

**207**

March

R.R.P. A\$9.95
NZ\$11.95**FAST
ATTACK
SPECIAL!****VYPER! THE
DEADLY NEW
ELDAR JETBIKE****SPACE MARINE
ATTACK BIKE****2 NEW VEHICLE
DATAFAXES****FAST ATTACK
SCENARIO AND
BATTLE
REPORT****8 NEW VEHICLE
CARDS****PLUS...****MIKE MCVEY'S
LIZARDMAN
DIORAMA****ANDY
CHAMBERS ON
DESIGNING
EPIC 40,000****AND MORE ON
NURGLE'S
DAEMONS,
BRETONNIAN
LIVERY,
AND ORCS &
GOBLINS****GAMES
WORKSHOP**

WHITE DWARF



ISSN 0265-8712



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Kislevites stand fast in the face of the oncoming horde of abominations, led by a Greater Daemon of Nurgle!



Space Marines of the Space Wolves Chapter purge a heretical shrine to the Blood God, Khorne.

WHITE DWARF



Epic 40,000 is imminent, I've played it and it's dead good. I'm getting all excited about the battles to be fought (and won), and people are muttering about campaigns (hurrah), though I must try to control my urge to drop everything else and paint Epic tanks.

Andy explains some of the games' features later, but he's very modest about it all. In fact, I think that what he and Jervis have done to the Epic game is nothing short of spectacular. It's now ten times what it was, and although I've played it several times

I've not yet begun to scratch the surface of the tactical possibilities which are there to explore. But what makes it so different, and so much better? Well, the new rules are simple and fast, enabling you to concentrate on your tactics rather than trying to remember fiddly little details. But that's not the best bit.

The subtle way in which the rules fit together means that although they are simple to learn, they take a lot of practice to master, and that, I think, is one mark of a classic. If you can play the same game a dozen times, and feel that you learned a new piece of the tactical puzzle each time then you're onto a winner. Like I said before, I've only played a few times so far (mostly against the Editor of the Journal, Paul Sawyer), but I'm still learning how to get the most out of my troops, and look forward to many more games trashing Paul's Orks. This tactical depth is, in my humble opinion, the best bit about the new game. Except for the loads of cool new models, the piles of new art, and all the excellent scenery which makes the tabletop battlefield look really great – you can almost hear the rumble of tanks, the rattle of gunfire and the shattering blast of explosions.

On a totally different topic, we have a new Dwarfer, Warwick Kinrade, freshly plucked from his Assistant Games Developer job upstairs. He's the result of the prisoner exchange we did with Tuomas, and will, perhaps, be allowed time off for good behaviour. Then again...

Jake

Jake Thornton,
Editor



Adrian Wood,
Production Editor



Steve
Anastasoff



Ian Pickstock



Mark
Brendan



Warwick
Kinrade



Tim Squig



Product Code: 60249999207



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COVER

VYPER JETBIKE
Richard Wright

1 EDITORIAL

Jake Thornton

Jake talks big about little tanks...

4

GW & CITADEL NEWS

The White Dwarf crew

All the latest news and releases from Games Workshop and Citadel Miniatures.

10

AERIAL SUPREMACY

Ian Pickstock

Screaming across the devastated landscapes of Warhammer 40,000, the Vyper Jetbikes of the Eldar rain ruin upon the legions of their foes.

19

FORGING ALLIANCES

Tuomas Pirinen

"Well, Sir Tristram. If you agree to provide us with a relief force of your Knights to break the siege, we can discuss the trade embargo properly...". How allies can make the difference between victory and defeat in Warhammer.



25

MEET THE FIGURE PAINTERS

The 'Eavy Metal Team

Apparently they like beer...

30

DARK CONSPIRACY

Jervis Johnson

Apocalyptic stuff as Lord Mazdamundi's plan is finally revealed. Jervis explains how the results of your Warhammer battles will affect the outcome of this campaign.

34

...AND THAT'LL BE CORKIN'!

Ian Pickstock & Matthew Currier

A truly amazing Necromunda and Space Hulk gaming board, built by one of the world's madder gamers. Corkin'!

40

TO WAAAGH! OR NOT TO WAAAGH!

Mark Brendan

With all the new Orc & Goblin releases this month, we thought it'd be an ideal time to talk about collecting greenskins in Warhammer.

47

SPACE MARINE ATTACK BIKES

Mark Brendan

This article discusses ways to deploy the new Space Marine Attack Bikes to devastating effect on your Warhammer 40,000 battlefield.

50

GREAT UNCLEAN ONE

Rick Priestley, Jervis Johnson & Andy Chambers

Hold on to your lunch! Whether you're playing Warhammer or Warhammer 40,000, the Great Unclean One is capable of revolting those foes with even the most stoic constitutions.



JAKE'S CHOICE

Page 10

Grace, speed and awesome firepower.

Page 40

'Eadbreaka's Black Water Bruisas take centre stage.

Page 50

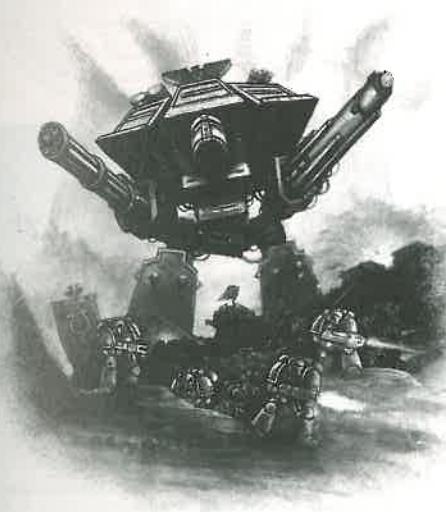
What's that smell? The splendid new Great Unclean One poses for our cameras.

Page 74

Strange goings on deep in the Lustrian jungle.

Page 81

Nuthin' to do with me, it's all your own work!



65 EPIC 40,000 PREVIEW

Andy Chambers

With just one month to go until the big launch, Andy Chambers pushes his head over the parapet long enough to tempt us with a preview. Incoming!

74 LUSTRIAN DIORAMA

Mike McVey

Keep quiet! Our exploration of the Lustrian jungle in the Warhammer World has brought us to a temple of the secretive Lizardmen, but the Empire have beaten us to it already. A uniquely privileged glimpse inside, courtesy of master modeller Mike McVey.

81 TOP TERRAIN TIPS

Jake Thornton

A plethora of your own modelling ideas and projects.

86 'EAVY METAL

The 'Eavy Metal Team

Skaw the Falconer, Slayer command units and a veritable kettleful of Bretonnians all get a Citadel colour makeover from the team.

92 A CLASH OF PATROLS

Ian Pickstock, Jake Thornton & Adrian Wood

Amongst the broken debris of a crashed Imperial transport ship, rapidly deployed forces of Eldar and Ultramarines battle for possession of a crucial firebase. Casualties mean nothing, the objective is all that counts, as Attack Bikes and Vypers take high-speed, mobile warfare to its limits, and beyond.

Adrian commands the Eldar, Ian leads the Space Marines, and Jake provides the scenario. Will the sleek but deadly elegance of the Eldar be enough to overcome the brute strength of the Emperor's finest? Turn here to find out...



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WHITE
DWARF

WARHAMMER

40,000

THIS MONTH'S RELEASES

Space Marine Attack Bike \$34.95
 (One plastic kit plus metal parts per box)

Eldar Vyper Jetbike \$39.95
 (One plastic kit per box)

Greater Daemon of Nurgle \$62.95
 (Boxed set of one miniature plus two Nurglings)

Chaos Nurglings \$9.95
 (Nine miniatures per blister)

STRIKE FORCES

Spearheading the assault of every army of the 41st millennium are the highly mobile Strike Forces.

Our latest Mail Order poster, Strike Forces, contains the essential elements to any sound assault force.

All through the month of March you can get your copy of Strike Forces



from Mail Order and get some great deals on these fast, deadly assault vehicles.

later on, in this month's battle report.

SCOUTING AHEAD

Space Marine forces have a new weapon in their already extensive arsenal. The Space Marine Attack Bike, used for lightning raids or scouting ahead of the main force, is here. It packs the combined firepower of twin linked bolters, auto-launchers, and a multi melta or heavy bolter.

Ian

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Do you want 9-5 office hours, one hour for lunch, a sensible working environment, constant supervision and no responsibility at all? If any of these things appeal to you,



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ELDAR VYPER JETBIKE COMPETITION

The lucky winners of a brand new Eldar Vyper Jetbike are:

- Mark Prendergast, Warwick
- Paul Wallace, Mansfield
- Matthew Now, Solihull
- M. Eastland, Margate
- John Dawson, Poulton-Le-Fylde
- Michael Cantrell, Brisbane
- Jonas Berggren, Gefle
- Noel Lawrence, Prestwick
- P.N. Audoire, Southampton
- Mark Williams, London

The Vypers are on their way!

CHAOS

BIG, BAD AND SMELLY

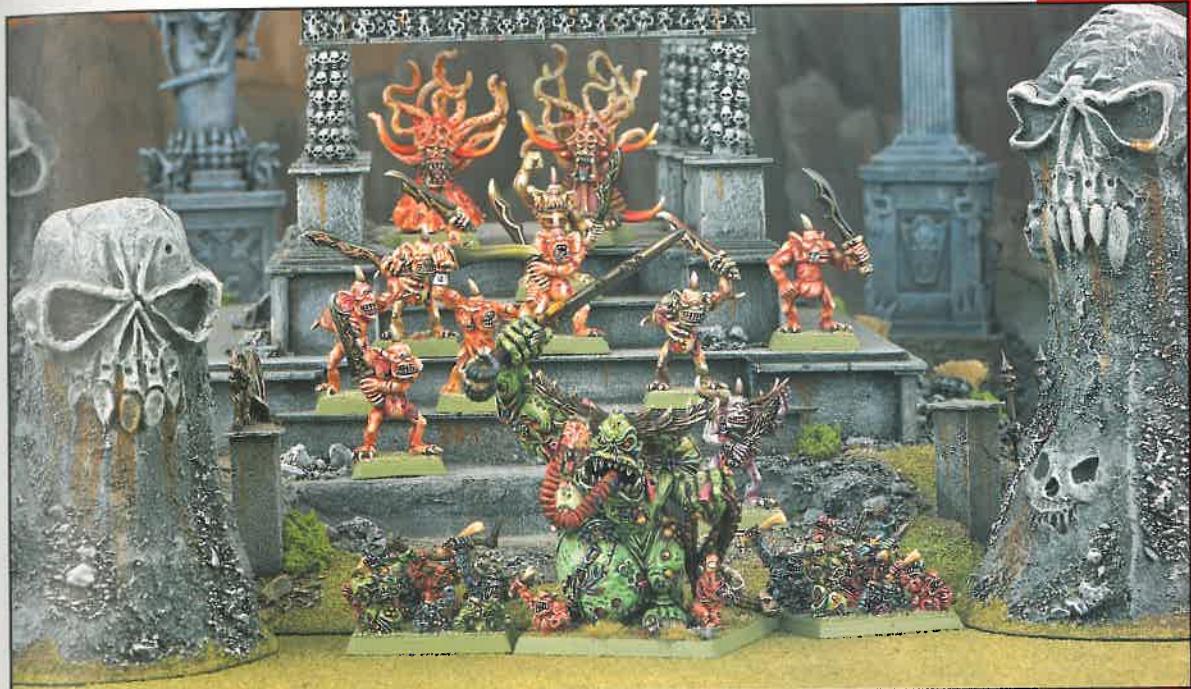
From his home in the
Warp the Great
Unclean One has burst
forth to wreak havoc

across the battlefields of both Warhammer and Warhammer 40,000. The new Great Unclean One can be used in either game, as can the tiny daemon Nurglings,

also released this month. As the Great Unclean One crashes through the boundaries of reality he is always accompanied by these malevolent mites. More

on these excellent models, and using them in your games, later in this issue.

Steve



CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to The Editor, White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

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THIS MONTH'S RELEASES

Greater Daemon of Nurgle.....	\$62.95
(Boxed set of one miniature plus two Nurglings)	
Chaos Nurglings	\$9.95
(Nine miniatures per blister)	
Bretonnian Men-at-Arms	\$15.95
(Four miniatures per blister)	
Bretonnian Men-at-Arms Command	\$15.95
(Three miniatures per blister)	
Skaw the Falconer	£5.00
(One miniature per blister)	
Dwarf Slayer Command	\$12.95
(Two miniatures per blister)	
Idol of Gork	\$39.95
(Boxed set containing card buildings and rulebook)	
Goblin Chariot.....	\$34.95
(Boxed set of one chariot plus crew)	
Orc Big 'Uns	\$15.95
(Three miniatures per blister)	
Orc Command Group.....	\$15.95
(Two miniatures per blister)	
Orc Boss	\$9.95
(One miniature per blister)	
Bretonnian Grail Knight Champion	\$12.95
(One Mounted miniature per blister)	
Bretonnian Grail Knight Trumpeter.....	\$12.95
(One Mounted miniature per blister)	
Bretonnian Grail Knight	
Standard Bearer	\$12.95
(One Mounted miniature per blister)	



SQUAWK!

Many perils await any who dare enter the sacred groves of the Forest of Loren. Skaw the Falconer, the mysterious champion of the Wood Elves, is just one of these hazards. Venturing from his eyrie to hunt the enemies of his kin, he is ably aided by his deadly falcons. In combat he wields the vicious *Flail of Claws*. Skaw is a terrible foe for any of those foolhardy enough to face him.

BIG HAIR

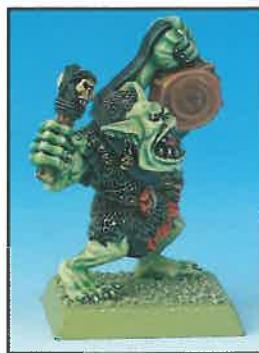
Amidst the myriad new releases this month it would be impossible to miss the big orange hair-dos of the Dwarf Slayer command group. Never before have the Slayers had it so good, a new standard, complete with Troll's head, and a large shiny horn.

But seriously folks, despite the fact that Slayers don't run away, these new additions will still increase the chances of your enemies fleeing.

Adrian

WD6

WARHAMMER



order there is also a new Orc Boss, big, ugly and mean, all the required traits of a truly great Orc.

Crewed by three vicious Gobbos and equipped with some particularly wicked wheel scythes the new Wolf Chariot is also a must.

VIVE LA BRETONNIA

The Grail Knights, greatest of the Knights of Bretonnia, are joined by their heroic champion, as well as their standard bearer and musician.

Armed with halberds or spears and led by a champion, standard bearer and musician, the new Men-at-Arms form a formidable compliment to the mounted Knights.

Warwick



MELBOURNE GRAND OPENING

The Grand Opening at Melbourne Games Workshop was huge with massive crowds filling up Centrepoint Mall.

Everyone had a great day with loads of fun, giveaways and of course some hot deals on all the range in our store.

In next months White Dwarf we will feature some photographs of the crowd, and if you're the lucky person circled, you've won our lucky customer prize.

If you're from South Australia and missed out on a Grand Opening, then check out the ad in this White Dwarf for our Huge Adelaide Grand Opening. See You There!

WARHAMMER

CARD BUILDING

Pictured below is the new Warhammer card building (although some of you may have noticed that it has actually been in our stores for a couple of months now).

This easy to assemble card building is ideally suited to any game or campaign set in the Old World. And if you fancy having a go at creating your own, then check out Nigel Stillman's *How to Make Wargames Terrain* book.



THE ROAD TO KISI EV

In October of last year, Games Workshop's Export Sales Manager Rob Murphy, and his trusty Polish lieutenant Marcin Witkiewicz, set off on the frosty road to Eastern Europe. The Warhammer hobby has been growing faster in Poland and the Czech Republic than

anywhere else in Europe, and as you can see from the pictures above, the Kislevites just can't seem to get enough.

Hopefully, we'll be bringing you more news from our campaign in Kislev in the future, as well as updates on our incursions into Nippon and Lustria.

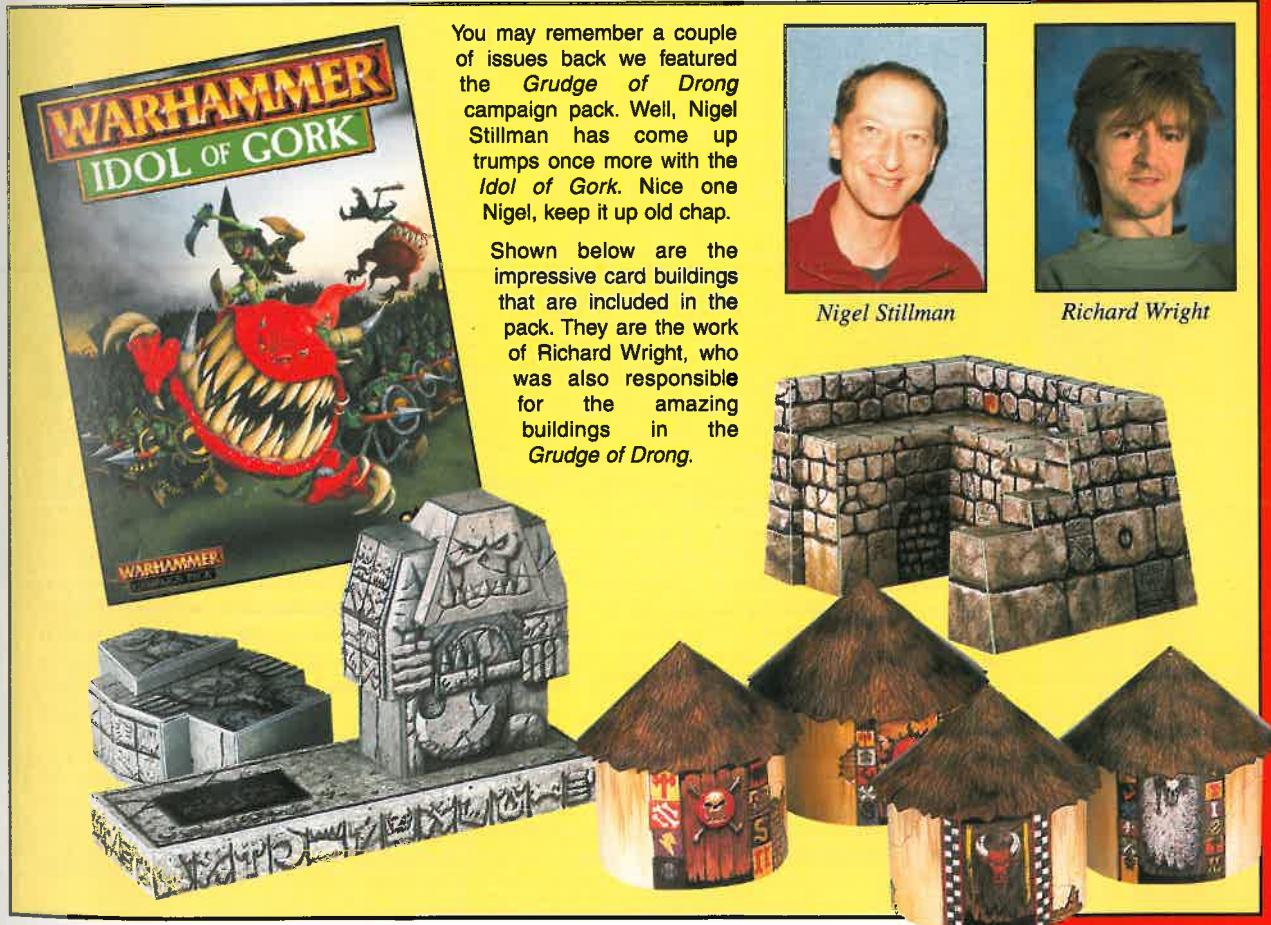
Adrian



Nigel Stillman



Richard Wright





NIPPON INCURSION

Black Dwarf Adventurers is the regular journal of a group of 15 to 30 fanatical Japanese and American gamers that we met on a recent trip to Japan.

We had a great time and would just like to thank all the guys we met there. Oh, and can we have our mini-bar back?

LEPRECON XVIII

Leprecon is the annual wargames convention held at Dublin's Trinity college. It will be held on the first and second of March, and anyone who is thinking of going can get more information about the event by contacting the following address: Des Barry, Gamer's Society, Regent House, Trinity College, Dublin, Eire.

Alternatively you can ring for details on

(00353) 60823521 from outside Ireland, or (01) 60823521 within Eire.

Last year we dispatched Ian to the event, where he picked up a reputation as a serious party animal after staying up until five in the morning and still managing to appear in time for the opening of the convention!

This year we're sending Gav Thorpe and a suitcase filled with loads of Epic 40,000 goodies.

RETURN TO TILEA

Over the weekend of the 19th and 20th of April, the town of Rieti,

near Rome, will be host to the First Charge! Warhammer Tournament. The venue for the tournament is a genuine 16th century fortress, the "Rocca Sinibaldo" castle.

Steve and Jake will be taking a short break over this weekend to go and cover the events in Rieti, so keep watch for further coverage of what they get up to.

For more information about the tournament, or if you want to enter, contact: La Tana del Troll, Via Veio 35, Roma, or telephone Vezio Orazi on 06-7003561.

Mark

CITADEL MINIATURES®



NEW METAL IS GO!

Paul: As we mentioned last month, we've been experimenting with all manner of metals and alloys in order to come up with a "white metal" casting material which has all the qualities and properties we need to cast Citadel miniatures and yet is totally lead free! Well, it's all confirmed! We sent out loads of samples of the new metal to the most frenzied gamers we could find, and they all gave us a big thumbs up! So, with the green light for "white metal" from the people that matter, it'll be rolling into full production around Easter.

Starting with the new Epic 40,000 models, we'll rapidly be replacing the old lead alloy across the whole of our range. This changeover is a big task, but we're sure we can do it over a fairly short time, perhaps only a month or two. As far as the models in our stores are concerned, you'll still be able to get the same range of beautifully sculpted, crisply cast miniatures. If anything, the sharpness of the detail will get even better!

In fact, the new metal is better than ever for modelling and converting, and provides a perfect surface for Citadel paints. As "white metal" contains lots of tin (a fact which gives it excellent casting qualities and enables it to hold detail particularly well) it is harder than the old stuff, so spears don't snap as easily. It can also be bent back into shape without as much danger of breaking, and is easier to saw through.

As tin is the main component of the new "white metal", the raw material will cost us about twice as much as the old lead alloy. However, although the price of metal miniatures will have to rise, we will keep the cost to you as low as possible. We haven't done all our sums yet, but we think that we'll have to pass on about a 25-30% increase (only on metal miniatures and plastic kits with metal components like the Razorback). We don't like increasing prices, but we think it's right to eliminate lead, and "white metal" will produce miniatures which are even better than before!

The exact date of the change and all the new prices will be included in next month's issue, when they've been finalised. Until then, happy gaming!

Paul Robins

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Robins

NECROMUNDA



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

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

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



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GOLIATH FIGHTER



AERIAL SUPREMACY

THE ELDAR VYPER JETBIKE

Just like their smaller cousins, the Jetbikes, the Vyper is crewed by Eldar Guardians. These warriors are the citizens of a Craftworld, ready to defend their home in times of war. Many are simply trained in the use of lasguns and shuriken catapults so that they can be deployed as invaluable ground troops supporting the Craftworld's Aspect Warriors. But a few Guardians are trained in the use of the highly sophisticated Eldar war engines, vehicles and heavy weapon support platforms.

One of these vehicles is the Vyper Jetbike. The Eldar are renowned for their vast squadrons of Jetbikes. These deadly vehicles can swoop down on the battlefield from the upper atmosphere, slicing down enemy troops with their shuriken catapults. The Vyper Jetbike is the most formidable of these lethal vehicles. This heavy two-man version of the Jetbike carries some serious firepower, in the form of a shuriken cannon, to back up Jetbike squadrons and the Craftworld troops on the ground.

The Vyper is probably one of the most difficult vehicles for the Guardians to master. The pilot must fly the Vyper, which is considerably larger than a normal Jetbike, at break-neck speeds. Both the pilot and the gunner know that they could never withstand a direct hit from a heavy weapon – the Vyper's best defence is its speed. Vyper pilots are chosen from the very best Jetbikers, and are notorious for keeping their machines as close to the deck as possible whilst flying at top speed. Only in this way can they avoid enemy fire, weaving through canyons and jinking past trees.

In order to help them in this task the Vyper is equipped with some of the most advanced technology in the galaxy. As you can imagine, trying to fire a weapon with accuracy from a fast moving platform is very difficult. On the Vyper, the gunner is aided by a highly advanced tilting and rotating cradle seat. This is linked to an in-helmet targeter that allows the gunner to bring his weapon to bear on anything that he can see.

VYPER 45 points + weapons

Your army may include any number of Vyper Jetbikes. Vypers have a crew of two Guardians and are armed with twin shuriken catapults, plus an additional heavy weapon chosen from the options below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

WEAPONS A Vyper is equipped with twin linked shuriken catapults with a targeter (+1 to hit).

OPTIONS A Vyper may replace its standard armament of twin shuriken catapults with a single shuriken shrieker cannon at a cost of +5 points per model.

A Vyper is equipped with an additional pintle-mounted weapon operated by the gunner. This weapon has a targeter. The Vyper is armed with one of the following weapons:

shuriken cannon	+15 points
heavy plasma gun	+30 points
lascannon	+35 points
scatter laser	+35 points



By
Ian Pickstock

This month sees a long awaited release for all you Eldar fans out there – the Vyper Jetbike. This new kit for Warhammer 40,000 Eldar armies has been many months in preparation, and everyone has been working to make it our best one to date.

Accelerating rapidly, the forest vegetation became a blur, flashing past just beyond Edaia's reach. Monsoon winds tore at the branches, storms lashing the jungle canopy overhead, relentless rain streaking off the speeding Vyper's canopy and Edaia's targeting visor. Effortlessly, the Vyper Jetbike flashed between the tall tree trunks, dodging and weaving with smooth ease to avoid the thick hanging vines. Barely aware of the Jetbike's aerobatic manoeuvres, Edaia scanned the forest for movement, the slim barrel of the shuriken cannon mimicking his retinal adjustments. This jungle was alive with monsters, their echoing cries haunting its boughs, and the Eldar were hunting them. Skimming low, Edaia tracked the stalking creature's progress. It moved with amazing speed, fleshy hooks and long claws guiding it through the dense vegetation. Edaia aimed the shuriken cannon, but even the Vyper's complex targeting matrix was momentarily baffled by the creature's chameleonic skin and low heat signature. Closing, Edaia struggled to lock the weapon on target, runes scrolling across his visor. Closer still, he waited for lock on. Then, in a blaze of flechette disks, the jungle exploded, vegetation churning. The Vyper banked, swooping past the creature at break-neck speed, but with precognitive agility it dodged the hail of return fire before vanishing deeper into the jungle.

VYPER TACTICS

Up until now, heavy firepower for Eldar armies has been restricted to either Dreadnoughts and War Walkers, or batteries of Eldar support platforms and Dark Reapers. With the release of the Eldar Vyper a third option has become available. When including Vypers in my army, I prefer to take them instead of either the support platforms and Reapers, or the walkers. This way I maintain a balance between heavy firepower and assault troops. However, either one of these changes the way your army operates. By replacing the walkers, you are trading off heavy armour for greater mobility. Replacing the support platforms and Dark Reapers is trading the greater survivability of lots of individual targets, for the high speed of the Vypers.

POP-UP DELUSIONS

Now we are beginning to get a picture of which sphere the Vyper sits in – high mobility, I would say. No other race has vehicles that can move as fast as the Eldar, and not to take full advantage of this will only make your opponent's life easier. Listen, what I'm trying to tell you is this pop-up attack business is the road to ruin. Yeah, sure against your kid brother (or sister even) you're gonna slaughter them. But against a canny opponent all they have to do is stick a heavy weapon on overwatch and your Vyper is either dead if it pop-ups, or if you're too scared to face the fire, useless. I'm not saying that the pop-up attack is a complete waste of time. Just don't get into a position where all you can do is make pop-up attacks, and certainly don't start the game

VYPER JETBIKE COLOUR SCHEMES

The Vyper Jetbike is crewed by Eldar Guardians and will therefore be painted in the colours of their Craftworld. As you can see from the photos, the 'Eavy Metal team have painted three Vypers from three different Craftworlds to give you some ideas.



Included in the Vyper boxed set is a sheet of transfers that allows you to apply the marking of any of the major Craftworlds. In addition to this there are lots of other markings that can be applied to the wings, hull and the crew, distinguishing access panels, honour badges, kill, icons and much more...

