hits or wounds on a unit, then any characters with the unit are treated in the same way as if the unit were shot at by bowmen or hit by a bolt thrower. Generally speaking, this means characters are not harmed by such spells. Where a template is used or where the spell affects all models under a direct line (like a cannon) then the "Look Out Sir!" rule can be used to save characters as described in the Warhammer rulebook.

Model: In some cases the target of a spell is specifically a model rather than a unit. This means the spell can be cast at any individual model within range, including a character who is with a unit. Many spells cast in this manner require line of sight as described below. Where a spell is directed at a specific model the Look Out Sir! rule does not apply.

LINE OF SIGHT

Generally speaking spells do not require a wizard to be able to see his target. This means, for example, that a wizard can cast spells in front or behind him, and against targets that are obscured by other troops or terrain.

Some spells do require that a wizard can see his target. These are spells where the wizard projects or throws a fireball or some such sorcerous missile. In this case the casting wizard must have a clear view of his target, or a clear view of the spot from which a spell starts to work. In the case of these spells the target must lie within the wizard's 90° arc of sight. These spells are indicated with the words 'Line of Sight' on the spell cards.

FIRST MODEL/UNIT IN PATH

It is quite common for spells that require line of sight to strike the first model in their path. The wizard can still aim or direct the spell, but it won't travel through other models or scenery in order to hit its target.

Some spells strike the first unit in their path. This is basically the same thing, but the effect is broader and more difficult to aim, so the damage is spread across the unit.

HIGH MAGIC SUPERIORITY

High Magic is the purest and most powerful of all sorceries. For this reason a mage with High Magic spells is always considered to be of higher magic level than other wizards when casting spells. Other types of wizards will therefore require a basic 5+ to dispel using a counter magic card.

When High Magic-using mages confront each other, the normal ranking applies.

Note that this superiority only applies when casting spells, not when using counter magic. When using counter magic the normal ranking applies.

A wizard with High Magic spells enjoys another benefit from his heightened powers. He can use power cards as if they were Dispel cards, drawing down the winds of magic to sweep away his enemy's magic. This means a High mage doesn't need a Dispel card to effect a Dispel, and, of course, he can boost a Dispel with further power cards as normal.

When dealing spells, a High mage receives one more High Magic spell than normal for his level. He must then discard one spell of his choice.

DARK MAGIC

A wizard with Dark Magic spells can benefit from his evil powers. He can use any Dispel card as if it were a power card in order to cast or reinforce a spell. Note, it is not permitted to use a Dispel card to boost a counter card, only to cast or reinforce the sorcerer's own spells.

NECROMANCY SPELLS

If a wizard has Necromancy spells then he is allowed to choose his spells. This is quite different from other wizards who are dealt spells randomly.

RECASTING SPELLS

A Liche, Necromancer or Vampire with Necromancy spells is allowed to cast the same spell more than once during his magic phase. This is a special ability of Undead magic, and only applies to Necromancy spells.

The first time a spell is cast during the magic phase it works in the normal way. The Undead player may then attempt to cast the same spell again, regardless of whether it worked or was dispelled. He does not necessarily recast the spell automatically, but must test to determine if he can. The chart in Warhammer Magic shows the D6 score needed for the wizard to recast a spell.

LIZARDMAN SLANN MAGE-PRIESTS

At the start of the Lizardman player's magic phase, each Slann Mage-Priest can swap one High Magic spell with any other Slann Mage-Priest in the battle. Thus, so long as there are at least two Mage-Priests present, it is possible to make sure that the most powerful Mage-Priests have the most appropriate High Magic spells.

SKAVEN SORCERERS

Before the game begins the Skaven player determines how much warpstone he has. To establish how much warpstone you have to consult the following chart.

Skaven Sorcerer	Amount of Warpstone
Warlock Engineer	D3-2
Warlock Champion	D3-1
Warlock Master	D3
Grey Seer	D3+1

Skaven sorcerers can use warpstone to power their spells. The Sorcerer eats one or more piece of warpstone before casting the spell, and each piece counts as a power card.

Skaven sorcerers cannot consume warpstone to reinforce a spell that they are casting or to boost counter magic.

Warp Test: Take the Warp test immediately after the warpstone is used, but before the spell is cast. Roll a D6. If the score is more than the number of pieces of warpstone consumed the test is passed. If the score is the same as or less than the number of pieces of warpstone consumed the test is failed and the warpstone mutates the Skaven sorcerer into a Chaos Spawn.

WAAAGH MAGIC

In order to cast spells an Orc or Goblin Shaman has to be within 12" of at least one unit of troops consisting of at least 10 Orcs or 20 Goblins (little greenskins generate less Waaagh! power than their big cousins).

If a Shaman is not within 12" of a unit of at least 10 Orcs or 20 Goblins he cannot cast spells that turn. Units which are fleeing don't count towards the Waaagh, and units smaller than 10 Orcs or 20 Goblins don't count either.

Waaagh Test: In each magic phase the player must make a test for his Shamans to determine whether they can control the raw Waaagh power. The test is required even if it is the enemy's turn.

Make the test in each magic phase of each player's turn after the winds of magic cards have been dealt, but before spells are cast. Proceed as follows:

1 Roll a D6 for each Shaman that is within 12" of a unit of Orcs at least 10 strong or Goblins at least 20 strong. Fleeing units are not counted. Shamans more than 12" from any such unit automatically pass their test but cannot cast spells that turn.

2 If testing for an Orc Shaman add his level value to the dice score, so a level 1 Shaman adds 1, a level 2 adds 2 and so on. Gobbo Shamans don't add this modifier because they are weaker than Orc Shamans.

3 If the dice score is greater than the number of Orc units of 10 or more, or Goblin units of 20 or more within 12" of the Shaman then he has passed the test. If his score is not greater than the number of such units within 12" he fails his test and must roll on the 'Eadbangerz Chart.

When counting Orc and Goblin units any unit in close combat within 12" counts double.

'EADBANGERZ CHART

- 1 'Eadbang!** The Shaman's head explodes! The burst of energy causes the heads of any greenskins in base contact to explode unless they can roll equal to or under their Toughness on a D6.
- 2 "I fink I'm gonna..."** The heads of any greenskins in base contact will explode unless they can roll equal to or under their Toughness on a D6. The Shaman cannot do anything at all until the start of his own next magic phase.
- 3 "I've forgot!"** Pick one of your Shaman's Waaagh spells at random and discard it. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic.
- 4 "Me 'ead 'urts!"** Flashing lights pound around Shaman's skull. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.
- 5 "Fzzzzzap!"** Discard one randomly selected winds of magic card immediately. Otherwise the Shaman is unharmed and can cast spells normally.
- 6 "Yuuurgh!"** Discard one winds of magic card of your choice. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.



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EASY METAL

Treadheads: Part II



By
Aly Morrison
and
Ian Pickstock

Yes, I'm sorry ladies and gentlemen, but the authorities have refused to listen to our demands and we are going to have to hold Mike McVey for another month... Now, now, let's just remain calm and stay in our seats and nobody get too excited. Yes, you at the back, causing all the commotion, bring him up front here where I can see him. What's your name, soldier? Aly Morrison, eh? I've heard of you, you could be useful, very useful indeed. I think we'd better have a chat.

This month, as promised, we are going to take an in-depth look at Aly's Dark Angels Predator that we showed you last month. As Aly is more adept wielding sculpting tool and paintbrush than he is with a pen (well, keyboard in this day and age anyway), I decided to take my dictaphone and interview the tank modelling meister to find out how to do it properly. So if you want to know how to take a tank from this photo on the left to the completed model shown below, then please, read on.



Aly Morrison took one of our Predator kits, and with a couple of simple additions (and decades of modelling experience) turned it into this magnificent beast on the right. This month we ask Aly, "How did you do that?"



Ian: How long have you been modelling tanks?

Aly: I think I got my first model tank when I was about ten. I've been taking it seriously since I was about fifteen.

Ian: So you've been mostly doing military models for quite a long time?

Aly: It's all been historical tanks.

Ian: Do you paint more of these than you do Warhammer 40,000 tanks?

Aly: Yes! This is, in fact, the first Warhammer 40,000 tank that I've painted.

Ian: What was the thinking behind doing the Predator tank?

Aly: In my opinion it's the most "tank-looking" tank that we do. As I said, I've been painting and modelling tanks since I was a small boy, and I've picked up a fair few tricks along the way. I wanted to see if I could make a proper battle-worn Predator, using the military modelling techniques that I use on my World War II vehicles.

CONSTRUCTION

Ian: All of the tanks that are painted for the Studio armies are done as if they'd just rolled out of the factory. So what have you done to make your tank different from other Warhammer 40,000 tanks you've seen?

Aly: Officially nothing, construction wise. It's built straight from the kit.

Ian: Was that part of the plan?

Aly: Yes, I wanted to take one straight from the kit, do the minimum to it construction wise and then paint it up. I didn't want to have to do any super-detailing. Do all the work with the paint. So the only thing I've added that didn't come in the kit is two aerials, bedrolls and a set of camouflage netting.

Ian: How did you do the camouflage netting and bedrolls?

Aly: The bedding is made from toilet tissue, the cheapest, roughest kind – in fact the sort we have here at the Design Studio. It's just rolled up to the required size, tied with two loops of thread, and stuck in place. I then paint it with watered down PVA glue.

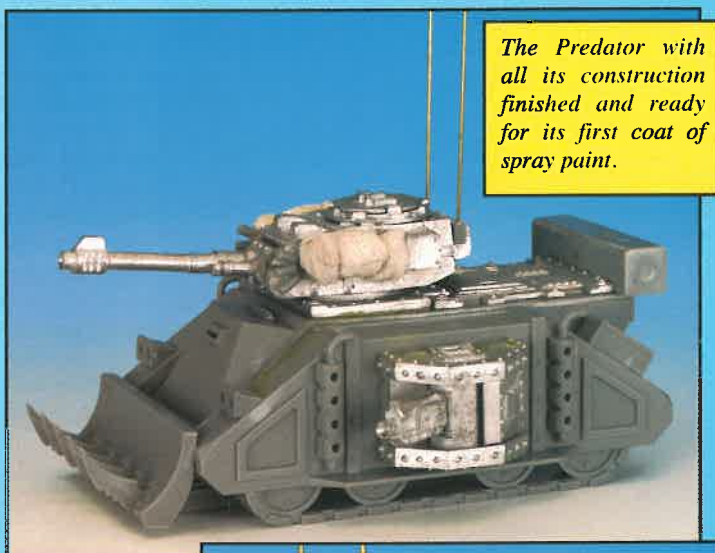
For the camouflage netting I use a piece of surgical gauze that you can buy in Boots the chemist, which costs about £5 for miles and miles of the stuff. And again you just roll it up, put it in place, paint it with PVA glue.

Ian: So what does the PVA glue do?

Aly: Well, as well as holding the tissue or gauze in place, it gets rid of that hairy kind of look that you get, and makes the tissue sag like it is heavy canvas or netting.

Ian: What are the radio antennae made out of?

Aly: The radio antenna is brass wire or any kind of wire, available at local model shop or DIY stores. I took the antenna block from the Rhino kit, chopped off the plastic aerials, and drilled a hole for the wire to go into.



The Predator with all its construction finished and ready for its first coat of spray paint.

A folded piece of cheap toilet tissue was used to make this bedroll...



...while a piece of bandage, available from chemists, was used to make the camouflage netting.

PAINTING THE TANK

Ian: When you'd finished constructing the tank how did you go about painting it?

Aly: I started by giving the whole tank a black undercoat with a spray can, then I sprayed the whole vehicle with Dark Angels Green. When that was dry I used some Tamiya Olive Drab 2, and sprayed it from the top so that most of the paint landed on the upper surfaces and shaded it down. This was a quick and easy way of doing the basic shading. Once that was dry, I took Dark Angels Green and mixed browns and yellows into it until I got a colour that approximated the lighter olive, and then drybrushed it on.

Ian: Could you just explain the stages of drybrushing that you actually went through?

Aly: With drybrushing, the object is to put as little paint on as possible with each brush stroke, so I started off by mixing a colour that was slightly

lighter than the final spray colour, and then just drybrushed the whole vehicle. You've basically got to put paint on the brush, wipe it off on a bit of tissue till there's very little left and then just work it over using quite a big brush. Work this over the whole vehicle.

Basically, once you start your drybrushing you've got to continually lighten the paint by adding a lighter colour like white or yellow. For a really subtle effect I used Goblin Green. It's a trial and error thing – if you're not sure, do it on an old kit that you don't like. If you get impatient and lighten the paint too much between stages you lose the contrast and subtlety. However, if your brush is too wet or you apply too much pressure you end up slopping the paint on and the contrasts become too sharp and it looks unnatural. So it certainly is a case of practice, and more practice, to try and get a subtle finish.

The last couple of drybrushes are where you're pretty much picking out the edges of the vehicle,

"You've basically got to put paint on the brush, wipe it off on a bit of tissue till there is very little left and then just work it over using quite a big brush. Work this over the whole vehicle."

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crayons. It is worth emphasising that it is *chalk* crayons because you can get pastel oil crayons which of course you can't use. What you do with the chalk crayons is grind them up into a fine powder and store them in a small plastic bag.

Whether you're using the artist's chalks or the powders the way in which you apply them is the same. Use a small paint brush, and again you should be looking for spots on the tank where you think the chips have been for a while and will have rusted. Also areas where water might gather and run down, awkward edges where it might be trapped, down rivets maybe, behind storage boxes that could have been there for a long time, bits that open and shut.

Exhausts rust very quickly because they are bare metal and are made of quite cheap metal, at least on real vehicles anyway. So it's worth giving these a good going over with the powders.

Ian: The Bulldozer blade looks like it's had a lot of weathering and battle damage applied to it.

Aly: As you can imagine, a bulldozer blade probably sees quite a lot of action, shifting earth and sand and blocking incoming fire, so I really went to town on the 'dozer blade. There is very little of the original paint on – it's battered right down to rusty metal. I actually saw a bulldozer on the way into work and that's what its front shovel looked like, and I thought "what is that going to look like on my Predator?"

Ian: So it helps to actually look around? Looking at diggers and bulldozers and rusty old cars?

Aly: Oh yeah. You should try and look at vehicles, the nearest thing to a tank we shall see, without joining the army or going to a military fair or museum. Rust is caused by damp coming into contact with metal. But rust also causes stains, where more water mixes with it and leaves streaks and marks on the tank.

So once you've put your rust on the bare metal areas you can create these stains using the powders. If you get a fine brush just put water on it and you can brush gently down on certain areas where you think the rust would have caused strong streaks and stains.

The thing is to use restraint. Put it where you think it wants to be and then have a good look at it, if you think it's not enough put on a bit more. Obviously you can go to town and have the thing completely rusted to pieces, but there is a point where it really starts to look bad, it's a fine line.

Ian: Could you remove the powders if you think it has gone too far?

Aly: With powders you can, that's why I use them. It's a much easier and safer way of doing it. It's simply a case of getting a wet brush and washing it off. Dab it dry with a piece of tissue paper.

Oh, don't forget the transfers. When you put these beautiful clean transfers all over the place it's worth putting damage on them as well. They are not immune to damage and your battle worn tank will look strange if you don't give the transfers some attention.

The final finish was done using one of the dust colours that Carrs do, or a yellow ochre chalk. I quite liberally applied this to the top surfaces with a soft brush and then brushed it off again with a clean soft brush so that the powder gathered in the crevices, and again this was treated with the wet paint brush. That's pretty well it really.

Ian: Okay, thank you very much, Aly. I look forward to seeing the super detailed Predator that you're working on at the moment.

Aly: Thank you *very much* Ian, I don't suppose there's much chance of that last comment being edited out?

Ian: Absolutely not, it's down in print, you're committed now matey!



Before Aly begins adding weathering and battle damage, he applies the transfers. This ensures that they get weathered and battle damaged along with the rest of the vehicle.



GAMES WORKSHOP

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We're looking for energetic new recruits to join the **GAMES WORKSHOP RETAIL TEAM**. Don't turn over the page! **WE MEAN YOU!** Just by reading this magazine, you've demonstrated that you've got the first qualification for the job – an unquenchable thirst for Games Workshop games and miniatures! Everyone, and I mean **EVERYONE**, from Servitors to Chaplains, who currently works for Games Workshop started out just like you.

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IN BRIGHT ARMOUR ARRAYED

RULE BRETONNIA!

The Bretonnian army list is split into two. On the one hand there are the Commoners, who are your average human infantry and light cavalry. On the other are the noble Knights of Bretonnia, arguably the most powerful shock troops in the entire Old World. Your army must include at least a quarter of its points value as Knights. As far as designing your army goes, let's face it: yes, the Squires, Men-at-Arms and Bowmen all have their uses, giving you an option for massed infantry and very effective missile fire as well as skirmishers, but what you really want is Knights. Lots of Knights.

Knights ride Bretonnian warhorses, noble beasts that are strong enough to carry a fully-armoured Knight without slowing down. This means that the Bretonnians have the swiftest heavy cavalry in the Warhammer World! All the Bretonnian Knights are immune to panic caused by the Commoners and allies as well, and in addition some types have other psychological benefits. All these things combine to make the Knights the toughest and the most important part of any grand army of Bretonnia.

The easiest way of exploring this further is by looking at the different types of Knights, their strengths and weaknesses, and how they can be best used on a battlefield.

KNIGHTS ERRANT

Knights Errant are the lowest order of the Bretonnian Chivalry. They are sons of nobles, eager to prove their mettle and earn their place amongst the Knights of the Realm. To accomplish this, they must perform valourous deeds.

Even though they are the least powerful of the Knight regiments, Knights Errant still have a 2+ save, lances and can carry a magic standard. They are also among the cheapest heavy cavalry in Warhammer. This means that you can put together hefty units of the Knights Errant. It is true that their WS of 3 leaves a lot to be desired. It is adequate against Goblins and such with a WS of 2, but against even average troopers you will struggle to hit your opponents.

I much prefer my enemies shooting at my Knights Errant rather than my other regiments of chivalry, as the Knights Errant are relatively cheap and not as important to my battle plans as the other units of Knights. You can easily make the units look big and imposing, and this tends to attract a lot of missile fire. And to be honest, there is not enough land in all Bretonnia to be distributed as fiefdoms for each and every Knights Errant...

The *Errantry Banner* deserves a special mention: it is extremely cheap at only 10 points. Against Dwarfs with their crossbows and Wood Elves with Elf longbows it is very handy, as it prevents the enemy from shooting at you when you charge into them.

What you don't want to do with the Knights Errant is take panic tests. Their Ld of 7 will do you no favours. Luckily, fleeing Commoners do not worry the Knights Errant.

You must also be careful that your Knights Errant don't break and flee near the Knights of the Realm or other Knights Errant, causing panic tests as they go.