When you start painting your Vyper, one area of difficulty that you may encounter is painting the canopy. There really are only two ways to paint this. The first one is carefully, and the second one is very carefully. No, seriously, if you have a steady hand you can simply paint the struts of the canopy. However, an easier, if slightly more messy solution is to apply a glue called Copydex to the areas of the canopy that you wish to remain transparent. Paint and highlight the struts, and varnish if necessary. You should now be able to peel the Copydex off, leaving you with a perfect canopy.

The recommendation from the figure painters is to apply highlights to where the light would fall naturally. Basically, hold the Vyper up to a lamp and see where the light reflects and apply highlights in those places. This technique enhances the sleek lines of the Vyper body, whereas if you highlight the edges of the individual armour plates of the Vyper you will make it look chunky and stocky. Finally, if you use spray varnish to protect your models, do not use this on the clear cockpit canopy as it will cause it to go misty. Instead use hand-painted varnish, or mask off the canopy before applying spray varnish.

As with a lot of Eldar models, the Vyper is festooned with opportunities to paint gems. The first thing that you must decide is whether to paint a blister in the bodywork as a gem or not. Sometimes it is good and time saving to leave some of the blisters in the same colour as the rest of the body. That way when you do come to painting on some gems they remain special and precious.



thinking that your Vyper is going to be an all killy, game winning device sat behind some building, snapping off shots at the enemy.

No, you have to get your opponent running round not knowing which way to turn and the way to do that is to get that Vyper in there, like the proverbial cat amongst the pigeons. Set the Vyper on combat speed and move somewhere toward the middle of the table, but settled in behind a piece of jungle/woods/building, somewhere fairly safe from enemy attack. This can usually be found out on the flanks, where you can use a table edge for protection.

This leaves you placed perfectly to strike next turn with a number of options. With a top speed of 35" and a shuriken cannon with a range of 40" there will be very few places on the board that are out of your considerable reach. You can punch fast speed and strike deep into the heart of the enemy force. From this position you will be able to attack the enemy's rear, taking out his support units and heavy armour, sweeping in behind them where they probably won't benefit from cover or you can take advantage of their weaker side armour.

Alternatively, maybe your opponent has an assault squad that could threaten your plans, those Genestealers are a prime example. Now is your chance to sweep in and thin them down with a

The Vyper pitched left, coming around for a second attack run. Edaia's elevated seat swivelled, targeting runes searching for a new lock on. The creature was unnaturally quick, but could not hope to out run a Jetbike. The Vyper sped after its quarry, weaving through the trees, closing in again. Edaia fired, the shuriken cannon cut a swathe through the undergrowth. With a tortured scream the sinuous creature detonated amidst a stream of monofilament disks, blood and ichor splattering the jungle. Scanning ahead Edaia saw the jungle suddenly come alive, a ravening horde of chitinous creatures rushed towards them, claws extended. The Jetbike's engines wailed as it banked hard, climbing towards the high forest canopy. Amidst a hail of worm-like shells and acidic explosions the Vyper accelerated skywards. Edaia swivelled about, his shuriken cannon pouring lethal fire into the swarm below as the Jetbike punched through the jungle canopy and soared high into the stormy sky. The Tyranid horde had been located.

little shuriken firepower. Whatever you feel is a threat to your army, don't hesitate to sweep in there with your Vyper Jetbike.

On the other hand, if your opponent hasn't taken any precautions such as setting a few key heavy weapons on overwatch, kick the Vyper down to slow speed and make that pop-up attack.

So there you have it, as with most things in your army there are a number of ways that it may be used to attack the enemy. The key to success is to keep your opponent guessing until the very last moment. Remember that surprise can be your single biggest weapon and it's one that's in everyone's army list.



SAIM-HANN CRAFTWORLD

VARIANT MARKINGS: Take a close look at Richard Wright's picture and you will see that the two nearest Vypers have different markings. One has the standard Saim-Hann Craftworld symbol, the other one has the double helix variation seen on the Jetbikes of the Saim-Hann Wildriders.



THE COCKPIT: Painting the cockpit is relatively easy. Simply paint up the buttons and controls like tiny little gems.

VEHICLE CARDS

As well as a datafax for the Vyper Jetbike, this month's card section includes a selection of vehicle cards that can be used to upgrade your vehicles. Four of these are specially designed for upgrading Eldar vehicles (*at last – Ed*). As well as using them to enhance your Vypers they can also be used, where appropriate, to upgrade Jetbikes, War Walkers and Dreadnoughts.

SPIRIT STONE

One of the Vyper's weak points is that it is a vehicle with exposed crew. This is especially true when fighting against Orks and other armies that favour large numbers. A massed fusillade from a mob of Gretchin may not be very effective, but it only takes one or two shots to get through the Vyper's defences and it's all over! A *Spirit Stone* is effectively a third crewman, should one Guardian get killed it can take over. It also offers limited protection against psychic attacks.

HOLO-FIELDS

At first you may think that this upgrade has been overpriced, 30 points for a -1 to hit modifier. However, you have to take into account that this is probably going to be in addition to a -2 to hit modifier for moving very fast. The combination

of these factors makes the *Holo-field* a very tasty piece of kit indeed. Especially when you consider that the Vyper won't be the biggest vehicle that you can fit it to! However, this does mean that if you favour using your Vyper in a slightly slower support role then the *Holo-field* is not really for you and you would be better spending the points on a *Crystal Targeting Matrix* instead.

CRYSTAL TARGETING MATRIX

This device is very useful if your opponent favours using fast attack vehicles as well, even more so if his favourite army is the Dark Angels. Put simply, the *Crystal Targeting Matrix* allows you to fly around gunning down the enemy's fast moving vehicles with impunity.

VECTORED ENGINES

Equipping your Vyper with *Vectored Engines* is another favourite for those who prefer their Vypers to do their business at top speed. Flying at high speeds severely limits your manoeuvrability. At fast speed you may only make one 45° turn, this can leave your vehicle badly positioned, maybe exposing weaker side armour or even leaving its weapon without a visible target.

Vectored Engines allow your Vyper to make extra turns and thus allow you to sweep around the back of enemy squads with ease.

ULTHWE CRAFTWORLD

The Ulthwé Vyper, painted by Richard Potter, has the overall black colour scheme that gives it that sinister look to match the reputation of the ruthless Black Guardians of Ulthwé. We have shown this Vyper with the cockpit canopy raised so that you can see the pilot. It is best to paint the crewmen separately before gluing them in place.





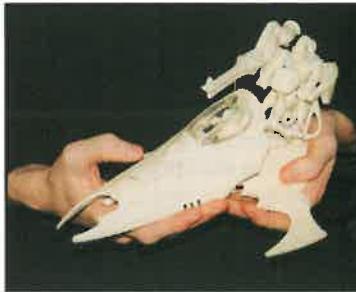
Jes Goodwin

DESIGNER'S NOTES

When Jes started work on the Jetbike, I remember everyone saying that the Vyper would be made by creating some metal add-ons for the standard Jetbike.

With Jes Goodwin, the designer of the Vyper Jetbike about some of the design processes.

"I had to suffer about two or three years of going to Games Day and people saying to me "when's the Vyper coming out, when's the Vyper coming out?". Because of the large gap between the release of the Codex and the Vyper being released, we started to see a lot of people doing their own conversions of



This resin cast of the Vyper is a vital part of the design process. It is three times the size of the finished kit to ensure the highest quality.

So, armed with this knowledge, I was able to complete my daily task of answering all the letters that we received at the Journal, where I worked at the time. You could guarantee that at least one a week of these would be someone wanting to know when the Vyper was coming out. "As it will be a conversion of the Jetbike, pretty soon after the new plastic Jetbike is made," I replied to these eager gamers. Well I got it wrong, because such is the nature of working at Games Workshop, we are always looking for ways to improve, to do better than before, to evolve or develop our games and miniatures. So, in the same way that you've seen White Dwarf improve over the years, and your new Warhammer is better than the previous version, our figure sculptors are always looking for ways to improve our ranges and make the miniatures better than ever. I decided to go and have a chat



KILL MARKINGS: A good touch that is really easy to do is to paint kill markings onto the cowling of your Vyper. Each marking could represent an enemy vehicle destroyed or maybe each one indicates a successfully completed mission. To add kill markings, you can simply use the transfers in the box. However, if you have used all your transfers, or wish to paint your own, simply take a Fine Detail brush and paint a small triangle in a contrasting colour. In the case of the Ulthwé Vyper this might be red. Next, paint a little yellow stick through the base of the triangle and hey presto you have a small shuriken catapult kill marking.

LIGHTNING STRIKES: In addition to the Craftworld symbol of Ulthwé, Richard has added a twin lightning strike design to the cowling, highly appropriate for this ultra-fast and deadly heavy weapons platform.

The lightning strikes were painted by sketching out the design with a hard pencil and then painting it in with Skull White paint followed by Bad Moon Yellow.





the Vyper. So I saw about two or three of these (*including Jonas Ekestam's shown elsewhere in this issue – Ed*) and it was a case of saying "so that's what people think the Vyper is going to look like". A lot were based on the Epic one, while Jonas' got scarily close to what I was thinking of doing. From that point it was a case of doing something that people weren't really expecting."

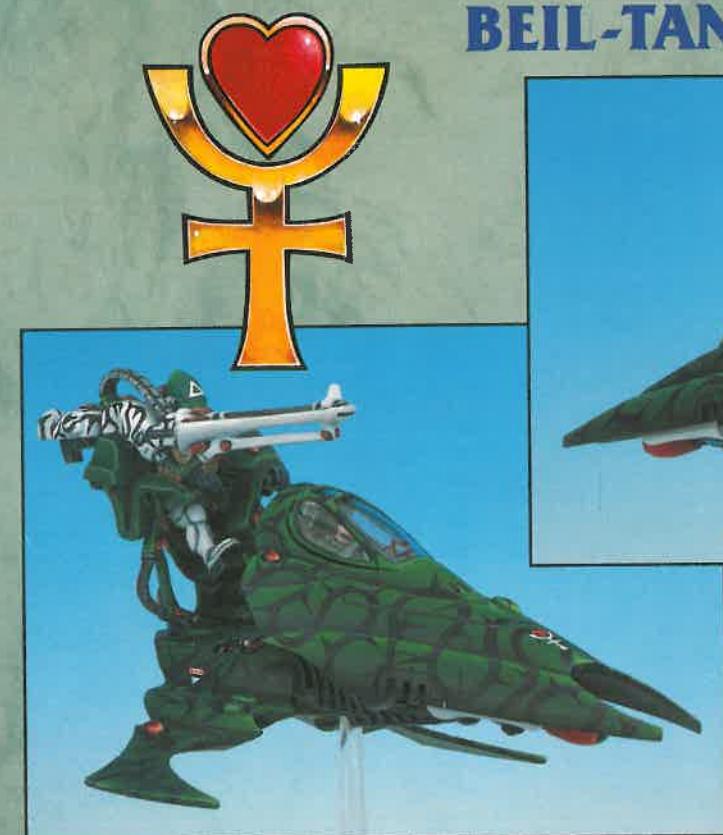
There are two things that distinguish the Vyper from previous model kits in the range. The Vyper has moving parts, the gun cradle rotates, while the shuriken cannon itself may be moved up and down. The clear canopy can be opened and closed. Jes made this observation: "You'll notice

that if you put a tank kit in front of anyone, it doesn't matter how old they are, they will still playing with it like they're about four. They will try and move the guns, see if the doors open. My favourite Matchbox cars when I was younger were the ones where the doors opened, the bonnet could be lifted and there was an engine inside, while if you turned the wheels, the steering wheel would move. It's that sort of syndrome, and I wanted to make the Vyper in the same vein."

Plus of course there is the clear canopy itself. This is something that Jes had wanted to do for quite a long time. "As the project developed further, I thought more and more that the one thing that would really make this different, would really make this special, would be to have a clear plastic canopy to cover the driver's cockpit. There are many reasons why we haven't done one before. Partly the expense of such a specialist piece, but also because people will get glue all over it and it will be frustrating, etc, etc. But I banged on about it, to various people. In the end it was a case of let's do it. I was all set and said I had a couple of subsequent kits in mind that the canopy could be used on. Once we've got a cockpit canopy for the Eldar, I can make another vehicle and there's no reason why I can't use the cockpit canopy on that as well."

Both of these improvements increase the potential for the Vyper no end. The Vyper is perfect not only as a great gaming piece, but as a kit for

BEIL-TAN CRAFTWORLD



THORN PATTERN: The major feature of vehicles from the Beil-tan Craftworld is the distinctive thorn patterns that they paint onto their vehicles. To achieve this on your Vyper, start with a white undercoat. Next, use a hard pencil to trace out the pattern. Once you have your desired pattern, you'll find it is easy to follow the pencil lines with a brush and paint in the pattern with some Chaos Black paint.

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modelling. Whether you're a painter, a modeller, or a gamer, there's untold things you can do to your Vyper. Jes explained one of the many touches that makes the Vyper special. "When we got the crystal canopy back, there was one last trick in the bag that we could pull out. This was basically to have a little icon engraved on the inside of the canopy. You could then run paint into it, wipe off the excess, and effectively you would have a head-up display, like the one you get in a modern helicopter. John Thornthwaite, our plastics man, said "Yeah Jes, I can do that, no problem." In the end I just ended up drawing this design on the inside of one of the canopies and leaving it to the technicians. But it has actually worked really well. It's quite simple, but once again it's one of those things that makes the Vyper that bit special.

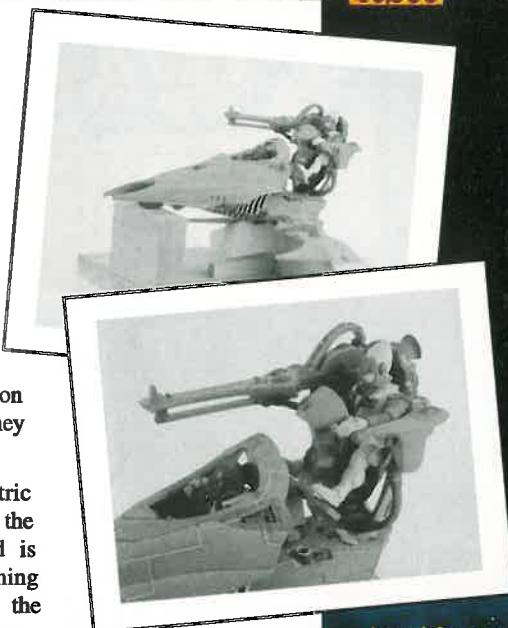
The radical departure in design terms is as much a part of coming up with a completely new look for the Eldar vehicle range as it is creating something that no one is expecting. I asked Jes about sources of inspiration for this project.

"It really started with the Jetbike and now the Vyper and it will continue with the next kit. "The next kit" he says enigmatically, no I'm not telling you what it is. But I want to design the Eldar vehicle range starting from the ground up. To start with it is important to create a contrast between the Eldar vehicles and those of the Orks and the Imperium. Eldar vehicles have to look modern,

futuristic, and high tech. So a lot of the sources of inspiration are modern things like helicopter gunships and fighter jets. Gunships are quite a good analogy, Eldar tanks have a lot more in common with them than they do with tanks.

The asymmetric nature of the way the guns are mounted is another defining feature that makes the Eldar vehicles unique.

Finally, the cowling itself is very important as it continues the idea of a carapace. Rather than being made up of separate armour plates, it's almost like a one-piece large extruded shield. The way the Eldar create space for machinery is to blister up the surface. So those blips you see on Eldar vehicles each hide a sort of gizmo underneath. Once again, this is something you see on modern aircraft and other vehicles."

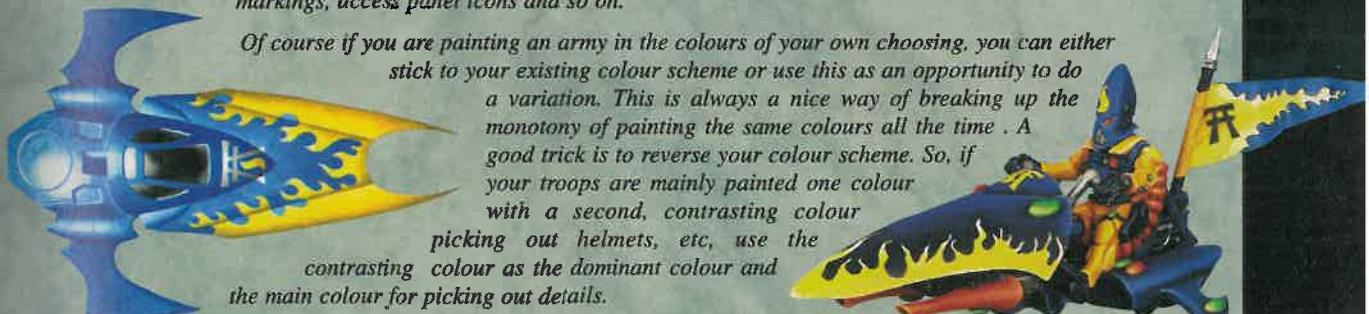


As with most Citadel plastic kits and models, the Vyper was made at three times its final size. These polaroid photos show this original basic construction with some of the extra detail that was added at this stage.

ALAITOC & IYANDEN CRAFTWORLDS



and Iyanden included on the transfer sheet, supplied in the Vyper boxed set, so you can still put on all the kill markings, access panel icons and so on.



To give you some idea of the colour schemes for the Alaitoc (left and right) and Iyanden (below) Craftworlds.

Richard Wright has dug out his crayons to do these colour scheme guides. Remember that these are only rough guides. You can embellish these colour schemes with your own ideas, such as using the twin lightning strikes from the Ulthwé Vyper. In addition, you can always base your Vyper colour scheme on your existing Jetbikes squadrons, that way they will have a really unified presence on the battlefield.

Don't forget that there are still transfers for Alaitoc

Of course if you are painting an army in the colours of your own choosing, you can either stick to your existing colour scheme or use this as an opportunity to do a variation. This is always a nice way of breaking up the monotony of painting the same colours all the time. A good trick is to reverse your colour scheme. So, if your troops are mainly painted one colour

with a second, contrasting colour, picking out helmets, etc, use the contrasting colour as the dominant colour and the main colour for picking out details.

WARHAMMER 40,000

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CHAOS DREADNOUGHT



CHAOS SPACE
MARINE BIKE



JUGGERNAUT OF
KHORNE



CITADEL
MINIATURES

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WARNING! These models contain lead which may be harmful if chewed or swallowed.

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**GAMES
WORKSHOP**

FORGING ALLIANCES

FOR THE ALLIANCE!

The way that allies are picked in Warhammer is very simple. The army lists allow a player to spend a quarter of his points on allies, be it characters, war machines, or regiments. Not only does this represent the fact that in the Warhammer World alliances and bargains between different races and nations are common, but this also means that players have the flexibility to represent unusual circumstances. It additionally gives players an opportunity to field any new models they have acquired and painted right away, without the trouble of collecting an entire new army into which they can be incorporated.

Unfortunately, these flexible rules have led to all sorts of misuses, like lone Khornate Chaos Lords allied to Skaven armies, entire batteries of Dwarf Organ Guns making a guest appearance in Wood

Elf hosts, and tiny units of Hobgoblins allied to Orc and Goblin hordes, effectively ridding the greenskin player of the problems of animosity altogether! All this has tarnished the good name of allies, and caused many experienced players to shun the use of allied forces altogether.

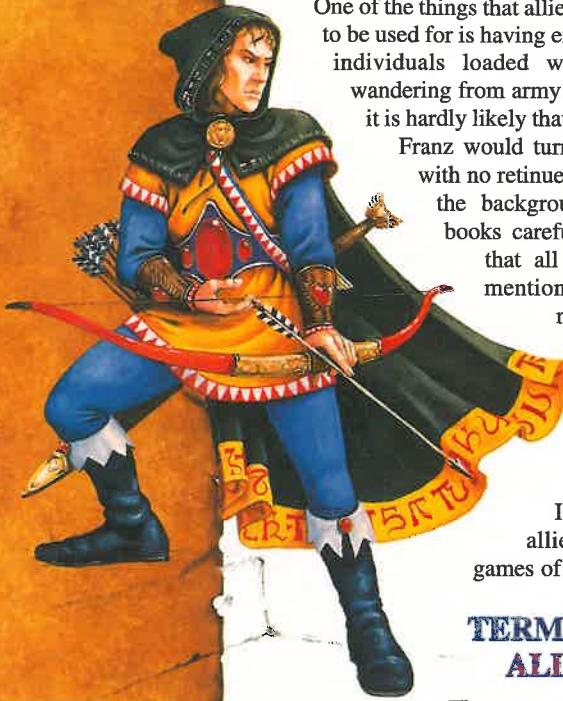
A great number of people play without allies at all, and most tournaments ban them outright. This is all well and good as it stops any misuse of the rules for using allies, and makes the games nice and balanced, but the cost here is the flavour of the game. Alliances are very common in the Warhammer background. Was it not Sigmar and the Dwarfs together that crushed the Orcs and Goblins at the battle of Blackfire Pass? Did not the Dark Elves combine their might with that of Chaos in an attempt to overthrow the High Elves? Did not the Undead and Skaven ally to sack the abbey of La Maisontaal? The list goes on.

By Tuomas Pirinen.

Tuomas may have recently followed in the footsteps of Gav and headed up to games design, but he will still be contributing to the pages of White Dwarf. This month he gives us a few thoughts on allies in Warhammer.



Bretonnian Knights and their Wood Elf allies attack a Skaven horde at the Gates of Parravon.



TUOMAS' HOUSE RULE

Being mad gamers like yourselves, we're continually trying out new ideas, and lately we've been talking a lot about allies. At the moment, I personally favour a house rule that limits allied war machines and characters to one per allied regiment.

One of the things that allies are not supposed to be used for is having extremely powerful individuals loaded with magic items wandering from army to army. After all, it is hardly likely that the Emperor Karl

Franz would turn up in Bretonnia with no retinue at all! If you read the background of the army books carefully, you'll notice that all the allied forces mentioned come in reasonably large contingents, often led by some famous hero. Now, this is much more the way that I would like to see allies working in games of Warhammer.

TERMS OF THE ALLIANCE

There are a couple of solutions to the problems of using allies. One of the best ways to use them is to have two complete armies ally with each other. This works well for three or more players, and solves any disputes about how many points are spent on characters and war machines, as each player simply uses his own army list. An example of such a battle was in White Dwarf issue 206. The scenario in my *Book of Days* article saw an Empire and Dwarf alliance taking on the might of the Undead led by Mannfred von Carstein.

It is well worth experimenting by yourself with the rules governing allies. Some of the rules I have seen gaming groups use include allowing

only allied regiments, disallowing allied Lord level characters, or even reducing the Leadership score of all allies by one. This represents the fact that the allies are not fighting for their own Lord!

Usually, there is some sort of reason behind an alliance. This could simply be a common enemy, or an old kindship (like that between the Dwarfs and the Empire). There could even be some more bizarre reason, like a treasure hunt, where two armies have to fight together because they are too weak to defeat the guardians of the treasure alone.

I have included a scenario for one of the most famous battles from the history of the Old World, the battle at the Gates of Parravon. Here an alliance played an important part. This is a good illustration of how to go about making your own scenarios. You can base them around your own army, with special rules applying to whatever unique encounter you decide on. Recently, I have done this more and more often, and played some of the most enjoyable games of my life! The more unique and bizarre the scenario, the more fun you will probably have, as long as all the players agree to any rules changes. I recently played a game where my High Elves made an unholy alliance with the Lizardmen to drive off a Chaos incursion, and afterwards the survivors of both armies fought each other for the spoils of victory!

AND FINALLY...

Warhammer is supremely flexible, and players should feel free to change, remove, add or adapt the rules any way they want to. Using allies can be great fun, and it is a shame when players never use them at all. With a little thought and preparation, using alliances can be a really enjoyable part of the game. Be creative, be inventive, and always remember the first rule of Warhammer – have fun!



ALLIES the Stillmanic view

Don't expect any reasonable compromise from me because you won't get one! I have never used allies. My armies always fight alone. I have never been very enthusiastic about the custom of using allies in an army for the very reason that it appeals to everyone who wants to win at all costs! When an army has inspired me enough to collect it, paint it and fight with it I consider it a matter of pride to persevere in the face of all defeats until I start winning well deserved victories with it. I don't immediately turn round asking for allies after the first defeat! Oh dear, no cavalry in this Dwarf army, better get some Elf allies then! My Dwarfs will just set their grudges on one side won't they? Oh dear no artillery in this Bretonnian army, better get some Empire or Dwarf Allies then. My Bretonnians

will just have to choke on their honour so that I can win. As I have said before, such behaviour can be shown scientifically to be related to frequent bad dice rolls!

In my view, one should choose allies in the spirit of the army concerned, and not just to concoct the most effective battle winning combination of troop types. A good example of an alliance in the true spirit of the army concerned would be an Empire army with Dwarf allies.

Firstly, it cannot be accused of being a contrived alliance to gain troop types not otherwise allowed, since the Empire has infantry and artillery which are also the main strengths of the Dwarfs. What such an alliance does do is strengthen these very aspects of the Empire army! So the combined force is twice as good at what they are individually good at! The general's tactical

THE GATES OF PARRAVON

The Gates of Parravon is one of the most famous battles in the history of the Old World, a bitter struggle between a huge Skaven horde and the combined armies of the Wood Elves and Bretonnians. It is a good example of a historical alliance between two races who rarely see eye to eye with each other.

In the year 1813 by the Imperial reckoning, the land of Bretonnia was ravaged by a plague called the Red Pox. This foul disease had destroyed fully one-third of the population of the cities, and took a heavy toll on the countryside as well.

This was to be the greatest invasion of Skaven ever launched against the fair land of Bretonnia. The Skaven Hordes laid waste to the countryside between Brionne and Quenelles, razing several small towns and villages to the ground. Had the Bretonnians been at their full strength, the Knights of Brionne and Quenelles would have ridden out to face the enemy. But, ravaged by the Red Pox, the Bretonnians were hard pressed to muster enough men to defend the walls.

A message concerning the plight of Brionne and Quenelles reached Escargot, the Duke of Parravon. Parravon had remained mostly untouched by the Red Pox due to its remote location. The Duke immediately summoned all his available Knights, ready to help his brother Bretonnians in their time of need.

The Knights were all mounted, fast-moving troops. Duke Escargot could not risk leaving his castle unguarded, for Parravon watches over Axe Bite Pass, guarding against Orc and Goblin raiders from the Grey Mountains. And so, forced to leave his loyal Men-at-Arms behind, Escargot rode to war at the head of his Knights.

Without archers there was a danger that the Skaven would simply overpower the valiant Knights through sheer weight of numbers. But, needless to say, the Knights rejoiced at this opportunity to win glory against an overwhelming enemy!

Wood Elf Scouts had brought the tidings of the Skaven invasion to the court of Athel Loren. For long hours Orion and Ariel, the King and Queen in the Woods, weighed their options, deciding in the end to help Quenelles and Brionne. If the Skaven were to conquer southern Bretonnia, then Athel Loren would know no peace.

Caradrel the Wrathful was appointed as the general of the Wood Elf relief force. Caradrel was the chieftain of the Kindred of Equos, the horse masters of the Wood Elves, and thus the core of his army was made up of Glade Riders. Caradrel was famed not only for his martial prowess, but also for his unrelenting hatred towards all the enemies of Athel Loren. He was a perfect choice to lead the Wood Elf army.

Many Wood Elf warriors volunteered to follow Caradrel's army, running alongside the swift Wood Elf horses to fight in the battle.

Meanwhile Duke Escargot had reached Quenelles. Finding the city at the brink of collapse, he immediately ordered his men to charge. The Knights of Parravon easily breached the first ring of Skaven besieging Quenelles, but the Skaven



doctrine will be doubly as effective. This is how a real alliance works on the battlefield. It is difficult for forces with divergent tactical ideas to work together on the same battlefield. When such alliances exist, the allied armies actually operate better as separate armies under their own generals, attacking the same enemy from different directions, usually on different battlefields.

Secondly, the alliance is not only believable, but probable, and also a fairly common occurrence. Dwarfs live in the Empire, they help to build the Empire artillery. Dwarf contingents would not be difficult for the Empire general to recruit.