KNIGHTS OF THE REALM

The mainstay of most Bretonnian armies are the Knights of the Realm. These are fully-fledged Knights with their own domains and castles. With their increased Strength and Weapon Skill, they are more than a match

The Knights of Bretonnia ride to war, led by their sovereign ruler King Louen Leoncoeur.



By Thomas Pirinen

This article explains how to get the most from your Knights on the field of glory.

GRAIL KNIGHTS

GRAIL KNIGHTS 45 points per model

Your Bretonnian army may include one regiment of Grail Knights. Grail Knights are Knights who have fulfilled their quest and drunk from the grail. This makes them special above and beyond ordinary men. Grail Knights bear the blazon of the grail upon their shields and are sworn to defend all that is good in the Old World.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Grail Knight	4	5	3	4	3	1	4	1	9
Bretonnian warhorse	8	3	0	3	3	1	3	1	5

Equipment: Grail Knights wear heavy armour and carry shields. They are armed with a hand weapon and a lance, and ride barded Bretonnian warhorses.

Save: 2+

Special rules: Grail Knights have the *Grail Virtue*, which makes them immune to psychology. Grail Knights are able to use the Lance formation.



The Bretonnian Grail Knight boxed set includes the three Knights pictured below, plus three sticky-backed pennants to attach to the lances of the Knights. There are also enough transfers to decorate the horse's caparisons using designs based on the Knight's sculpted shields. You can, of course, interpret the colours of this heraldry in your own way using the guidelines given in the Bretonnian army book.



for almost any foe. Give them a suitable magical banner and they should stand up to any foe.

You can have as many units of Knights of the Realm as you wish. This allows you to build reserve units, so even if your first charge is repulsed, you can follow up with a second wave. Most commonly, I build my army around a solid core of Knights of the Realm. There is nothing quite like a huge throng of Knights thundering across the field, threatening to ride down anybody foolish enough to stand in their way.

QUESTING KNIGHTS

Questing Knights work well with the Knights Errant as even if a large regiment of these younger Knights break, the Questing Knights will hold their ground. They are even slightly better in combat than the Knights of the Realm. On the downside they are expensive and you can have only one unit of them.

Questing Knights can be sent into the most brutal of combats with little fear, and even if a regiment of other Knights breaks or flees past them you are not required to take panic test.

I like using the Questing Knight in larger armies as an additional core unit alongside of Grail Knights, especially against armies with basic Weapon Skill of 3, as this allows the Knights to hit their enemies quite easily.

GRAIL KNIGHTS

The pride of the Bretonnian army, the Grail Knights are the most powerful and the most expensive unit you can field. Mighty fighters who know no fear, they are amongst the most potent warriors of the Old World.

Their complete immunity to psychology makes them very useful when fighting against the Undead and other fear-causing creatures. Grail Knights also have superior fighting statistics compared to the other troop types in your army. If I am facing opponents with high Weapon Skill, I often opt for Grail Knights. With their WS of 5, even Dwarf and Elf elites must fight with them on equal terms.

The real downside of the Grail Knights is that they attract unhealthy amounts of the enemy's attention. Mighty though they are, they still only have a Toughness of 3 and 1 Wound. True, their armour save is very respectable, but in the grim world of Warhammer, there are plenty of things that ignore armour saves altogether. To counter this threat, give them some sort of protection against missile fire, and make sure that they have plenty of protection against magic.

KNIGHTLY CHARACTERS

Bretonnians have an enormous character allowance (75%) that allows you to field entire legions of characters. This is, of course, quite suitable for the Bretonnians, heroic and chivalrous folk as they are. It means that your

army can be full of heroic individuals to form the spearhead of your attack.

I often use the Bretonnian characters for flying support. Heroes mounted on Pegasi can be surprisingly useful things, especially against armies like Wood Elves that make extensive use of flyers. This also allows me to pick on nasty enemy war machines in the quickest and most effective manner possible.

Leaders of the units need different equipment, magic items and virtues than independent heroes. The *Virtue of Devotion* is fine for protecting individual heroes, but you need the *Virtue of Purity* (4+ Dispel) to protect your regiments.

A word of warning: it is easy to go overboard with the characters. If your enemies come equipped with cannons, crossbows and all sorts of magical weapons, then your glorious Knights will be shot to pieces before they even reach the enemy line, despite the protection of the Lady of the Lake. The more Knights you've got, the more of them will make it through the hail of missiles.

VIRTUES

I have my own favourites among the virtues. For characters mounted on fearsome monsters, I often pick the *Virtue of Devotion*. As this virtue makes the character completely immune to magic, I don't have to worry about spells directed against him. This means I don't have to give him magic items to protect him from hostile spells, and I can equip him with all sorts of magical toys like weapons and armour.

The *Virtue of Joust* is a bargain for 15 points as it allows a character to hit automatically when charging with a lance. I tend to combine it with the *Star Lance*,



"Mighty fighters who know no fear, they are amongst the most potent warriors of the Old World."



"They are mere hundreds, lord" said young sir Louis, pointing at the Orcs. "Surely we can defeat them without help?" he continued hopefully.

Richemont nodded. This raiding party of Orcs had somehow slipped past the border guards and was now bound to loot and pillage the lush lands of Couronne. If he rode back to the capital to seek reinforcements, they would lay waste to his fiefdom. That would never do. Instead, Richemont ordered his dozen Knights to form a Lance, unfurl the banner of Couronne and prepare for battle...

making the Knight hit automatically with +3 Strength and no armour saves allowed at all!

If I have sent a regiment of Knights Errant led by a Hero to gallop in the vanguard of the army, I will often opt for the *Virtue of Discipline*. Re-rolls for any and all Leadership-based tests is a surprisingly useful thing in battle.

My absolute favourite is the *Virtue of Knightly Ardour*. This virtue allows the

character, and the entire unit he is with, to countercharge a foe. As charging is vital to heavy cavalry with lances, I can lay traps for unsuspecting enemies who think I have made a crucial error by coming within their charge range. And all this for just 30 points! I never summon my Knights to war unless I have at least one character with this virtue in my army.

KNIGHTLY UNITS

For me, there are two types of Knightly units: core units and auxiliary troops. Both have vital roles in the Bretonnian army.

The auxiliary units are either Knights Errant or small units of the Knights of the Realm. These troops alone will not win the battle for you, but they are useful for chasing off the enemy skirmishers, and sweeping away units that neither need nor deserve the attention of your core units. You can also use small units of the Knights of the Realm to charge against your opponent's main units to test out how tough they are.

The real trick with the Knights is to build core units that will crush all before them. The obvious thing is to give each and every unit of Knights a standard and a musician. They don't cost any points give you an edge in combat, and you can always make the Knights' standards magical. As your regiments of Commoners are not entitled to such luxuries, this makes the Knights doubly important.

My favourite magical standards include the *Banner of Might*, and the *Standard of*

Shielding. If you are facing enemy Knights, then the *Banner of Wrath* is a natural answer. Against a dishonourable enemy who uses lots of flying creatures the *Storm Banner* is essential, forcing the cowardly rabble to face the Bretonnian nobility on the ground.

If you are facing a numerous army (like Orcs and Goblins), then choose the *Banner of the Lady of the Lake*. It completely negates the rank bonus of any unit they charge. Combined with the tendency of your troops to cause lots of casualties when they charge, this banner can make your Knightly unit virtually unstoppable.

FORM THE LANCE!

I firmly believe that Bretonnian Knights should always go to war in the Lance formation. The Lance is incredibly potent in hand-to-hand, and allows even relatively small units of Knights to have a massive rank bonus. It also takes up only a little room in your deployment zone. In melee it allows a far greater number of Knights to fight than would be possible for cavalry in normal formations. A regiment in Lance formation doesn't have flanks, so it can quite safely charge into the middle of massed enemy ranks. Charging opponents can't negate your rank bonus unless they hit you directly from behind.

The Lance formation is vulnerable to attacks by bolt throwers (especially the High Elf and Dark Elf repeaters), Cannons and such. There are a couple of ways to counter these threats. First is, of course, the *Banner of Righteous Retribution*. This wonderful magical standard rebounds any shooting attacks back to their originators. Serves them right, targeting the flower of Bretonnian Chivalry with such cowardly weapons!

The Lady's Blessing is another option available to you. This makes roughly half of the shooting attacks against your Knights fail. The downside is that you will lose a chance to get the first turn. I advise you to use it if you are facing a Dwarf army with plenty of Cannons, Thunderers, and Crossbows, or against High and Wood Elves who tend to rely on the power of their archers.

However, the very best way to avoid huge missile casualties is to charge into battle as soon as possible! With your charge range of 16", there really is no excuse for the Knights not to be in melee in two turns. So my final piece of advice is: CHARGE! CHARGE! CHARGE! Once your Knights are engaged in hand-to-hand combat, you can stop worrying about enemy missile fire. As all shooting hits are divided between the combatants, you will be reasonably safe from missile fire. Attack on a wide frontage so that even fast and manoeuvrable enemies like fast cavalry regiments won't be able slip away.

So what are you waiting for? Can't you hear how the horns call your Knights to battle? Gather your weapons and raise your standard!



CHEVALIERS DE COURONNE

This regiment of Knights of the Realm shows how easy it is to personalise your troops with a little background detail. In game terms, the Chevaliers de Couronne are just a regiment of Knights of the Realm equipped with normal magic items chosen from Warhammer Magic.

The Chevaliers de Couronne are the personal retinue of the Duc de Couronne. While Couronne is traditionally the seat of the Bretonnian throne, the steward of the city and the ruler of the surrounding dukedom is the Duke of Couronne.

The regiment consists of the Knights of the Realm from the castles of the area surrounding Couronne, and is led by the Duke himself. Most of the Knights of Couronne are directly under the command of the king. However, when the king is visiting other provinces of Bretonnia, he takes most of the Knights with him. At these times, the Chevaliers de Couronne guard the capital and look after the treasures and holy places of the Lady of the Lake.

During the Crusades, the Chevaliers de Couronne served under King Louen the Righteous. It was this regiment that finally defeated the Palace Guard of Sultan Jaffar in the battle of El Haikk. The king rewarded the Chevalier de Couronne by granting them an enchanted banner of great potency. To this day, the regiment takes this banner with them when they go to war. It has flown over countless battlefields. At times of peace the banner is kept in the Grail Chapel of Couronne, and guarded by the best Knights under the command of the noble Duke Richemont.



CHEVALIERS DE COURONNE

Richemont, Duc de Couronne
Bretonnian Hero

148 Points

Richemont "Le Vertueuseuse" leads the Chevaliers Couronne. He wears heavy armour and carries a shield. He is armed with a sword and a lance. He rides a barded Bretonnian warhorse. He carries the *Tress of Isoulde*. He has the *Knight's Virtue* and the *Virtue of Knightly Ardour*.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Richemont	4	5	5	4	4	2	5	3	8
Bretonnian									
Warhorse	8	3	0	3	3	1	3	1	5

Chevaliers de Couronne
Knights of the Realm

621 Points

The Chevaliers of Couronne unit consists of fourteen Knights of the Realm including a musician and a standard bearer carrying the *Banner of Righteous Retribution*. They wear heavy armour and carry shields. They are armed with lances and ride barded Bretonnian warhorses.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knights	4	4	3	4	3	1	3	1	7
Bretonnian									
Warhorse	8	3	0	3	3	1	3	1	5

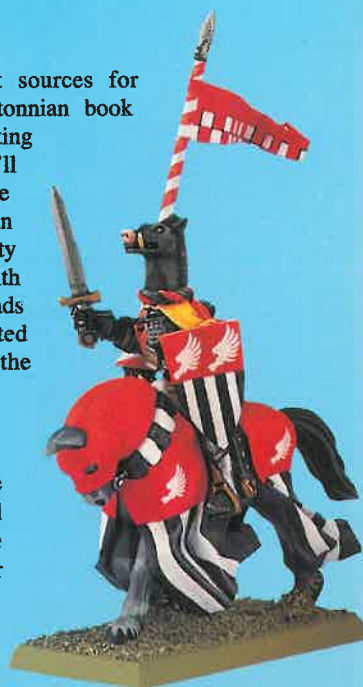
BRETONNIAN HERALDRY

Creating your own dukedom banner is a great way to personalise your Bretonnian army. You can apply the colours of your dukedom to your regiments of Commonsers as we did for our own using the blue and white livery of the Duke of Couronne. Start by choosing two livery colours from the six main colours used in Bretonnian Heraldry. These colours are red, blue, black, green, yellow and white. Detailed guidelines on how to use these heraldic colours are given in the Bretonnian army book. The Duke's colours are usually displayed in a simple plain, halved, or quartered design. There are more complex interpretations, but the simple ones work best and are easier to paint.

There are some great sources for inspiration in the Bretonnian book when it comes to painting your banner. Inside you'll find a map showing the borders of the Bretonnian Dukedom, a wide variety of blazons together with their meanings, and loads of photos of painted models showing the Commonsers' livery.



This is the banner of the Duc de Couronne. It depicts the heraldic symbol of a lion rampant. The lion is the traditional device of the king, and other Knights only earn the right to use it in their blazons and banners if they fight in Errantry wars.



GAMES WORKSHOP

ARMY COLLECTING CARDS

ARMY COLLECTING CARD HIGH ELVES

ARMY COLLECTING CARD Space Marines



**GAMES
WORKSHOP**

Lots of new players have told us that the most difficult thing about starting to build an army is deciding what to collect. Until you've played a few games, it's quite difficult to know which troops you need to collect first from among the vast range of Citadel miniatures that are available. But of course, until you've got an army, it's rather difficult to play the games that will help you decide!

Well, we've put our heads together and come up with a range of what we call army collecting cards. These cards have been specially designed to help you plan and build an army for Warhammer or Warhammer 40,000. Each concentrates on one race, and has full details of a complete, carefully chosen army. The armies are split into three roughly even blocks of troops, and it's recommended that you collect the army one block at a time. To help encourage this, each time you complete a block on the army card you are entitled to collect a **FREE** bonus blister pack of Citadel miniatures to add to your army! What's more, once you complete the entire army you'll get a new army book **FREE** so that you can start collecting your next army straight away. You'll also get a special enamel badge to signify that you've completed an army.

It all sounds pretty good really, doesn't it? However, the army collecting cards scheme is very much an experiment at present. We've only done cards for a handful of races: High Elves and Orcs & Goblins for Warhammer, Space Marines and Orks & Gretchin for Warhammer 40,000. We want your feedback about how you think the scheme works, and which races we should do cards for next. So, next time you're in your local store why not ask about getting a card and start collecting that army!



THE FOULEST MUTATIONS

DARK LORDS

Of all the forces of Chaos, people fear the daemons most, and rightly so for they are a truly fearsome foe. These fiends not only threaten you with physical torment, but grate upon your sanity with their mere existence. But what of the Chaos Space Marines, those who summon them?

Of these twisted traitors, most assume the most dangerous are the Terminators. Not so. True, if you are unfortunate to be at their mercy, the Terminators are better armed and armoured than their power armoured brethren, but they have to catch you first...

THE ELITE

In my opinion, by far the most dangerous of the Chaos Space Marines are the Veterans. This is mainly because of their ability to infiltrate, to sneak forwards before the battle proper begins, placing your elite warriors within easy range of their foe. Equip them with assault weapons and you can be earning summoning points for your daemons from turn 1. Blood for the Blood God!

NAME YOUR POISON

There are two basic ways to exploit what are arguably the best infiltrators in the game (except Lictors?). The first way is to give each squad the maximum of two heavy weapons and position them in good cover. With their BS of 5, they are likely to cause quite a lot of damage, and provide the perfect covering fire for the rest of your army to advance under. Your opponent will be forced to choose between the difficult task of winking well armoured, elite troops out of hard cover, or ignoring them and concentrating on the easier targets made up of the rest of your advancing army. If he chooses the first, then your Veterans will not go down without a fight, and the rest of your army can advance unmolested to help them. If your opponent chooses to ignore this thorn in his side, then he'll take lots of casualties.

The second way to use Veterans is to tool them up for hand-to-hand and charge! This puts your opponent on the defensive from the word go, and can really unsettle even experienced players. And when your Veterans eventually succumb to weight of enemy numbers, the rest of your army arrives to avenge them...



Please note that the 'Eavy Metal team went conversion crazy when they made our Chaos army, and all miniatures marked with this symbol are one off conversions. You can't buy them in the shops or from Mail Order – but don't be upset, be inspired to have a go yourself! That's what they're for! Have a close look and see if you can work out where all the bits came from. Whose was that tail, how did he make those tentacles?



By Jake Thornton

Veterans aren't like normal Space Marines, says Jake. They're more interesting to model and better fighters too!

Veteran Chaos Space Marines

VETERAN CHAOS SPACE MARINE SQUAD

..... 35 pts per model

The Veteran Chaos Space Marines are the most experienced Chaos Space Marines in the army. They are hardened fighters who have taken part in countless battles all over the galaxy.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Chaos Space Marine	4	5	5	4	4	1	5	1	9

SQUAD

The squad consists of 3 to 5 Veteran Chaos Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from Codex Chaos.

WEAPONS

Bolt pistol and frag grenades.

ARMOUR

Power armour (3+ save).

WARGEAR

Any model may be equipped with a bolt gun at a cost of 3 points per model.

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list in Codex Chaos.

Up to two models may be equipped with a weapon chosen from the Special Weapons or the Heavy Weapons section of the Wargear list in Codex Chaos.

The entire squad may be equipped with krak grenades at a cost of 3 points per model in the squad.

SPECIAL

Veteran squads (and any Aspiring Champion that leads them) may fight in dispersed formation, and are allowed to infiltrate at the start of the battle. Veteran squads led by Aspiring Chaos Champions in Terminator armour are not allowed to infiltrate!



Thousand Sons



CHAOS SPACE MARINE SORCERER

Another Chaos Space Marine release this month is the third of Brian Nelson's Chaos Sorcerers. These splendid models can be used as Thousand Sons Sorcerers, masters of occult knowledge. In battle, they often have bodyguards of other Thousand Sons Chaos Space Marines, but these battle brothers are not ordinary troopers. Transformed by an ancient spell into deathless spirit warriors they now resemble walking suits of animated armour. The conversions above were made to represent these cursed traitors.



**DETAILS OF THOUSAND SONS
CHAOS SPACE MARINES**

DECISIONS, DECISIONS

Of all the armies we make, Chaos offers the most obvious conversion opportunities. In fact, it cries out for them! It's not that we don't make many models, far from it. It's just that the very nature of Chaos implies unique modifications and mutations. All our Space Marine models (loyal and traitor alike) are miniature kits, with poseable arms, weapon choices, separate backpacks and so on. But the Chaos Space Marine Veterans take this one step further. Not only do they come with a splendid new assault weapons sprue, but they have separate metal shoulder pads. Other Space Marines have separate shoulder pads too, I hear you say. True, but only one or two. Together with the plastic ones, the Chaos Space Marine Veterans have literally dozens of individual pads to choose from, with many more combinations than I can count on my stubby fingers.

SO WHAT?

What can you do with them? Well lots of things. You can use them to show allegiance to a particular chapter (there are pads for the Night Lords, World Eaters and Black Legion, among others). Flayed skins with tortured faces may show followers of Fabius

Bile, fields of skulls could be Khornate. Or Nurgle. Hanging pelts can show the fearsome beasts slain by the Veteran in his centuries of war, hanging banners proclaim his disdain for death. Lots of choices.

THAT'S NOT ALL

There's no reason to limit the use of these new metal shoulder pads to your Veterans, either. If you wanted to invent your own chapter, what better way to give all of your models an identity than to adopt one of the pads as their badge? Plague Marines can be given the Death Guard shoulder pad, Berzerkers a World Eaters one. There are loads of possibilities, and I've barely scratched the surface. Go on, let your imagination run wild.



*Just a few of
the thousands
of possible
combinations*

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I HAVE A BRILLIANT STRATEGY...

...or perhaps that should be, "I have *Virus Outbreak*", or maybe it's *Special Issue*. Yes, this article is about Strategy cards. After my last Warhammer 40,000 article there was no deluge of hate mail (or if there was, those valiant chaps in the Dwarf bunker shielded me from the worst of it) so I've decided to stick my oar in again. No doubt you will have already seen the eight new Strategy cards on this month's card section, so what are you waiting for? Why bother with this random assortment of words and phrases (*you mean article - Ed*) when you could be out there, experiencing the white-hot thrill of battle? I mean it. Go on, go and play a few games with your new cards right now!

Back again already? I hope you had a good time and fought some interesting battles. You *see*, that's what Strategy cards are about really. They are there to help build up a narrative for your battles, not as extra-spangly ways to make your army better or to win you the game. Of course,

they only add to the background of a battle if you think about them a little bit, as opposed to just saying, "Oh good, *Ambush*, I'll move my Terminators over here into these woods." Rather than this you should be thinking, "I'm glad that Callidus Assassin succeeded in planting the teleport homer in those woods, so my Terminators could teleport down with unerring accuracy."

Okay, so the end result in the game is the same, but using your imagination to "justify" the events of a battle are what makes the Games Workshop hobby different from Chess or Ludo. You don't think, "well, landing on that piece and sending it home represents..." do you? But then again, in Ludo you're using coloured counters (dull, dull, dull) not finely sculpted Citadel miniatures. I think the ideal is to treat each game a little like a battle report - come up with names for your characters, think of a background to the battle and work the events of the game into a small history.



By Gav Thorpe

"After my last Warhammer 40,000 article there was no deluge of hate mail..."

Strategy cards can change the entire course of a battle. In the Blood and Fire battle report from issue 182, a Forced March by an Ultramarines Assault squad ended up with them bang on top of their Take and Hold objective before the game even started!



Once again,
Gav's skived off
doing the hard
work himself.
Most of the
Strategy cards
on this month's
card section
were actually
devised by
Warwick Kinrade,
Assistant Games
Developer
(I think the
power's going to
Gav's head - Ed).

SIMPLE SCENARIOS

Okay, rant over, let's talk about Strategy cards in a more direct way. Strategy cards are a very quick and easy way of turning what would be a pretty straightforward battle into a simple scenario. How? Well, by limiting the Strategy cards available to each player. For example, in Andy Chambers' Piscina campaign (see *Chambers of the Horned Rat* in issues 199 and 204) Andy limits the Strategy cards available to each side to represent the larger strategic situation as indicated by the campaign. For example, if one army was moving up troops to support an attack, Andy might allow that side the *Reinforcements* Strategy card. Similarly, in my *Wrath of Ulthwé* article (White Dwarf 203) I limited the deck of Strategy cards that both players drew from. This was because certain rules existed which represented

some of the things on the Strategy cards, or the cards themselves were inappropriate (for example, there was no point having the *Brilliant Strategy* card because the armies' strategy ratings weren't used at all).

TEAR UP YOUR CARDS!

There are two main ways to tamper with the Strategy card deck. You can either assign Strategy cards to each side, or simply reduce the variety available to choose randomly from. The first option is best left alone if there is no objective third party available, since regardless of good intentions, each player is bound to have their favourites in the deck and will try to come up with all sorts of reasons why they should have them. Tailoring the deck is a far easier (perhaps simpler should be the word) alternative. For instance, I know most players have neatly disposed of their *Virus Outbreak* card. This is because against certain armies this card can wipe out one player's force before the battle has even started. It's a fair

cop, we didn't think it would be as devastating as it turned out to be, and although we've introduced such things as *Vaxxine Squigs*, we've found that most players prefer to simply ignore the card (and we told them to literally tear up *Virus Outbreak* at the recent Grand Tournament!).

Other options include removing the *Flank March* and *Reinforcements* cards when playing with the Tyranid mission *Tyranid Attack*. This is because an unscrupulous player can use these cards to make it almost impossible for his Tyranid opponent to win. Rather than get into heated debates about what is deemed the "proper" use of the Strategy cards, it is far simpler just to remove them from the deck before the Tyranids' opponent draws his Strategy cards.

You can link Strategy cards to other missions too, either removing cards that make them easier to complete, or including cards that represent one army's aims in a more characterful way. For example, the *Forced March* and *Ambush* cards allow a player to deploy further onto the battlefield than normal. This is, of course, really helpful for a *Take and Hold* mission, or a *Dawn Raid*, where you have to reach a certain part of the battlefield to achieve your mission. Now you can rule that these cards should be removed, giving the player no bonus towards his mission, or you can say that an army trying to achieve that kind of objective is more likely to use tactics like a *Forced March* or an *Ambush*.

Similarly, everybody has been in that nasty situation when they've had the *Look Out Sir - Aaargh!* or *Saved* cards played when they had thought they'd achieved their *Assassins* mission! You could say, "them's the breaks", or take out the cards, or even purposefully include *Look Out Sir - Aaargh!* and/or *Saved* to make it harder for the *Assassins* (a good idea against Eldar who are notoriously effective at offing characters!). It's up to you to decide.

There are also other ways of distributing the cards between the players rather than just dealing them out. Perhaps each Strategy card costs a certain number of points. You'd have to decide on these values yourself because some cards are more useful to certain armies than others (how many times have you used *Insane Courage* on your Space Marine army?).

Another alternative is to bid for the cards. You can either do this with standard points from the army total or with special "bidding" points (*original name - Ed*). You can sort this out in a number of ways. You could turn over the top four cards (or however many are appropriate to the size of your battle) and then write down how much you want to bid for each one, with the highest bidder taking the card. Alternatively you could bid against each other like a normal auction, seeing if your opponent raises his stake before you decide, and so on. Because you know what cards are on offer this system doesn't work very well with *Traitor*

ULTIMATE SACRIFICE

You may play this card when the enemy throws a grenade at one of your squads. A heroic individual in the squad makes the ultimate sacrifice and hurls themselves onto the grenade, shielding the rest of the squad. Nominate one of the models in the squad. Resolve the effects of the grenade against this model only.

MINEFIELD

Play this card at the start of the battle before deploying forces. Part of the battlefield has been littered with deadly mines, shown by an area no larger than 10"x4" (or an equivalent area). The minefield must be in your half of the battlefield. Any model moving into, or starting movement inside, the minefield will set off a mine on a D6 roll of 1 or 2. Any troops which move over the minefield, including those with jump packs and similar equipment, may set off the mine (there are small anti-grav mines in the air as well). Mines inflict a single Strength 6 hit that does D6 damage with a 25 saving throw modifier. Vehicles in contact with the minefield with a penetrator or a penetrator are randomly determined. Models in the minefield have no chance of saving.

STRAFING RUN

With a scream of engines, an aircraft sweeps from the skies to make a strafing run across the battlefield before lighting its afterburners and roaring off back into the clouds. Nominate one enemy squad, vehicle (or vehicle squadron) or weapons battery. Single characters are too small to be targeted. The nominated squad is hit by a burst of twin-linked autocannon, following the standard profile. A model is hit more than once by the strafing run until all the models in the squad have taken one hit each. As a result, no hits.

BOMBING RUN

With a deafening roar a bomber drops from the clouds, delivering its payload of incendiaries on top of the enemy before it powers back up into the sky and disappears. This attack uses the Thunder Gun template. Nominate a direction of attack and place template 1 so that the arrow points in the desired direction. This is the point of release. The whole blast marker then travels D6" in the direction of the arrow, as the bombs are carried forward before they impact. Resolve placing the other three markers as with a Thunder Gun. Any model wholly under a template is hit automatically, models partially affected are hit on a D6 roll of 4+. Models are hit as if by a heavy flamer, so resolve damage, saving, throws and catching fire.

COVERING FIRE

You may play this card on one of your squads during deployment. This squad has been ordered to cover the rest of the army as it moves into position. The squad is so well prepared it may add +1 to all its hit rolls for shooting in the first turn.

Alternatively, the battle in

SURPRISE ASSAULT

Your swift attack has left the opposition ill-prepared and off-guard. Play this card at the start of the battle after deployment. Your opponents are so surprised and hurried that they cannot set overwatch and may not make any run or charge moves in their first turn. Vehicles cannot accelerate on the first turn. In their second and subsequent turns the enemy army may act normally. If the enemy is allowed to start the battle in overwatch for any reason (such as the *Ambush* Strategy card or the *Trap* Tyranid mission) the squads on overwatch must pass a Leadership test or lose it.

SABOTAGE

Friendly troops have managed to infiltrate the enemy army and cut off its lines of supply and communication. Dumps have been captured or destroyed, leaving the opposing army short of ammunition. Play this card on an enemy squad just after it has fired for the first time. This squad is dangerously low on ammunition. Roll a D6 for each affected model at the start of each subsequent turn. On a roll of 4, 5 or 6 the model cannot fire that turn while they are low on shells or

LAST GASP

Highly mortally wounded, one of your models refuses to go down without a fight. Play this card when a model in your army is reduced to zero wounds. This model is a character if you wish. Just before the fighter dies he manages to fire off one final burst of fire from a pistol or basic weapon (not a heavy weapon), or throw a grenade. Resolve this as normal shooting, outside the usual turn sequence. Once the effects of the shot have been worked out the model is removed. If the model is in hand-to-hand combat this shot must be directed at a model in base contact (yes, he can even pull a pin on a grenade!).



Another excellent example of a Forced March, this time from the issue 194 battle report – Redemption. You can see how, at the beginning of the battle, Steve used his Forced March to deploy his Bad Moon Nobz mob far forward of the Ork battle line in order to stop the Dark Angels from capturing their Take and

Hold objective. As you can see from the inset at turn 4, although the Nobz mob was pretty shot up, one model was enough, together with the Painboy, to deny the Space Marines their precious objective.

which can be used to counter the effects of other cards (if you know your opponent has *Traitor* you won't bother bidding for one of the cards it negates).

Yet another different method is to link the Strategy cards with the Strategy rating of the armies in some way. You could say the players can trade in a point of strategy rating for a strategy card (or maybe a 4+ chance of getting one...). This is quite characterful as an army can use some of its strategic superiority for ends other than deploying second and getting the first turn. This nicely represents the commander using his acumen to order an airstrike, surprise manoeuvres and so on.

WHY STRATEGY CARDS?

As their name suggests, Strategy cards are generally used to represent events or influences outside the face-to-face encounter with the enemy. A long range *Barrage* can be hoped for but not relied upon, out-scouting your enemy to formulate a *Brilliant Strategy* is not always possible, and so on. This element makes strategy cards very useful in a campaign when strategy (ie controlling an army over a wide area rather than in a direct encounter) is just as important as

battlefield tactics. You can use Strategy cards as rewards for winning certain battles.

For example, let's say you're fighting a very straightforward campaign between Space Marines and Orks. On your big campaign map, there's a large factory which is used to generate toxic agents and other bio-weapons. If the Space Marines can successfully complete a *Take and Hold* mission in the bio-lab they can capture some samples of the nerve-agents inside and be able to use the deadly *Virus Outbreak* card in a later battle (if the Orks win, they'll probably be best advised to leave the stuff alone, warned off by all the skull markings on the canisters!). In a later battle, the Orks could be fighting for a valuable mountain pass. If they successfully complete their *Dawn Raid* they can use the *Flank March* and *Reinforcements* cards in the subsequent battle further into the mountains.

You can even link certain strategy cards to specific squads and characters who distinguish themselves over the campaign, as a basic experience system. Perhaps you have a mob of Blood Axe Kommandos with an uncanny knack for survival. When used in later battles they allow you to use the *Booby Traps* card. Or maybe you have a commander who has never lost a battle yet. Sounds like *Divine Inspiration* to me!

A PUBLIC APOLOGY...

Andy C: OK, look, I'm sorry about that *Virus Outbreak* thing. I don't know what I was thinking of, I was under a lot of pressure and I thought "just one little *Virus Outbreak* card won't do any harm now will it?". But I was wrong. Whole planetary populations have been wiped out by that card. I let alone armies. What a fool I've been...

STAND ALONE GAMES

RACE SPECIFIC STRATEGY CARDS

Imperial Guard: *Veterans, Big Push, Counter-intelligence, Fox Holes, Camouflage, Shell Shock.*

Space Marines: *For The Emperor!, Lightning Assault, Drop Pods, Last Stand, Shock Attack, Terror Tactics.*

Eldar: *Webway, Bonesinger, Runesight, Hit and Run, Evade, Fury of Khaine.*

Chaos: *Eye of God, Abomination, Cultists, Plague, Hand of Fate, Blood for the Blood God!*

Orks: *Waa-Ork!, Boot Levver, Kunnin' Plan, Dakka Dakka!, 'Eadbang!, Orky Know-wotz.*

There's no reason why you can't apply this sort of theory to one-off games as well. Rather than being able to use the particular Strategy card in a future battle, you can use it straight away. What about a Chaos/Eldar battle with both sides trying a *Take and Hold* on a warp portal. The first army to reach the portal gets to take the *Reinforcements* Strategy card. Just looking at the Strategy cards when I was talking with Jake about writing this article

sparked off a head full of ideas. None of them are fully formed really, but just take a second glance at them and picture in your mind's eye what they really represent.

Let's take one at random and see what happens – honestly, I've got the deck next to me right now (it's just like one of those tacky improvisation shows – Ed). Okay, drum roll... *Traitor*. Hmm... Got it. Nominate one model (someone pretty basic like a guardian or an Ork Boy, not a character or special weapons man) in the enemy army in secret and write it

down. This can even be someone who you wouldn't expect to turn traitor like a Tyranid creature (really a psychically and surgically altered Callidus Assassin) or a Space Marine (under the influence of a powerful psyker). Your mission is to get into base-to-base contact with that model, at which point it joins your army. You must then get the model to move off your own table edge so you can escape and find out all the information they have. Thanks for that round of applause, for my next trick I will list a random selection of titles to inspire you to create...

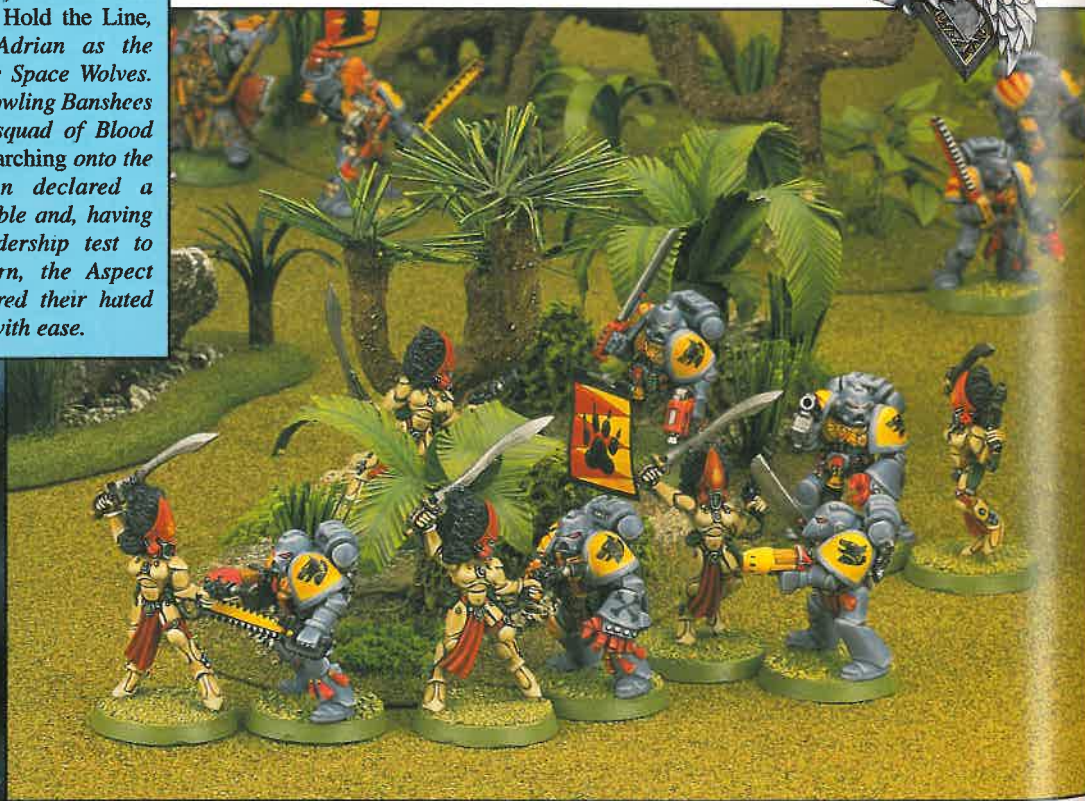
ARMY-SPECIFIC CARDS

The Tyranids have their own icky-effects table rather than Strategy cards, to represent the way they infect the opposing army with insidious organisms before the battle. Consequently, there's no reason why the Space Marines, Imperial Guard, Eldar, Chaos and Orks shouldn't have their own individual Strategy cards or charts. Rather than list every rule and possibility, on the left are just a few random titles which, for me, sum up the style of warfare of different armies.

Well, that about sums up everything I can think of at the moment (as soon as I send this down to those Dwarfers I'll have another squillion ideas, but never mind). I hope I've helped you see Strategy cards in a slightly different light from before. Cheerio.



This incident was from the issue 177 battle report, Hold the Line, fought between Adrian as the Eldar and Jake as Space Wolves. Here a squad of Howling Banshees has ambushed a squad of Blood Claws by Flank Marching onto the table top. Adrian declared a charge from off table and, having passed their Leadership test to come on that turn, the Aspect Warriors slaughtered their hated Imperial enemies with ease.