The best way to represent an alliance between two of the great nations of the Warhammer World is for two players, each with their own army, to get together, rather than to include ally contingents in a single army. The enemy will either be a single player with a truly colossal army, or a similar alliance of two players. This mirrors the reality. Nations which may not have much in common, and may not even like each other, forge an alliance against a common enemy which they both detest, and which threatens to destroy them both.

So Bretonnians and Wood Elves do not by choice like to fight together on the same side. Wood Elves hate Bretonnian arrogance. Bretonnians dislike Elf cunning and feel dishonoured by the preponderance of bows! However, both nations detest the Undead and the Orcs even more than each other! I like both armies as a player, but I respect their wishes when I fight with them and will not upset my Bretonnians by including tricky Elves in the army. Can you imagine the post defeat recriminations: "We would have won if your impetuous Knights had not charged, you spoiled the plan!" says the Wood Elf. The Bretonnian, about to draw his sword in anger replies, "Why were you skulking in the woods when we were fighting the enemy in honourable hand-to-hand combat, I slew six Orcs personally! All the arrows of your folk barely slew two Goblins! By the way, why did your Scouts run away when they saw our Squires falling back? Call yourself brave do you?".



were soon alerted and mustered their entire horde, outnumbering the Knights many times over.

Gutter Runners slowed the Knights down with ambushes and traps, while the rest of the Skaven prepared their battle line.

They had both a numerical and tactical advantage over the Knights, and for a moment all seemed lost.

The Wood Elves arrived just in time, as the Knights of Parravon were fighting the Skaven in front of the gates of Quenelles. Using their arrows they thinned down the Skaven ranks, choosing the Skaven war machines and Plague Censors Bearers as their prime targets. This gave the

Bretonnians a chance to charge the main Clanrat regiment, which broke under an avalanche of steel and flailing hooves. The fleeing Skaven were soon caught by the swift Glade Riders, ensuring that few would fight again. Great was the slaughter of Skaven that day, and merry was the feasting after the battle.

THE SCENARIO

The Scenario used in this battle is a *Flank Attack* from page 28 of the Warhammer Battle Book, with the Wood Elves as the flanking force. The only difference from a normal game is that the choice of troops is limited to those given on the

opposite page. Note that there is nothing stopping you from inventing your own special rules, or varying the scenario as fits your collection of models and terrain.

FURTHER IDEAS

The battle for Quenelles was fought in the shadow of the city walls, and, if you wish, you can easily invent your own special rules for the archers on the walls or a sally by the few remaining Knights in Quenelles. You could also make rules for the Skaven tunnels that they dug during the siege to undermine the walls.

Remember that the Wood Elves and Bretonnians may well lose this battle. You can then decide what the Skaven will do next. Will they pursue the remnants of the alliance, or attempt to conquer Quenelles? Both would make good scenarios.

After the battle for Quenelles the Wood Elves and the Bretonnian Knights combined their forces, and immediately marched to relieve Brionne. They gathered some commoners as levies, to replace their dead. They had suffered grievous losses themselves and the Skaven horde besieging Brionne was even larger than the one they had just defeated. You should easily be able to create the rules for the Battle for Brionne, basing them on this scenario. If you are really ambitious you might want to create an entire narrative campaign featuring the Skaven and their plot to conquer the entire of Bretonnia, whilst the heroic Knights and their erstwhile allies, the Wood Elves, struggle desperately to thwart them.



ARMY SELECTION

The restrictions on the army selection represent the special circumstances of the battle. You may wish to reduce or increase the size of the battle to suit the forces available to you. This is fine as long as the forces are altered in proportion with each other. This battle is ideal for three players, with each taking control of one of the forces. Unless otherwise noted, you can arm and equip your troops as you wish, within the limitations given in the army book for each race. Wherever the scenario calls for an exception to the army list, it is clearly indicated below.

THE ALLIANCE WOOD ELF RELIEF FORCE (1000 points)

The Wood Elf force will arrive on turn 1 on a D6 roll of 5 or 6, on turn 2 on a roll of 4 or more, and automatically on turn 3 if it has not already arrived by then.

CARADREL THE WRATHFUL

Caradrel the Wrathful, the chief of the Kindred of Equos, leads the Wood Elf army. He is a Wood Elf Lord with the standard profile as given in the Warhammer Armies Wood Elves book. He rides a barded Elven Steed, but otherwise you may choose his equipment and magic items freely.

FINNUALA

Your army may include Finnuala if you wish. Finnuala is a Wood Elf Master Mage with the standard profile as given in the Warhammer Armies Wood Elves book. She rides an Elven steed, but otherwise you are allowed to choose her equipment freely. She may have up to three magic items worth up to 50 points each.

REGIMENTS

The Wood Elf army may include a single Champion for each regiment in the army. He is armed and equipped exactly as the regiment he is with.

- 1- REGIMENTS OF GLADE RIDERS
- ANY NUMBER OF ELVEN ARCHER REGIMENTS
- 0-1 REGIMENT OF WARDANCERS
- 0-1 REGIMENT OF WOOD ELF SCOUTS

SKAVEN (3000 points)

GREY SEER KREEKIT

Kreekit leads the Skaven army. Kreekit is a Grey Seer with a standard profile as given in the Warhammer Armies Skaven book. Kreekit may ride a Screaming Bell if you wish, and you are allowed to choose his magic items and equipment in the normal manner.

0-1 SKAVEN BATTLE STANDARD BEARER

You may include a Skaven Battle Standard if you wish. He is entitled to any equipment normally available to Skaven characters. He may carry a magical standard.

0-1 PLAGUE PRIEST

The Skaven army may include a single Plague Priest if you wish. He is entitled to any equipment normally available to Skaven characters and up to two magic items worth up to 50 points each.

0-3 SKAVEN CHIEFTAINS

The Skaven army may include up to three Skaven Chieftains. The Chieftains are entitled to any equipment normally

- 0-1 REGIMENT OF WAYWATCHERS
- 0-3 WOOD ELF CHARIOTS
- 0-1 REGIMENT OF WARHAWK RIDERS
- 0-3 GREAT EAGLES

THE BRETONNIAN KNIGHTS (2000 points)

ESCARGOT, DUC DE PARRAVON

Escargot leads the Bretonnian army. He is a General of Bretonnia with the standard profile as given in the Warhammer Armies Bretonnia book. He rides a barded Bretonnian Warhorse, but otherwise you are allowed to choose his equipment and magic items freely.

0-3 BRETONNIAN HEROES

The Bretonnian army may include up to three Bretonnian Heroes. The Heroes must ride barded Bretonnian Warhorses, but otherwise are entitled to any equipment normally available to Bretonnian Knightly characters, and up to two magic items worth up to 50 points each.

REGIMENTS

The Bretonnian army may include a single Champion for each regiment in the army. He is armed and equipped exactly as the regiment he is with.

- 0-1 REGIMENT OF GRAIL KNIGHTS
- 0-1 REGIMENT OF QUESTING KNIGHTS
- ANY NUMBER OF KNIGHTS OF THE REALM REGIMENTS
- ANY NUMBER OF KNIGHTS ERRANT REGIMENTS

available to Skaven characters and up to two magic items worth up to 50 points each.

REGIMENTS

The Skaven army may include a single Champion for each regiment in the army. He is armed and equipped exactly as the regiment he is with.

- 0-1 UNIT OF STORMVERMIN
- ANY NUMBER OF CLAN RAT WARRIOR REGIMENTS
- 0-1 UNIT OF GUTTER RUNNERS
- ANY NUMBER OF SKAVENSLAVE REGIMENTS
- ANY NUMBER OF PLAGUE CENSER BEARERS
- ANY NUMBER OF CLAN PESTILENCE PLAGUE MONK REGIMENTS
- ANY NUMBER OF POISON WIND GLOBADIERS
- 0-6 CLAN MOULDER PACK MASTERS
- 0-4 SKAVEN ASSASSINS
- 0-6 JEZZAILS
- 0-4 WARPFIREF TEAMS
- 0-6 RAT SWARMS

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THE

'EAVY METAL

Introduced by
Mike McVey.

TEAM

When I first joined Games Workshop nearly 10 years ago, the 'Eavy Metal team was in its infancy. In fact, it was just me and one other painter! Since then new faces have come and gone, but the size of the team has steadily grown. Now the ranks have swelled to eight full time painters, and there is no doubt in my mind that the work of the present team represents the finest to be found in the world!



Matt Parkes



Every month you see dozens of brilliantly painted miniatures in the pages of White Dwarf, but just who's responsible? We thought it about time we had a look in the cages...

The latest recruit to the team is Matthew Parkes, a name you will undoubtedly recognise from the Golden Demon competition. Not only did he win Best Necromunda Gang in 1996, he was the Slayer Sword winner in 1995! He's only painted one model since arriving, but it's a great piece of work, have a look on the far left. We're looking forward to great things from Matt in the near future.



Dave is the senior member of the figure painting team, and makes sure everything runs smoothly. He loves to paint large, complex miniatures, and create dark, moody paint schemes. A perfect example of Dave's work is the new Great Unclean One, which you can see elsewhere in this issue. In his spare time Dave likes to search out rare recordings by Fish and Marillion to add to his record and CD collection.

*Above: Chaos Sorcerer of Tzeentch.
Above left: Tyranid Carnifex.
Left: Dark Reaper Exarch conversion.
Far left: Escher Ganger.*

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HEAVY METAL



Richard Potter

Right: Richard's Escher gang leader, based on "Mad" Donna Ulanti. Below: River Troll.



Above: Abaddon the Despoiler, Warmaster of Chaos.

Richard enjoys playing Warhammer 40,000 using his 6,000 point Eldar army, which he is constantly adding to. The army includes some bizarre conversions – currently Richard is working on a Jetbike mounted Fire Dragon Exarch. His other interests include hoarding CDs, and an unhealthy obsession with Hong Kong action movies.



Torben Schnoor

Torben originates from the Land of the Figure Painters, more commonly known as Denmark! Besides painting miniatures all day long, he enjoys drinking, going out, and jumping about in the best Danish folk dancing tradition. Some people have criticised Torben's taste in music as being a bit middle of the road, but he shrugs this off saying, "I don't care, I like Bryan Adams."

Torben is also the proud owner of a Sega Saturn, a sad fact which draws constant jibes from the Studio's lofty Playstation owners!

Following in Kim Syberg's footsteps, Torben and Jonas are both excellent painters from the cold lands of Scandinavia. Is there something we don't know about the Norse?



Right: Chaos Space Marine Sorcerer.

Far right: Arch Zealot of the Redemption. Top Centre: Wood Elf Wardancer. Top right: Wood Elf Waywatcher.



Jonas Ekestam

Jonas tells us, "This really is my dream job. Och for er som inte lyckades lista ut det med hjälp av mitt efternamn, jag är från Sverige."* In his free time Jonas, like Richard, is collecting an Eldar army, which he uses to defeat all his opponents in our Warhammer 40,000 campaign! He also loves playing American Football.

* "And for those of you that didn't recognise it from my surname, I'm from Sweden."



Above: High Elf repeater bolt thrower.



Top: Jonas' scratchbuilt Eldar Vyper Jetbike.
Above Eldar Jetbike with converted rider.



Ruth Hollerbach

Ruth started work at the Studio about six months ago, after winning several prizes at Golden Demon '95. She especially enjoys painting fine detail on Elves, particularly High Elves.

Ruth spends her spare time at the pub, or painting her new Wood Elf army. She also has Dark Elf and High Elf armies.



Above:
Eldrad Ulthran,
Farseer of Ulthwe.
Left: Mounted
High Elf Hero.
Left: Mephiston,
Lord of Death.





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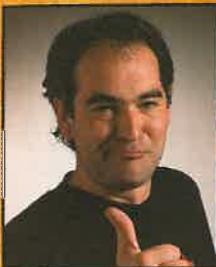
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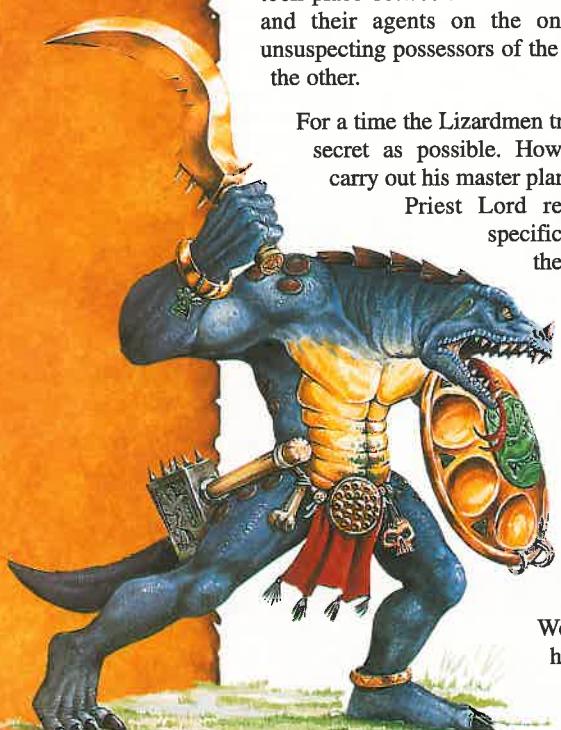
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By Jervis Johnson

At last, Jervis reveals the truth behind the insidious plan of the Lizardmen!



DARK CONSPIRACY III

THE TRUTH REVEALED

THE STORY SO FAR

The planets above the Warhammer World have come into conjunction, suffusing it with magical energy. The Lizardmen are using this magical energy to move their agents, and small contingents of troops, around the Warhammer World. They are doing this in order to recover artifacts that were stolen from them when the city of Huatl was looted by Bretonnian adventurers many years previously. The Mage-Priest Lord Mazdamundi has decided that now is the time to recover the artifacts. Why he needs them will remain a mystery for just a little longer, but suffice to say that the Slann are amongst the greatest sorcerers in the Warhammer World, capable of shifting entire continents or moving the axis of the planet if they desire.

In any case, during January, the agents of the Lizardmen did their best to retrieve as many of the missing artifacts as possible, using hired mercenaries or their own troops to, erm, recover the artifacts. The end result of this was that during January hundreds of small battles and skirmishes took 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.

For a time the Lizardmen tried to keep this as secret as possible. However, in order to carry out his master plan, the Slann Mage-Priest Lord required a certain specific artifact known as the *Staff of Jude*, held

by the Bretonnian rulers of the Crusader City of Antoch. In order to regain the staff, the Lizardmen used the magical energy still suffusing the Warhammer World to move a huge army to Antoch, in an attempt to take their sacred artifact by force.

All around Lord Mazdamundi of Hexoatl lay the artifacts that his minions had reclaimed from the younger races. Most of this vast treasure lay in carelessly piled heaps, but half a dozen sacred plaques were placed in a neat pattern on the floor. Lord Mazdamundi contemplated these plaques, and then turned his attention to the attendant who lay prostrate before him.

"The Time of Destruction has arrived. Gather my retinue and prepare to travel to the lands of the New Gods. What we have regained may just be enough to save this world."

His orders made, Mazdamundi returned his gaze to the plaques that held the message from the Old Ones. His attendants, their heads bowed low, backed slowly from the room and prepared to carry out his instructions.

YOU DECIDE THE OUTCOME

How well the Lizardmen would do at regaining their lost artifacts and attacking the city of Antoch is where you lot came in. Their success or failure would be determined by the Warhammer battles you fought over January and February, as described in the last two issues of White Dwarf.

Unfortunately, White Dwarf's copy deadlines mean that I'm writing this article way back at the start of January, and so I've had very few results sent in yet. This means that you'll have to wait until White Dwarf 208 to find out how well or badly the Lizardmen have fared – although I have included selected excerpts from the letters I've received so far on the opposite page, just to whet your interest.

However, there is one thing I can do in this issue, and that's explain exactly what it is the Lizardmen are up to! However, before I can do this, you need to know a little bit about the origins of the Lizardmen and the Chaos Gods...

THE OLD ONES AND THE CHAOS GODS

The Warhammer World is a magical place, dominated by the winds of magic that flow from the Realm of Chaos in the north. It is also a world that teeters on the very brink of destruction at the hands of the Chaos Gods. These powerful creatures rule the Realm of Chaos, a strange magical dimension that is the source of the magical winds that sweep the Warhammer World.

It has been speculated that the Chaos Gods were created by the actions of the Old Ones, the ancient race of interstellar travellers who created the Lizardmen and Slann. The Old Ones visited the Warhammer World many thousands of years ago, travelling to the planet by means of an inter-

dimensional gateway which they created at the northern pole of the world. With them they brought the Slann and Lizardmen, who worked as their slaves in the great cities they raised in Lustria.

It isn't possible to say what dreadful disaster befell the Old Ones and laid waste to their mighty civilisation. All that can be said for certain is that in a very brief period of time the Old Ones disappeared, perhaps never to return. At this time, or shortly after, the gateway that they had used to travel to the Warhammer World gave way, saturating the northern pole with raw magical energy, and turning it into a terrifying wasteland inhabited by twisted and mutated creatures. It is possible that the Chaos Gods, or New Gods as the Slann refer to them, were born at this time of terrible destruction.

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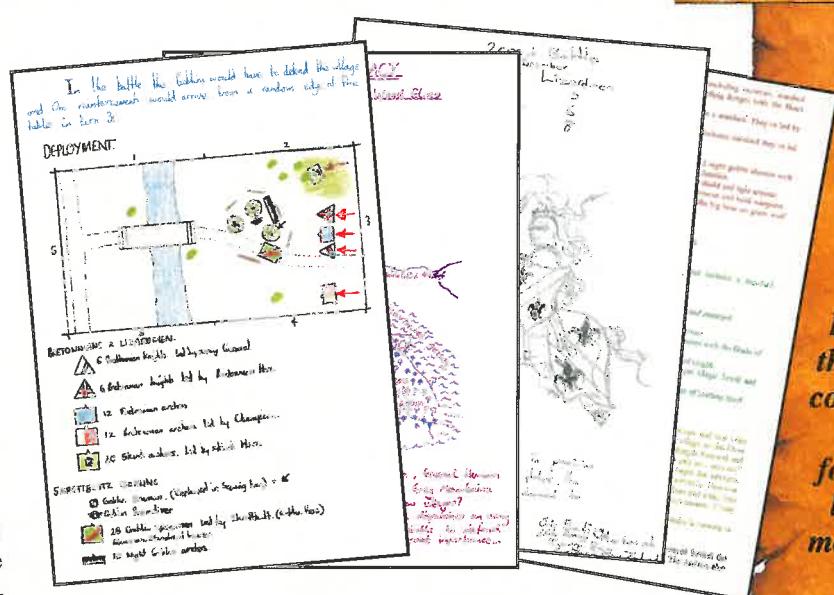
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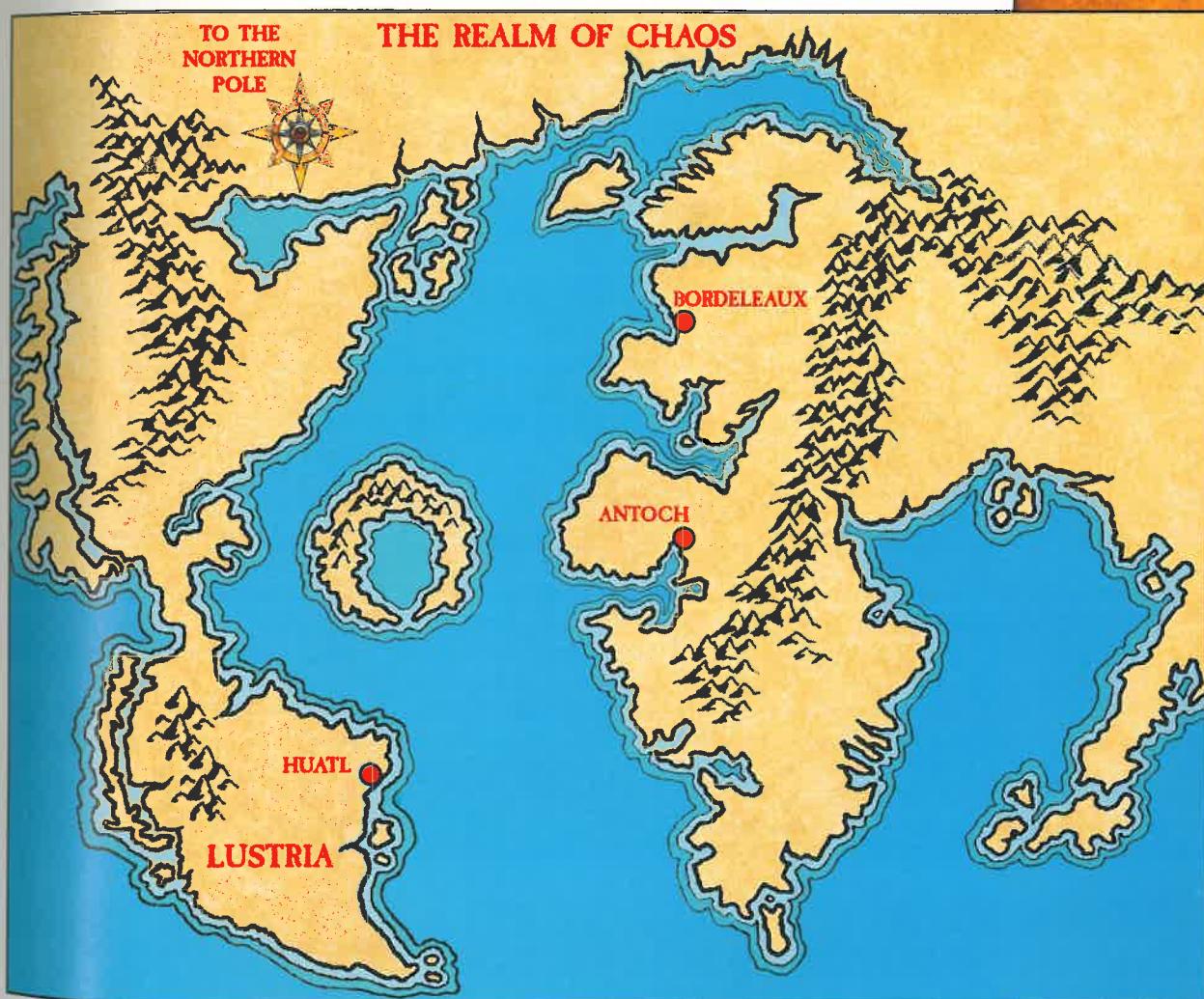
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Left: A few of the first reports coming in of the battles you fought over the last couple of months. The full results will appear in next month's issue of White Dwarf.

DARK FORCES ARE STIRRING

The destruction of the Old Ones' inter-dimensional gateway created a dreadful wound in the very fabric of reality, and it is through this wound that the winds of magic haemorrhage into



"All the creatures that inhabit the planet will become their slaves, and the Warhammer World will become a world of daemons where the followers of the Chaos Gods serve the every whim of their daemonic masters.

the Warhammer World. The rate at which the winds of magic pour through determines the extent of the Realm of Chaos: the more powerful the winds, the greater the extent of the Chaos Gods' territory in the Warhammer World.

The rate at which the winds of magic pour into the Warhammer World is determined by many factors, but of these the alignment of the planets is one of the most important. The rate of flow waxes and wanes depending on the location of the Warhammer World, the other planets in the system, and the very stars themselves.

As I've mentioned in my previous Dark Conspiracy articles, it just so happens that the planets are aligned in a way that has suffused the Warhammer World with magical energy. An alignment that generates such power is very, very rare, the last occurring while the Old Ones still stalked the Warhammer World, long before the Chaos Gods had been born.

Over the last few weeks, while the Lizardmen have been desperately trying to regain their lost artifacts, the planets have been moving into a tighter and tighter alignment, and the winds of magic have been growing correspondingly more powerful. Shortly, the planets will be perfectly aligned, fanning the winds of magic around the northern pole into a virtual hurricane of arcane energy. This vortex will be so powerful that it will widen the hole into the Realms of Chaos caused when the Old Ones' inter-dimensional gateway collapsed, causing it to increase to two or three times its current size!

In the Realm of Chaos, the Chaos Gods await this eventuality with eager anticipation, for it means that their realm will extend to cover the entirety of the Warhammer World. All the creatures that inhabit the planet will become their slaves, and the Warhammer World will become a world of daemons where the followers of the Chaos Gods serve the every whim of their daemonic masters. In short, the Warhammer World will fall to the Chaos Gods!

LORD MAZDAMUNDI'S PLAN

Luckily for all the creatures that inhabit the Warhammer World, the universal plan of the Old Ones predicted the calamity that is about to befall them. More importantly, the Old Ones also left instructions on how to contain the magical energies and avert the disaster. Much of this information was maintained on the sacred plaques that adorn the Lizardman temples. Unfortunately, many of the plaques have been lost over the millennia since

they were created, to the extent that the Lizardmen's current state of knowledge on the calamity is fragmentary, to say the least.

Fortunately, Lord Mazdamundi's contemplations on the Old Ones' universal plan have revealed enough for him to predict the approaching disaster. This knowledge has enabled him to come up with a plan to regain enough of the lost sacred plaques to enact the Old Ones' instructions and avert it. Lord Mazdamundi knows that until recently the most complete set of plaques was located at Huatl, where it was looted by the Bretonnians during the Duc d'Lorrain's ill-fated expedition to Lustria in 1848.

This is why Lord Mazdamundi has sent his agents to recover as many of the artifacts as possible, for if enough of the lost plaques can be regained he will be able to follow the Old Ones' instructions to avert the disaster. The prime reason for doing this as secretly as possible is that if the Chaos Gods should get an inkling of what Lord Mazdamundi is up to, then they will do anything in their power to stop him!

Apart from the lost plaques there is one other artifact that Lord Mazdamundi requires, and that is the *Staff of Jade* held by the Bretonnian rulers of the Crusader City of Antoch. With this powerful magical artifact in his hands, and the recovered words of the Old Ones, Lord Mazdamundi should easily be able to contain the magical energy that threatens to bubble forth from the Old Ones' ruined gateway and engulf the entire Warhammer World.

However, without the aid of the plaques and the staff, his task will be far, far more difficult, if not completely impossible...

TO BE CONCLUDED...

And there you have it. Lord Mazdamundi's plan, far from being an evil plot, is to stop the Chaos Gods taking over the Warhammer World. How well he will do depends on how many of the sacred plaques stolen from Huatl he recovers, and whether or not the City of Antoch falls to his armies allowing him to recover the *Staff of Jade*. And this in turn depends on the Warhammer battles you lot have been fighting over January and February!

Join me again next issue, for the final part of the Dark Conspiracy campaign, to find out exactly how well the Lizardmen and their allies have done in their vital task.



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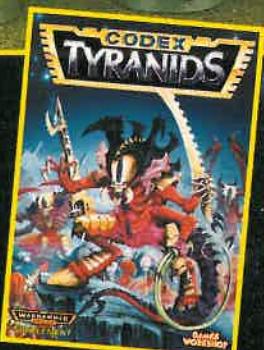
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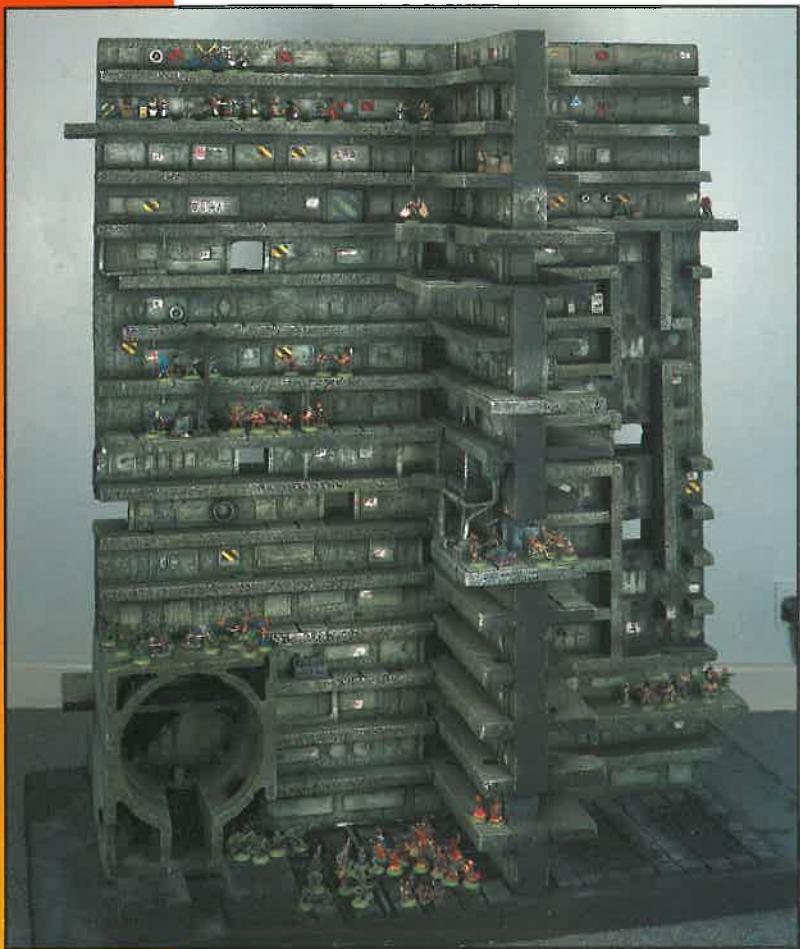
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*Matthew Currier:
one of the world's
madder gamers.*

...AND THAT?