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NEW ZEALAND PRICES NEW ZEALAND PRICES NEW ZEALAND PRICES NEW ZEALAND PRICES



BY STEVE ANASTASOFF

Painting an army is a great thing to do, as long as you are dedicated. Steve proves he has what it takes by painting a tournament army in record time!

THE SECRET DIARY OF STEVE ANASTASOFF, AGED 24 (and three-quarters)

No, no, no... you can't stop me. They have to know the truth sometime. We can't keep hiding it from them forever, Jake. I'm going to do it, I'm going to tell them how we really collect our armies... I'm going to show them my diary!

Week 1, Monday – The fateful day, the day I decide to start a new army. Again. I can't remember how many times I've tried to start a new army. Usually it gets as far as going into work and telling everyone, "Hey everyone, I'm starting a new army today!". Sometimes they laugh. Sometimes they cry. Mostly they just ignore me. They're used to it by now. They know that by lunchtime I'll have changed my mind, and will instead have my eyes set on some other flashy new release that I noticed lying around on Rick's desk. But today is going to be different – oh yes, it is! This time I'm going to stick with it till the bitter end. I have a purpose, and my purpose is to collect, and paint, the meanest, greenest Orc and Goblin horde this side of the Mountains of Mourn!

So, the decision is made. Now what? First thing to do is to work out what figures I have already, and see if I can make a start on them. Well, after a quick rummage through my collection of Warhammer miniatures I find a grand total of one old Goblin Fanatic armed with a giant boomerang, and a pair of Snotlings. Not much to work with. But then, in a flash of genius, I remember Warhammer Quest! Not only are there loads of Orc and Goblin miniatures that come with the game, but I also have the Lair of the Orc Lord, with all the metal miniatures you get with that. Now, this seems like a much better start. I sort out the Warlord, Shaman, and three Big 'Uns

and decide they will be my starting point. Then as soon as I get the chance, I'll buy two more Big 'Uns so that I have the minimum regiment size of five. I give my first models a quick clean and a white undercoat, and I'm ready to roll. An eight hour painting frenzy ensues. At 5am Tuesday morning, I finally

give up and go to sleep, with my Orc and Goblin army three figures better off than it was at the start of the day. Nothing is going to stop me now!

Week 1, Tuesday – I go into work and tell everyone, "Hey everyone, I'm starting a new army today!". Jake laughs. Adrian cries. Ian and Tuomas just ignore me. "No, really... I've even started painting it already...". No one seems very interested, but now I'm determined to show them! They won't be so apathetic about it when my horde comes storming over the horizon, killing and maiming all in their path! Oh no, you won't be laughing then, will you Jake! However, with my horde being only three models big, I decide that the killing and maiming can wait for a few weeks until I have a slightly larger force at my disposal. As usual, I have a quick trot around the Studio first thing in the morning, to see what everyone else is up to. Gary Morley has just finished Skaw the Falconer for the Wood Elves. It's a very nice miniature. In fact, it's beautiful, one of the finest I've seen. Much nicer than these Orcs I've just started pai... No, I will not be turned from my purpose!

As usual, the deadline for Dwarf has snuck up on us, and I work late into the evening, leaving me only enough time to get my fourth miniature half painted. Oh well, I'll do an extra large amount tomorrow to make up for it.

Week 1, Wednesday – I manage to scrounge another three Big 'Uns from around the Studio, enough to give me a complete, if somewhat small, unit. So let's see... so far I have a Warlord (painted), six Big 'Uns (two and a half painted), an Orc Shaman (unpainted) and a selection of plastic Orcs and Goblins (all unpainted).

This evening I plan on finishing off my third Big 'Un, the one I started last night, and getting two more finished as well. This will then give me a five figure Big 'Un unit to act as a personal bodyguard for my Warlord.

Week 1, Thursday – Failure. The regiment still isn't complete. I only managed to finish a single miniature last night, and he was half done already. At work I tell the rest of the crew. Jake cries. Adrian laughs. Tuomas and Ian are still not paying any attention. I'll do an extra large amount tonight to make up for it...

Hmmm... haven't I heard that last sentence somewhere before?

Steve's Army Speed Painting Tips #1

Undercoat black. Admittedly, I find that painting over a black undercoat does not produce as good a finish as using a white undercoat. However, I think that when the pressure's on, and you need to get something painted in a hurry, you just can't beat black. A black undercoat provides natural shading, and is much more forgiving if you make any mistakes. More importantly, I often find that many parts of a miniature (such as Night Goblin robes!) can simply be left black, saving you from having to paint over the undercoat at all!

Week 2, Tuesday – Five days since my last diary entry. Five days of ‘I’ll do an extra large amount tonight...’. Five days, and only half a Big ‘Un closer to completion.

Well, that appeared to be it for my diary. As usual, it seemed I had got a project started, full of boundless enthusiasm, only for it to die a matter of days later... But then something happened. A gauntlet was thrown down, a challenge issued. It was the announcement of the Grand Warhammer Staff Tournament. There was more than just my own personal honour at stake here, there was the honour of the White Dwarf himself. Jake and Adrian were too wrapped up in Epic Warhammer 40,000 to bother about entering, and Ian had been appointed “official photographer” for the event, so he wouldn’t be competing. Mark had only just arrived, and would be too busy moving house (so he claimed), and Tuomas was, well... a Chaos player, so I couldn’t put too much faith in him. So that just left me. Me and my Orc and Goblin horde. Well, horde was a bit of a loose description of it at the time, but I figured I might as well try and be optimistic. A horde it would be eventually, so I might as well get into the habit of calling it such. So it’s at this point, some three weeks later, that we rejoin my diary.

Week 5, Monday – Back on track. I spent the weekend planning out my 2000 point tournament army, and putting in a huge order to our Mail Order department. The miniatures turned up this morning. The plan at the moment is that the army will consist of two large units of Night Goblin Archers, a unit of Big ‘Uns led by my Warlord, a big unit of Forest Goblin Spider Riders, a Night Goblin Shaman riding a Dragon, and two Orc Rock Lobbers. I plan on using the Goblin Jester from the Warhammer Quest Lair of the Orc Lord as the Shaman, and converting him to ride the Wood Elf Forest Dragon model, although I’ll paint it up in some other colour to make it clear that it is not actually a Forest Dragon.



I want to try and play as many battles as possible over the next few weeks, to try and sort out any little problems before honing the army to razor edged perfection in time for the tournament. I’ll be up against some of the finest Warhammer players in the world, and I’ll need to draw on every ounce of my tactical and strategic cunning if I want to stand any chance of doing well.

I go to Tuomas for some advice. I find him crouching on the floor, growling angrily and brandishing a scalpel. I decide to go elsewhere for my advice. Strange people, these Finns.

Week 5, Thursday – Just finished the first of my tournament practice games, against Tuomas. I lost. But then Tuomas is reputedly the best Warhammer player in the Studio. At least the game was very close, with Tuomas winning by only a single victory point.



Week 10, Tuesday – My rematch against the forces of Chaos. Can he do that?

Week 5, Friday – Ha! The victory point count last night was wrong! In actual fact it was Tuomas who lost by a single victory point! A good lesson has been learned: never trust the foe to count up your victory points.

Week 6, Thursday – Unfortunately, my painting is lagging behind schedule somewhat. Quite a lot, in fact. One month and one week to go, leaving me approximately one week per regiment.

Week 7, Monday – Today is the day to start my Dragon. I decide to paint it up as a White Dragon. White is a very difficult colour to paint, especially on a large scale, so painting a White Dragon quickly is certainly going to be a challenge. Eventually I decide to go for a thinned down blue wash, with a very heavy white drybrush over the top. It looks great from 5 or 6 feet away. If I’m not wearing my glasses. And if I turn the lights down low enough. But at least it’s fast. I only have a few weeks to paint up the army, and there’s a lot of miniatures that need painting...

Week 7, Friday – Eureka! Last night I made an amazing discovery. After discussing with Adrian the best ways to paint up more than 100 figures in less than a month (as I need to do) I managed to perfect a method of painting my Night Goblin archers in less than five minutes for each miniature! I come close to painting an entire unit of 30 in one evening! And they look great! From 5 or 6 feet away. If I’m not wearing my glasses. And if I turn the lights down low enough.



Week 1, Monday – The Warlord miniature from Lair of the Orc Lord, will make a suitable General for my army.



Week 11, Saturday – The entire Goblin army is finally finished, arrayed here in all its glory!

Week 8, Monday – Start the Forest Goblin Spider Riders. The Spiders are simply sprayed black and then drybrushed a suitably bright colour. The riders are a little bit more involved. Eventually, I decide on a fairly blunt approach. To start with, I just throw Snot Green paint all over the miniature, making sure all the flesh bits are covered. One or two of the more significant details (like loin cloths, feathers and the like) can then be picked out in brown. A very quick Goblin Green highlight, and it's finished.

Tonight, I challenge a 2000 point Chaos army, in the second of my tournament warm-up battles. Feeling confident.

Week 8, Tuesday – Hmm... well, technically speaking, last night's game was a loss. However, I've just discovered that my opponent was a scurrilous, cheating rat, and so I think I'm justified in treating it as a moral victory, of sorts. Due to my lack of knowledge of the rules regarding regeneration of Trolls, I allowed him to gain a most unfair advantage, which led to the death of my General, and my eventual downfall. My opponent, of course, acted most heinously in exploiting this lack of knowledge on my part, and needless to say I have demanded a re-match, this time on fairer terms.

Week 8, Wednesday – I arrange my third battle, against a Bretonnian army, for tomorrow night.

Week 8, Thursday – My first clash against the new Bretonnians, led by Gavin Tyler from the Journal. Although the battle ended as a draw, it was an extremely hard fought conflict. Bretonnian Knights really are much, much tougher than I had previously thought.

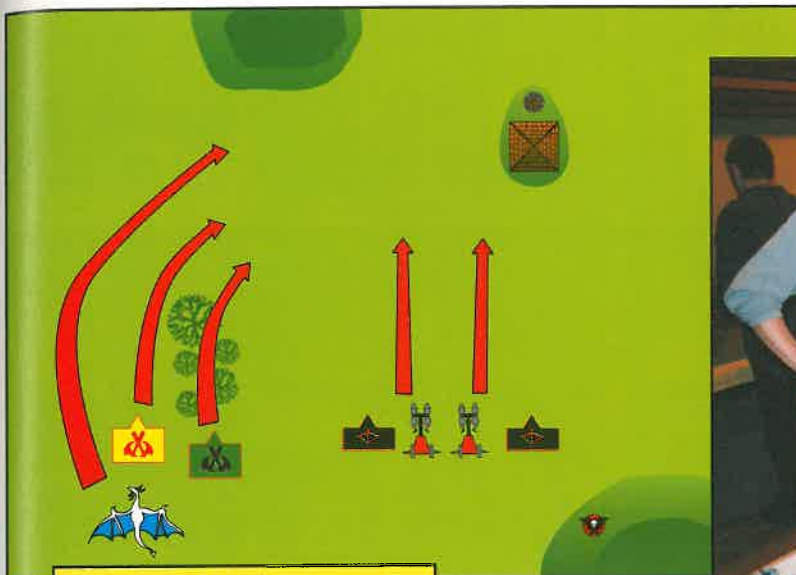


Week 9, Wednesday – Arrange a re-match against Gav's Bretonnians for tomorrow night.

Week 9, Thursday – This evening's game was a lot better for than last week's. I simply avoided getting stuck in combat with his dangerous Knights of the Realm unit. Meanwhile, my Spider Riders and Dragon swept round his flank, routing the rest of his army (several regiments of Commoners and a small unit of Knights Errant), leaving me with a comfortable victory.

Week 9, Friday – An event has occurred that changes everything! My army, my tactics, everything! I came into work this morning, and what did I see? A new Goblin Chariot, sculpted by Bryan Nelson, and it is amazing! I just have to have at least two in my army. Unfortunately, the way things stand I can't, because I don't have any mobs of Goblins. So, and this is where things get radical, I've decided to make my army all Goblin! I decide on taking a unit of 16 Goblin Wolf Riders, armed with spears. They will accompany the Spider Riders on wide, flanking attacks. Both

units are fast cavalry, and so will be able to outmanoeuvre almost anything else on the battlefield, covering one another's rear and flanks as they move into position to savage the enemy's most vulnerable units. I drop the Big 'Uns and Rock Lobbers, adding in the two Chariots and a Doom Diver instead. A basic battle plan is emerging. The Chariots and Night Goblins will be deployed as a central line, the Night Goblins flanking the chariots on both sides, with the Doom Diver behind this line. As the enemy approaches, Doom Divers and Fanatics will pummel them into a bloody mush. Then the Chariots will charge out and pummel them some more. Meanwhile, the Wolf Riders and Spider Riders will zip out to one side, harassing the flanks and rear of the enemy, and picking off vulnerable enemy artillery and missile regiments. The Dragon will probably accompany the fast cavalry for most of the time, but will be kept handy in case the need arises for it to defend the main battle line.



Week 11, Sunday – The basic battle plan for the Tournament. The Chariots and Night Goblins hold the centre, while the rest of the army sweeps around the flank.



Week 11, Sunday – The Tournament arrives. My army lies ready for deployment at the start of the first battle, which would turn out to be a crushing 16-2 victory, to me!

Week 10, Monday – The tournament weekend grows ever closer. Despite still being substantially metal in colour, and the “variable” painting standard of the rest, my army, arrayed now in front of me on my desk, is looking impressive. At least I’m ahead of Tuomas. He has yet to even Mail Order the miniatures for the Chaos army he plans on fielding.

Week 11, Monday – Well, here we are, the final countdown, the last week before the Tournament. And still more than half my army to get painted. Half a Goblin army to paint in less than a week. But I know I can do it!

Planning a couple more practice games this week. And I’ll be playing two of the toughest opponents in the Studio. On Wednesday I take on Alessio, one of our Italian translators, and also 1995 Italian national Warhammer champion. And then on Thursday I take on the Finn again. This time he’ll be using his Chaos army. And this time I’ll add up the victory points.

Week 11, Wednesday – Beat Alessio 19 victory points to 1! Everything went exactly to plan, and I won the most convincing victory of my wargaming career! And Alessio was supposed to be good... I packed up my miniatures, and then hopped into my brand new expensive sports car alongside all five of the Spice Girls...

I was rudely awoken at this point by my alarm clock.

Week 11, the real Wednesday, 12.30pm – The army I plan on using is as follows: a Forest Goblin Warlord mounted on a Giant Spider and wearing the *Crown of Command*, the *Golden Helm of Atrazar*, and carrying a *Potion of*

Strength, a Forest Goblin Battle Standard Bearer, riding a Giant Spider, and carrying the *Spider Banner*, and a Night Goblin Master Shaman, riding a White Dragon and carrying a *Dispel Scroll*, the *Skull Staff*, and the *Ring of Corin*. The regiments consist of a unit of 14 Spider Riders, accompanied by the Warlord and Battle Standard, a unit of 16 Wolf Riders with spears and shields, and two units of 30 Night Goblin Archers, with 3 Fanatics in each. Additionally, I’ll be taking two Goblin Wolf Chariots, and a Goblin Doom Diver.

Week 11, Thursday – Last night was the single most bloody, unrelenting, and brutal game of Warhammer I have ever played. By the end of it we were both too drained to even bother counting up the victory points. We just decided to go home instead. I think at the very least, though, that the game succeeded in its original aim. Any game I play at the tournament cannot possibly be anything other than tame in comparison.

And tonight, it’s the Finn’s turn. If anyone can provide a tougher game than last night’s, it’s Tuomas. I’ve just had a sneak preview of his army, and it really is frightening. The one thing I fear most is being outmanoeuvred, and there are few armies that can do this. Tuomas, however, has

Steve's Army Speed Painting Tips #3

Mask your bases. Doing up your bases is a very quick way of making your miniatures look considerably more finished. Flocking can add a lot to their overall effect. I find the most effective thing is getting rid of all the gaps in the slotta bases. You can do this by filling them in with modelling putty or the like, but this can be very tedious and time consuming. I prefer the much faster method, which Jake suggested, of covering the gaps with masking tape. Once the tape has been painted and flocked over, you really can't tell that it was ever there!

Week 11, Sunday – The second of my Tournament battles, against last year's winner, Gordon Davidson. A desperately close battle was to ensue.

taken an army laden with Harpies, Flamers and characters mounted on Discs of Tzeentch. With all this, he will probably be able to outmanoeuvre me with ease.

Week 11, Thursday 5.30pm – Well, Tuomas has just revealed that he will be unable to play me tonight. No doubt somebody told him about my Chariots, or maybe it was my fearsome White Dragon. It's actually quite a good thing that I'm not going to have anyone to play tonight. It means that I can actually get down and finish off some more painting this evening.

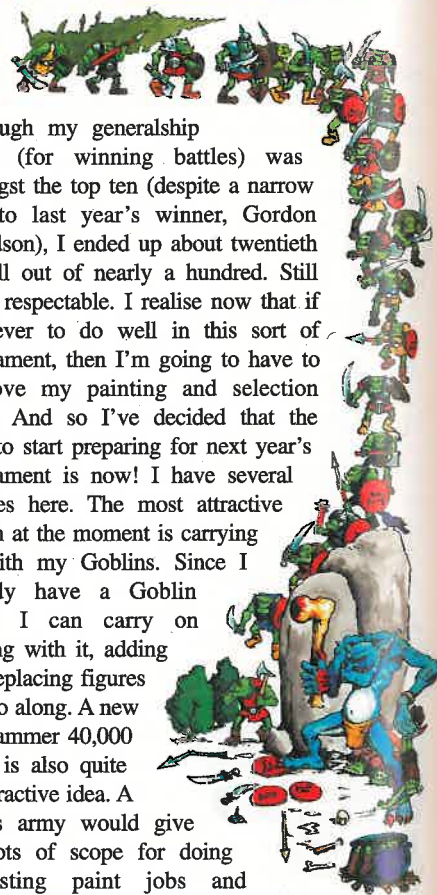
Week 11, Friday – The standard of my painting is dropping faster and faster, as I desperately try and get everything done in time. I think that painting standard and army selection will play a big role in deciding the eventual tournament winner. Given the large number of players, there simply will not be enough battles fought to separate one player out clearly by combat alone. Given the relatively low standard of my painting, I think I will only have a very slender chance of doing well overall.

This will be my last diary entry before the tournament.

Week 12, Monday – So here we are, Monday morning, the day after the Tournament.

In brief, I didn't win.

I scored (not surprisingly) a meagre twenty-eight points out of a possible sixty for the painting and army selection category, knocking my overall standing in the staff tournament down quite considerably.