Ian: This is Matthew Currier's exceptionally large and unusual Necromunda and Space Hulk gaming board (Matt also constructed the equally impressive Warhammer Quest Mega-Dungeon which was on show in the Black Library at Games Day '95 – more on this in a future issue). We invited Matt down to the Studio for a day, partly to show off his creations, but mainly so we could all have a game on his extraordinary terrain!



Above: The monster in its entirety.

Below: Gang War!



The board itself is constructed out of large sheets of polystyrene, a lot of card, and a huge collection of oddments from Matt's bits box. It has been painted grey and then drybrushed, for a simple but effective result. In all, when fully assembled, it stands approximately 4 feet tall, with a total of fifteen levels!

Matt himself is a keen Necromunda and Space Hulk player, and it was these games that inspired him to make the board in the first place. He wanted to be able to play really large and involved games, with lots of gangs or Terminator squads all controlled by different players. His largest game so far involved 8 players, each controlling a separate Necromunda gang. The gangs fought it out for thirteen hours non-stop in a game which involved loads of deal making and breaking. "Players negotiated alliances and non-aggression pacts with each other, and then backstabbed their allies in a bid to grab as much turf as possible. Kind of do it to them before they do it to you. It was really corkin'..."

We talked to Matt when he came down to visit us (well, it would have been rude not to) and he explained the ideas behind the board. He sees what he's done as just the starting point, a good prototype for an even bigger project in the future. "This one just proves it can be done. With a bit of effort and imagination, and a lot of polystyrene, the sky's the limit." Matt's ideas extend to turning this board into one leg of a Warhammer 40,000 gaming table, with another similar subterranean complex supporting the other end. A game on the surface could then extend into the passages below, with Space Marine

squads infiltrating into a rebel base, or Terminators clearing the corridors of Tyranid creatures. The originality of the set-up immediately sets off ideas for new scenarios and missions. That is the real beauty of this sort of project. To many it seems a little insane, and storage space is always going to be a problem, but the rewards are well worth the effort – your work ends up giving you days of gaming fun. One idea

IT. BE CORKIN'!

WHITE DWARF
INTERVIEW

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fun. One idea



Above: The dregs of the sump fight for their lives against the righteous fury of the Redemption.

sets off another, and Matt was full of them, as he explained. "There are some things now I would have liked to have done differently. For example, I could have had walkways jutting out in certain areas. That would have given a real sense of height, like teetering on the edge. Imagine falling off one of those, fifteen levels up! In the future I'd like to make it so that the bottom six levels are just filled up with Genestealer-esque goo, bio-organic, so you really get the feeling of descending into a terrible, dark place. It'd be corkin', just like under the nuclear reactor in *Aliens*." That was just one of Matt's ideas, but you can see the whole thing has massive potential not just for games of Space Hulk and Necromunda, but also for Warhammer 40,000.

Alternatively, Matt thought he could turn the board into a Titan hanger, for battles during the Horus Heresy. "You could have loyalist forces mounting a commando raid to try to stop a rebel Titan whilst it's being repaired or rearmed for a battle that is raging on the surface. The real deciding factor could be whether or not the loyalists manage to stop the Titan before it gets up and running. If they're unsuccessful, their comrades on the surface are going to be in for a really rough time. That would be corkin'!" Conversations like this usually snowball into brainstorming sessions, and inevitably I couldn't resist getting in on the act. "You could have this Titan stood in its bay without any crew. The loyalists infiltrate the base. The alarm goes off, AWOOGA, AWOOGA, and all the Titan crew start running around trying to get to their Titan. There's all sorts of stuff you can do with something like this, you're never short of a new idea for a mission. You could also reverse the situation, with Traitor Legionnaires teleporting

into the complex, perhaps using the Necromunda *Raid* scenario as a basis. You'd have all these Imperial Guardsmen wandering around on patrol. Meanwhile, the Traitors try to slip past without attracting too much attention. They'd be horribly out-numbered of course, but perhaps they're all carrying charges to plant on doors and bulkheads, maybe some meltabombs. They could sabotage the doors of the Titan hanger or rig charges to the Titan's plasma reactor, and then BOOM, one highly radioactive, rather badly scorched complex to play your next scenario in." See what I mean, the ideas just start flowing.

As I mentioned earlier, Matt has already been putting the board to good use. Playing games on a board like this requires some house rules, but as long as they are fair and nobody playing feels victimised then that's just fine. Matt explained some of his house rules. "When we play Necromunda we don't allow players to look at the

Having discovered Matt lurking in the Black Library at Games Day, we decided to ask him back to see what other insanities lurked in his cupboards. When he turned up, Ian began the interrogation whilst the rest of us broke out the games...

...we quickly discovered his favourite word was "corkin'".



Above: Cornered Terminators make a last stand as the Genestealers close in.

WHITE DWARF

INTERVIEW

"...when a Terminator squad fought all the way down this dead-end corridor, storm bolters blazing, and then had to turn round and fight their way back out where they'd just come from."

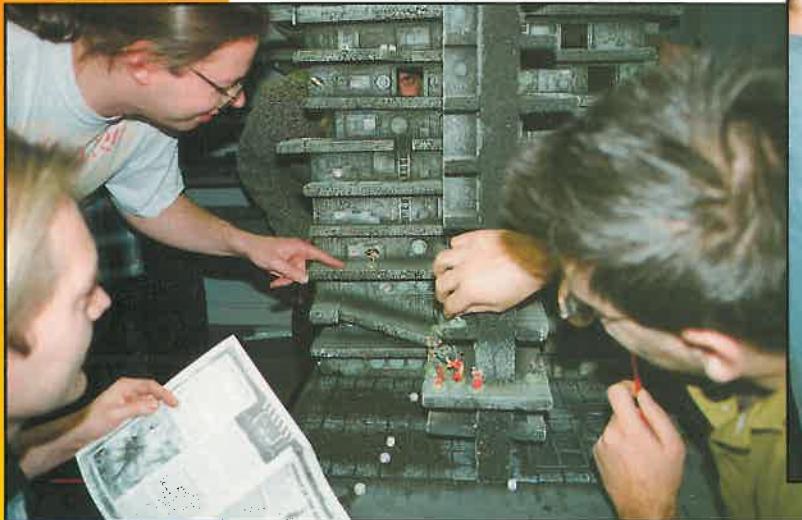


Above: Genestealers pour from the tunnels in the grim depths of the complex.

other sections unless they have a gang member over there. That way there could be an enemy heavy waiting just down the corridor. If your gang just rushes around the corner then BLAM, it's good night Vienna. This encourages gangs to use lightly equipped gangers as scouts. That way they can get a look at where their opponents are. Also, you can't fire across the gaps between sections. It's supposed to be solid – this is just a cutaway. But we allow gang members to move up levels without ladders. We let other gang members give them a hand up, lying over the edge to haul their mates up to avoid a gang in hot pursuit." Fighting

games in such a confined space also makes for some interesting new tactical options. I asked Matt if he had any particularly nasty little tricks he'd used. "Grenades are excellent, really corkin', especially dropping them down the hatches to the floor below, kching, dding, BOOM! Of course knowing the board helps a lot. Veteran gamers get

Below: On this scenery, making line of sight decisions has never been easier!



Above: We believe you Steve.



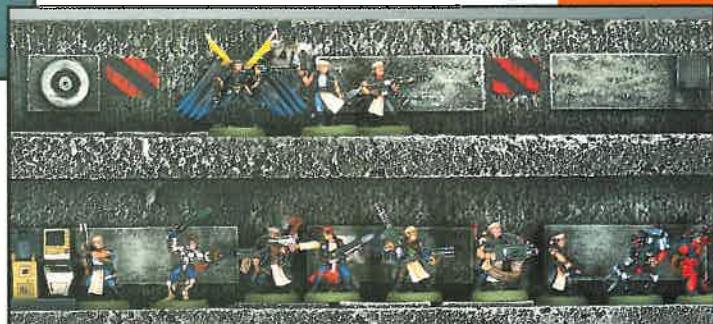


Left: "Ere watch it mate," Grand Warlord Wood uses his fearsome presence (and range ruler) to intimidate his opponents during a hotly contested multi-player game of Necromunda.



Above: Steve needs a chair to reach his gangers. Not a game for the vertically challenged!

Below: Spykers and Orlocks clash!



also makes for options. I asked tasty little tricks it, really corkin', ie hatches to the OM! Of course teran gamers get to know the ways out, the quick routes to certain floors, the dead-ends, the good spots for ambushes. I remember a game of Space Hulk when a Terminator squad fought all the way down this dead-end corridor, storm bolters blazing, and then had to turn round and fight their way back out where they'd just come from. Not many of them survived the experience!" The entire board is a bit of a maze, as you can see from the photograph. As well as dead-ends, there are also stairwells, and even the bottom of the lift shaft to hide loot in. It's

a good idea to include a few places of interest on a board like this. To add character Matt also has plans to include a Star Wars style energy shaft somewhere on the board when he renovates it. It seems that a project like this is never actually finished, there is always something else to add, another small detail to include, another door here, a computer console there. For example, Matt has already made some high tech wheelie bins as movable cover!

And for future projects? "I'd like to make an Eldar Craftworld, with greenhouse sections with lots of exotic plants, and a Dome of Crystal Seers with loads of Spirit Stones and bare wraithbone. You could fight the battle for Iyanden, with Tyranids attacking, wave after wave, that'd be corkin'!" Yes Matt, it certainly would.



Above: Matt offers Adrian and Steve some rules advice as Adrian's gang moves in for the kill.



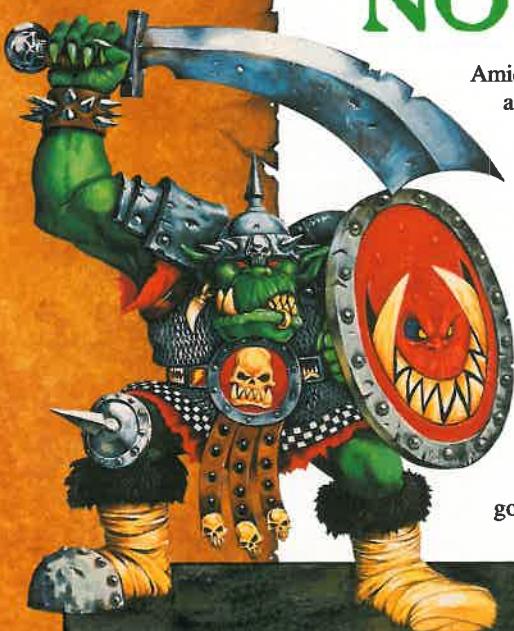
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WARHAMMER

TO WAAAGH! OR NOT TO WAAAGH!



Amidst the huge flurry of Orc and Goblin releases this month (look out for more next month), we sensed that there must be a great Waaagh! coming together somewhere out there.

Because of this, we have generously decided to give all you would-be Orc Warbosses the opportunity to share in our vast fund of tactical know-how. Yes, we are going to give you lucky

greenies a guide to building your own Waaagh! Not only that, but there is a sample Orc and Goblin army chosen by us, led by a rising Orcy star from the Black Water region of the World's Edge Mountains. But more of that later.

It's a good idea to collect your Waaagh! in small, manageable steps. An army of around 1,000 points is a good starting point, since it's small enough to assemble and paint quickly, but still gives you a stompin' force. You can expand the Waaagh! later by collecting in 500 or 1,000 point stages. The first 1,000 points should include at least one or two core units of the army. These can be readily assembled using the plastic boxed sets, with the addition of a few blister packs, especially for command groups and characters.



Waaagh! 'Eadbreaka giving the Dwarfs a taste of "boot levver".

You will also need to find yourself a Warboss – every Waaagh! must have a Warboss to lead it. He is the only model which you *must* include, and so you need to choose a suitably impressive character model when you collect the first 1,000 points of the army. When you expand your Waaagh! to 2,000 or even 3,000 points, you can always use him as a Boss, or a Big Boss, but in this case you *must* appoint another Warboss to take over as commander of the army.

Once you have your core units of Boyz and Gobbos to follow your Warboss, you are ready to begin looking at some of the other regiments which can be included in your army. Or, if you prefer, you can just continue to expand your core units by adding more rank and file troops, or a standard bearer, musician or Boss if the unit has not already got them.

The roster sheet on the following page shows a 1,000 point Waaagh! as an example of the sort of army you can start with. It includes the Gorfang Rotgut model as the Warboss, core units built using the plastic boxed sets, and several other regiments. As well as being the starting point for a bigger collection, the army is also a self-contained Waaagh! It includes enough Boyz and characters to make it ready for immediate use against any army of an equivalent size. We've included a couple of magic items in the army, which you can find the rules for in your Warhammer boxed set and the Orc and Goblin Armies book, so it doesn't matter if you haven't got Warhammer Magic yet.

Hopefully this will be of assistance to experienced Warbosses and novices alike. If you own enough models to play this army, then try it out. If you're a beginner, then this is a good balance of troops to aim for.



Brian Nelson

ORC BIG 'UNS

In sculpting the Big 'Uns, Brian Nelson wanted to capture a real feeling of fierceness and brutality. Note the exaggerated fangs and massive, vicious-looking weapons – you really get the impression that these Boyz want to leap up off your gaming table and have a go at you!

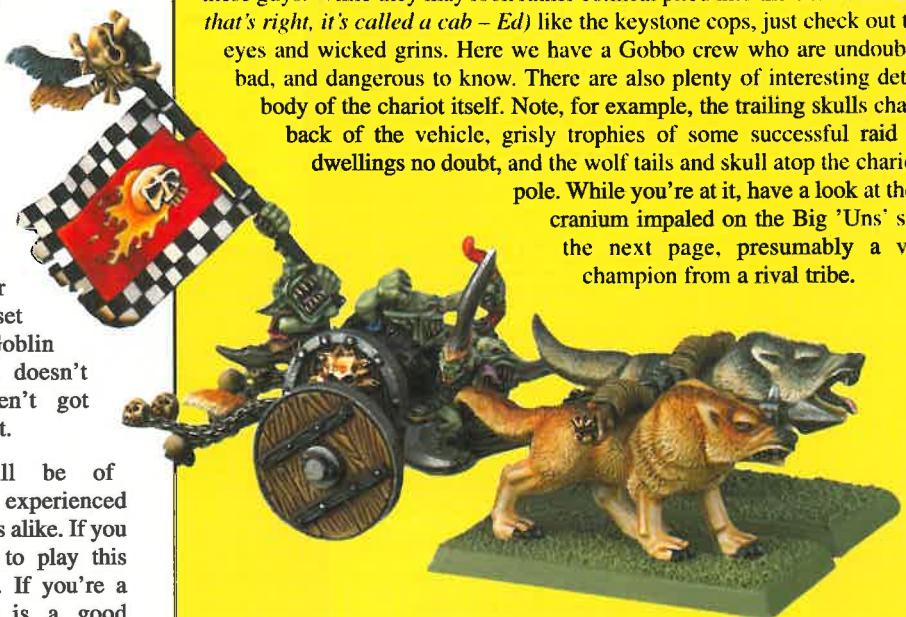
Dave Perry wanted the Big 'Uns to look particularly mean and business-like, so he has painted their armour in dark tones, and the metal of their weapons and buckles dull and rusted. This makes them particularly moody, as befits Big 'Uns, who are, after all, particularly hard and unpleasant, even for Orcs.



Dave Perry

GOBLIN WOLF CHARIOT

Not only has Brian sculpted the Big 'Uns, but he's also responsible for the lethal Goblin Wolf Chariot shown below. Once again, Brian's style has truly brought out the character of the chariot's crew. There is definitely an element of black humour in these guys. While they may look rather comical piled into the cab of the chariot (yes, *that's* right, it's *called a cab* – *Ed*) like the keystone cops, just check out their beady eyes and wicked grins. Here we have a Gobbo crew who are undoubtedly mad, bad, and dangerous to know. There are also plenty of interesting details on the body of the chariot itself. Note, for example, the trailing skulls chained to the back of the vehicle, grisly trophies of some successful raid on human dwellings no doubt, and the wolf tails and skull atop the chariot's banner pole. While you're at it, have a look at the huge Orc cranium impaled on the Big 'Uns' standard on the next page, presumably a vanquished champion from a rival tribe.



ORC BIG 'UN COMMAND

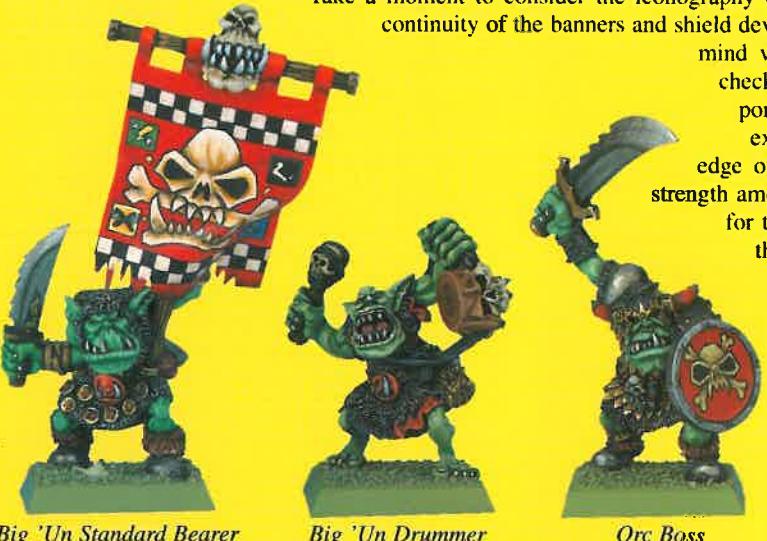
Note the superb detail that Dave Perry has painted onto the drumskin of the musician. It is this sort of effect which can really bring a miniature to life. Note also that the skin tones on each of these Big 'Uns is somewhat different from the others, giving a more realistic, varied effect. Dave has achieved this by experimenting with his base coats and highlight shades, adding varying degrees of Emerald Green and Dark Angel Green to the Goblin Green base coat. Try it out on some of the more individual models in your army, such as command groups, in order to distinguish them from the rank and file warriors.



Take a moment to consider the iconography of the models shown on these pages, the continuity of the banners and shield devices. This is an important detail to bear in mind when painting your armies, and you can check in your army book that you are accurately portraying the troops you are painting.

For example, the checkered pattern around the edge of the banners is a symbol of power and strength amongst the Orcs. It is usually reserved only for the most powerful and important troops in the army. This is why the Big 'Uns have the privilege of bearing such a banner. The only time you are likely to see such patterning in association with a unit of

Gobbos might be on a Boss or Big Boss, or possibly on an especially dangerous unit such as a chariot. Shield devices also tell a story, and the skull and crossbones theme of the Big 'Un miniatures is actually denoting them to be, in fact, Big 'Uns.



Big 'Un Standard Bearer

Big 'Un Drummer

Orc Boss

The conversion work done here by Richard Potter utilises several miniatures to create each model.

The miniature which has become Gargor Da Butcha (shown left) started life as the Warlord from the Lair of the Orc Lord. His axe has been replaced with a Big 'Un's sword, and his sword replaced with brass dowels to form the banner poles. Adorning the banner are spearheads, a Snotling from the Pump Wagon, and a large skull from an old Undead chariot model.

Similarly, the Shaman shown below is a converted version of the Shaman from Lair of the Orc Lord. His right arm has been replaced with a Savage Orc Shaman arm. The staff is decorated with the skull from the new Big 'Un Standard Bearer, and parts of the original Skabnoze staff.



Above: Richard Potter's superbly converted Orc Battle Standard Bearer.

Right: An Orc Shaman which has also undergone Richard's conversion treatment.



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WARHAMMER ROSTER SHEET

'EADBREAKA'S BLACK WATER BRUISING

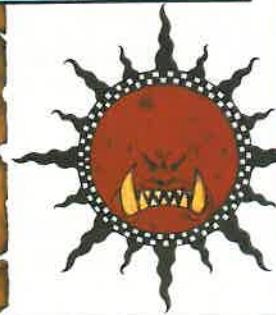
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value	
BOGBREFF 'EADBREAKA Orc Warlord Shield, Light Armour, Sword of Bork	4	6	6	4	5	3	5	4	9	5+	Any unit within 12" may test against Bogbreff's Ld	123	
GARGOR DA BUTCHA Orc Battle Standard Bearer, Sword, Light Armour	4	4	4	4	4	1	3	2	7	6+	Any unit within 12" may re-roll failed Break tests	85	
UZGHUL MAEGLUM Orc Boss Sword, Shield, Light Armour, Potion of Strength	4	4	4	4	4	1	3	2	7	5+	Uzghul leads the unit of Big 'Uns	48	
KARGARK KHOW Orc Boss Axe, Shield Light Armour	4	4	4	4	4	1	3	2	7	5+	Kargark leads the Black Water Boyz	36	
NYARLAKH DWARF THROTTLA Goblin Big Boss Sword, Shield, Light Armour	4	4	5	4	4	2	4	3	6	5+	Nyarlakh leads the Bent Helmet Stikkas	36	
THRUK GORG SNAKKA Orc Big Boss Two axes, Light Armour	4	5	5	4	5	2	4	3	8	6+	Hint: Use Thruk to lead the River Trolls	75	
KOMBINE HARVESTA Goblin Wolf Chariot 3 Goblin crew with Light Armour, Short Bows 2 Giant Wolves	4	2	3	7	7	3	1	2	1	5	none 6+	Scythed Wheels See the Orc and Goblin Army List for special rules	90
BLACK EYE MOB 20 Goblins Sword, Shield, Spear, Standard Bearer,	4	2	3	3	3	1	2	1	5	6+		73 1/2	
BENT HELMET STIKKAS 19 Night Goblins Sword, Short Bow Standard Bearer Musician	4	2	3	3	3	1	2	1	5	none		63	
BLACK WATER BOYZ 14 Orc Boyz Hand Weapon, Shield, Light Armour, Standard Bearer, Musician	4	3	3	3	4	1	2	1	7	5+	Unaffected by Panic from fleeing Goblins	136	
GOB & BIGOB 2 River Trolls	6	3	1	5	4	3	1	3	4	none	See Orc & Goblin Bestiary	130	
UZGHUL'S LADZ 9 Big 'Uns Hand Weapon, Shield, Light Armour, Standard Bearer, Musician	4	4	3	4	4	1	3	1	7	5+	Unaffected by Panic from fleeing Goblins	104 1/2	

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TOTAL

998

Right: We used the excellent Gorfang Rotgut model for our Warboss, Bogbreff 'Eadbreaka, simply because we liked it so much! Although it's nice to have special miniatures for each character, sometimes the models are so good that you can't help using them. We use special character models to represent other heroes and generals all the time. Just give them a name and away you go!



Above: Kargark Khor and the Black Water Bruisas. Kargark, the standard bearer, and the musician are available in blister packs as an Orc command group. The Black Water Bruisas are all from the plastic Orcs boxed set.

Above: Shown above are the two Goblin Mobz, the Black Eye Mob, and the Bent Helmet Stikkas Night Goblin archers, with their leader Nyarlakh Dwarf Throttla. These two units have been made up using the plastic Goblin boxed sets. Metal command group miniatures have been added to complete each regiment.

Below: The regiment below is Uzghul's Ladz, led by Uzghul Maeglum. The unit is composed of the new Big 'Un miniatures.



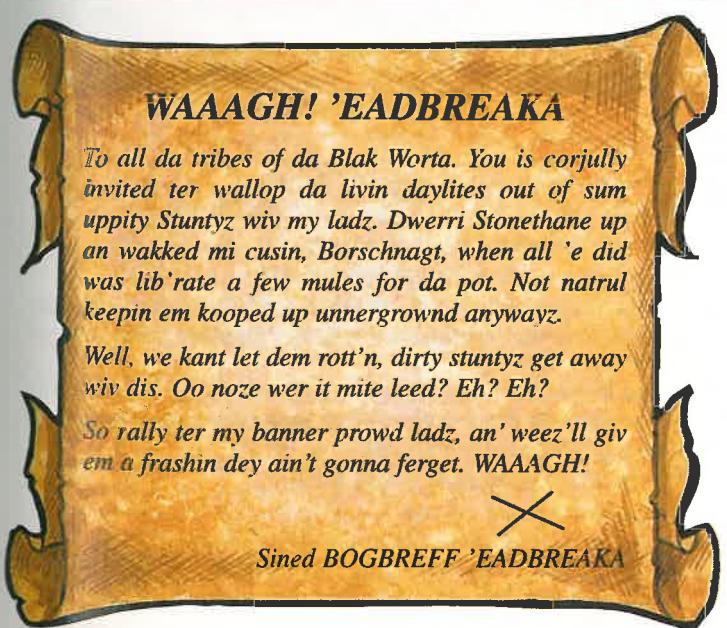


'Waaagh! 'Eadbreaaka pours out of the tunnels and caves of the World's Edge Mountains.



Left: Two superbly painted River Trolls, Gob & Bigob, and their master, Thruk Gorg Snakka. The model used for Thruk is one of the classic Orc Bosses from the Orc miniature range.

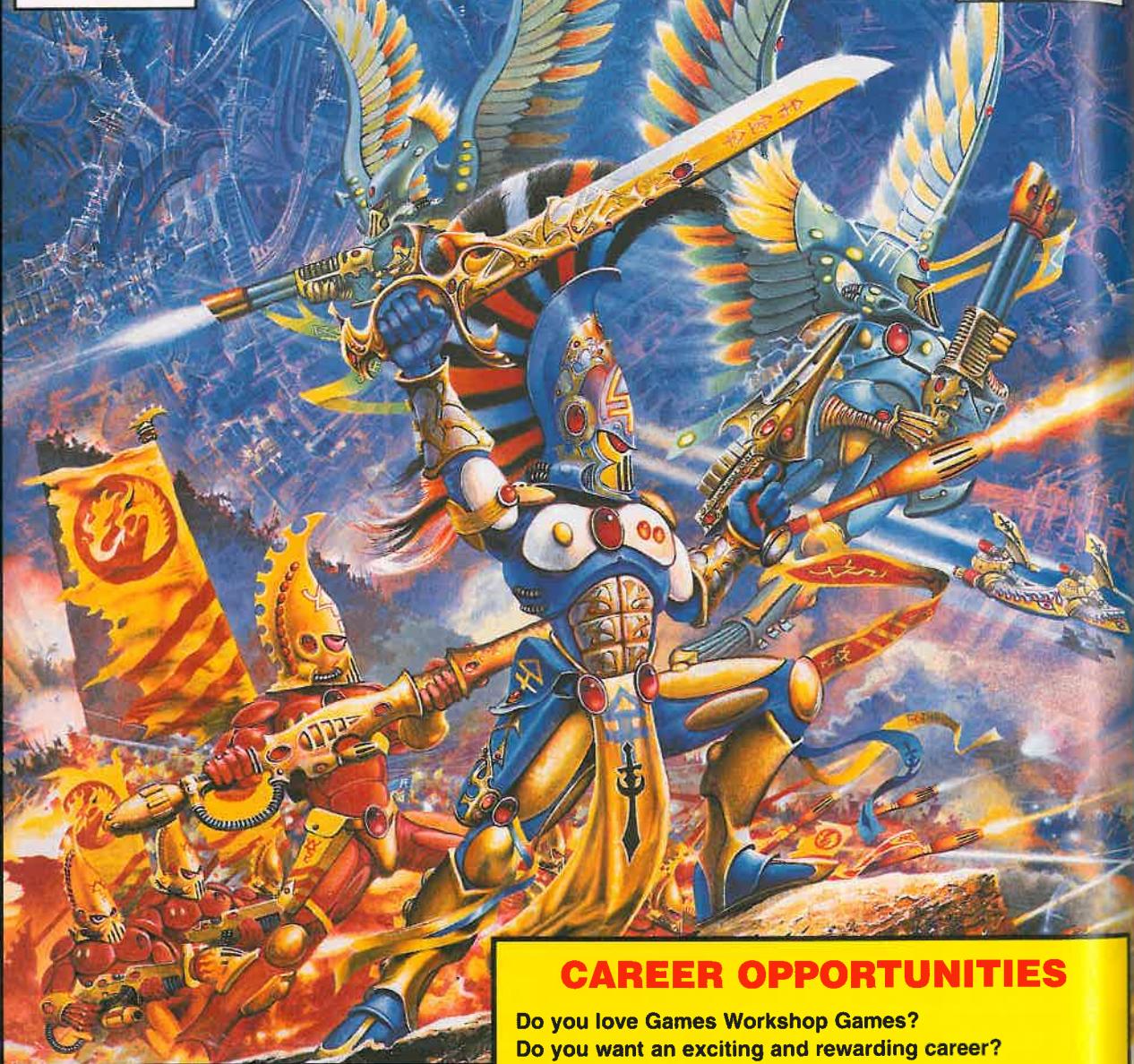
Below: The Kombie Harvesta Mark 2 has an alternative colour scheme to the one shown on the previous pages.