Although my generalship score (for winning battles) was amongst the top ten (despite a narrow loss to last year's winner, Gordon Davidson), I ended up about twentieth overall out of nearly a hundred. Still fairly respectable. I realise now that if I'm ever to do well in this sort of tournament, then I'm going to have to improve my painting and selection mark. And so I've decided that the time to start preparing for next year's tournament is now! I have several choices here. The most attractive option at the moment is carrying on with my Goblins. Since I already have a Goblin army, I can carry on playing with it, adding and replacing figures as I go along. A new Warhammer 40,000 army is also quite an attractive idea. A Chaos army would give me lots of scope for doing interesting paint jobs and conversions, and would also be quite small, allowing me to spend more time on them.

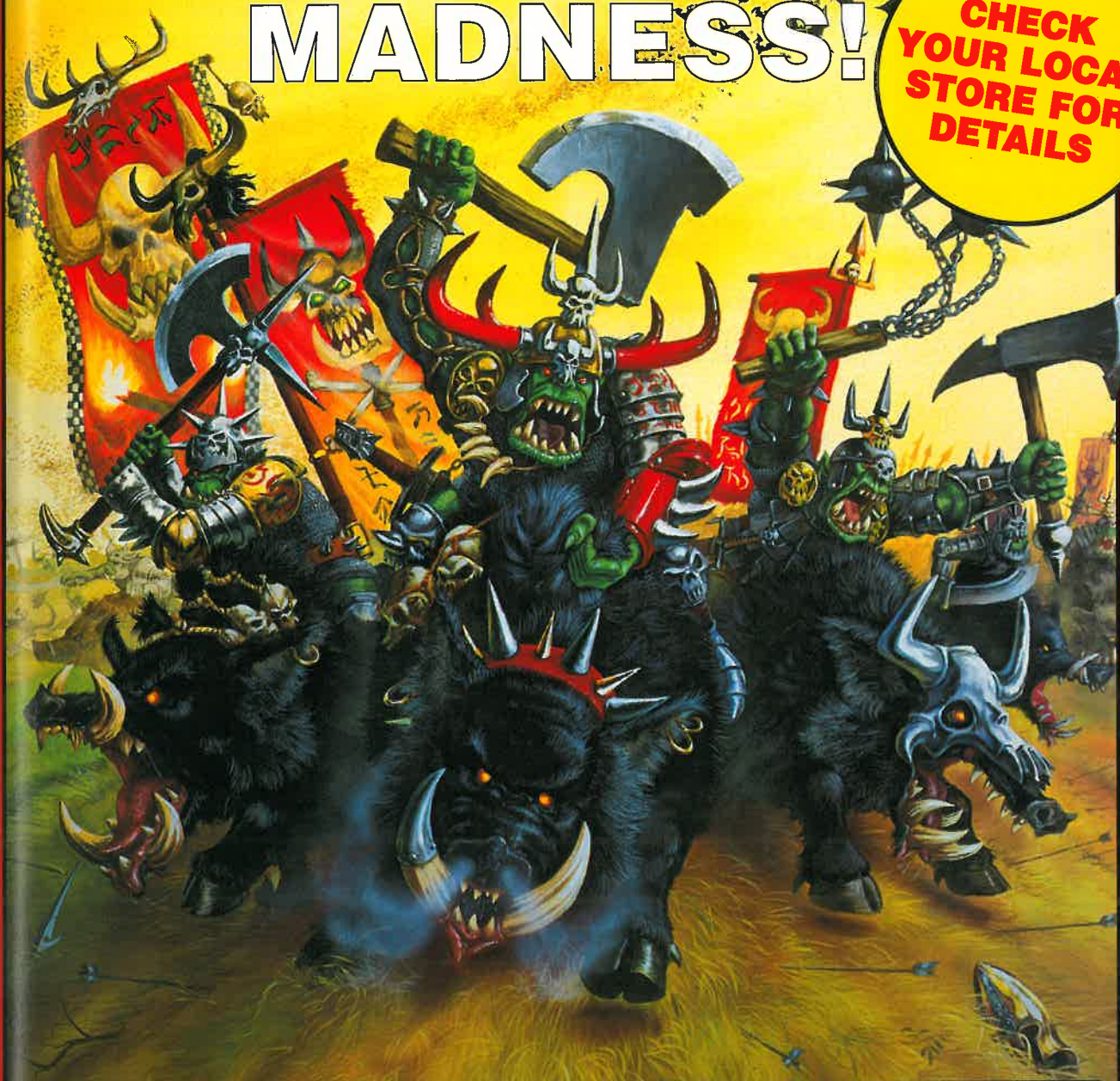
I pick up a Goblin. I pick up a Plague Marine. I've just finished painting up a little over one hundred Goblins. I put the Goblin away again, and start undercoating the Chaos miniature. I tell everyone, "Hey everyone, I'm starting a new army today!". Jake doesn't laugh. Adrian doesn't cry. Everybody just ignores me.



GAMES WORKSHOP

CHARGE INTO HOLIDAY MADNESS!

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DETAILS**



Throughout the January school holidays, your local Games Workshop store will be alive with action. There will be **BIG** games of Warhammer 40,000, Warhammer, Necromunda and Space Hulk, as well as painting days, modelling classes, special events and much, much more!

Drop in and find out what's happening at a store near you.

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As promised, this month's Ye Olde Index features all the articles for Warhammer, Warhammer Quest and Blood Bowl from the past fifty issues. We also managed to squeeze in the painting and modelling articles as well. Enjoy!

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WARHAMMER

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GAMES WORKSHOP

THE LURKING HORROR

**By
Mark Brendan
and
Ian Pickstock**

JUST A GAME

Ian: I am, of course, going to cheat by writing this introduction last. This month's battle report is a clash between Tyranids and Space Wolves. Although this was just a straight fight between the two adversaries, by the time I had finished fighting the battle I was so taken by how enjoyable a game it was that I began to develop a long and involved plot for it. Needless to say this snowballed into something far too big to present here, today. Maybe I might get an opportunity to

show some of my ideas in a future White Dwarf article, or Mark and I might just fight it out as a campaign for our own gratification. Who knows? Of one thing I can be sure, this battle will form a pivotal part of the story and I was amazed at all the ideas and plots we came up with just from this one game.

Why don't you have a go yourself? Play a game and see what plots, intrigues and conspiracies you can come up with. Mark has dropped a clue or two in the story below, and if you're canny you might just pick them up. In the meantime, I hope you enjoy this month's battle report.

Thunderheads boiled up from the lofty peaks of Asaheim's mountains, and crowned the fortress of the Fang with a bristling wreath of lightning bolts. The atmosphere was dark and oppressive and nothing moved on the exterior of the colossal, baroque building. The Thunderwolf, Drekan, was unusually restless on this dark evening.

Deep within the mighty edifice, the Lair of Blackmane rang with the din of raucous celebration. And such a great clangor it was that you might be forgiven for thinking they put Drekan to shame with their noise. In the Long Hall a number of the Space Wolves' young warriors were being treated to a rare privilege, for these Space Marines were feasting in the presence of their Lord, the legendary Ragnar Blackmane. The celebration was in their honour, and it was both their initiation and their reward for a proven record of efficiency and valour in combat. They had taken part in a raid on the vile heretic Kardrin Kain's headquarters at Yggdrasil, near Cadia. Despite many horrors, and coming face to face with the most unspeakable of abominations, the young Blood Claws had shown their mettle, and pitched into the purge of that Emperor forsaken place with gusto. Many of them had, of course, been summarily dismembered by daemons, or raked down by the withering firepower from Imperial weapon emplacements held by the cultists. But at the end of the day's fighting Kardrin Kain's head decorated the central plaza of Yggdrasil's capital, to serve as a warning to the people of that world of what befell those swayed by the influence of the Eye of Terror.

But the strife was behind them now and glory and honour was theirs. For on this night they had become Grey Hunters. At one end of the hall speakers vied for prestige as the best storytellers by recounting the more memorable events from the mission, whilst the centre of the room was dominated by big, power armoured men trying to wrestle one another to the floor. This upset the hulking wolves who stalked around the chamber trying to clear the floor of as much discarded raw meat and spilled ale as they could manage. Being landed upon by a fully armoured Space Marine did not improve their chances of succeeding in this singularly valuable task. At the head of the table Ragnar presided over a massive drinking contest. This worked in an unusual way since Space Marines were bio-engineered to resist poisons. The trick was to drink so fast, and at such dangerous alcohol percentages, that their immune response could not hope to compensate. This changed the goal posts for drinking contest winning rules. In fact it was the first Space Marine to pass out who was deemed the

winner, since he was shown to possess the greatest capacity and speed. A great cheer rose from the assembly as one of the newly ordained Grey Hunters began to sway dangerously. His eyes rolled back into his skull, and he slowly toppled backwards through a trestle table laden with drinking horns and raw giblets.

"We have a winner!", bellowed Ragnar, and pitched the contents of his drinking vessel over the recumbent Space Wolf. This merely served to make him stir slightly and a beatific smile to spread across his face when one of the giant wolves padded over to lick the beer from his head. Then, the metallic drone of a Servitor's voice cut through the sounds of revelry. The Space Wolves were instantly alert and ready to act.

"Lord Blackmane," announced the eerie, disembodied voice from the intercom, "Great Wolf Grimnar requires your presence in the Inner Sanctum in five minutes. You are to be accompanied by seven of your most capable Wolf Guard."

After Ragnar had stalked out of the hall, along with a group of his right hand men, the room buzzed with low, murmured conversation as the Space Marines wondered what this summons could portend. They didn't wonder for long.

Twenty minutes later Ragnar prowled back into the hall with a feral grin carved onto his features. In the dim light of the hall his eyes glimmered faintly beneath his dark brow and the pearly white of his elongated canines flashed as he spoke.

"Battle brothers," this simple statement was greeted with a hoarse cheer from the assembly.

"Battle brothers," Ragnar continued, "we have a new mission."

Here he waited for the yelling and whooping to stop and the import to sink in.

"An unidentified vessel briefly appeared on the Astronomican matrices and was the lost again. Technomagi have located the ship's distress beacon on an uninhabited world roughly 150 light years from here, and scans reveal it to be carrying genetic data from Yngarl thought to have been lost millennia ago. However, their intelligence also reveals Tyranid infestation of the world. We believe we are dealing with an isolated pocket of the monsters, but the cargo containers must be retrieved before a virus bombing can proceed. Fellow warriors, this is where we are best employed. Glory to the Emperor! Oblivion to our enemies!"

"The hunt begins with the rising of the sun, and some of you will die. But for now?", once more he paused for effect. "Drink!"



BATTLE REPORT BLUES



Mark: It was late on a Friday afternoon in the Dwarf Bunker as I sat innocently clicking away at an article I was working on. The others were in a huddle nearby discussing what to do for the new battle report and I wasn't

really concentrating on what they were saying. Suddenly, everyone stood up and the Grand Warlord made his indomitable presence felt over my shoulder (*that'll be the bad breath - Ed*).

"You usually fight with a Tyranid army, don't you Mark?" he asked in a completely off the cuff fashion.

"Indeed!" I replied enthusiastically.

"Do you reckon you know how to use them properly?" queried Jake, who had joined Adrian by this point.

"Of course," says I, confidently.

"Excellent! You're doing the next battle report," Jake beamed. "Against the Space Wolves."

Aargh!

INVASION

Mark: It has to be said that I had really been looking forward to fighting my first battle report. However, there was, I admit, a certain degree of trepidation over how I would perform against such seasoned veterans as the Dwarf crew. But Space Wolves? This one was going to be even more difficult than I anticipated. My swarms have clashed with Space Wolves in the past and I have always come off worse. I genuinely consider them to be the toughest opponents a Tyranid swarm could have the misfortune to run into. All Space Marines can be a problem for the Tyranids, because let's face it, any swarm you care to pick is going to be hopelessly outgunned. But that's what happens to Tyranids, and you've just got to weather the storm until you can get in close, and then calmly remove all the meat from inside those brittle shells they wear. You just can't do that to Space Wolves though. They are every bit as fearsome up close as they are with ranged combat.

We would be playing with 1500 points each. Not the world's largest swarm, and not a great deal of room to create the right mix of bio-constructs to deal with all eventualities. Nonetheless, I set to creating the meanest bunch of flesh rending, razor-edged, death dealing alien terrors this side of the Galactic Fringe. Then I checked my force list against available models. Bah! Back to the drawing board. The worst disappointment was that I only had one Lictor available. This is a creature I rate very highly and even in a battle this small I would have liked to have two of them.

Anyway, on to the swarm itself. The core of any Tyranid swarm, and your mandatory purchase, always has to be its Hive Tyrant. For this battle, and anything up to about 3,000 points, I would say that one would suffice (in this case one was all I was allowed within the points limitations anyway). Since I was fighting Space Marines, and knowing Ian's predilection for tanks, I chose to arm it with a venom cannon. I don't rate the barbed strangler at all against Space Marines, since it has trouble penetrating their armour even if it does succeed in wounding them. Next up were the biomorphs. The *Voltage Field* is, in my opinion, one of the best force fields in the game, and when you are expecting to draw a lot of heavy weapon fire, as the Hive Tyrant does, it offers better survival odds than a *Warp Field* for half the cost. Next I chose a *Null Zone* to protect me from psychic attacks and any sneaky *Vortex Grenades* which might be lobbed in my direction. Finally I selected my psychic powers and took *Psychic Scream* and *Catalyst*. A truly awesome, and expensive, critter. Or so I thought.

To complement the Hive Tyrant I selected a Lictor bred with a *Voltage Field*. Lictors are infiltrators *par excellence* and you can't have too many of them. I also took a Zoanthrope because they can waste tanks like nobody's business.

On to the Support section of the swarm. Just one entry here, a Carnifex sporting *Adrenaline Sacs* and a *Voltage Field*. The increasingly inevitable *Voltage Field* biomorph, combined with the magnificent armour, Toughness and Wounds of the Carnifex, make it practically unkillable by normal weapon fire, and the *Adrenaline Sacs* would allow it to run and fire on one of its turns.

Finally to the Broods. This is where I always feel spoilt for choice and never have enough points to get exactly the right combination for my needs. But hey-ho, away we go. As usual, I overspent totally and then had to wield the hatchet, a torturous process involving many arcane sums and wholesale shifting of points. In the end I emerged with this: four Tyranid Warriors, all armed for ranged combat, two with devourers for getting in close and dirty, a deathspitter to chastise the Space Marines from afar, and a venom cannon to discourage the anticipated tanks and Wolf Guard Terminators. These brutes had evolved *Hardened Carapaces* to put the kibosh on all that pesky bolter fire. Then came the foot



soldiers: ten Hormagaunts to provide a skirmish screen for the Genestealers I hoped to purchase, and two largish broods of Termagants, one of ten and one of eight, all armed with fleshborers – not a bad weapon against Space Marines if you have enough of them and can get close enough to use them. Finally, I spent my remaining points on a brood of nine Genestealers.

THE PLAN

In a nutshell, my plan was to fend off the tanks I expected with my venom cannons and Zoanthrope, while the rest of my insectile brethren did what they do best, ie strew people's squashy parts across a wide range of terrain features. After some discussion with Jake, we then selected our missions. Ian received a *Take and Hold* mission for the Space Wolves, with some cargo crates containing as yet unknown salvage as the objective. For my part, I drew the *Trap* mission. Hooray! This one's my favourite and it gives the opportunity for the Tyranids to

actually inflict a bit of damage in the first couple of turns.

My rolls on the Tyranid Strategy tables turned up a mixture of trials and misfortunes for the Space Wolves, including "Jonas" acting strangely amongst the Wolf Guard, a small Tyranid organism lurking aboard one of the Predators, and a Grey Hunter squad scared stiff by the Tyranids.

Deployment next, and I had to set up first. This is the usual story with Tyranids, and is probably their worst drawback, but that wasn't the half of it. Disaster was looming already as I only managed to get two of my broods to deploy on the flank, not enough to create any sort of telling strike force and make the *Trap* viable. In a vain attempt to compensate, I spread out across the whole front line of my deployment zone, enabling me to hopefully cover all eventualities. Ian then proceeded to ignore my dispersed set up and deployed in a tight, lethal looking Space Marine force aimed at the rather pathetic flank units strung out on my right. Ho hum.



TYRANID KEY



Hive Tyrant



Carnifex



Lictor



Zoanthrope



Tyranid Warriors



Genestealers



Termagants



Termagants



Hormagaunts



"It's not very often you get to fight a battle report using your favourite army."

SPACE WOLVES

Ian: Having spent the weekend swanning around Antwerp at a gaming convention, drinking free beer and eating free food (thanks guys!), I arrived back at work a day late only to find out that I had been nominated to do the battle report with Mark. Hmm, I thought, battle reports involve lots of work and can be a bit of hassle. Oh well, I suppose if it's my turn. But then I found out it was Tyranids versus Space Wolves. Hooray! It's not very often that you get to fight a battle report using your favourite army.

I had a quick chat with Mark about the forthcoming clash, and he informed me that he was an experienced Tyranid player, but he hated playing against Space Wolves. So why did Mark hate the Space Wolves so much? Well, it's quite simple really. Most Tyranids players accept the fact that they are going to get shot to pieces in the first couple of turns, but then they get to rip you to bits in the final part of the game. Unfortunately things ain't so rosy when Tyranids fight against Space Wolves. Not only do Space Wolves shoot you to pieces with the typical awesome firepower of a Space Marine army, but they ain't no

slouches when it comes to hand-to-hand either. Almost every single Space Wolf in the army has an additional +1 to their Weapon Skill. While this isn't exactly going to do you much good against a Genestealer, the lesser hand-to-hand troops like Hormagaunts, and their screening troops such as Termagants and Gargoyles, can be cut down in short order. Against normal Space Marines these troops would have been on an equal footing (in the case of Hormagaunts, better), but not so against the Brothers of Fenris.

WOLF GUARD CHAMPIONS

A favourite gambit of mine is to have Wolf Guard Champions in Terminator armour leading all my squads. Credit has to go to Andy C for this, as it was his idea to use them in the *Fangs of the Wolf* battle report, and to quote the man himself: "this would give each squad, in effect, a small Dreadnought to support them."

THE PLAN

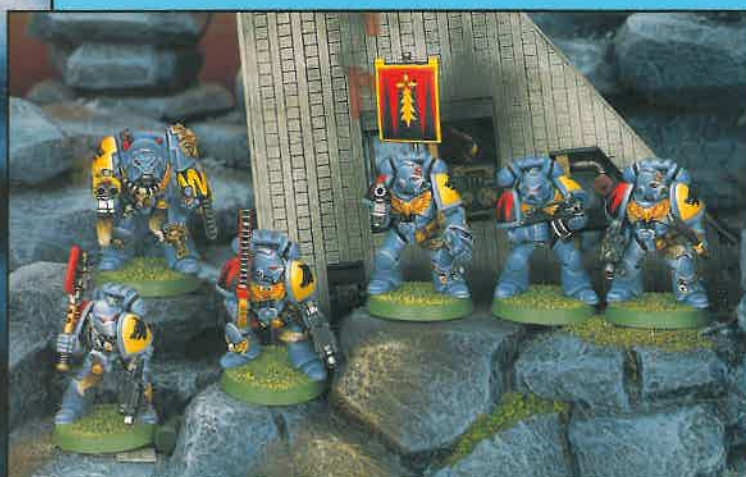
This particular combination of missions is exceedingly deadly. While the Tyranids have *The Trap* and must encircle my forces, I am lumbered

GREY HUNTERS




I always include a squad of Grey Hunters – it is essential to have a good core for your army. With so many specialist troops available it is all too easy to end up with an over specialised force. Grey Hunters are the Space Wolves' equivalent of tactical squads, and provide your army with a

flexible body of troops that can lay down a curtain of firepower and provide punch in hand-to-hand.

The ability to have what is essentially a tactical squad of Space Marines equipped with assault weapons is more preferable than having heavy and special weapon troopers. The heavy weapon usually forces one combat squad to remain stationary, while the special weapon in the other combat squad forces it to advance towards the enemy. With the Grey Hunters I can have them work together a lot more closely. I equip one battle pack with assault weapons, while the others have their standard bolter armament. The "assault" pack can move forward, while the "bolter" pack provide covering fire. Once the assault pack is in position they can hold off the enemy with their rapid firing bolters while the rest of their brothers join them.



KEY

-  Grey Hunter Assault
-  Grey Hunter Bolter
-  Wolf Guard Champion



PREDATOR SQUADRON



Fighting against Tyranids I knew that I would be facing some monstrous opponents, so some heavy firepower was called for – a squad of Long Fangs, perhaps. However, during the night before the battle, I was tossing and turning and awoke in a cold sweat. I realised I was making a grave error. What was I thinking of, only one tank? This was a nightmare, a nightmare that I had lived through once before in *The Great Devourer* battle report. I made a quick mental calculation. I could scrap the Long Fangs and exchange

them for more tanks! In the end, I took an impressive squadron of three Predator variants. Not only did they carry awesome amounts of firepower, but they would give me a psychological edge. Once Mark saw my army I'm sure my little squadron would remain foremost in his thoughts. I decided to give my other two Predators nicknames to go with *the Annihilator*. I dubbed the twin-linked lascannon with heavy bolters *the Eradicator*, while the Razorback-type configuration is called *the Destroyer*.

with *Take and Hold*. This throws up something of a paradox. To complete my mission I must advance into the centre of the table, hardly the most sensible thing to do when the enemy is trying to surround you!

That said, I had a plan. I would employ my tanks to hunt down any psykers and major threats, like Carnifexes and Hive Tyrants. Meanwhile, my Wolf Guard would take the objective, the Grey Hunters swinging around to guard their flank.

RAGNAR'S WOLF GUARD

Finally, I went for Ragnar Blackmane to lead my merry band – well he is the only Wolf Lord in our army. However I mustn't moan, as I consider him to be one of the best of all the Space Marine special characters. His enhanced profile and Berserk Charge meant that he would be able to go toe-to-toe with a Hive Tyrant!

To accompany Ragnar I chose a bodyguard of four Wolf Guard in power armour, and added another Wolf Guard champion in Terminator armour to lead them. These veteran Space Wolves are just the ticket for leading assaults against Tyranids.

KEY



Ragnar



Wolf Guard



DEPLOYMENT



SPACE WOLVES TURN 1

Ian: The special hidden deployment rules that Tyranids have made this a very tricky first turn. First on the hit list was the Zoanthrope, as it posed a real danger to my tanks. I couldn't just blast away as I couldn't see any targets, and if I moved into position with my tanks to shoot things in my next turn, they would get blasted by the Zoanthrope. Situations like these often arise at the start of the battle and it is all too easy to hunker down in your deployment zone and set overwatch. However, I find that this rarely

achieves anything. All you are doing is wasting a turn. In a game against Tyranids, where you are only likely to get a couple of turns before you're embroiled in vicious hand-to-hand combats, this is time you can ill afford to waste.

I had a mission to complete and if I couldn't shoot any of the Tyranids then I would improve my position. I placed the Grey Hunters on the left flank, and the Wolf Guard squad hiding in the rocks, onto overwatch. The assault pack of Grey Hunters was sent running forward, braving the overwatch fire of the Tyranid Warriors. This attracted the attention of Mark's Tyranid with the Venom Cannon, but much to its surprise, and my fortune, the Tyranid found its ammunition genetically incompatible with its Venom Cannon, which consequently blew up in its face, slaying the vile creature instantly. Well, my gamble had paid off big time. I was hoping to get away with a miss or a bad bunch of rolls for the Venom Cannon template, but having the thing blow up in the aberration's face suited me just fine.

Both the Annihilator and the Destroyer rumbled forward, but still remained out of sight of the enemy, ready to strike next turn. However, I wasn't going to let the Tyranids get off totally scot-free this turn. His meagre flank forces were far too tempting, so I sent the Eradicator sweeping forward at combat speed, straight into the jaws of the enemy. The Space Wolves' *Acute Senses* gave the tank crew a huge spotting distance of 8" so I was able to spot all the Tyranid Warriors, and proceeded to rake them with heavy

Mark explains to Warwick just how cunning his plan is.





With almost the entirety of the Tyranid force out of sight and undetectable (because of The Trap special rules), the Space Wolves began a cautious advance toward their objective. On the left flank, however, the crew of the Eradicator used their Acute Senses to sniff out the Tyranid's flank forces. The gunners wasted no time taking appropriate action, showing the vile abominations the business end of a twin-linked lascannon.

bolters and twin-linked lascannons. Two fell to the heavy explosive bolts, but the twin-linked lascannon shots, probably distracted by the Tyranids' overwatch fire, fell wide of their mark.

A weak warp flux only gave Mark enough power for his Zoanthrope to cast a single point warp blast aimed at one of the Grey Hunters, but even that proved to be out of range.

TYRANID TURN 1

Mark: The armoured might of the Space Wolves rumbled rapidly off its baseline, and the Tyranids concealed in the sparse undergrowth began to take notice. A Predator rumbled right up to the Tyranid brood's hiding place and began to level its guns. Unfortunately, the venom cannon was covering the wrong field of fire to react in time, so it fell to the Tyranid Warrior wielding the deathspitter to attempt an all or nothing shot, maybe taking out a track before the vehicle's weapons delivered their deadly payload. But it was to no avail as the caustic larva was ejected to sail clean over the top of the tank. Meanwhile, the Tyranid Warrior sporting the venom cannon had spotted a squad of Grey Hunters running across the corridor of open ground between two

towering mesas of crumbling rock, and stood up to let fly a volley of toxic crystals at them. Luck was definitely not on my side today. The shot missed and the Scatter and Artillery dice indicated a hit and a misfire. The weapon exploded in the hapless Tyranids claws and blew it to smithereens. One heavy weapon down already from my meagre artillery contingent, and three tanks to face.

The Space Wolves overwatch proved to be far more effective than mine. As my flanking force of Termagants moved out of their hiding place, the Grey Hunter's bolters chattered into life, cutting down half of the brood.

My forces began to move off their starting positions, but Ian stitched me up really badly with one of the new strategy cards, *Surprise Attack*, preventing me from running or charging in my first turn. It was a fairly depressing turn of events. The remnants of my Tyranid brood were looking straight at a tank bristling with heavy weapons, which was almost on top of them I might add, and they couldn't even take the one sensible

TURN 1 VPs
TYRANIDS: 0
SPACE WOLVES: 1



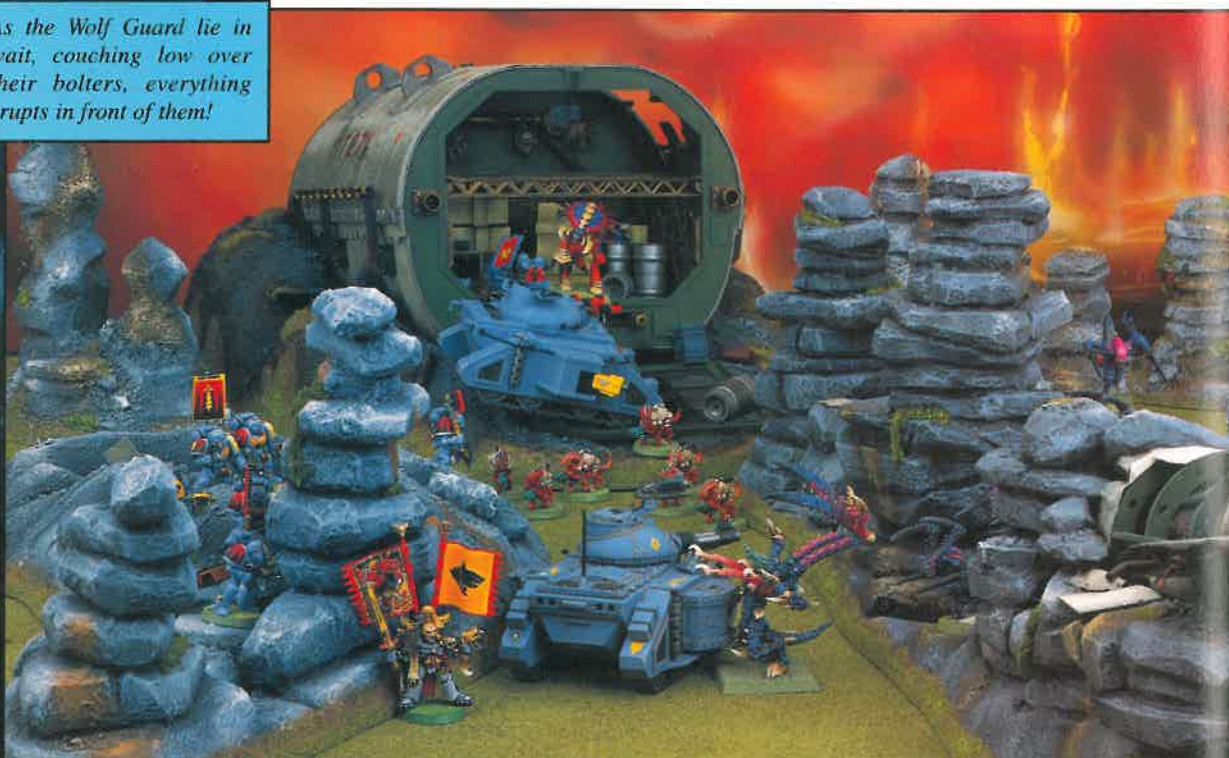
option available to them in such a dire situation – charging it and tearing its tracks off. The Carnifex was also stranded in limbo, facing off against another tank, and unable to run towards it to close the distance between them. It couldn't even burn its adrenaline sac to get close enough to hurl some bio plasma effectively. I opted instead to merely pivot on the spot to bring my arc of fire round on the tank, and unleashed a coruscating gout of super energised bile at it, which exploded harmlessly far behind. The other elements of the swarm moved as far as they could, seething forward en masse while the Lictor took up a better

the effect was nullified even though the Space Wolves had no Rune Priest. Bah!

SPACE WOLVES TURN 2

Ian: Now that Mark had stopped lurking in the long grasses and rocks I could set about getting to grips with him properly. Unfortunately, it was at this point that a tiny skulker nesting beneath the driver's seat of the Eradicator chose to make its presence felt. The tiny bio-construct launched itself at the throat of the Grey Hunter driver. Fortunately, the hardened Space Marine warrior

As the Wolf Guard lie in wait, crouching low over their bolters, everything erupts in front of them!



was easily able to tear the small bio-construct in half. However, this caused him to lose complete control of the vehicle, and he only just managed to pull it around a large rocky spire before running over two Termagants. Luckily, this route took me directly past the Zoanthrope. The turret gunner, unwise to the events taking place in the driver's compartment, swung the twin-linked lascannon to bear on the foul mutant and promptly vapourised it! The Predator Annihilator also kicked up a gear and began an advance down the rocky canyon. With the demise of the Zoanthrope, the only viable target was the second brood of Termagants. Despite the turret gunner popping open his hatch and cocking his storm bolter in order to increase the number of potential kills, the awesome arsenal of the Predator Annihilator only succeeded in killing one of the Termagants. The Grey Hunter assault pack dealt with another, while the bolter pack, using their tremendous *Rapid Fire* skill, killed the remainder of the first Brood.

In the first turn I had foolishly left Ragnar standing still, when seeing as he was the only one who could effectively deal with the Lictor I should have moved him towards the creature's hiding place. I remedied this and ran Ragnar behind the Annihilator. It was at this point I realised that I was too late and that this mistake was going to cost me the Predator Annihilator!

With the destruction of the Zoanthrope, the Hive Tyrant found the warp flux of insufficient strength to use any of his powers.

TYRANID TURN 2

Mark: The Space Wolves tanks were proving to be a big problem – Ian was doing a very good job of eliminating effective threats to his precious vehicles. I don't think Ian fully understood how effective Lictors were at avoiding detection, but with Ragnar heading my way I knew that he was now only too aware of the dangers that the creature posed. It was now or never, I had to get my points worth out of the Lictor and the Annihilator would do nicely. Recovering from the Space Wolves surprise attack, the Carnifex hurtled forward with a surprising turn of speed and motion, aggressively charged chemicals flooding its nervous system from the *Adrenaline Sac*. The Carnifex launched itself across the open ground, its short legs propelling it toward the Destroyer before disgorging its bio-plasma at the despised metal machine. However, much to my



TURN 2 VP's
TYRANIDS: 4
SPACE WOLVES: 3

consternation, the scintillating ball of bile and plasma sailed behind the fast moving vehicle. This trend was to continue as my surviving Tyranid Warrior failed to catch any of the Grey Hunters with its deathspitter blast. But worst of all was the Hive Tyrant, who managed to miss his target despite his massive Ballistic Skill. Fortunately though, the large template of the venom cannon still clipped the Eradicator's track, sending it spinning out of control again.

The Lictor whirled into an unstoppable assault on the Predator Annihilator, diamond hard chitinous limbs cleaving their way through the sponson and track, before tearing into the engine compartment,





The Jaws of the Wolf close inexorably on the Tyranid Hive Tyrant, as he is vapourised by lascannon and plasma fire!

triggering a massive explosion. Unable to react quickly enough, and not used to such volatile behaviour in metal objects, the Lictor was caught in the blast, suffering a wound as the tank went up. A hail of burning shrapnel peppered Ragnar, but despite the bulk of his power armour, Ragnar's preternatural agility kept him free from harm as he dodged all the projectiles.

With psychic forces now crippled by only rolling one dice in the psychic phase, I was left with playing the *Catalyst* on my Genestealers. This

would super-charge them ready for an assault next turn. Ian's rather unreasonable ability to nullify everything I attempted didn't work this turn as I used *Ultimate Force* to channel the power!

SPACE WOLVES TURN 3

Ian: Well the battle looked to be going my way. However, after a quick totting up of the victory points I realised that I was losing. What I did have going for me though, was a good command of the battlefield. After a few well timed gambles my troops were all in really good positions. With the Tyranids now within their 12" charge range, all I had to do was sit tight and hope that I got a good round of shooting in, before the first waves of Tyranids began their assault.

But hold on a minute, "within their 12" charge range..." A drastic, yet heroic plan of action had just occurred to me...

Raising his head high, Ragnar let forth a guttural wolf howl that resonated across the entire battlefield. **Awwwwoooooooooooo...**

All the Space Wolves were suddenly suffused with the





forward towards the enemy. The Grey Hunter bolter pack charged towards the Tyranid Warrior, but only the Wolf Guard Terminator made it into contact with the alien beast, smashing through its hardened carapace with his power fist and crushing the life out of its foul heart. The Grey Hunter assault pack fell upon the Termagant brood and made short work of chopping them down. Meanwhile the Wolf Guard had the tough task of charging into the jaws of the Hormagaunts. The Hormagaunts were not much of a problem, but the Genestealers behind them would prove to be a more tricky proposition.

As the Hormagaunts fell under the savage assault of the Wolf Guard, Mark, who well knew that Wolf Guard have a Weapon Skill of six still insisted on crying out in dismay at the Wolf Guard's outrageous stat-line. As one of his best assault broods was hacked to pieces, all the Wolf Guard followed up to attack the rest of the Hormagaunts in the next turn.

Unfortunately, the very man who invoked this frenzied charge failed his *fear* test and Ragnar Blackmane had to content himself with trying to out stare the Lictor, instead of doing his job, which is cleaving the beast in two with *Frostfang*.

On the armoured front, my two remaining tanks continued their out-flanking manoeuvre. The Destroyer did so out of its own volition. The Predator Eradicator, however, had had its track shredded and was moving dangerously out of control. The heroic Grey Hunter driver proved his

worth once more and managed to wrench the crippled tank to the right and toward the heart of the battle, before track links and wreckage clogged the drive mechanism bringing the tank to a permanent halt. Its heavy bolter spat forth explosive bolts felling two of the Hormagaunts that were following up the rest of their unfortunate brood. However, the sudden halt of the tank must have spoiled the turrets gunner's aim as he sent twin bolts of laser fire way over the head of the looming Hive Tyrant.

The Destroyer moved in from the other flank. The Jaws of the Wolf were closing ever tighter, and soon I would have my prey. With plasma guns fully charged, the gunner let rip. The Hive Tyrant was bathed in plasma and laser energy, a coruscating ball of destruction that nothing could survive. When the fires died down, all that remained of the Tyranid army's leader was charred flesh and shards of chitinous armour.

I looked on in glee. I knew this was possibly the rashest if not stupidest thing to do in the battle. Using Ragnar's Battle Howl against the Tyranids was forsaking my tactical sensibilities to make things look good, but I just couldn't resist it. This was truly the stuff that great sagas were made of, and everything was going according to plan. The Grey Hunters had annihilated their opponents, and the Wolf Guard had, much to Mark's dismay, cut through his prized Hormagaunts. All I had to face now were the Genestealers...

TYRANID TURN 3

Mark: Dur... gth... bu... What can I say, I'm lost for words. That's the last thing I expected Ian to do. Well, after that there was little option but to join in the fray. Ian had successfully crippled a large part of my assault troops by being able to



The Wolf Guard embroiled in a deadly melee with Hormagaunts. Time is short for the veteran Wolf Brothers as the Genestealers move in for the kill.

choose who he would assault, attacking them on his own terms and negating my advantage of numbers. If I had charged I would have been able

to gang up on his Space Marines. To add insult to injury, the Hive Tyrant was slain. Yet another key element of my swarm reduced to ashes.