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SPACE MARINE ATTACK BIKE

As they rumble forth to do battle, the legions of the Adeptus Astartes are accompanied by light, mobile scouting forces, who reconnoitre the land ahead of the main advance.

Amongst these units are Scouts, Land Speeders and Bikes, accompanied by Space Marine Attack Bikes. The Attack Bike is composed of a standard Space Marine Bike, with the addition of a gunner mounted on a sidecar. The vehicle fields either a heavy bolter or a multi-melta as its main armament, and is frequently also fitted with auto-launchers. The Attack Bike crew are often armed with either assault weapons, for close strikes against the enemy, or with special weapons to harry their foes from farther afield.

The Attack Bike's main role in combat is as a method of quickly deploying heavy weapons to



By Mark Brendan

Attack Bikes can be deadly as lone vehicles or as part of a larger squadron, as Mark explains.

wherever they are required on the battlefield. They become most effective when fielded in squadrons of three. This allows you to tailor them for either assault, tactical or devastator missions. An assault squadron would be armed with heavy bolters, the crew carrying assault weapons and

SPACE MARINE ATTACK BIKE 45 points + Weapon

The Space Marine army must include at least one Techmarine in order to have any Attack Bikes.

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

CREW One Space Marine driver and one Space Marine gunner.

WEAPONS Twin-linked bolters fitted with a targeter, and one of the following weapons with a targeter: a heavy bolter (+15 points) or a multi-melta (+65 points). The Attack Bike may be fitted with a set of auto-launchers carrying frag or krak grenades at an additional cost of +5 points. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the assault weapons or special weapons sections of the Ultramarines or Blood Angels Wargear list.

ARMOUR Both crew wear power armour (3+ save).

You will notice there are some important differences between Ravenwing Attack Bikes and other Space Marine Attack Bikes. Ravenwing Attack Bikes can only be fielded as part of a squadron, and the crew are only allowed additional weapons from the assault weapons section of the Dark Angels army list. Also special rules apply for being members of the Ravenwing company. See the Space Marine Forces section of Codex Angels of Death for full details.

RAVENWING ATTACK BIKE 55 points + Weapon

Some of the squadrons in the Ravenwing are equipped with Attack Bikes to provide supporting fire for the company's lightly armed Bike squadrons.

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

SQUAD The squadron consists of 1 to 3 Ravenwing Attack Bikes.

CREW One Space Marine driver and one Space Marine gunner.

WEAPONS Twin-linked bolters fitted with a targeter, and one of the following weapons with a targeter: a heavy bolter (+15 points) or a multi-melta (+65 points). The Attack Bike may be fitted with a set of auto-launchers carrying frag or krak grenades at an additional cost of +5 points. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the assault weapons section of the Dark Angels wargear list.

ARMOUR Both crew wear power armour (3+ save).

SPECIAL Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of Codex Angels of Death for full details.

SPACE MARINE ATTACK BIKE

The Space Marine Attack Bike pictured below was painted by Mark Leake. Although the vehicle shown is an Ultramarines Attack Bike, every chapter of Space Marines has its own contingent (yes, even the Space Wolves – Andy Chambers), so you can paint them however you please.

In the boxed set you will find, in addition to the kit required to build your Attack Bike, various other interesting bits and

bobs to personalise your Bikes. For example, you can add a bolter holster for the driver or a stowage box to fit on the back of the Bike.

Check out this issue's card section for the Space Marine Attack Bike datafax, and make sure you read the battle report, where you'll be able to see Ian put the Attack Bike through its paces.

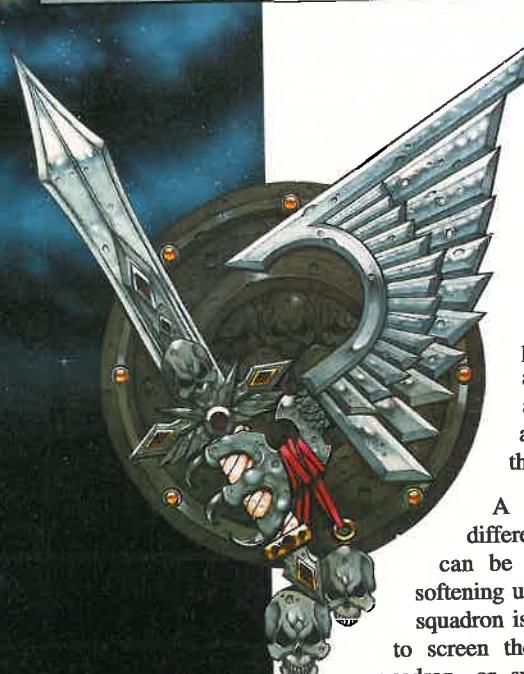


Space Marine Assault Squad Badge

Army Badge

Space Marine Assault Squad Badge

Chapter Badge



perhaps a flamer. A good tactical option would be to utilise two bikes with heavy bolters and a single multi-melta. Melta-guns could possibly come in useful here, too. Finally, a devastator squadron would carry as many multi-meltas as points allowed, with crews armed with plasma guns, and frag grenade firing auto-launchers to keep those pesky infantry at bay.

A combination of two different Attack Bike squadrons can be particularly effective in softening up your enemies. A tactical squadron is the lynchpin, either used to screen the advance of an assault squadron, or supported by a devastator squadron. Once the Attack Bikes have done

their job you're ready for your main force to administer the *coup de grace*.

Attack Bikes can also be used to support standard Space Marine Bikes by deploying a single Attack Bike with the Bike squadron. This then increases the squadron's ability to deal with more serious threats. The multi-melta option is probably the preferred candidate in this case. It may be expedient to note at this point that since heavy bolter Attack Bikes only cost 60 points each, they must be formed into squadrons. Multi-melta Bikes, however, are over 100 points and so can be fielded singly. If you don't have the points to field squadrons, or simply don't own enough models, single Attack Bikes with multi-meltas can still be useful as a means of deploying a heavy weapon to strike at critical points along your opponent's battle line.

To sum up, the Space Marine Attack Bike is a lethal and highly versatile vehicle which ranks alongside the Land Speeder for manoeuvrability and sheer destructive potential. And it costs less points than the Land Speeder too!

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too!

ELDAR VYPER

VEHICLE DATA

CREW:1 ELDAR DRIVER
1 ELDAR GUNNER**RAM VALUE:**

STRENGTH 6

D6 DAMAGE

-3 SAVE

MOVEMENT:

SLOW SPEED: 10"

COMBAT SPEED: 18"

FAST SPEED: 35"

TYPE: SKIMMER

**WEAPONS**

Twin linked shuriken catapults with targeter and a 90° field of fire to the front, and one of the following weapons with a targeter and 180° field of fire to the front: a shuriken cannon (+15 points); a heavy plasma gun (+30 points); a scatter laser (+35 points). The shuriken catapults may be exchanged for a single shuriken cannon at a cost of +5 points.

WEAPON DATA

WEAPONS	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Scatter Laser	0-20	20-60	-	-	8	1	-1	D6+8	See main rules
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained fire 2D
Shuriken Catapults	0-12	12-24	+1	-	4	1	-2	D6+4	
Heavy Plasma Gun	0-20	20-40	-	-	7	D4	-2	D6+D4+7	*One turn to recharge after firing on max power 1 1/2" Blast Marker
Low Energy	0-20	20-40	-	-	10	D10	-6	D10+6D+10	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D6	-3 2D6+6

POINTS COST: 45 points + weapon

SPACE MARINE ATTACK BIKE

VEHICLE DATA

CREW:1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER**RAM VALUE:**

STRENGTH 6

D6 DAMAGE

-3 SAVE

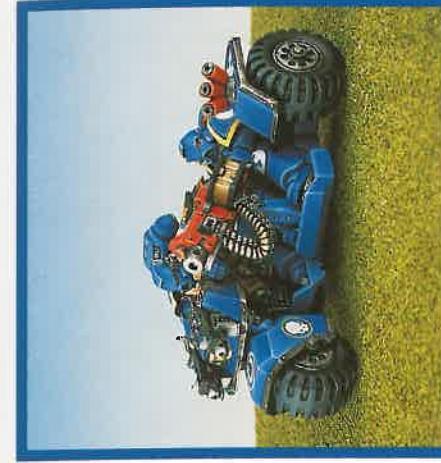
MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 18"

FAST SPEED: 24"

TYPE: BIKE

**WEAPONS**

Twin linked bolters fitted with a targeter firing forward in a 90° arc of fire, and one of the following weapons with a targeter and a 180° arc of fire to the front: a heavy bolter (+15 points); a multi-melta (+65 points). The Attack Bike may be fitted with a set of auto-launchers carrying frag or krak grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	
Heavy bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker
Auto-launchers	6	-	-	-	-	-	-	As Grenade Type	
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Krak Grenade	-	-	-	-	6	D6	-3	2D6+6	-

POINTS COST: 45 points + weapon

D6	LOCATION	FRONT	ARMOUR SIDE/REAR
1-3	Crew*	See Below	
4-6	Bike	10	10

* Hit the crewman nearest the attacker

D6

Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The bike's heavy weapon is destroyed and may no longer be used.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The wheel and mountings are badly buckled and the bike flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman hit is killed using the normal shooting rules. He has a Toughness of 4 and is wearing power armour that confers a 3+ saving roll, and has 1 Wound.

If the driver is killed then the bike will move out of control for the remainder of the game or until the gunner takes over, the bike hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.

If the gunner is killed then the bike's heavy weapon may no longer be used, although the driver may still fire the vehicle's bolters.

D6	LOCATION	FRONT	ARMOUR SIDE/REAR
1-3	Crew*	See below	
4-6	Vyper	12	10

* Hit the one nearest to the attacker

D6

Vyper Damage Table

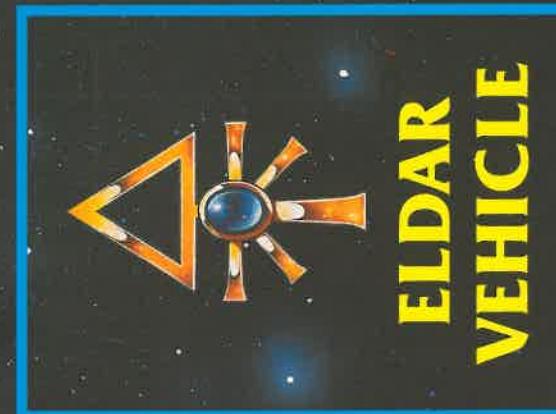
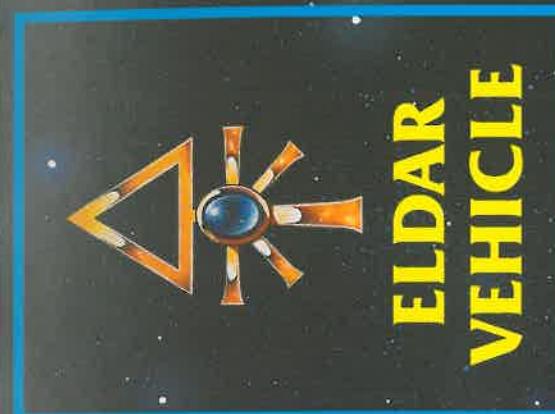
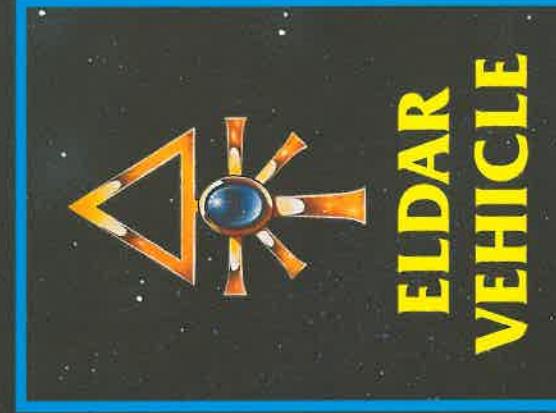
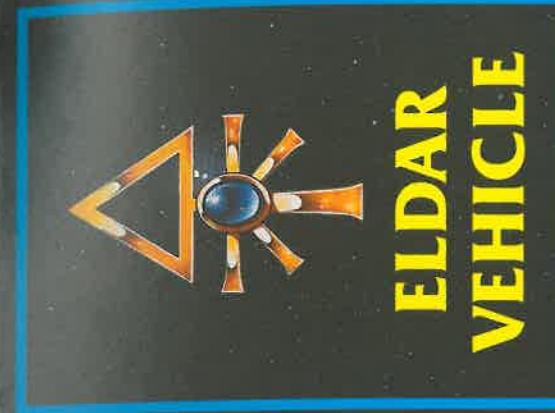
- 1 The Vyper's shuriken catapults are destroyed and may no longer be used.
- 2 The gunner's heavy weapon is destroyed and may no longer be used.
- 3 The Vyper's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Vyper's movement phases. On a roll of 4, 5 or 6 the driver is able to control the Vyper and it moves normally. On a roll of 1, 2 or 3 the Vyper moves out of control for that turn.
- 4 The Vyper's engine cuts out and it crashes to the ground. 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap from the Vyper before it crashes, but will suffer damage if it was moving at more than 10' in its previous move.
- 5 The Vyper's engine explodes, killing the crew. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The Vyper's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and explodes, showering wreckage all around and causing D3 Strength 8 hits with a -3 saving roll modifier to models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 3 and is wearing mesh armour that confers a 5+ saving roll, and has 1 Wound. If the driver is killed then the Vyper will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, it leaves the game table, or until the gunner takes over. In order for the gunner to take over control of the Vyper he must clamber from his seat, ditch the driver's body, and then gain control of the bike. This is a difficult manoeuvre to say the least, and in order to carry it out the gunner must roll 4 or more on a D6. If he fails the roll then he falls off the Vyper, and will suffer damage if the Vyper was moving at more than 10' in its previous move. If the gunner is killed then his heavy weapon may no longer be used, although the driver may still fire the vehicle's forward armament.

D6	LOCATION	ARMOUR
1-3	Crew*	FRONT
4-6	Bike	SIDE/REAR
* Hit the crewman nearest the attacker		

D6	LOCATION	ARMOUR
1-3	Crew*	FRONT
4-6	Vyper	SIDE/REAR
* Hit the one nearest to the attacker		



VEHICLE

5 Points

CRYSTAL TARGETING MATRIX

The weapon systems of this vehicle have a special targeting array similar to that used by Dark Reaper Aspect Warriors. Special crystal sensor arrays on the vehicle track and spot potential targets. This information is then fed directly to the weapons and the targeting matrix may ignore all to hit modifiers for firing at fast moving targets.

ELDAR VEHICLES ONLY**VEHICLE**

15 Points

SPIRIT STONE

The vehicle has a spirit stone that contains the soul of a dead Eldar warrior. This protects the vehicle against psychic attacks and in times of great need can be called upon to take over the role of one of the crew. If the vehicle is assaulted psychically, then the attack will be nullified on a D6 roll of a 6. In addition, if one of the crew is killed by any means, then the spirit stone will take over with exactly the same profile as an Eldar Guardian. If the dead crew member is hit again, then the spirit stone is hit instead. It has Toughness 4 and 1 Wound. A vehicle may only carry one spirit stone, and Dreadnoughts can't use them at all.

ELDAR VEHICLES ONLY**VEHICLE**

+5 Points per weapon

AMMO FEED

This vehicle card may be fitted to a vehicle's heavy bolter. The heavy bolter has been fitted with an ammo feed. The ammo feed reduces the chances of the weapon jamming. A heavy bolter equipped with an ammo feed may ignore the first jam rolled on the sustained fire dice each turn. This means a heavy bolter with an ammo feed will only jam if two jams are rolled together. A twin-linked heavy bolter may only have a single ammo feed.

SPACE MARINE VEHICLES ONLY**VEHICLE**

5 Points

SCYTHES

This card may only be taken for bikes. The bike has been equipped with wickedly sharp scythes for cutting down enemy troops as the rider races past at high speed. When the bike is used to make a hit and run attack, before the actual attack is resolved, the enemy model must roll equal to or under his Initiative on a D6 (a 6 always fails). If this roll is failed, the model takes a Strength 4 hit causing 1 Wound with a -1 save modifier. If the model is still alive, or passes its Initiative test, then resolve the hit and run attack as normal.

VEHICLE

5 Points

MATRIX

The vehicle is fitted with a **holo-field**, similar to those used by the deadly Eldar Harlequins. The holo-field is a programmable hologram field that breaks up the outline of the vehicle as it moves, creating a tiny cloud of multi-coloured fragments. When the vehicle stops, its image coalesces back together into a solid form.

As long as the vehicle is moving, all shots fired at it suffer an additional -1 to hit. If the vehicle comes to a halt or makes a pop up attack then it does not benefit from its holo-field.

ELDAR SKIMMERS ONLY**VEHICLE**

25 Points

VECTORED ENGINES

The jet engines of this vehicle have a highly advanced system of vectored control planes that allow it to commit breathtaking feats of aerobatics, even at high speeds. This enhanced manoeuvrability allows the vehicle to negotiate through tight terrain, swinging around to bring its weaponry to bear on many targets. It is common for the cockpits of vehicles fitted with these engines to be upgraded so that the crew can cope with the excessive G-forces caused by these manoeuvres. A vehicle fitted with vectored engines may make double the number of turns it is normally allowed to make.

ELDAR SKIMMERS ONLY**VEHICLE**

30 Points

HOLO-FIELD

The vehicle is fitted with a **holo-field**, similar to those used by the deadly Eldar Harlequins. The holo-field is a programmable hologram field that breaks up the outline of the vehicle as it moves, creating a tiny cloud of multi-coloured fragments. When the vehicle stops, its image coalesces back together into a solid form.

As long as the vehicle is moving, all shots fired at it suffer an additional -1 to hit. If the vehicle comes to a halt or makes a pop up attack then it does not benefit from its holo-field.

SPACE MARINE VEHICLES ONLY**VEHICLE**

20 Points

VEHICLE

20 Points

RECON PACK

This vehicle card may only be taken for Space Marine attack bikes. The extra carrying capacity over a standard bike allows them to be equipped for an enhanced reconnaissance role, using their speed and manoeuvrability to scout ahead of the main force. The collected data is transmitted via uplink back to command HQ. A force which includes this vehicle gains a considerable strategic advantage. The Space Marine player may add 1 to his strategy rating. In addition, on a D6 roll of 4+, you may force your opponent to discard one of his strategy cards. Further vehicles with a recon pack will not confer any extra bonuses.

SPACE MARINE VEHICLES ONLY**VEHICLE**

30 Points

VEHICLE

30 Points

COMMAND COMM-LINK

This vehicle card may only be fitted to Space Marine vehicles that have a character riding in or on them. The vehicle is equipped with a command comm-link, enabling it to guide a Space Marine attack. This allows a character to give orders and command the rest of the force while leading from a forward position – perfect for lightning raids and assaults. When rolling to see which side goes first, a Space Marine force that includes this vehicle may roll two D6 and add their strategy rating to the best result. Further vehicles with a command comm-link will not confer any bonuses.

GAMES WORKSHOP

ARMY COLLECTING CARDS



Lots of new players have told us that the most difficult thing about starting to build an army is trying to decide what to collect. Until you've played a few games it's quite difficult to know which troops you need to collect first from amongst the vast range of Citadel miniatures. 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 we've come up with a range of what we're calling 'army cards'. The army 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.

**AVAILABLE ONLY FROM
GAMES WORKSHOP STORES**



ARMY COLLECTING CARD
ORCS & GOBLINS

ARMY COLLECTING CARD
Space Marines

ARMY COLLECTING CARD
ORK & GRETCHIN

ARMY COLLECTING CARD
HIGH ELVES

GAMES
WORKSHOP

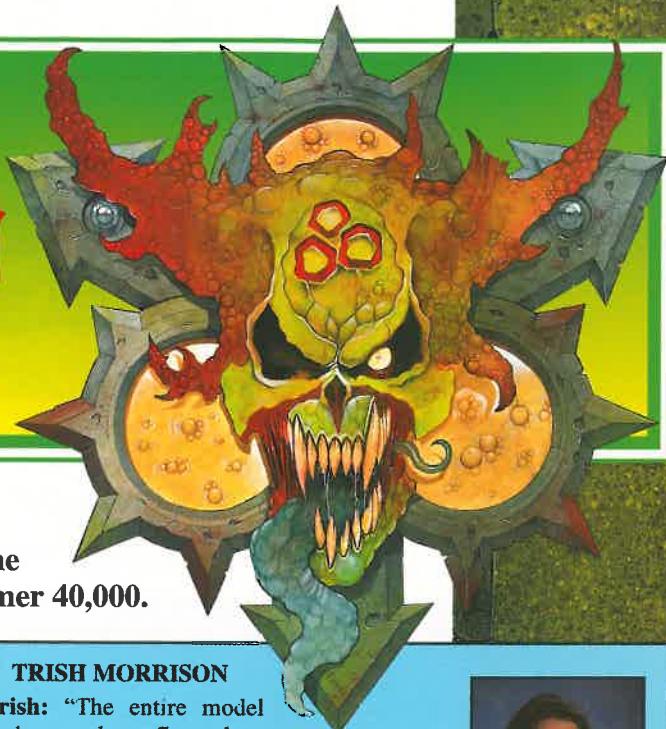


GREAT UNCLEAN ONE

Across a rotting bridge of damnation, the Greater Daemon of Nurgle emerges into the worlds of both Warhammer and Warhammer 40,000.

The Greater Daemon of Nurgle is a hideous monstrosity, swollen and bloated with disease. From sores and boils, pus and slime dribble over the daemon's body, glistening on its leprous skin, while decaying inner organs protrude from rents in its rancid flesh.

Although its appearance is horrific and sickening, the Great Unclean One is far from morbid. It has a gregarious and even sentimental nature, taking real pride in its minions' diseases and achievements. Its bellowing voice extols Nurgle's virtues to its followers, or its "children", or "pretties" as it likes to call them. Its body swarms with these "children", daemon Nurglings who pick at the Greater Daemon's skin, licking sores and squabbling for their master's attention. These tiny creatures hatch from the pustules on the Great Unclean One's flesh, and so their population is constantly renewed as they get shaken aside, squashed, or even eaten by their master. In battle the daemon vomits a stream of blood, slime, and other putrid foulness, which chokes and drowns its victims in diseased filth.



TRISH MORRISON

Trish: "The entire model took me about 7 weeks to make and cut up (*after sculpting, a model has to be cut into several smaller parts before it can be cast* – Ed). Any model this big, like a Dragon, will usually take between 6 and 8 weeks to sculpt. I used Wayne's sketches as a starting point and also collected together lots of photographs of elephants, rhinos, sumo wrestlers, basically anything with bulk and wrinkles. I wanted the new model to be more animated than the old Great Unclean One, more fearsome, not as cartoony. That's why it's charging forward, and that's also why I included the big sword and the flail of skulls. A great big monster like this really needs an impressive set of weapons."



Since completing the Great Unclean One, Trish has been busy working on her next Greater Daemon model – she'll eventually be making all four. We'll be bringing you more news of these as we get it. She's also been busy making some new Chaos Minotaurs and a Pegasus for the Bretonnians.

DAEMON WORLDS

The region of space known as the Eye of Terror lies on the edge of the galaxy to the north and west of Earth. At the centre of the Eye is a hole in the fabric of space out of which the raw energy of Chaos pours into the material universe. Because the Eye of Terror is so steeped in chaotic energy it is not as inhospitable to the daemons of Chaos as normal space. This is not to say that daemons can live or move completely freely within the Eye of Terror, but their conjuration is vastly easier, and their power is correspondingly greater than it would be elsewhere in the galaxy. The centre of the Eye of Terror is more hospitable to daemons than the fringes, as it is more highly saturated with Chaos energy. The worlds which lie closest to the centre of the Eye are called the *daemon worlds*.

On the daemon worlds Chaos reigns triumphant! A daemon can move freely between the warp and the daemon worlds. The Chaos Powers regard these worlds as provinces of Chaos in the galaxy of matter – material colonies of their immaterial empires. The four Great Powers continuously compete to possess the daemon worlds. Armies of daemons fight huge and bloody battles to determine which of the Chaos Powers will possess them. These battles often last for hundreds of years, until the entire world becomes little more than a gigantic arena where the opposing forces are pitched against each other.

Life on the daemon worlds is war: war in the name of Chaos, war fought to amuse or serve the Chaos Powers. Daemonic armies battling in an endless celebration of strife. And the mighty Chaos Powers savour this blood that is shed willingly in their honour.

WARHAMMER

GREAT UNCLEAN ONE

GREATER DAEMONS



All the special rules for daemons apply to the Great Unclean One. In particular, note that the Great Unclean One has a saving throw of 4+ because of its daemonic intangibility and, in part, because of the fact that it is very fat indeed.



NURGLINGS

Nurglings are tiny, malevolent daemons that feed upon the pus and slime that dribbles from the sores of the Great Unclean One. They are minute images of Nurgle himself, rotund and bloated, their green skin covered in boils and sores. Although individually they are tiny, they move together in a huge writhing mass like a sea of green corruption, and can overwhelm their enemies by sheer weight of numbers. Because they are so numerous Nurglings are represented by a large base crammed with the creatures. Individual models do not fight, but rather the whole base is treated as a single monster with several attacks and several wounds.

TERROR!

The monstrous Great Unclean One is vast, horrible and rank. The psychology rules for *terror* apply as described in the Warhammer rulebook. Remember that monsters that cause *terror* automatically cause *fear* as well.

STREAM OF CORRUPTION

The Great Unclean One can unleash a stream of steaming vomit over its enemies. This is worked out in the shooting phase. The extent of the vomit is indicated using the extended teardrop-shaped template, the same one as for Dragons' flame and fire attacks. Position the template in front of the daemon, so that the broad end lies away from it and the template covers your target.

Every model under the template must attempt to dive aside in order to avoid the vomit. To dive aside models must roll equal to or less than their Initiative on a D6 (eg normal humans must roll 3 or less). If it fails, the target automatically takes 1 wound, with no saving throw for armour. A roll of 6 always fails even if the target has an Initiative of 6 or more. There is no need to disrupt formations by actually moving models aside when they jump out of the way, it is enough to imagine that they do so.

PROFILE M WS BS S T W I A Ld

Unclean One 4 7 7 7 8 10 4 7 10

MAGIC

The Great Unclean One is a potent sorcerer with a magic level of 4, and may cast four spells from the Nurgle spell deck.

SPECIAL RULES

All the special rules for daemons apply. In particular, note that a stand of Nurglings has a saving throw of 4+.

FEAR

Nurglings are daemons and so cause *fear*, as described in the psychology section of the Warhammer rulebook. One base of Nurglings counts as one model for the purposes of *fear*.

PROFILE M WS BS S T W I A Ld

Nurglings 4 3 3 3 3 3 4 3 7

WARHAMMER 40,000

GREAT UNCLEAN ONE

GREATER DAEMON

All the special rules for daemons apply. In particular, note that the Great Unclean One has a daemonic aura giving it a saving throw of 4+.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Unclean One	4	7	7	7	8	10	4	7	10

TERROR

The Great Unclean One is the most foul of all the daemons, its horrific bloated appearance is an offence to the world. Those who witness it rarely survive with their reason intact. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

STREAM OF CORRUPTION

The Great Unclean One can unleash a stream of steaming vomit over its enemies. This is worked

out during the shooting phase. Use the teardrop-shaped flamer template to represent the attack and calculate casualties exactly as you would for an attack from a template weapon. The stream of vomit inflicts a S7 attack on any targets it hits. This attack has a -2 armour save modifier and inflicts 1 wound. A Great Unclean One may use its Stream of Corruption even when it is in hand-to-hand combat.