Blast it, I thought, as I moved the surviving Hormagaunts in around the Wolf Guard. The Space Wolves were now firmly placed in a narrow pass through a rocky gorge. The narrow front meant that I was only able to get a couple of Genestealers into hand-to-hand combat. I sent four Genestealers to attack the Predator Destroyer and the rest closed in behind the fray in the gorge. Their powerful talons tore apart the tank in short order.

TURN 3 VPs
TYRANIDS: 8
SPACE WOLVES: 7

My dice rolls for the following hand-to-hand let me down badly. While I expected the Hormagaunts to be cut down, I thought I might at least manage to take a few Wolf Guard out with sheer weight of numbers. But alas it was not to be. All the Wolf Guard but two dispatched their opponents. One of the two was shredded by the claws of a Genestealer, while the other was trapped in a stalemate with another. The blighters then proceeded to follow up into the cover of the rocks, ready to spray my Genestealers with rapid fire from their bolters in the following turn.

The Lictor struck out against the Space Wolves' commander with its usual ferocity, but this Space Marine was proving to be every bit as tricky as I had feared. With increasing annoyance I watched as Ragnar deftly parried and dodged his way around the razor sharp claws of the Lictor.

On my right flank, the last remaining Tyranid Warrior used its monstrous size to easily shrug off the Space Wolf Terminator and spun round to spray the Grey Hunters with its devourer. Two of the Space Marine warriors fell screaming in agony as flesh eating worms poured from the joints of their power armour and eye sockets. The remaining Grey Hunter and Wolf Guard champion were severely shaken by the disgusting demise of their brethren.

SPACE WOLVES TURN 4

Ian: In the last hand-to-hand combat phase I had successfully extricated myself from the lethal melee with the Hormagaunts and Genestealers. Brother Egil was the only casualty, but as he had led the assault from the front he had found himself hopelessly surrounded by Genestealers. His bolt pistol spat fire until the very last, when the razor sharp claws ripped open his armour and tore into his flesh. Egil had earned his place in the great sagas. Seeking vengeance for the loss of a brother, the remaining Wolf Guard opened up with their bolt guns and storm bolters. The rain of rapid firing bolters cut down three of the monstrosities. Further down the canyon, the Grey Hunter assault pack had closed in to support the Wolf Guard, their bolters bringing down the last of the Genestealers in the gorge. From his position, the Wolf Guard Terminator could see their objective and informed the others over the comm-net that their mission was now almost complete.

The now stationary Predator Eradicator spotted



the massive form the Carnifex moving forward through a rocky outcrop. The gunner swung the twin-linked lascannon to bear upon the creature, but his aim was off and the laser bolts blasted into the side of the rock.

TYRANID TURN 4

Mark: At this point, I should really have taken a step back and viewed the battle objectively. I should have weighed up the options and gone for the sensible approach. However, I blew it quite spectacularly. If I'd played my cards right I could have scraped a draw, but seeing things slipping badly as they were I panicked and made some tactically regrettable decisions.

Not taking the time I needed to reckon the current victory point situation, I assumed that I had a lot of catching up to do. The way I rationalised this was to attempt to prevent the Space Wolves achieving their mission by getting closer to the cargo than they with my Genestealers, trapping as many Space Marines as possible with the Lictor, and shredding the Iron Priest for a much needed



In the aftermath it becomes clear that the Space Wolves have seized their objective. But the cost is high and three of Ragnar's finest warriors lie dying in the gorge.



"I am not pleased with myself, to put it bluntly."

extra point. The Tyranid out on the flank, and the Carnifex, would just have to do what they could. Everything then moved appropriately, the Lictor breaking from combat with impunity to interpose itself between the Space Wolves and the table edge. The Genestealer closest to the Space Marines pitched into the hapless Iron Priest and gleefully tore him limb from limb, as the remainder of its brood moved as far over the rocks, towards the cargo, as they could.

Shooting proved to be a washout as the devourer failed to find its mark, and the Carnifex, not surprisingly, could not muster enough impact from its bio-plasma to penetrate the Eradicator's heavy armour. And so it was done.

THE PAINFUL ABSENCE OF A FINAL SOLUTION

Mark: I am not pleased with myself, to put it bluntly. I know exactly what I did wrong and there was really no need for it. My error was unforgivable, and should be a cautionary tale to you all. I didn't have my facts straight before I acted. The whole difference between losing or not hinged on that fateful fourth turn, and here's what I did wrong. I moved the Lictor, attempting to trap enemy troops instead of attacking the Wolf Guard Terminator next to the cargo. For one thing, I had not realised that trapping Ragnar would garner me

no victory points, and had I read my mission more carefully, I would have known this. My second, and possibly worse, mistake was not being in full possession of the facts concerning Ian's mission. I erroneously (perhaps it was wishful thinking) believed that his troops had to be closer to the objective than mine at the end, in order that he might win it. It is of course the other way around, and the measuring up concluded that both the Wolf Guard and the closest Genestealer were exactly the same distance from the cargo. The Space Marines got their points and I didn't. Bah! The key was who I should have assaulted with what though. Had the Lictor charged and killed the Wolf Guard Terminator, a feat in which the odds were favourable, and the stray Genestealer killed the final Wolf Guard, instead of the Iron Priest, the Space Wolves would have lost the five victory points from the mission objective, and the result would have been a draw.

The final turn was not my only mistake I might add, just my most heinous. I could, for example, have made better use of my deployment. The Carnifex managed to do nothing all game because it was too far out on the flanks at the beginning. But the set up was unkind, particularly the unfortunately low number of broods managing to deploy on the flanks. In the final analysis it was definitely rough going, and I had more than my fair share of bad dice, but I only have myself to

blame for losing when a bit of foresight could have got me a draw from a bad situation.

As an aside, I felt so aggrieved by my own incompetence that I was itching for a rematch, which Ian was persuaded to grant me. Just to show that I am a worthy opponent when I make sure I know what I'm doing, I managed a draw. At least this makes me feel a bit more confident about future battle reports, I am happy to inform you (although it should be added that Ian continued to nullify all my psychic attacks, despite still have no psyker in his force...).

BACK TO THE FANG

Ian: Well, that was a thoroughly enjoyable game and Mark proved himself to be a more than worthy opponent. It wasn't until we worked out the victory points for each turn and sat down and had a chat about the game that we both realised how close a game it had been.

I have to admit that at the beginning I was a bit wary about fighting against the Tyranids. This is the trouble with working for Games Workshop, you have to learn all the games with all the armies. However, what generally happens is the armies and games that you have played recently are to the fore of your memory, while the details of the ones that you haven't used for some time are a little hazy (to say the least!). Anyway, needless to say I was far too busy to bother having swotting sessions with the Codex Tyranids and decided to just run with it, and hope my subconscious would prevent the Tyranids from pulling any nasty surprises. In the end the only irritating points were finding out that anything as big or bigger than a Tyranid Warrior counts as a *monstrous creature* and can break from hand-to-hand combat, without risk or penalty. Plus finding out how outrageously difficult it is to spot and attack Lictors. Having had Mark tell his woeful tale of his catalogue of errors, I realised that I too had actually made a mistake in the very first turn of the game (*unbelievable* – Ed). With an army with absolutely no blast markers weapons, save a couple of bags of frag grenades, I should have realised that Ragnar Blackmane was the only man in the army that could effectively eliminate the Lictor. My failure to take action from the very start of the game meant that the Lictor was able to get to the Annihilator before Ragnar could get in a position to stop him.

Which brings me nicely onto my second error (*now you're just getting sloppy* – Ed), the Annihilator. What the blazes was I doing placing it there in the first place? Stupid, stupid, stupid! I was partly thinking that the Eradicator was enough to deal with Mark's tiny flank force, which it wasn't! This, coupled with an obsession with that Zoanthrope, which the Annihilator didn't destroy anyway, meant that the Annihilator was a tragic waste of 210 points, and cost me 3VPs. So to sum up, there was really just one error (*hah, that's more like it* – Ed), since

preventing either one of these errors would have eliminated the other. At the end of the day I should have placed the Annihilator with the Eradicator, steamed down the flank, totalling the flank force, thus preventing the destruction of the Grey Hunter bolter pack and leaving me with one extra tank round the back of the Tyranids to give that nasty old Carnifex a good seeing to. So all in all, if I hadn't make my mistakes, and Mark hadn't made his mistakes I would still have won, 10 VPs

to 6VPs. However, we do tend to make mistakes in the heat of battle, and with two well chosen armies and equally matched opponents, victory will go to the man who makes the least.

But what about the Wolf Guard? That was truly heroic. It really was the stuff of which Sagas are written. I often hear people say that Space Marines aren't as hard in the game as they are in the stories. Well folks, here's the proof, Space Marines are rock. Six Space Wolves against two broods of some of the most lethal hand-to-hand troops in the galaxy. I can hear the voices of Rune Priests echoing throughout the halls of Fenris, centuries from now, retelling this battle from the Sagas over and over!

I was rather pleased with my bold decision to use Ragnar's *Wolf Battle Howl* and in the end it won me the game, which I think I would otherwise have lost quite badly. Mark was rather shocked by this sudden assault, informing me over a mid-game cuppa that I was handing him the game on a plate. However, I knew different.

FINAL VPs
TYRANIDS: 10
SPACE WOLVES: 15

SEIZING THE INITIATIVE AND CHOOSING YOUR OPPONENTS

For those that want the actual tactical run down of how this was achieved, I'll just give a brief summary. First off, I seized the initiative by charging the enemy. This way I got to choose who I wanted to attack and the enemy's extra numbers would count for nought in the first round. Secondly, I attacked the Hormagaunts in a narrow pass. Attacking on a narrow front impaired Mark's ability to bring his Genestealers into the combat. Thirdly, having dispatched the Hormagaunts by the end of second round, the only combatants left were the Genestealers. Rather than following up into hand-to-hand with these vile creatures (that would be suicide), the remaining Wolf Guard followed up into the cover of the nearby rocks. From here they were able to use their *Rapid Fire* skill to mow down the Genestealers with a fusillade of bolter fire. They were assisted by their Grey Hunter brethren who had swiftly dispatched the Termagants and swung around to "trap" the Tyranids! And I still had a Wolf Guard within 3" of my objective to boot – Mission complete, funny how things turn out, ain't it.



"That was truly heroic. It really was the stuff of which Sagas are written."

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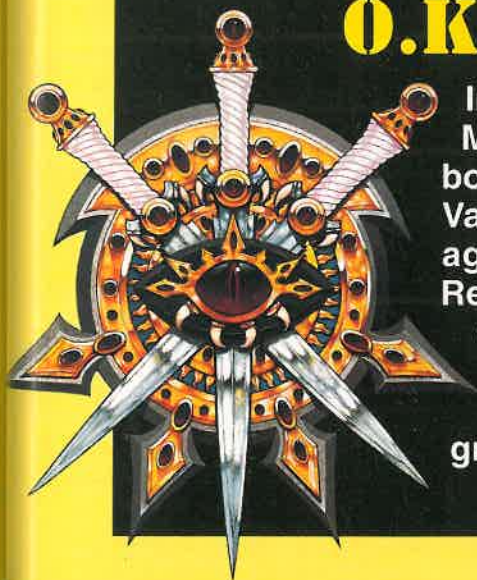
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and **Warhammer**. Then we look at a new **Blood Bowl** team: Forest Folk, and list some gaming contacts for you. With tons of conversions, we think you'll find Citadel Journal 17 particularly satisfying. Finally, there are details of the colossal Warhammer 40,000 Thunderhawk Gunship. This massive kit is a real collector's item, so don't miss out.

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SKINK COMMAND GROUP



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WITH BOW 1
75000/6



SKINK CHAMPION
WITH BOW 2
75000/7



SKINK CHAMPION
WITH JAVELIN 1
75005/14



SKINK DRUMMER 1
75000/12



SKINK DRUMMER 2
75000/13



SKINK TOTEM BEARER 1
75000/10



SKINK TOTEM BEARER 2
75000/8



TOTEM TOP 1
75000/11



TOTEM TOP 2
75000/9



SKINK TOTEM BEARER

A COMPLETED SKINK TOTEM
BEARER CONSISTS OF:
1 x SKINKTOTEM BEARER
1 x TOTEM TOP

SKINKS



SKINK ARCHER 1
75002/2



SKINK ARCHER 2
75002/3



SKINK ARCHER 3
75002/4



SKINK ARCHER 4
75002/5



SKINK WITH JAVELIN 1
75006/15



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SKINK WITH JAVELIN 4
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Designed by Alan Perry

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KNIGHT OF THE REALM
STANDARD BEARER BODY
74010/2



KNIGHT OF THE REALM
CHAMPION BODY
74011/2



KNIGHT OF THE REALM
STANDARD TOP
74010/3

KNIGHT OF THE REALM
TRUMPETER BODY
74012/2



KNIGHT OF THE REALM
LEGS 1
74005/1

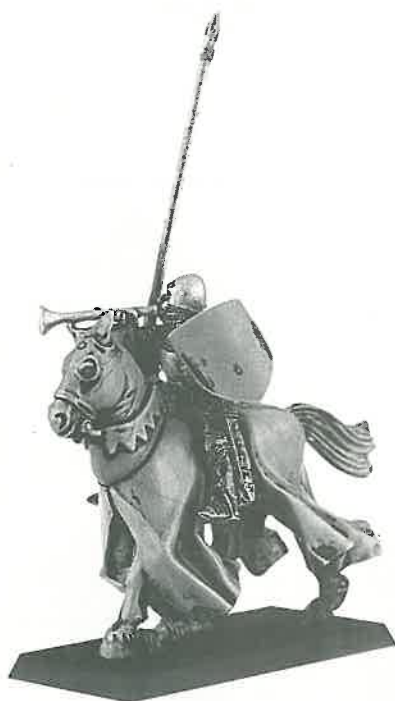


KNIGHT OF THE REALM
LEGS 2
74001/1

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1 x KNIGHT OF THE REALM TRUMPETER BODY
1 x KNIGHT OF THE REALM LEGS 2
1 x BRETONNIAN HORSE SPRUE
1 x FIGHTER SHIELD SPRUE

A COMPLETED BRETONNIAN KNIGHT OF THE REALM CHAMPION CONSISTS OF:
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1 x FIGHTER SHIELD SPRUE

A COMPLETED BRETONNIAN KNIGHT OF THE REALM STANDARD BEARER CONSISTS OF:
1 x KNIGHT OF THE REALM STANDARD BEARER BODY
1 x KNIGHT OF THE REALM STANDARD TOP
1 x KNIGHT OF THE REALM LEGS 1
1 x BRETONNIAN HORSE SPRUE
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A KNIGHT OF THE REALM CHAMPION



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BRETONNIA

GRAIL KNIGHTS



PAINTED EXAMPLE OF A GRAIL KNIGHT



GRAIL KNIGHT LANCE 1
00541/2



GRAIL KNIGHT LANCE 2
00541/3



GRAIL KNIGHT LEGS
00541/1

A COMPLETED GRAIL KNIGHT CONSISTS OF:

- 1 x GRAIL KNIGHT BODY
- 1 x GRAIL KNIGHT LEGS
- 1 x GRAIL KNIGHT HORSE HEAD
- 1 x GRAIL KNIGHT LANCE
- 1 x GRAIL KNIGHT SHIELD
- 1 x BRETONNIAN HORSE SPRUE

GRAIL KNIGHTS BODY, SHIELDS AND HORSE HEADS ARE NOT INTERCHANGEABLE

GRAIL KNIGHT 1



GRAIL KNIGHT BODY 1
00541/4



GRAIL KNIGHT
SHIELD 1
00541/5



GRAIL KNIGHT
HORSE HEAD 1
00541/6

GRAIL KNIGHT 2



GRAIL KNIGHT BODY 2
00541/7



GRAIL KNIGHT
SHIELD 2
00541/8



GRAIL KNIGHT
HORSE HEAD 2
00541/9

GRAIL KNIGHT 3



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ELVEN STEED

BARDED ELVEN STEED



BARDED ELVEN STEED
HEAD SPRUE 1
102812



BARDED ELVEN STEED
HEAD SPRUE 2
102812



BARDED ELVEN STEED BODY SPRUE 1
102812



BARDED ELVEN STEED BODY SPRUE 2
102812

ELVEN STEED



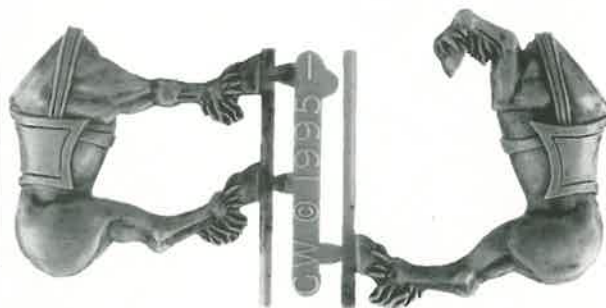
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102727



ELVEN STEED HEAD SPRUE 2
102727



ELVEN STEED BODY SPRUE 1
102727



ELVEN STEED BODY SPRUE 2
102727

HIGH ELVES

HIGH ELF MAGE



HIGH ELF MAGE
75678/1

ELDROTH HIGH ELF GENERAL



ELDROTH BODY
75679/1



ELDROTH LEGS
75679/2

A COMPLETED ELDROTH HIGH ELF
GENERAL CONSISTS OF:
1 x ELDROTH BODY
1 x ELDROTH LEGS
1 x BARDED ELVEN STEED
1 x ELF SHIELD SPRUE



ELDROTH HIGH ELF GENERAL

MOUNTED HEROES



HIGH ELF HERO BODY 1
75680/3



HIGH ELF HERO LEGS
75680/1



HIGH ELF HERO BODY 2
75680/2

A COMPLETED HIGH ELF
HERO CONSISTS OF:
1 x HIGH ELF HERO BODY
1 x HIGH ELF HERO LEGS
1 x BARDED ELVEN STEED
1 x ELF SHIELD SPRUE



HIGH ELF HERO 1



HIGH ELF HERO 2



ELF SHIELD SPRUE
101635

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DWARFS

DWARF GENERAL



DRONG THE HARD
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A COMPLETED DRONG THE HARD
CONSISTS OF :
1 x DRONG THE HARD
1 x SMALL ROUND SHIELD SPRUE