PSYCHIC POWERS

The Great Unclean One has the power to twist psychic energy to its will. It has the equivalent of a mastery level of 4. The Great Unclean One automatically gets all four of the Nurgle psychic powers. It is always assumed to have these powers even if the actual card is held by another psyker. This is one of the few circumstances where specific psychic powers can be used by more than one model.



NURGLINGS

The home of Nurgle is a place where sickness and pestilence are the norm, where miasma clouds bring contagion and death. Nurgle's disgusting followers spill out of this place and into the world like a plague, riding upon a tide of tiny daemons

which swirl about the horde like an infestation. These tiny daemons are Nurglelings, small but malevolent things that feed upon corruption. Although tiny, they are as hideous as their master, each a minute replica of Nurgle, round and bloated with disease. They swarm about the greater daemons, scurrying over their decaying bodies and sucking at boils for their nourishment, nestling within their master's spilling entrails for succour.

Because of their diminutive size Nurglelings are represented by a large base crammed with many individual creatures. Individual models don't fight, but the whole base is treated as a single monstrous creature with several attacks and able to withstand several wounds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nurgleling	4	3	3	3	3	3	4	3	7

SPECIAL RULES

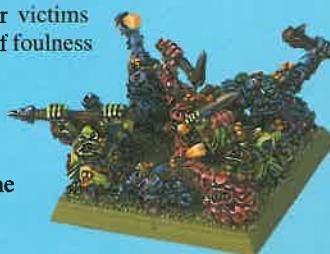
Nurglelings are daemons and all the special rules for daemons apply. In particular, note that a base of Nurglelings has a daemonic aura which gives it a saving throw of 4+.

INFESTATION

Nurglelings are far more common in the material universe than any other type of daemon, and wherever there are followers of Nurgle, you can be sure you'll find Nurglelings too! Because of this any Nurglelings included in your army may be set up at the start of the battle if you want, and do not have to be summoned into play. Note that you may choose to summon the Nurglelings if you wish, it's just that you don't have to! In addition, Nurglelings cannot be banished back to the warp.

FEAR

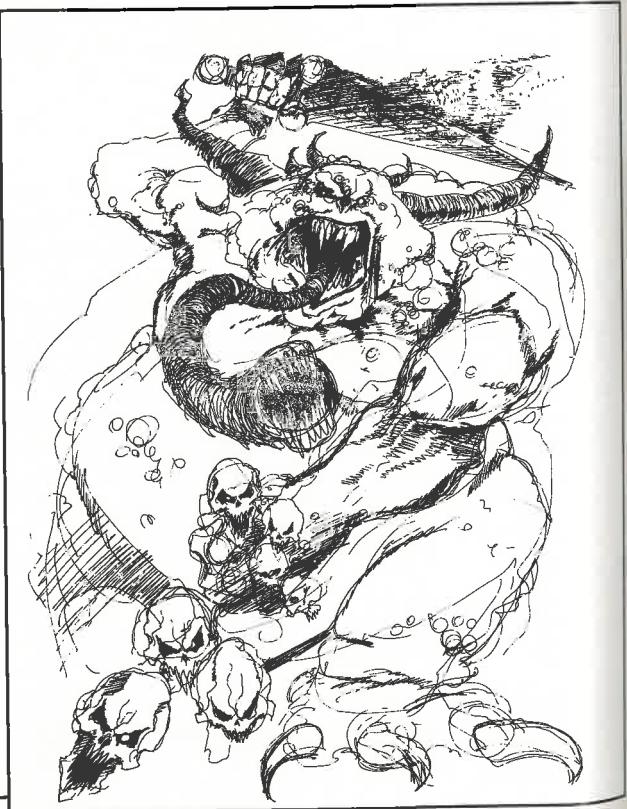
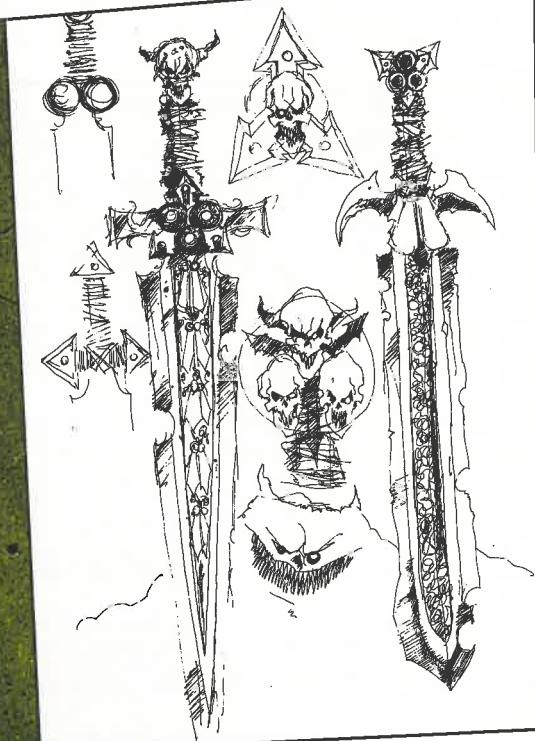
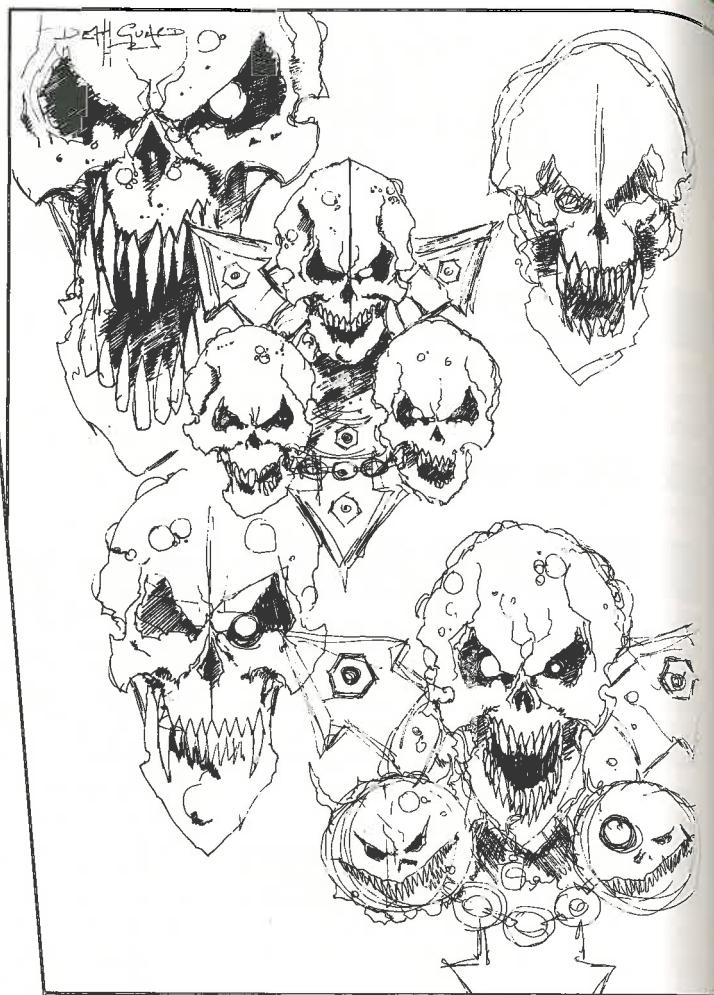
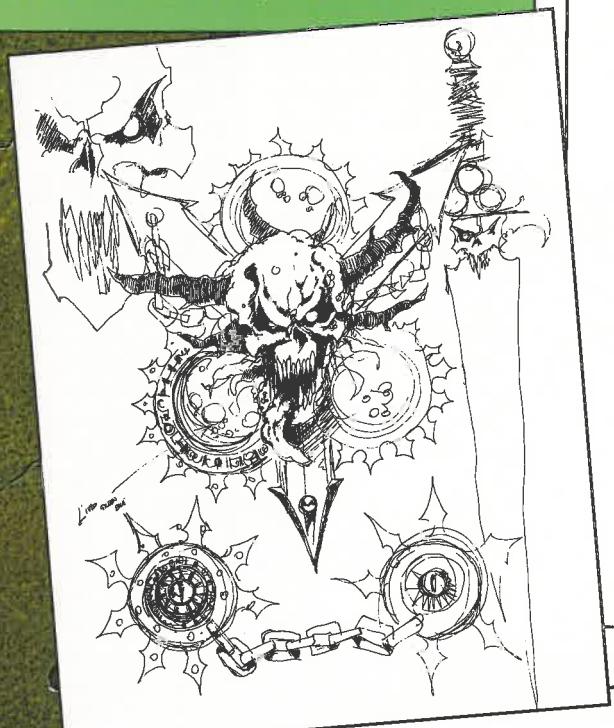
Nurglelings spill over their victims like an irrepressible tide of foulness that is an assault to the mind and body alike. Nurglelings cause *fear* as described in the psychology section of the Warhammer 40,000 rulebook

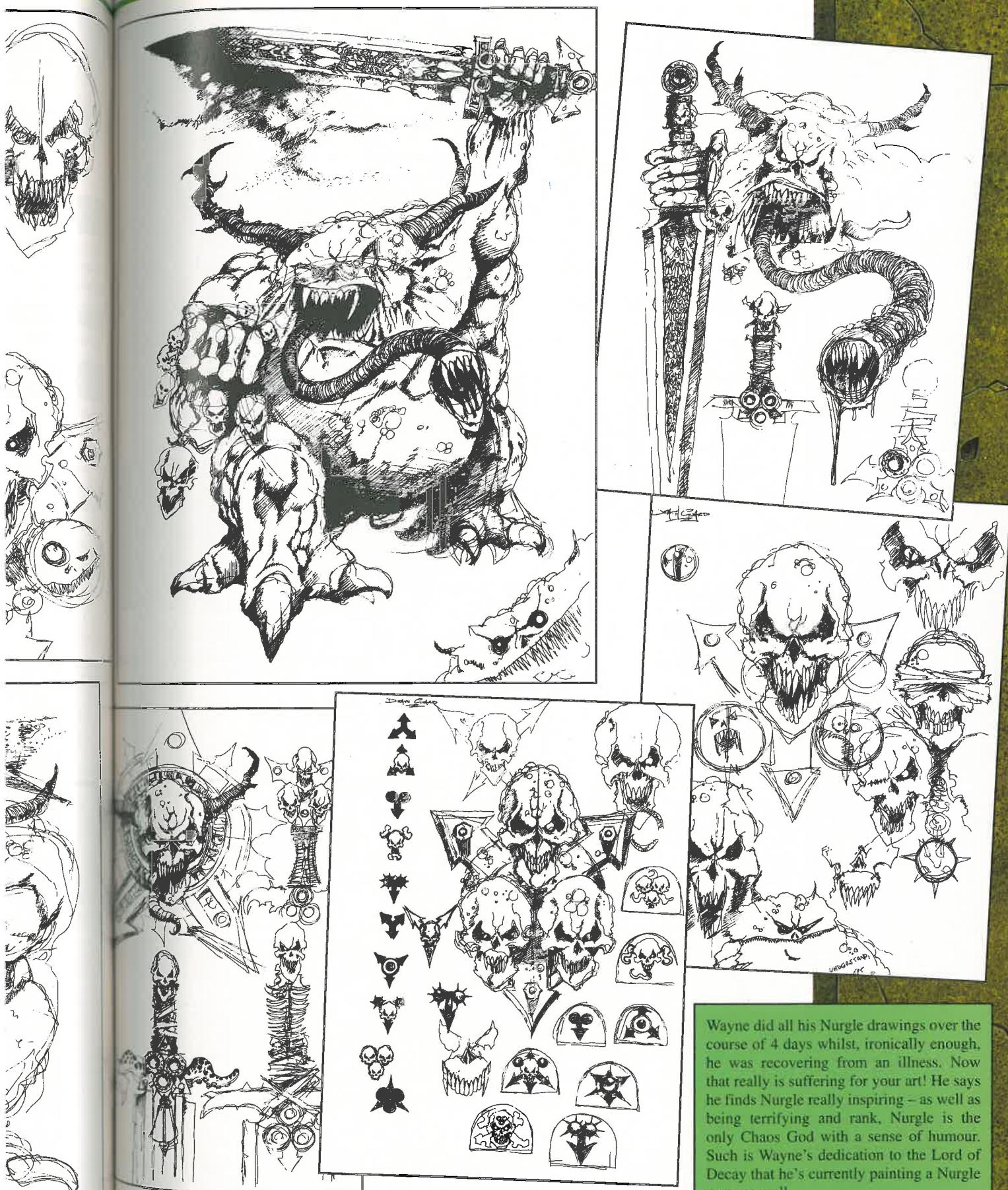




WAYNE ENGLAND'S SKETCHBOOK

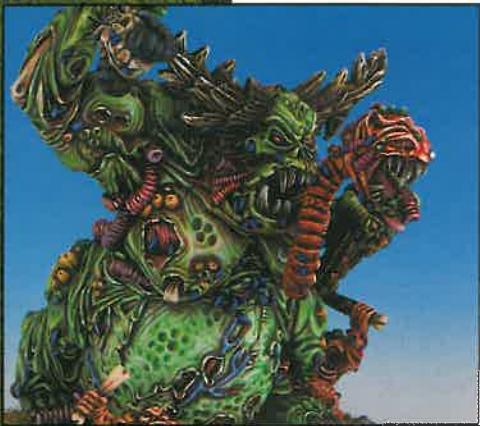
Here are just a few of the pages from Wayne's Nurgle sketchbook. They show the abundance of ideas Wayne had when he began work on the Codex Chaos project. Nurgle is by far Wayne's favourite Chaos power and these sketches were the source for much of the later finished work, including the Great Unclean One painting you can see at the start of this article, and eventually the design of the model.





Wayne did all his Nurgle drawings over the course of 4 days whilst, ironically enough, he was recovering from an illness. Now that really is suffering for your art! He says he finds Nurgle really inspiring – as well as being terrifying and rank, Nurgle is the only Chaos God with a sense of humour. Such is Wayne's dedication to the Lord of Decay that he's currently painting a Nurgle army as well.

PAINTING THE GREAT UNCLEAN ONE



The task of painting a Great Unclean One for the Studio armies fell to Dave Perry, and a splendid job he made of it too. Dave reckons that this is the best thing that he's ever painted, and he really put his heart and soul into it. Dave started by giving the whole of the outer flesh a coat of bright green paint. He then took all the Citadel green paints, the red paints and a few browns, and arranged them so that they started at the bright green and worked through the darker greens into the reds and browns. He then used a technique called shading down, which is essentially the reverse of highlighting. He worked through all these paints, applying them to the recesses of the model, into the folds of flab, and under the belly and the creases in the flesh. This left Dave with a model that was essentially green looking, but had lots of deep brown and red hues in the shadows, to give a plague-ridden look. The next stage was to highlight back up again. This was done by taking the original bright green and adding white and yellows to the mix. These were then applied to the raised areas of the model. Dave paid particular attention to the belly and chest of the daemon. The extra highlighting creates that stretched skin look on the Great Unclean One's over-bloated, gargantuan body.

yellow to the mix. These were then applied to the raised areas of the model. Dave paid particular attention to the belly and chest of the daemon. The extra highlighting creates that stretched skin look on the Great Unclean One's over-bloated, gargantuan body.

Dave also employed a rather unusual technique that the 'Eavy Metal team use on particular large or important models. Dave split the Great Unclean One into several different sections and concentrated on painting each part individually. For example, he would work on the left leg rendering all the shading and highlighting, painting in all the detail, and applying washes and glazes. Only when the leg was completely finished to a standard that was ready to be varnished and photographed did he move on to start another area, say the right leg or the lower torso.

The blood leaking out of the open sores and wounds was created by taking red ink, placing it on a palette and leaving it to dry for about ten minutes. This allows a little of the water in the ink to evaporate and thickens it up to a consistency that is easier to paint with. This is then painted onto the model, dribbling and running from the folds of flab and open wounds. Dave warns not to overdo this part. Too much red ink and the model will stop looking green and plague-ridden and start to look overly blood-soaked.



The gigantic sword is worthy of a mention as Dave has used some interesting and unusual techniques on the blade.

Initially the sword was painted in a fairly standard way. A base coat of Chaos Black was applied, and then highlighted with Boltgun Metal and Chainmail. The bottom of the blade was then shaded down using brown and chestnut inks. The rest of the blade was then touched up with a mixture of green, yellow and orange inks to create the oxidised effect.

In total Dave spent an incredible 150 working hours painting the Great Unclean One.

WARHAMMER

THE GREAT UNCLEAN ONE IN WARHAMMER

Any depraved worshipper of the heinous Gods of Chaos would be proud to boast a Great Unclean One in their Warhammer army. It is one of the hardest creatures in the game, with a high Strength and 7 Attacks, as well as being a powerful spell caster. A Great Unclean One should be thrown into the thick of the fighting, forming an unstoppable centre for your army, supported by Chaos Warriors or Beastmen to avoid it becoming overwhelmed by enemy troops. You can then keep up a relentless advance into the heart of the enemy where your Greater Daemon can go about causing terror, using its Stream of Corruption and blasting its puny foes with pestilent magic. Be wary of characters wielding daemon slaying magic weapons, or high level wizards with potent spells. You should concentrate on killing these threats early in the game, thus leaving your Great Unclean One with a free reign over the battlefield.

THE GREAT UNECLEAN ONE
IN WARHAMMER 40,000

The Great Unclean One forms the perfect centrepiece for any Warhammer 40,000 Chaos army, and is a valuable addition to a Chaos commander's forces. With a Toughness of 8 and 10 Wounds it is difficult to damage even with the most powerful heavy weapons. Lascannons only wound it half of the time, and even if wounded a single hit is unlikely to kill the beast. In particular, its 4+ daemonic saving throw ensures that it can stand against the most severe firepower.

With it being so incredibly hard, you really need your Great Unclean One in the thick of battle where it can start forcing *terror* tests on the foe, and use its high Weapon Skill, Strength and Attacks characteristics to take out enemy characters and vehicles (the Great Unclean One is easily capable of tearing apart a Leman Russ tank!). Against infantry it can use its special Stream of Corruption ability, or any of the Nurgle psychic powers, which tend to be quiet short ranged. *Plague Wind*, which turns its victims into Plaguebearers, is very helpful in preventing your Greater Daemon getting outnumbered.

The main disadvantage of the Great Unclean One is its slow Movement of just 4". However, the summoning rules make this much less of a problem. Summoning your daemon can be a tricky business – you'll need the rest of your force to generate enough summoning points first. If you have included a Greater Daemon in your army, then you must take every opportunity to gather summoning points to bring it into play, (remember, for Nurgle daemons you will gain them for each wound you inflict, either by shooting or in hand-to-hand combat). Another option is to include a cheap Aspiring Champion with the Mark of Nurgle and use him as a sacrifice for possession later in the game. One further rule worth bearing in mind is that you can attempt to possess any teleporting troops, including those using the *Warp Jump* Wargear card, Warp Spiders, and *The Gate* and *Displacement* psychic abilities.

The main enemies to be wary of are Inquisitors, psykers armed with force weapons, and Grey Knight Terminators. If you should come up against any of these daemon killers, then be sure to have the rest of your army concentrate on killing them before you risk your Great Unclean One. Once this threat has been neutralised your daemon will be free to wreak havoc. Lastly, a word of warning. When the last model in your force with the Mark of Nurgle is killed, then all the Nurgle daemons are banished, and will count towards your opponent's victory point total. This is a tragic end for your lovely new model and will probably lose you the game. To avoid this, make sure you include lots of troops with the Mark of Nurgle: Plague Marines, Aspiring Champions and low level Sorcerers. This should make it very difficult to banish your daemons once they have been summoned.



Surrounded by a horde of Nurglelings, a Great Unclean One leads his daemonic brethren to the attack!

WARHAMMER 40,000

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Minatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

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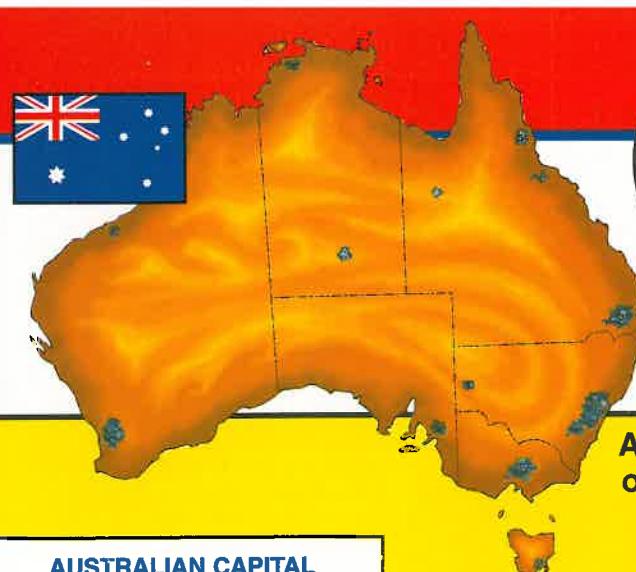
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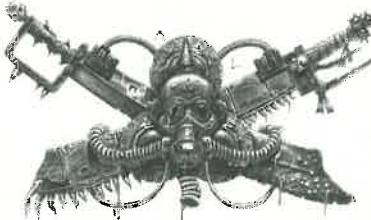
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WARHAMMER

EPIC 40,000

For a while now, the pages of White Dwarf have followed the progress of Games Workshop's latest game – Epic 40,000. With a March release imminent, it's time for us to explain exactly what's going on.

It's simple: we wanted to do a brilliant game set in the Warhammer 40,000 universe with loads of tanks in it! We love tanks and were sure we could make some great models. Epic scale also gave us the opportunity to make loads of weapons and war machines for the Warhammer 40,000 universe that simply can't be made in 28mm scale, like Titans for example. A core team of crack troops was sent in at the very beginning to tackle this immense challenge. Game designers Andy Chambers and Jervis Johnson would handle the rules whilst veteran Citadel designers Dave Andrews and Norman Swales, together with newcomer Tim Adcock, would provide the heavy armour. In the background, terrain builders Owen Branhams and Mark Jones would make the battlefields of the 41st millennium. Even though we took heavy losses in a long, hard battle (Jervis Johnson was called to the front line in our stores) we knew that with Epic 40,000 we'd won a famous victory! Of course, this makes it sound easy, and actually there were a lot more people

involved as there are in every big GW project. All we know is that everyone had a lot of fun developing it, and that Epic 40,000 is a cracking game that plays fast and is very shooty. Not only this, but we also have an awesome range of new models with many more in the pipeline.

For a few days before the release of Epic 40,000 next month, Games Workshop stores will be running introductory games, so why not call in, roll some dice, and see what all the fuss is about!

Now I'll stop waffling on and hand you over to the man you really want to hear...

By Andy Chambers

With Epic 40,000 just around the corner, Andy talks about his involvement in the new game...

AT THE DAWN OF TIME

Andy: Epic games began with Adeptus Titanicus, a game involving just Titans (and just Warlord Titans at that!) battling in the Horus Heresy. Later came the game Space Marine with vehicle and infantry rules for, you guessed it, Space Marines in the Horus Heresy. Orks and Eldar were eventually covered in a later compilation called Codex Titanicus. I used to play Adeptus Titanicus avidly, and hungrily consumed every scrap of information in White Dwarf before eventually ending up in a job writing articles myself.



As it winds its way through a shattered city, a convoy of Imperial Fists is ambushed by the Eldar.





Left to right:
Warwick Kinrade,
Andy Kettlewell,
Andy Chambers,
Jervis Johnson and
Guy Thorpe.

After that came a revised Space Marine game and supplements covering Space Marines and Imperial Guard, Eldar and Chaos, Orks and Squats and eventually Tyranids. Last in the line of old Titanicus games was Titan Legions.

BACK TO THE FUTURE

Ironically the new Epic 40,000 game started out as a system called Heresy which was penned by

Jervis Johnson just after he had written *Adeptus Titanicus*. I played Heresy when I joined the Studio in 1990 and rather liked it in spite of being initially horrified by its apparent simplicity. In the event we spent the following six years developing *Adeptus Titanicus* instead. The problem is that the Titanicus system was simply too detailed to handle large scale battles easily. Some streamlining went on in Space Marine 2nd edition, but the game still lumbered like the Titans it was designed to portray, and the increasing number of different unit types (all with their own special rules) slowed the game down more and more with each supplement.

Titan Legions attempted to clarify the game on one hand, while trying to wedge in even bigger Titans on the other. But with a vast number of supplements and an even vaster selection of special rules and exceptions to learn, the original Epic game had become a real quagmire. Hence, when the opportunity arose to do a new Epic game, we decided to totally revise it from the ground up, using the old Heresy rules as our starting point.

The new Epic 40,000 was meant to look good as well as play well. As you can see, a whole variety of different types gaming board were used, from fully rendered modular terrain to a simple cloth draped over books.



Left: Just a few of Robin's modular "ash waste" terrain boards.



Above: Warwick tries out the fast and easy cloth and books approach.

Left and far left: Jervis, Andy and Toby fighting over battlefields made up of a flat surface with separate terrain pieces laid on top.

BACK TO BASICS

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Jervis and myself started out by trying to establish just what sort of "feel" we wanted in the new game. A bit of pondering allowed us to come up with some basic precepts:

1. The game should be linked to Warhammer 40,000 in as many ways as possible.
2. The game should look really good when you are playing it.
3. You should be able to use all sorts of different tanks, troops and Titans without it slowing down.

3. You should be able to use all sorts of different tanks, troops and Titans without it slowing down.

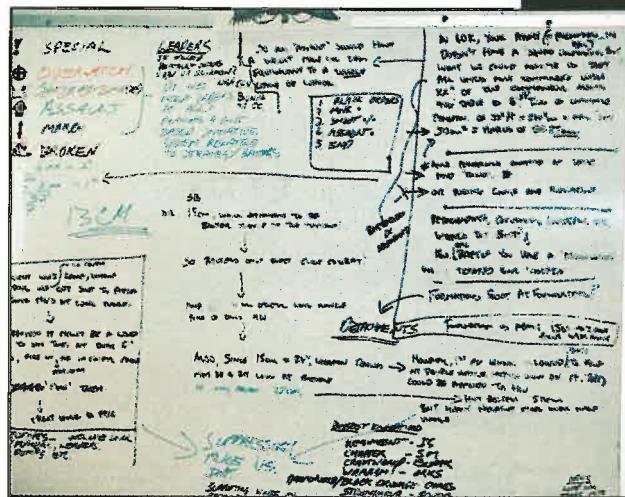
Armed with these we set about playing a few experimental games, using forces and terrain based on Warhammer 40,000 battle reports. We tweaked the rules during and after each game to ensure the results matched up with what we knew would happen in a Warhammer 40,000 game.

At this point I should tell you one of the greatest frustrations of developing a game. Time after time, just at the point where your forces are crushing the enemy in a most satisfying fashion you have to stop, sit back and decide whether you should be changing things to make your gallant ladz weaker, or packing up altogether and starting again! This happened many times.

Time passed, and we made ever more baroque calculations to translate Warhammer 40,000 stats into Epic ones as you can see from our "mad scientist" board. We carried on playing and tweaking, and playing and tweaking until after five months, about a hundred or more individual games and a lot of printer paper we have a game to be proud of.

WHAT'S SO GOOD ABOUT IT?

The short answer is everything! Despite (or perhaps because of) the Epic 40,000 rules being quick to learn and easy to play, most of the people who've tried it say it creates a very realistic



feeling battle. I believe this is because we've concentrated on writing rules to make the game work for armies rather than individual units. After all, when you're playing a Space Marine Chapter Master you should have your eye firmly on the "big picture". To explain, here's a quick summary of how some different areas of the game work.

CHARACTERISTICS

Epic 40,000 works by giving troops, tanks and even Titans, a set of characteristics a bit like Warhammer and Warhammer 40,000. The characteristics in Epic 40,000 are speed, range, firepower, assault and armour. To cover special troops like Space Marine Terminators or Basilisk artillery pieces, we worked out a limited “vocabulary” of special rules. These include things like Save, Barrage, Assault, Heavy Weapons and so on, which would be easy to learn and would inject character into special units. The characteristics combined with different special rules allowed us to depict everything from Railgun Snipers up to greater daemons and still have the flexibility to cover tanks, artillery, skimmers, bikes and all the rest.

In order to translate Warhammer 40,000 into Epic 40,000, we required some rather curious and baroque calculations. Can you fathom it out?





THE TURN

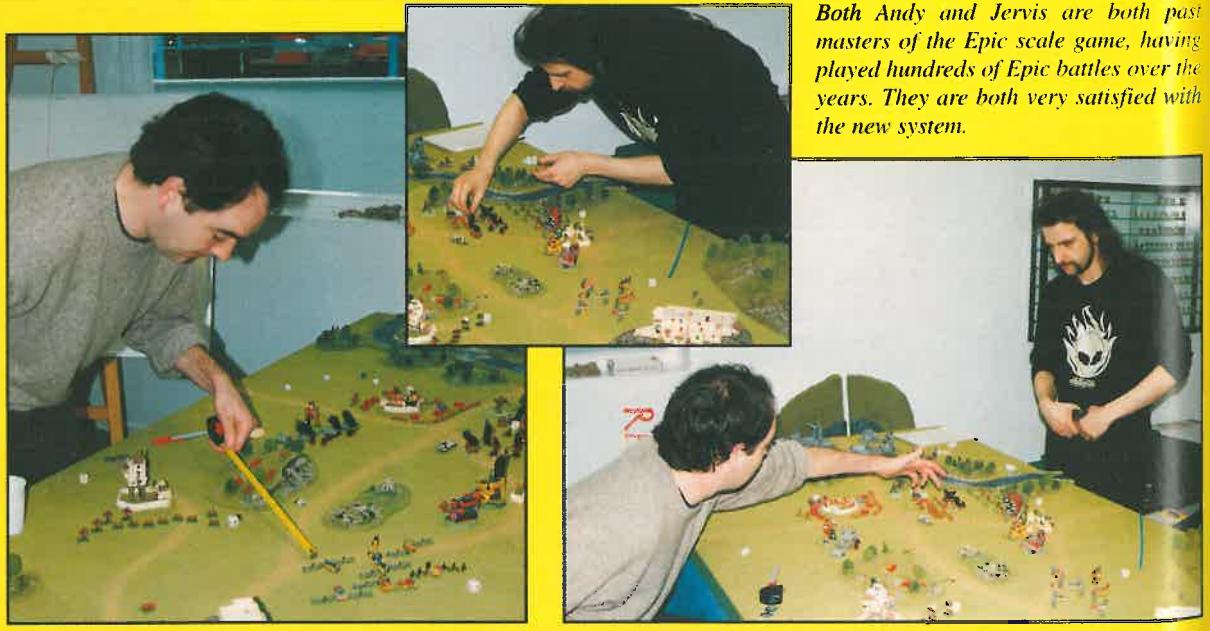
In Epic 40,000 both players get to move and fight in the same turn rather than alternating like in Warhammer or Warhammer 40,000. In each phase players draw a counter from a mug or cup to see who has the initiative and gets to act first (or second). The cunning part is that although there are only four phases, five counters are placed in the mug – three for the side with the best strategy and two for the other side. As counters are drawn for each phase they are kept out of the mug until the end of the turn, so an early run of luck in gaining the initiative means you won't be getting it later!

Shooting works by detachments directing their firepower at enemy detachments (a detachment is a small force usually of tanks and infantry that

equates to a Warhammer 40,000 army). When a detachment fires, it totals up the firepower values for all of its units which are within range of the enemy. You then take your handy firing chart and cross reference this firepower total against the target type and whether they are in cover or not. This gives you the number of dice you roll to hit. When you roll the dice, any scores which equal or beat the armour value of units in the target detachment inflict casualties on them.

As well as inflicting casualties, we wanted detachments under fire to be slowed down and disrupted. This was because in real life (and in Warhammer 40,000) being shot at tends to force troops and even vehicles to stop and seek cover. To cover this we came up with the idea of placing markers to show when detachments were under fire, and as a homage to Warhammer 40,000 we called them blast markers.

Both Andy and Jervis are both past masters of the Epic scale game, having played hundreds of Epic battles over the years. They are both very satisfied with the new system.





Here you can see we've managed to track down Company Chaplain Chris Harbor for a game of Epic 40,000 with Studio Manager Robin Dews. Andy acted as referee, both challengers fought tooth and nail and had a great time.

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we wanted ed down and 1 life (and it tends to force d seek cover. idea of placing s were under er 40,000 we

Blast markers are placed whenever firepower is poured at a detachment. Regardless of cover, and often regardless of whether any hits are scored, blast markers accumulate to show that a detachment is under fire, taking damage, having squads of troops temporarily break and flee and so on. Blast markers look good too, as a detachment under fire is surrounded by explosions, giving you an instant visual key to where the fighting is fiercest and who's in trouble. Detachments which have blast markers on them have to pass a "leadership test" to be able to move, and their firepower is reduced. At the end of the turn, each detachment can remove a number of blast markers as they rally.

Blast markers have proved to be one of my favourite mechanics in Epic 40,000. They allow you to use long range fire to pin down the enemy so that you can hit them with an assault, or halt an incoming attack. This is fortunate because assaults are the most decisive form of attack.

ASSAULTS

What are called Assault combats in Epic 40,000 represent the effects of whole Warhammer 40,000 games! Opposing detachments which have got units in base contact with the enemy work out combat bonuses and then roll a D6 each. The side with the highest score after modifiers is the winner, and the difference between the scores tells you how badly the loser was beaten and how many blast markers they suffer. Both sides then roll to inflict casualties with units which are in base contact with the enemy. After casualties are removed the losing detachment is forced to retreat, and any units which can't get more than 15cm from the enemy are shot whilst trying to escape. Ouch!

Detachments get their combat bonuses for the assault values of units engaging the enemy, for other units which are close enough to lend supporting fire, for the number of blast markers already on the enemy (making it important to "soften them up" before assaults go in) and for having psykers in support.

As well as assaults, opposing detachments at close quarters (within 15cm, which is equivalent to 24" in Warhammer 40,000 – ie bolter range) become embroiled in firefights. Firefights are similar to assaults but are primarily useful for driving the enemy back.

WAR ENGINES

War engines is a category of BIG fighting machines which includes Titans, Gargants, super heavy tanks, Ork battle fortresses, giant Chaos daemon engines, Tyranid bio Titans and so forth. Whereas vehicle and infantry units only have one hit each, war engines have more than one hit, ranging from 4 for a super heavy tank like a Baneblade to 24 for a Mega Gargant! War engines normally carry several weapon batteries and/or super heavy weapons, so they frequently tote more firepower than a whole detachment of ordinary troops and tanks!

The power of war engines is formidable. Blast markers are less likely to pin them down so they are exceptionally good for breaching the enemy battle line, blasting it as they close and then driving the enemy back in an assault or firefight. War engines are also potent in defence as they don't have to retreat like vehicles and infantry do if they lose in an assault or firefight, making them like heavily armed bastions of fortresses which have to be eliminated before the enemy can advance across the battlefield.

Blast markers have proved to be one of my favourite mechanics in Epic 40,000. They allow you to use long range fire to pin down the enemy so that you can hit them with an assault or halt an incoming attack. This is fortunate because assaults are the most decisive form of attack.

"There's nothing to beat the sight of a Warlord Titan striding into an Ork horde and scattering it with its awesome firepower, or Ork Gargants pounding Space Marine devastators into the dirt with their mega cannon (sigh)."



Imperial Baneblade super heavy tank

On the down side, war engines attract lots of fire, and though they have multiple hits they can only survive for so long. Hits they do take can cause critical damage – knocking out weapon batteries, starting fires and other nastiness, although they can often self-repair such damage given time. Finally, war engines are unmaneuverable, they are often quite fast in a straight line, but slow to turn, so if they are committed to attacking a particular part of the battlefield it is difficult to turn them to a different area in response to enemy threats.

But overall, war engines give an overwhelming edge in the right place at the right time. There's nothing to beat the sight of a Warlord Titan striding into an Ork horde and scattering it with its awesome firepower, or Ork Gargants pounding Space Marine devastators into the dirt with their mega cannon (sigh).

ARMY LISTS

Pretty soon after we started playing games we also started working on army lists so that we could expand our battles. We wanted to enable players to pick mixed "detachments" of infantry, tanks, bikes and other vehicles so that they could recreate an entire Warhammer 40,000 army as an Epic detachment.

To be able to literally translate a Warhammer 40,000 army into a detachment meant that the army lists would have to function in much the same way as the Codex army lists. They would have to allow you to include individual squads, Predator tanks or Dreadnoughts if you wanted to.

On the other hand, we didn't want to saddle people with choosing their entire army model by model before each game.

The cunning solution we came up with was to give players detachment cards to fill out so that they could keep them from one game to the next. The army lists themselves break down into a series of shorter lists for the different sorts of detachments: tank, infantry, artillery, flyer, war engine and so on. So, to create a detachment you pick which type you want, fill out the card with the details of what's in it and total up the points for it. When you come to pick an army it's then just a matter of selecting a number of detachments which meet the agreed points total.

The detachment lists are broken down into command, main force and support units. The main force and support units available are dictated by the detachment type. If it's a tank detachment, for example, the main force must be chosen from a list of different sorts of tanks. Support units for tanks would be infantry and artillery, and the command unit would be a command tank.

The added bonus of the new army lists is that players who've already got armies can still use them by simply reorganising their forces into custom made detachments. An even bigger bonus is that the Epic 40,000 game includes full army lists for the Imperium, Orks, Eldar, Tyranids and the forces of Chaos. In each case we've included detachment lists to provide the full range of forces available to each race.

The best example is the Imperial army which includes detachment lists for Space Marine infantry and armour, Imperial Guard infantry, armour, artillery and super heavy tanks, Imperial Navy flyers and, of course, the Titan Legions. Naturally you don't have to use all these kinds of detachment in a single army, you can field a pure Space Marine force if you like, or an Imperial Guard tank regiment, or a Titan Legion – the choice is entirely yours.





Three variant Chimera tanks of the Imperial Guard

SCENARIOS

We thought that the selection of different scenarios in the new Warhammer was fantastic, and we wanted Epic 40,000 to have lots of different scenarios to play too. Having lots of scenarios helps to break the game out of playing line-up-knock-down battles, and gives each one real character. For Epic 40,000 Jervis went a bit mad and created twelve different scenarios which range from stand-up battles through ambushes and assaults on fortified positions to planetary assaults.

There are even three different "flavours" of scenario: Battles, Refights and Fog of War. Refights are based on a situation that occurred in a battle in the Warhammer 40,000 universe and offer you a chance to refight the battle using your own army. The battles scenarios are more generic, and are designed to recreate situations that occur again and again on the battlefields of the 41st millennium (or any other millennium, for that matter!). Fog of war is just a single scenario, but has almost infinite variations because both players have variable forces and secret victory conditions.

To make the scenarios run smoothly, we created a number of scenario special rules to cover objectives, reserves, fortifications, hidden units, army morale and so on. These rules are used to create the different scenarios and are really useful in creating your own scenarios and campaigns.

NEW MINIATURES?

Our miniature designers have been (and still are!) redesigning the Epic ranges to give the miniatures a mind-boggling level of detail and variety. Tim Adcock, Norman Swales and Dave Andrews deserve a special mention for the wonderful work they've done. Tim's new Imperial tanks include all sorts of ridiculously fine detail like searchlights, extra armour, cupola mounted Stormbolters, dozer blades, camo nets – the list just goes on and on, but the photos in this article and last issue show you what I mean.

The game itself includes a load of infantry amounting to a full battle company of Space Marines and three times as many Orks. Both sides are well equipped with vehicles too, the Space Marines boasting Whirlwinds and a redesigned Land Raider (it's the shape of things to come for Warhammer 40,000) and a horde of custom buildable battlewagons for the Orks.

The plastic infantry sprues have been reconfigured so that they include new bits like Space Marine Librarians and Scouts, Ork Deathskull Lootas and too many other troops to even mention. In the future we'll be releasing sprues for Eldar, Tyranids and Chaos and with each one we intend to unleash a tide of tanks, Titans and other goodies so that all the bits to build a complete army are available together.

Below: a column of Imperial tanks rumbles across an ice planet.



TERRAIN

Because Epic 40,000 ranges across the entire Warhammer 40,000 galaxy, we wanted to show that there are all sorts of different battlefields you can fight over: deserts, ash wastes, primordial jungles, ruined cities, daemon worlds and all the rest. So while we were working on the game Mark Jones and Owen Branham were working on all kinds of new terrain. For the game itself Owen designed some truly marvelous plastic ruined wall sections which can be fitted together in a number of different ways so you can custom build war ravaged cityscapes of splendidly moody, ruined gothic buildings.

AND FINALLY

That's enough gabbling, take a stroll down to your local store and try out the game itself. If you liked the old Titanicus rules I think you'll be pleasantly surprised by the openness and flexibility of the new game. If you've never tried Epic, but you like Warhammer 40,000, give it a go. I think it's the most exciting new game we've done for years and you have my personal guarantee that you won't be disappointed.

EPIC 40,000

COMPETITION



Models designed by Trish Morrison and Gary Morris

To herald the imminent arrival of Epic 40,000 we are running a competition to win all the models to make up the 1,500 point Imperial Army shown.

This is a battle ready force capable of taking on all comers. It is also a great starting point for anyone keen to collect a much larger Imperial force. The complete army consists of the following 5 detachments:

The first is a Space Marine detachment with a Captain and a Librarian both mounted in Rhinos leading 3 Tactical squads and 2 Devastator squads, all mounted in Rhinos. These main force units are supported by 3 Whirlwinds and 2 Predator tanks.

The second detachment of Space Marines consists of a Captain mounted in the excellent new Land Raider, leading 3 squads of Terminators, also mounted in Land Raiders.

The third detachment of Space Marines is a Captain leading 5 Assault squads. This Imperial detachment has no vehicles but can be carried into battle by the fourth detachment, an Imperial Air detachment of 1 Thunderhawk Gunship.

Last, but not least, comes the Imperial Titan Legion detachment, a massive Warlord Titan. This awesome model is a brand new, all-metal Titan with which you can crush the enemies of the Emperor into the ground!

COMPETITION RULES!

Just to make sure you've all been paying attention we're going to have a quiz. The answers are in the article about Epic 40,000 you've just read. The army has been selected by the fair hand of Jervis Johnson himself, and to win all the models needed for it, all you have to do is answer the following questions:

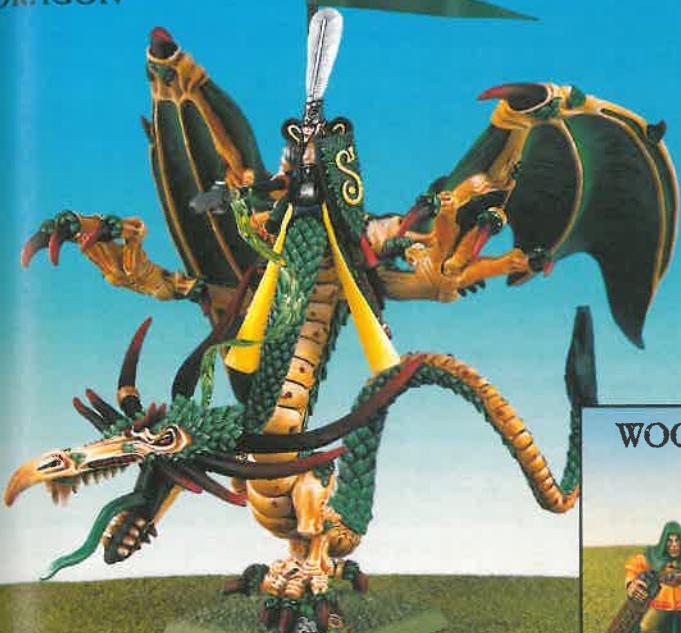
1. How many hits does a Mega Gargant have?
2. What does a range of 15cm in Epic 40,000 equal in Warhammer 40,000?
3. Who designed those gobsmacking new Imperial tanks?
4. Would you like more information about Epic 40,000 and all our other games?

Send your answers on a postcard or the back of a sealed envelope, before the 21st of March 1997, to:

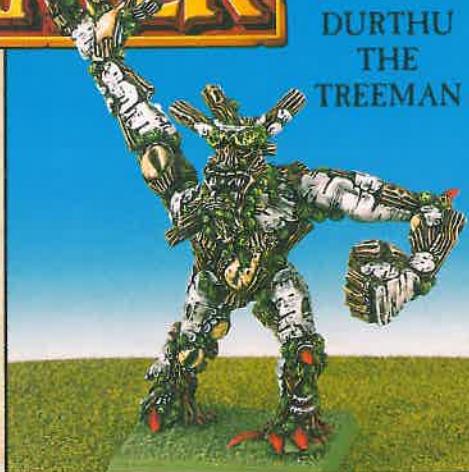
Epic 40,000 Competition, White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

WARHAMMER

WOOD ELF DRAGON



DURTHU THE TREEMAN

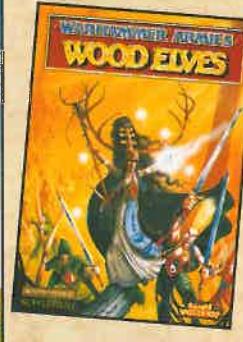
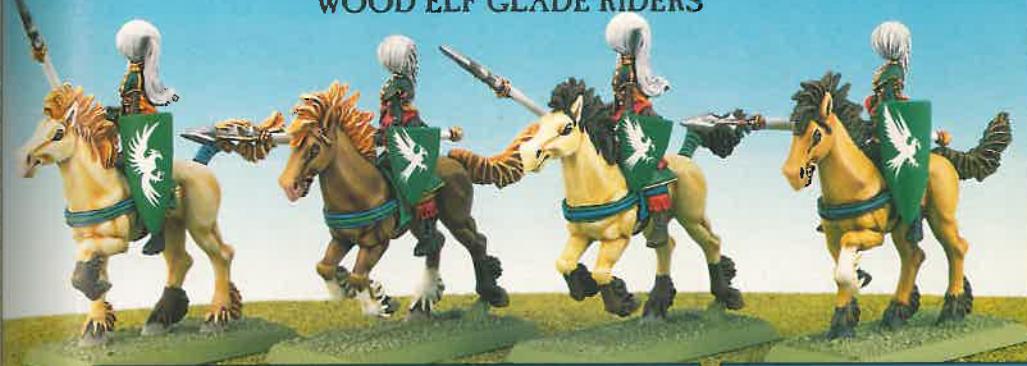


Model designed by Trish Morrison

WOOD ELVES



WOOD ELF GLADE RIDERS



Model designed by Gary Morley

ARIEL MAGE QUEEN OF LOREN



Model designed by Gary Morley

ORION THE WOOD ELF KING



Model designed by Gary Morley

All models supplied unpainted. Ariel, Durthu, the Dragon and Orion are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.

WARNING! All boxed sets except the Wood Elves contain lead and may be harmful if chewed or swallowed. These Citadel miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

'EAVY METAL



Mike McVey is Games Workshop's miniature painting and modelling expert. For the past eight years Mike has been painting and modelling with Citadel miniatures to a standard that most people can only dream of!

LUSTRIAN DIORAMA

Over the last year, everyone here has been working hard on the revised edition of Warhammer. Beautifully sculpted new miniatures, evocative artwork, and inspiring background and history have all magically appeared (after months of hard work!). One of the most exciting aspects of all this has been the emergence of a completely new race, the Lizardmen. Most of the races in Warhammer are already well established, with familiar imagery and background, so when something totally fresh comes along, it's hard not to get excited!

Reading Nigel Stillman's superb background and history was all that it took to get my overactive imagination going. Within a couple of hours I had enough ideas for a dozen dioramas! Unfortunately, I only had time to actually construct one, so I had to make some pretty tough decisions. The more that I thought about it though, the more obvious it all became. It was the tale of Marco Colombo that really caught my attention. The idea of Empire troops in Lustria is

very reminiscent of the Conquistadors in Central America. Ancient cultures have always been one of my major sources of inspiration, and the Mayans, Incas and Aztecs have always fascinated me. The opportunity for a diorama based on these subjects was just too good to miss.

The diorama itself shows a valiant rescue attempt. The setting is a temple dedicated to the serpent god Sotek deep in the jungles of Lustria. A human prisoner is about to be sacrificed and thrown into the snake pit, but his comrades have different ideas! The first on the scene were the fast moving horsemen, who have already cut down one of the Lizardmen and are riding up the steps to face the Mage Priest. The foot troops are not far behind, and are not faring so well. One has been slain by Skink arrows, and the others are being charged by the fearsome Temple Guard.

I wanted the scene to be a snap-shot of the action. The outcome is unclear, and this creates an atmosphere of tension.



THE SACRIFICE

Held on the lip of the snake pit, throat exposed, ready for the sacrificial blade, the prisoner still isn't really aware of the rescue attempt. The lead horseman has just cut down the ceremonial drummer, but is he in time to stop the sacrificial jade dagger from striking?

All the miniatures in this group have been converted to some extent, mainly arm swaps and slight positional changes. Conversions are usually required if you want a group of miniatures to look like they're reacting to each other naturally.

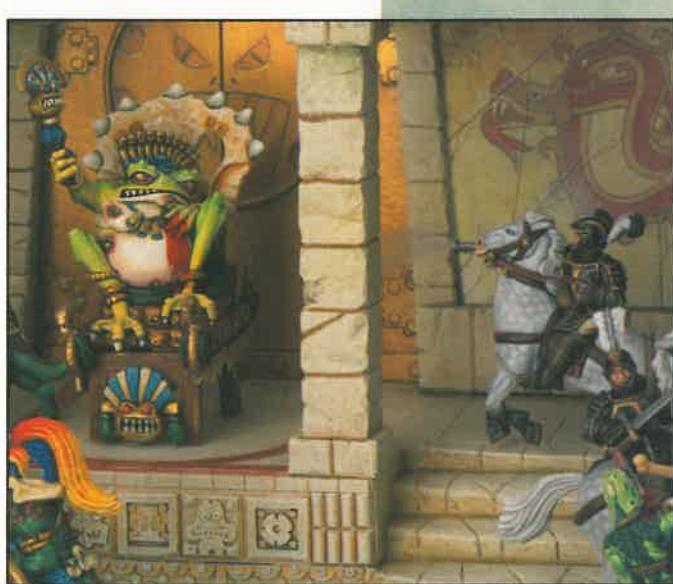


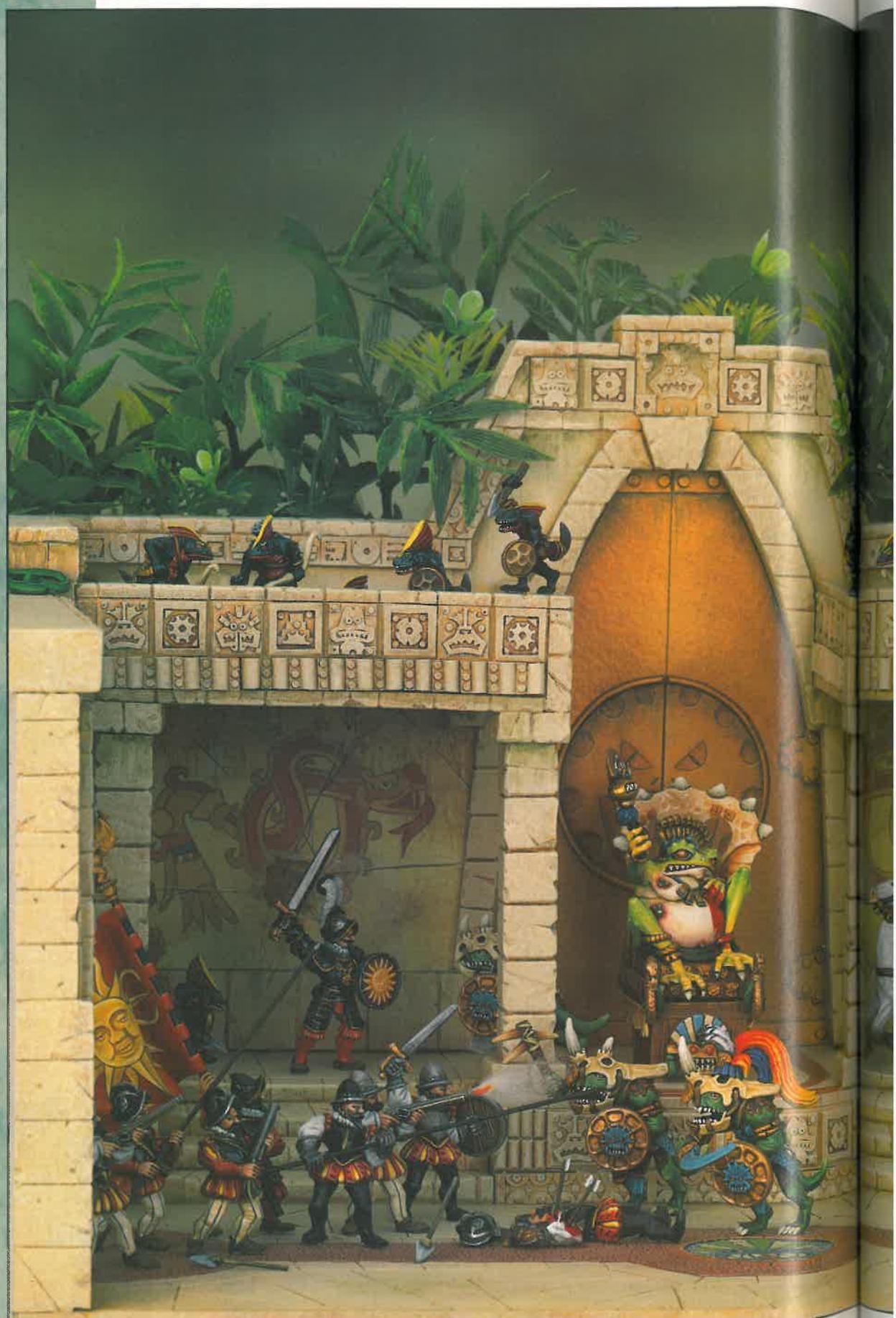
MAGE PRIEST AND HORSEMAN

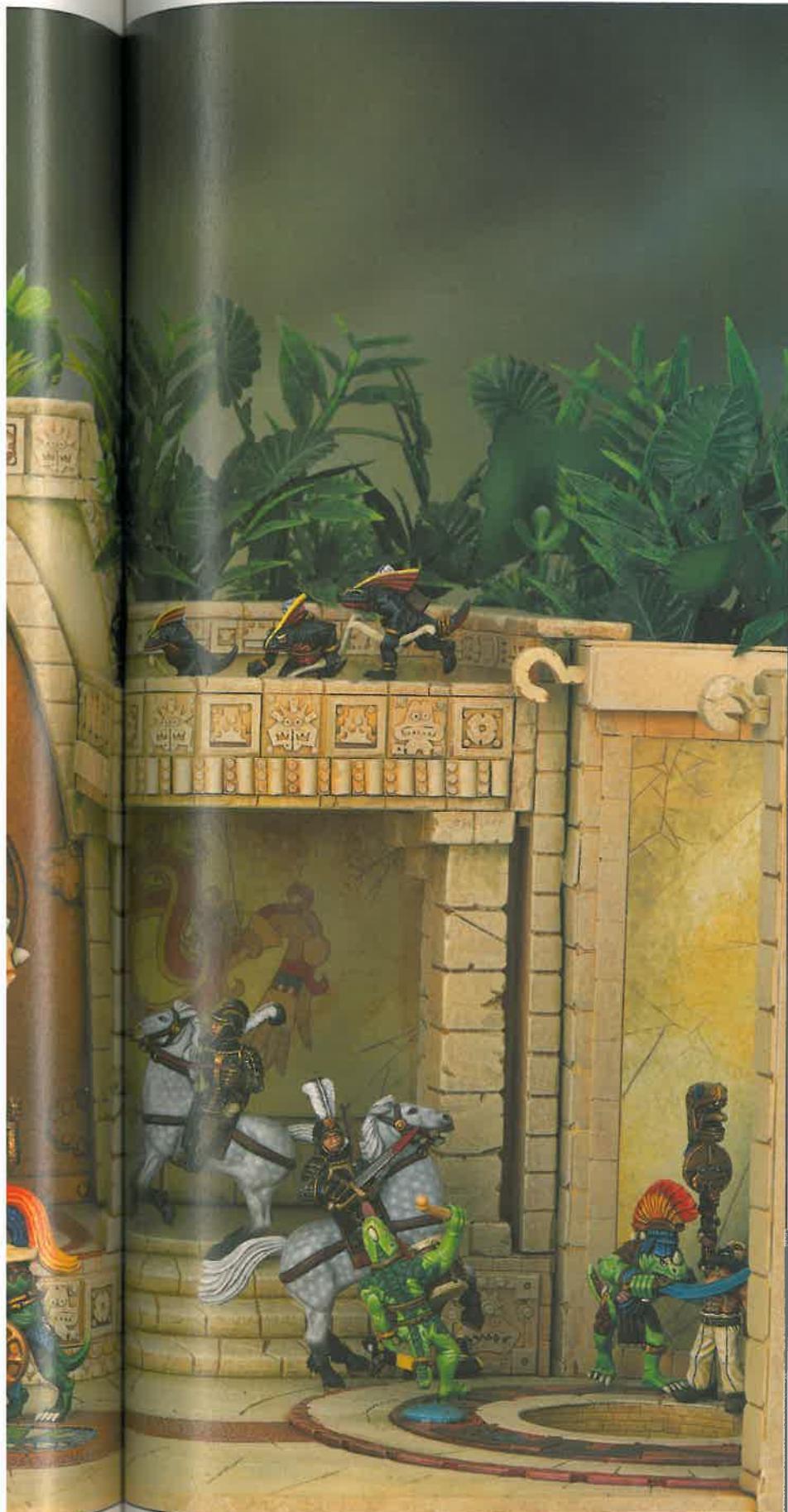
These two miniatures work really well together, mainly because they are looking directly at each other. This establishes a strong link. All I did to the Slann was turn the back of the throne round so that it fitted his shape slightly better, and twist his body so that he was facing more to his left. The hand clutched to his chest really does make it look like he's just been shot, and is now about to exact his revenge with a devastating spell. The gun smoke was made from a small piece of hamster bedding glued to the end of the gun and teased out into a rounded cone shape.