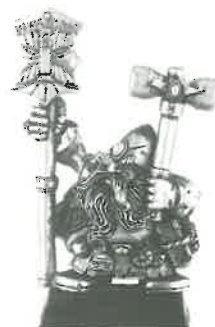
QUEEN HELGAR
74389/1

A COMPLETED QUEEN HELGAR
CONSISTS OF :
1 x QUEEN HELGAR
1 x SMALL ROUND SHIELD SPRUE



PAINTED EXAMPLE OF DRONG THE HARD AND QUEEN HELGAR

RUNESMITH



RUNESMITH
74394/1



PAINTED EXAMPLE OF A RUNESMITH



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DWARFS

DWARF CANNON



CREW 1
74390/3



HANDLE
74390/4



SOLID WHEEL
100558



CREW 2
74390/2



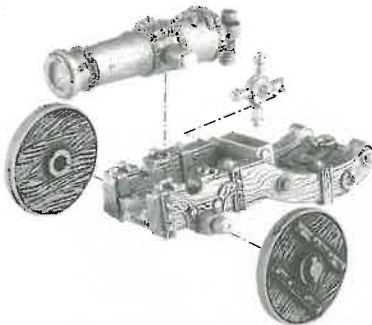
CREW3
74390/1



CHASSIS
74390/5



BARREL
74390/6



A COMPLETED DWARF CANNON CONSISTS OF:

- 1 x CREW 1
- 1 x CREW 2
- 1 x CREW 3
- 1 x BARREL
- 1 x CHASSIS
- 2 x SOLID WHEELS
- 1 x HANDLE



DWARF CANNON

Designed by Colin Dixon and Norman Swales



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DWARFS

HAMMERER'S COMMAND GROUP



HAMMERER CHAMPION
74392/1



HAMMERER HORNBLOWER
74392/4



HAMMERER STANDARD
BEARER
74392/2



HAMMERER
STANDARD TOP
74392/3

A COMPLETE DWARF HAMMERER
STANDARD BEARER CONSISTS OF :
1 x HAMMERER STANDARD BEARER
1 x SMALL ROUND SHIELD SPRUE
1 x HAMMERER STANDARD TOP

HAMMERERS



HAMMERER 1
74391/1



HAMMERER 2
74391/2



HAMMERER 3
74391/3



HAMMERER 4
74391/4



A PAINTED REGIMENT OF DWARF HAMMERERS



SMALL ROUND SHIELD SPRUE
111205



Designed by Colin Dixon

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DWARFS

MINERS COMMAND GROUP



MINER CHAMPION 1
74395/1



MINER CHAMPION 2
88045/3



MINER TRUMPETER
88045/2



MINER STANDARD BEARER
88045/1

MINERS



MINER 1
88044/1



MINER 2
88044/2



MINER 3
88044/3



MINER 4
88044/4



MINER 5
88044/5

Designed by Colin Dixon



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CHAOS SPACE MARINES

SORCERERS



CHAOS SPACE MARINE
SORCERER BODY 1
70317/1



CHAOS SPACE MARINE
SORCERER BOLT PISTOL ARM 1
70317/3



CHAOS SPACE MARINE
SORCERER BACKPACK 1
703172



CHAOS SPACE MARINE SORCERER

A COMPLETED CHAOS SPACE MARINE
SORCERER 1 CONSISTS OF:
1 x CHAOS SPACE MARINE SORCERER BODY 1
1 x CHAOS SPACE MARINE
SORCERER BACKPACK 1
1 x CHAOS SPACE MARINE SORCERER
BOLT PISTOL ARM 1



CHAOS SPACE MARINE
SORCERER BODY 2
70317/4



CHAOS SPACE MARINE
SORCERER BOLT PISTOL ARM 2
70317/5



CHAOS SPACE MARINE
SORCERER BACKPACK 2
70317/6



CHAOS SPACE MARINE SORCERER

A COMPLETED CHAOS SPACE MARINE
SORCERER 2 CONSISTS OF:
1 x CHAOS SPACE MARINE SORCERER BODY 2
1 x CHAOS SPACE MARINE
SORCERER BACKPACK 2
1 x CHAOS SPACE MARINE SORCERER
BOLT PISTOL ARM 2



CHAOS SPACE MARINE
SORCERER BODY 3
70317/7



CHAOS SPACE MARINE
SORCERER PLASMA PISTOL
70317/8



CHAOS SPACE MARINE
SORCERER BACKPACK 2
70317/6



CHAOS SPACE MARINE SORCERER

A COMPLETED CHAOS SPACE MARINE
SORCERER 3 CONSISTS OF:
1 x CHAOS SPACE MARINE
SORCERER BODY 3
1 x CHAOS SPACE MARINE
SORCERER BACKPACK 2
1 x CHAOS SPACE MARINE
SORCERER PLASMA PISTOL

CHAOS SPACE MARINES

CHAOS SPACE MARINES WITH HEAVY WEAPON

A COMPLETED CHAOS SPACE MARINE
WITH HEAVY BOLTER CONSISTS OF:

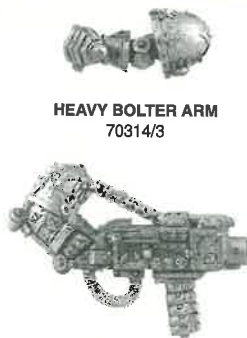
- 1 x CHAOS SPACE MARINE
HEAVY BOLTER BODY
- 1 x HEAVY BOLTER
- 1 x HEAVY BOLTER BACKPACK
- 1 x HEAVY BOLTER ARM



CHAOS SPACE MARINE
HEAVY BOLTER BODY
70314/1



HEAVY BOLTER BACKPACK
70314/4



HEAVY BOLTER ARM
70314/3

HEAVY BOLTER
70314/2



CHAOS SPACE MARINE WITH
HEAVY BOLTER

A COMPLETED CHAOS SPACE MARINE
WITH MISSILE LAUNCHER CONSISTS OF:

- 1 x CHAOS SPACE MARINE
MISSILE LAUNCHER BODY
- 1 x MISSILE LAUNCHER
- 1 x MISSILE LAUNCHER BACKPACK
- 1 x CHAOS SPACE MARINE ARM SPRUE



CHAOS SPACE MARINE
MISSILE LAUNCHER BODY
00465/8



MISSILE LAUNCHER
BACKPACK
00465/10



MISSILE LAUNCHER
00465/4



CHAOS SPACE MARINE WITH
MISSILE LAUNCHER

A COMPLETED CHAOS SPACE MARINE
WITH AUTOCANNON CONSISTS OF:

- 1 x CHAOS SPACE MARINE
AUTOCANNON BODY
- 1 x AUTOCANNON
- 1 x AUTOCANNON BACKPACK
- 1 x AUTOCANNON ARM



CHAOS SPACE MARINE
AUTOCANNON BODY
70314/9



AUTOCANNON
BACKPACK
70314/12



AUTOCANNON ARM
70314/11

AUTOCANNON
70314/10



CHAOS SPACE MARINE WITH AUTOCANNON

A COMPLETED CHAOS SPACE MARINE
WITH LASCANNON CONSISTS OF:

- 1 x CHAOS SPACE MARINE
LASCANNON BODY
- 1 x LASCANNON
- 1 x LASCANNON BACKPACK
- 1 x LASCANNON ARM



CHAOS SPACE MARINE
LASCANNON BODY
70314/5



LASCANNON BACKPACK
70314/8



LASCANNON ARM
70314/7

LASCANNON
70314/6



CHAOS SPACE MARINE WITH LASCANNON

Designed by Aly Morrison

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CHAOS SPACE MARINES™

CHAOS SPACE MARINE VETERAN SHOULDER PADS

THIS RANGE OF SHOULDER PADS PROVIDES THE OPPORTUNITY TO CUSTOMISE INDIVIDUAL MODELS OR ENTIRE SQUADS OF CHAOS SPACE MARINE VETERANS. THERE ARE SPECIFIC DESIGNS FOR THE MAJOR CHAOS LEGIONS AS WELL AS LOTS OF NON-SPECIFIC LEGION DESIGNS THAT CAN BE USED ON JUST ABOUT ANY CHAOS SPACE MARINE MODEL.



EMPEROR'S CHILDREN
CHAOS SPACE MARINE
SHOULDER PAD
70326/7



DEATH GUARD
CHAOS SPACE MARINE
SHOULDER PAD
70326/20



WORLD EATERS
CHAOS SPACE MARINE
SHOULDER PAD
70326/17



THOUSAND SONS
CHAOS SPACE MARINE
SHOULDER PAD
70326/16



NIGHT LORDS
CHAOS SPACE MARINE
SHOULDER PAD
70326/21



ALPHA LEGION
CHAOS SPACE MARINE
SHOULDER PAD
70326/8



IRON WARRIORS
CHAOS SPACE MARINE
SHOULDER PAD
70326/9



BLACK LEGION
CHAOS SPACE MARINE
SHOULDER PAD
70326/27



WORD BEARERS
CHAOS SPACE MARINE
SHOULDER PAD
70326/22



CHAOS SPACE MARINE
SHOULDER PAD 1
70326/29



CHAOS SPACE MARINE
SHOULDER PAD 2
70326/26



CHAOS SPACE MARINE
SHOULDER PAD 3
70326/14



CHAOS SPACE MARINE
SHOULDER PAD 4
70326/4



CHAOS SPACE MARINE
SHOULDER PAD 5
70326/3



CHAOS SPACE MARINE
SHOULDER PAD 6
70326/2



CHAOS SPACE MARINE
SHOULDER PAD 7
70326/1



CHAOS SPACE MARINE
SHOULDER PAD 8
70326/15



CHAOS SPACE MARINE
SHOULDER PAD 9
70326/18



CHAOS SPACE MARINE
SHOULDER PAD 10
70326/10



CHAOS SPACE MARINE
SHOULDER PAD 11
70326/6



CHAOS SPACE MARINE
SHOULDER PAD 12
70326/13



CHAOS SPACE MARINE
SHOULDER PAD 13
70326/23



CHAOS SPACE MARINE
SHOULDER PAD 14
70326/24



CHAOS SPACE MARINE
SHOULDER PAD 15
70326/25



EXAMPLE OF PAINTED CHAOS SPACE MARINES VETERANS ASSEMBLED USING JUST A FEW OF THE CHAOS SPACE MARINE VETERAN SHOULDER PADS

Designed by Aly Morrison

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CHAOS SPACE MARINES

CHAOS SPACE MARINES



**CHAOS SPACE
MARINE CHAMPION 1**
70304/1



**CHAOS SPACE
MARINE CHAMPION 2**
00465/3



**CHAOS SPACE MARINE
WITH MK1 PLASMA GUN**
70305/2



**CHAOS SPACE MARINE
WITH FLAMER**
00465/1



CHAOS SPACE MARINE 1
70306/2



CHAOS SPACE MARINE 2
70306/3



CHAOS SPACE MARINE 3
70306/4



CHAOS SPACE MARINE 4
70306/5



CHAOS SPACE MARINE 5
70306/6



CHAOS SPACE MARINE 6
70306/7

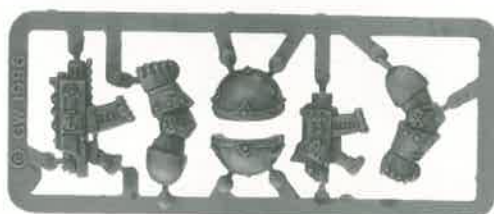


CHAOS SPACE MARINE 7
70306/8



CHAOS SPACE MARINE

**A COMPLETED CHAOS SPACE MARINE
CONSISTS OF:**
1 x CHAOS SPACE MARINE
1 x CHAOS SPACE MARINE ARM SPRUE
1 x CHAOS SPACE MARINE
BACKPACK SPRUE



CHAOS SPACE MARINE ARM SPRUE 1
102805



CHAOS SPACE MARINE ARM SPRUE 2
102805

Designed by Aly Morrison

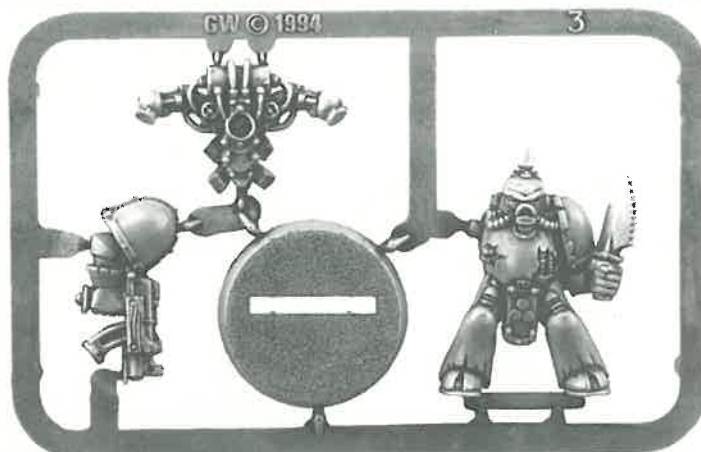
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CHAOS SPACE MARINES

NURGLE PLAGUE MARINES



NURGLE PLAGUE MARINE

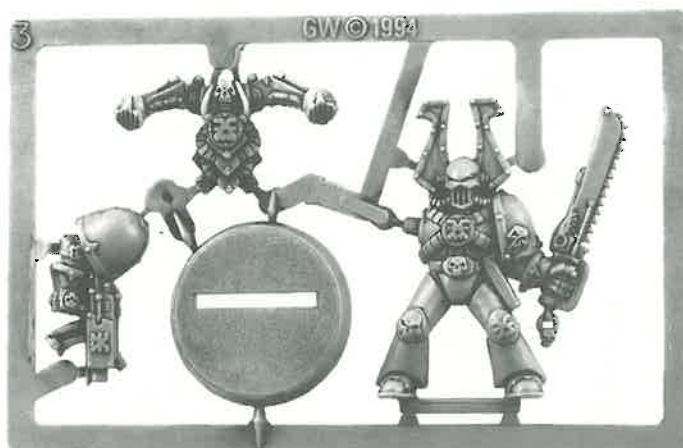


NURGLE PLAGUE MARINE SPRUE
102798

KHORNE BERZERKERS



KHORNE BERZERKER



KHORNE BERZERKER SPRUE
102792

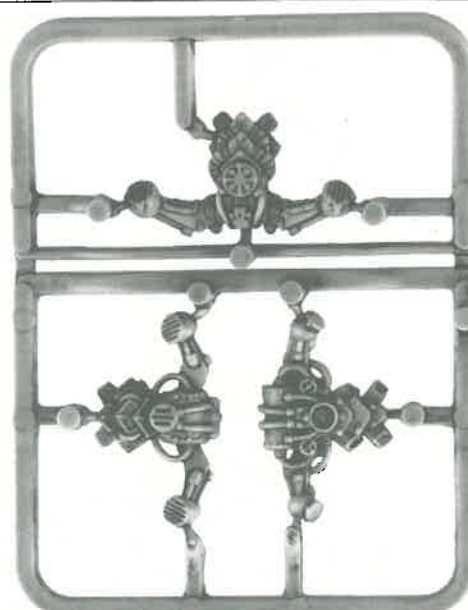
CHAOS SPACE MARINE SPRUES



CHAOS SPACE MARINE
CLOSE COMBAT WEAPON SPRUE 1
102813



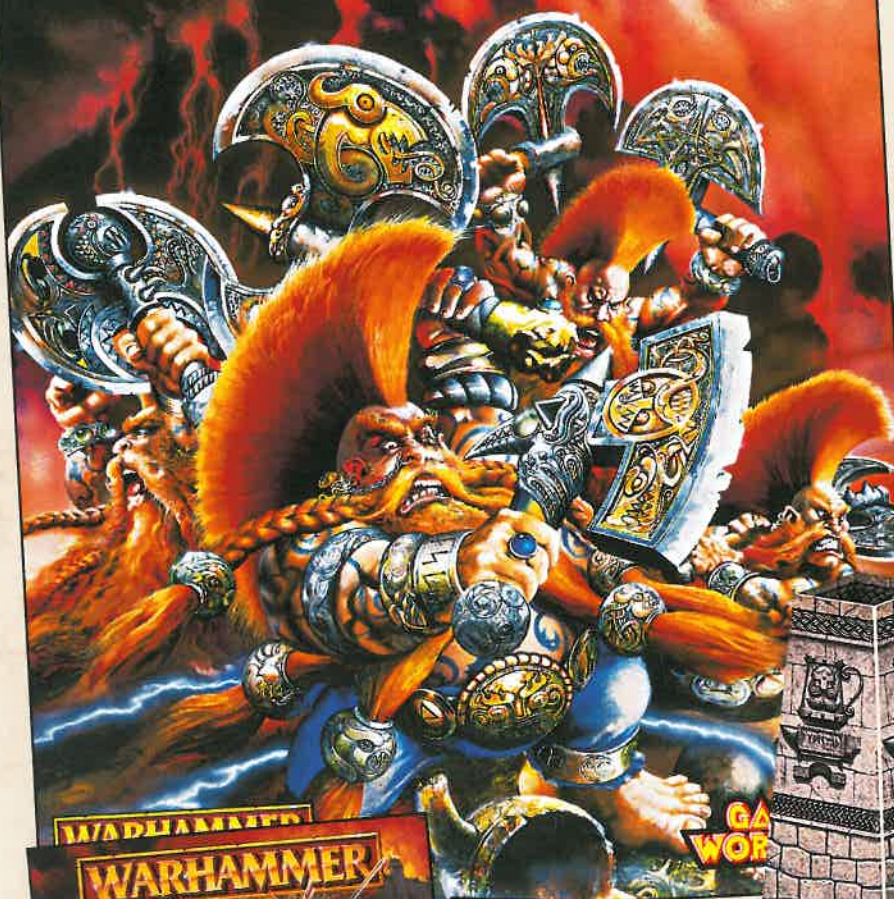
CHAOS SPACE MARINE
CLOSE COMBAT WEAPON SPRUE 2
102813



CHAOS SPACE MARINE BACKPACK SPRUE
102794

WARHAMMER

WARHAMMER The Grudge of Drong



The Grudge of Drong is a Warhammer campaign set in the time leading up to the War of the Beard between the Dwarfs and High Elves.

The campaign is based on the heroic Dwarf saga of Drong and Helgar, which tells the story of how Eldroth's High Elves found themselves caught between the feuding Dwarf clans of the Thrundlings and the Bronnlings. Three dramatic battles lead up to the climactic final clash before the gates of Krag Bryn, where the doom of the mighty Drong and the proud and warlike Queen Helgar is finally sealed.

It is a tale of Dwarf pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.

The supplement contains 3 superbly rendered Dwarf card buildings, a scenario book, a 20 sheet roster pad to record your army choices for each of the campaign scenarios, and 4 Elf and 5 Dwarf scenario handouts, each with troop selections, special rules, victory conditions and tactical hints!

Contents and components may vary from those illustrated

**WARHAMMER – THE GRUDGE OF DRONG IS NOT A COMPLETE GAME.
YOU WILL NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS SUPPLEMENT.**

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**GAMES
WORKSHOP**





With no avenue of escape and the pursuit of the Count of Middenheim closing in, the Tzeentchian coven summons the servants of their dark master and prepares to do battle.