REINFORCEMENTS

I used colour and uniform details to create a strong unit appearance on these figures. The gloss black armour with red and yellow clothing is a simple, but extremely powerful colour scheme. The whole of this group is just based on a few models, simple conversions such as head and weapon swaps change them enough to make them look like completely new models. The banner really ties the whole group together and gives them more height and presence.







The dull, rhythmic thud of the sacrificial drum sounded through the thick air of the rainforest like a heartbeat, masking the sounds made by the stealthy figures who crept through the undergrowth. A handful of men, two leading nervous horses, slid cautiously through the dense fronds of the tangled vegetation, waving away the endless clouds of flies and mosquitoes which plagued them. Suddenly the leader stopped, raising his hand to halt the column. There it was, looming out of the jungle before them, the temple of the Lizardmen.

"Sigmar preserve us", muttered Captain Vortheim as he wiped the sweat from his brow. A chill ran down his spine at the sight of the unholy shrine. He was resolved to save his men, the few that had been taken alive, but the prospect of going into that place still filled him with dread. He was devout in his faith to Sigmar, yet this abomination was nearly as bad as those Chaos filth. Still, it had to be done.

They had been lucky so far. Since the disastrous fight three days earlier the Lizardmen patrols had been much more lax. Sloppy even. There was obviously something more important going on. Mind you, it wasn't as if Vortheim and his few companions were a real threat. Not any more.

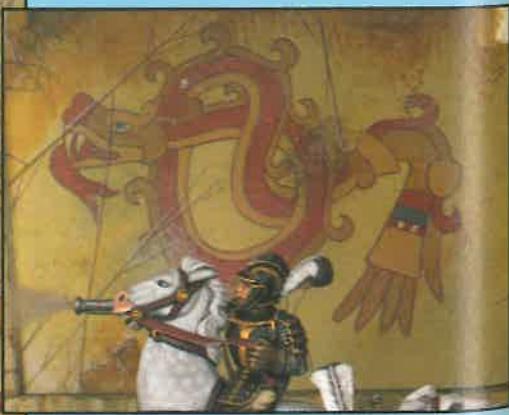
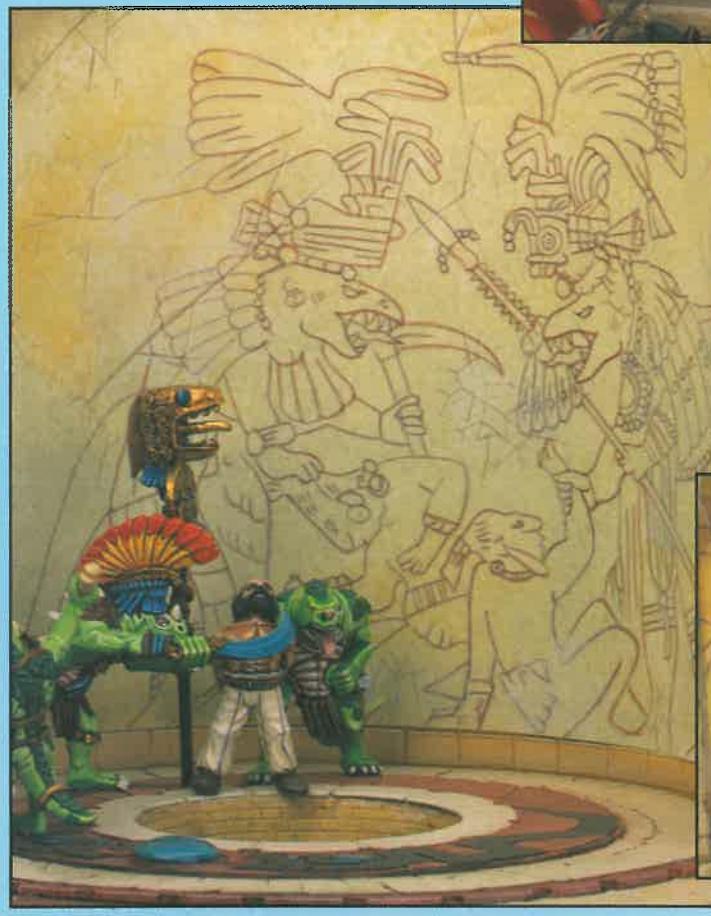
Vortheim wiped his face again, trying to shake off the fatigue which threatened to crush him. It had been three days, three days with nothing but terror and death. Even when they'd lost their pursuers they hadn't dared sleep. Anyway, sleep just meant more nightmares. But here was their chance for revenge. Now the boot was on the other foot. The Lizardmen weren't expecting his tired band of stragglers to fight back. They'd have to learn the hard way – you can't get rid of Imperial nobility that easily.

A hasty conference with the rest of the men and they were ready. He glanced at his comrades, each of them grimy and unwashed, a far cry from their well-dressed court days. But their grim faces told him of their loyalty and determination. They would not flee, no matter the unspeakable foulness of the foe. This was more than war, this was personal. They had lost nearly everything and all that was left was to die well. They weren't going to abandon any of their comrades to the sacrificial knives of the Lizards. Not if they could help it...

WRITINGS ON THE WALL

Jake: Mike had to pay meticulous attention to the details on this diorama. Beautiful wall paintings adorn the walls of the temple, images of the Lizardman gods, and in these Mike has caught the essence of the Lizardman culture. The wall paintings add to the feel of the diorama as a whole, the cracked plaster and faded colours suggesting that these are ancient works of art which have decorated the temple since the time of the Old Ones. The first painting (to the right) is an image of Sotek, the Lizardmen's serpent god. Sotek saved the Lizardmen from the plagues brought on by the Skaven, and defeated the menace of Clan Pestilens. The second painting, (pictured below) is a stylised line drawing of a Lizardman sacrificial ceremony in progress. This makes a perfect backdrop to the ritual being performed in front of the painting.

To get the style just right, Mike studied photographs of ancient wall paintings, Egyptian hieroglyphs and Mayan and Inca decorative art. It is well worth spending a little extra time on details like this to get them exactly right. These are the little touches that turn a good diorama into an exceptional one. It is worth noting here that Mike has not simply copied the designs, but created them "in the style of", using the Lizardman background as the inspiration for the final designs.

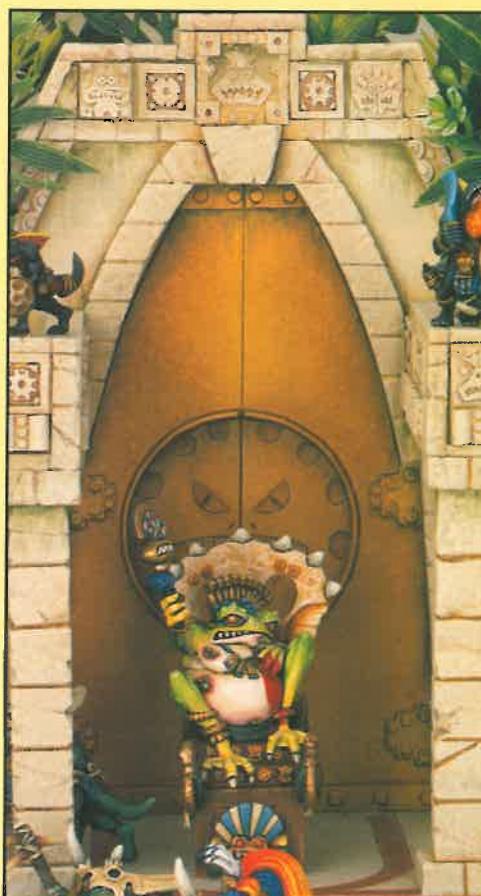
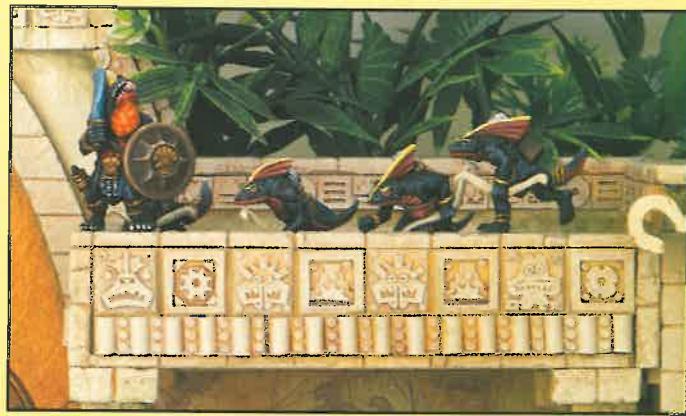


ARCHITECTURAL DETAILS

Perhaps the part of this diorama that I enjoyed the most was the designing and building of the temple itself. I mentioned earlier that I've always been interested in different ancient civilisations, so this was a perfect opportunity to really go to town. The first thing that I did was look at lots of reference books on ancient Central American civilisations, particularly the Mayans, to get a feel for the style of architecture. Of course, I couldn't just copy it straight, I had to give it a strong Lizardman slant. I decided early on that I wanted to make it a temple to Sotek, the serpent god, so the snake became a common motif.

The door on the left hand side is framed by two large snakes, and the pit has snake decoration surrounding it.

The glyph plates and sculpted details that line the walls were relatively straightforward. I made masters of each of the different designs (there are about 20 different plates) and those kind guys in the mould room cast them up in metal for me. This enabled me to repeat simple designs to create the complex patterns on the walls.



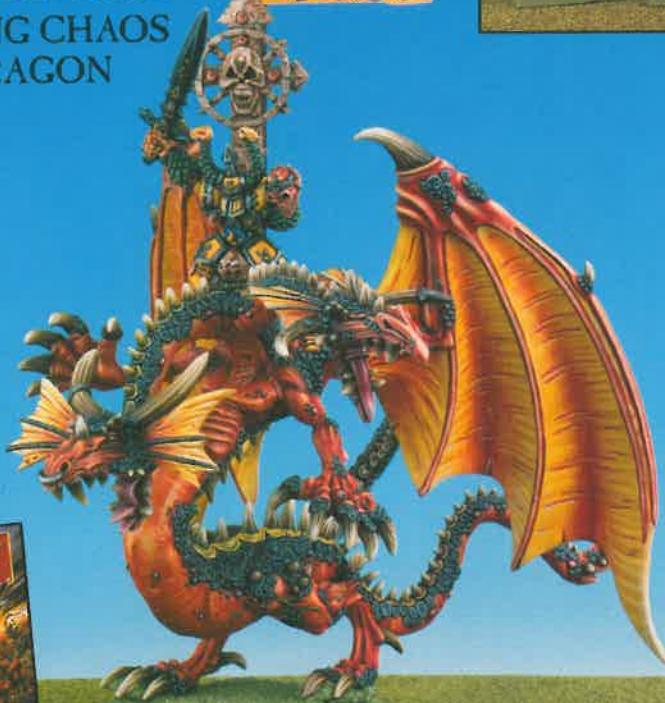


WARHAMMER



EGRIMM VAN
HORSTMANN
DARK
SORCERER
OF CHAOS
RIDING CHAOS
DRAGON

Model designed by Aly and Trish Morrison.



Box contains self-adhesive banner.



CHAOS BEASTMEN

Model designed by Aly and Trish Morrison.



ARBAAL THE
UNDEFEATED

Box contains self-adhesive banner.



CHAOS WARRIORS



CHAOS KNIGHTS

Model designed by Michael Perry.



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

All models supplied unpainted. Both Egrimm Van Horstmann and Arbaal the Undefeated are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.

WARNING! Except for the Chaos Warriors and Beastmen, these products contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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TOP TERRAIN TIPS

WHERE TO START?

Since I asked for your hints and tips on terrain making, I've had more mail than ever. Letters have flooded in from all over the world as well as several faxes and e-mails, all full of helpful advice. Firstly, let me say a big thank you to everyone who's sent in something to Top Terrain Tips. They've all been read and many of them tried out on the unsuspecting White Dwarf crew (who are now covered in bits of textured paint and glue). The following selection is just the tip of a very large iceberg, and one which I hope will keep on growing – just 'cos I've printed some doesn't mean I won't print some more! Far from it. Please keep sending them in.

NEVER HEARD OF IT

First up, let's have a look at one of the common themes which ran through your letters: where you get materials from.

Several people wrote of the difficulty in getting hold of plasticard, textured paint and other things which we mention in our modelling workshop articles. Well, you'll probably have to do a bit of digging about as some of it is a little unusual. Still, I'd say it's worth looking. But where?

The obvious place to find, say, plasticard is a modelling shop. Try asking at your local Games Workshop, they probably know if there is one nearby. Look in the phonebook, ask anyone you



No, Steve isn't down on his luck, he's taking my advice and searching the bins for something to make a desalination plant for his Tallarn Desert Raiders.

know who has a train set. There is a model shop in most towns, but it's often fairly well hidden. Failing that, try your local library for an index of local clubs. Many towns have modelling clubs which will be full of people who know where to get all sorts of useful stuff.



The first place to look is at home, where most of these useful bits were found.

BIN MEN

OK, let's assume that it's impossible to get all these arcane ingredients which Owen talks about, what then? Well, use something else, but what? Scrap cardboard, plastic packaging and polystyrene were the most common materials people mentioned. Lots of your letters suggested these items, and most are freely available in your own home!

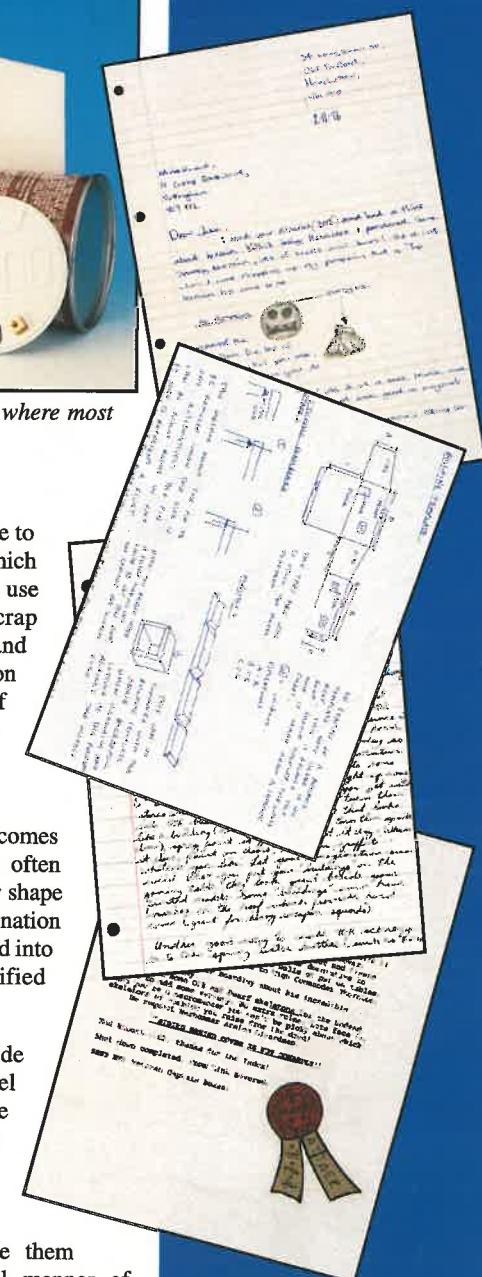
Nearly everything you buy comes in some sort of packaging, often with an interesting texture or shape which, with a bit of imagination (and some paint) can be turned into a bunker, objective, fortified building, silo, etc.

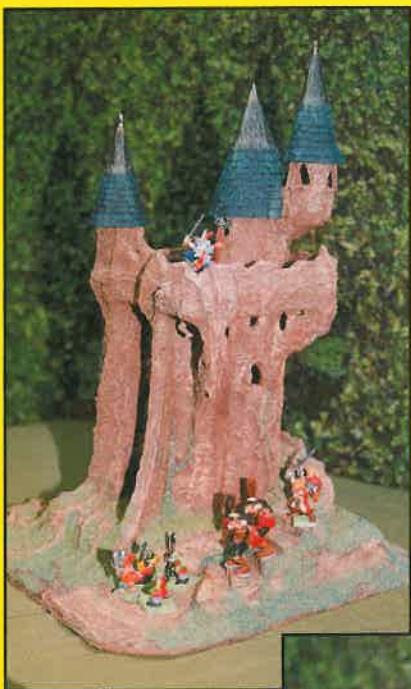
Other possibilities include scavenging from old model kits, or toys which have interestingly shaped plastic bits. When any toasters, videos or radios are going to be thrown out (and not before), nab them and take them apart. Inside you'll find all manner of



**Compiled by
Jake
Thornton**

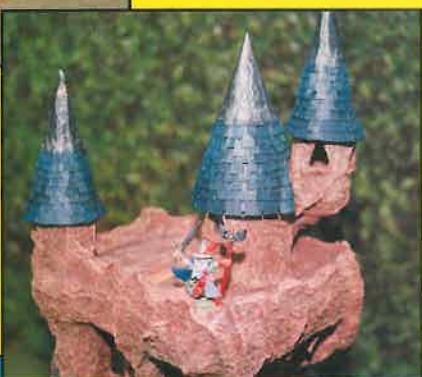
*...from a pile
of letters sent
in by you!*





Above & right: This castle was built by Peter Sloan for Warhammer Quest heroes to store their treasure in!

Below: A Necromunda bunker, freshly emerged from the sump.



getting a really dark colour, but why not give it a try anyway and see how you go?

One final thought, before you discount papier-mâché as childish and messy, remember that they used to make furniture out of the stuff!

I LEARNED THAT AT SCHOOL!

This striking Warhammer tower and Necromunda bunker were made from papier-mâché by Peter Sloan. He wasn't the only one to recommend this messy stuff, but he provided samples as well as photos. Unfortunately, some of his other photos didn't come out too well, otherwise we'd be able to show what other interesting things he'd done for Necromunda. Anyway, more of that in a minute, let's have Peter's instructions first:

"I would like to share with you and all other gamers, the wonder material of the decade, papier-mâché. It is very cheap and easy to make.

1. Tear used newspaper into strips, four pages at a time.
2. Place strips in a bucket and fluff up. Pour about three or four pints of water over it and leave overnight.
3. Stick hands in bucket and mush up into a paste. Add more water if necessary.
4. Get rid of excess water by sticking mush to sides of bucket and leaving for ten minutes. Pour off the water.
5. Add PVA glue – about two tablespoons.

Sand can be added for a bit of texture. Then just use like clay. Work it with fingers in a stippling motion (*whatever that is – Ed*) and it sticks to just about anything (including cats). It's very good for basing buildings and making larger terrain pieces. It takes about two days to set and about a week to dry. The longer it is left before painting the better."

Well that's the practical lesson over, I'm sure you were taking notes. One thing he didn't mention was what he'd done with the Necromunda buildings that came in the box. He's given them bases and used the papier-mâché to blend them in, making tendrils of the stuff which makes the bulkheads and towers look like they're emerging from a swamp. Anyway, now you've got your creation, all you have to do is paint it.

Back to Peter, "I tend to paint mine dark and then drybrush a lighter colour. The texture of the material does the rest."

Sounds simple enough. One other thing I remember from messing about with papier-mâché at school was that you could stain it with paint or ink. This makes it even easier to paint 'cos all you need is the drybrush. This is the same as staining textured paint, and has a similar difficulty in

electronic junk, circuit boards and the like which will make excellent scenery for your Warhammer 40,000 or Necromunda battlefield. They're also often useful for Epic 40,000 battlefields too.

Once you've exhausted the possibilities of the bins at home, try raiding any skips you might have nearby. Remember though, that people might well look at you strangely if they find you rummaging in their bins. Always ask first. Never run the risk of being mistaken for a Gutter Runner

or a Scavvy by sneaking about. Ask people straight out if they mind you taking that bit of drainpipe from their skip, that broken telly from by their front gate. Personally, I've never been refused, the folk I've asked are more curious than unhelpful and just want to know whether you're dangerous as well as mad. In general, keep your eyes peeled for useful things at all times!

The trick in all this is to develop an eye for the possibility. It's seeing just what could be made out

of that straw, box, tube, sprocket, without anyone giving you instructions. I think that making terrain from bits of junk is entertaining and an interesting challenge, but then I'm mad.

Mind you, I'm not the only one, Stuart Prince suggests that you find...

...a photocopier repair shop or similar electronic agency. They have large quantities of very high quality cardboard and unreal amounts of the oddest shaped polystyrene you've ever seen. The other useful item that can be found in the bins are electronic components quite often with mechanical attachments which are excellent for Warhammer 40,000 or Necromunda.

The other place you can find my feet sticking out of the bins is the local supermarket where product packaging has proven to be a rich source of Warhammer 40,000/Necromunda terrain.

I realise that these are both obvious places, but in my experience, newcomers (and more than a few old timers) are oblivious to much of what is considered to be such basic knowledge that no-one mentions it.

Well, that's my two cents worth. I hope somebody gets something out of it."

Thanks Stuart, I'm sure the bins around the world are no longer safe.

TIME FOR A QUICKIE

Just got space left for my random selection of a few short suggestions taken from your letters. They contain some excellent ideas, which have sparked off some more of my own. I hope you find them as thought provoking as I do...

- "If you make no other terrain in your life, make some hills. No battlefield ever looks like a billiard table, so let's have some contours on the land."

David McCallum

Good plan. What about deserts? Dunes I suppose.

- "In general, I must say that no useful tool is too expensive."

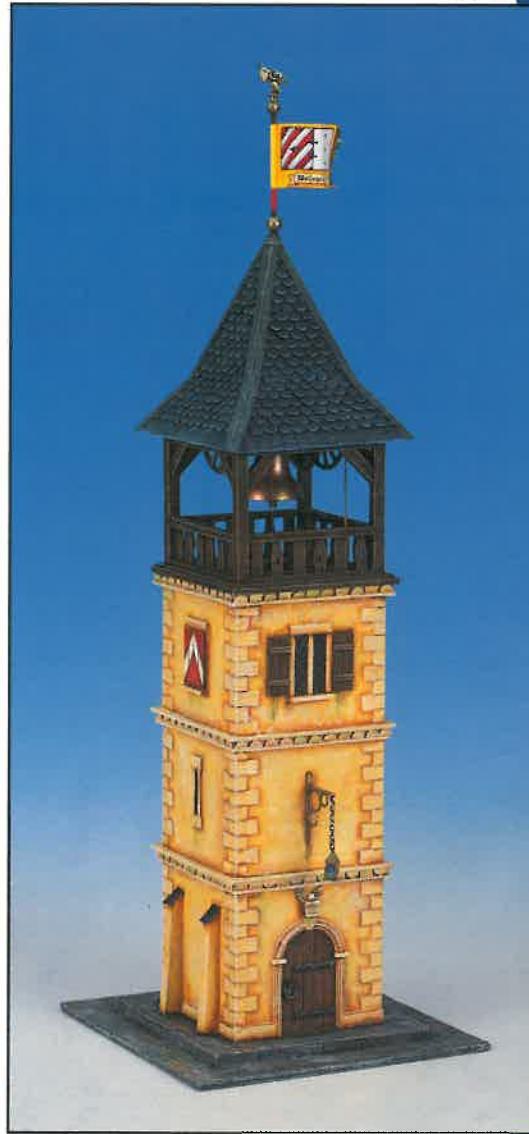
Christian Schaarschmidt

Quite right. I have wasted more time than I care to remember trying to get a rusty saw through something that a new one would have no problem with. New, high quality tools save time and are usually much safer too.

- "Warhammer 40,000 craters. Model the shape out of plastiscene and paint with varnish so that it doesn't crack. Paint a suitable colour. For detail, take any bits of Warhammer Skeleton and place around crater..."

Steven Ross

That's easy. Not the only use of plastiscene either. I've seen people using it raw, as it were, to form walls and hedges, then simply squash it up to reuse next battle. Not the best result, but it works.



One last bloodthirsty one...

- "When I'm doing anything with a crashed spaceship, tank, etc, I like to use Imperial Guard or Undead Skeletons for the corpses of the crew. If you're really sick, you can use Crimson Gore mixed with water and Red Wash for the blood of the victims."

Andrew Lowry

Although this is obviously intended as a tip for Warhammer 40,000, it would work for Warhammer too. For example, I'm already making a blown up cannon for my Empire army (and I know it'll get a lot of use), with injured crew lying about a scorched crater.

WARNING!

Many of the processes and materials used in modelling can be dangerous if they are not handled properly. *Please be careful.* It's all very well to aspire to having a wonderful terrain collection, but it's not worth injuring yourself for! In particular, remember the following:

- Always cut away from yourself.
- Only use glues and sprays in a well ventilated area.
- Never use sprays near a naked flame.

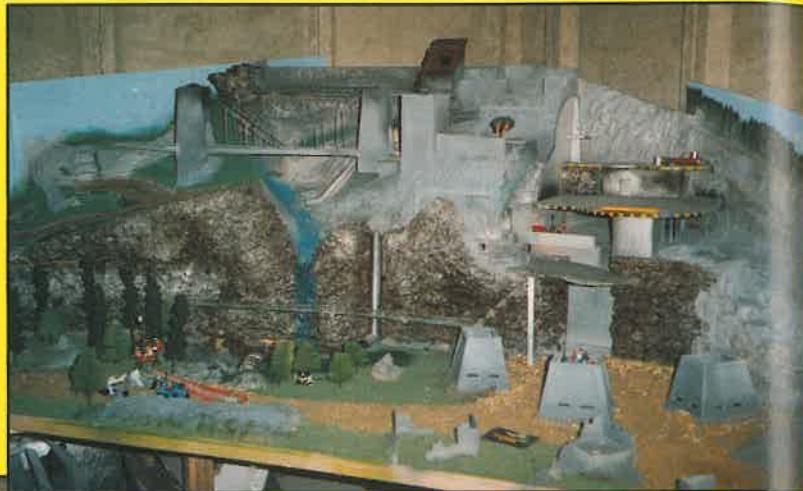
I know this all sounds preachy, but we hear of the most bizarre and tragic accidents and we'd rather not hear of any more. Take your time, be patient, and remember why you're doing this, so enjoy yourself!

WHILE YOU WERE AWAY...

Bit of a funny one this. This letter comes from Lynette Littlejohn who thinks White Dwarf is brilliant (so she must be highly intelligent with impeccable taste), and sent in these photos of her son's gaming table, taken while he was out. This 10'x8' L-shaped monstrosity isn't quite finished yet, but as you can see it's well on its way. I've included it for several reasons.

Firstly, David (Lynette's son, and the gamer of the family) has included all sorts of interesting bits in his set up such as what seems to be a landing pad on the right. There are also some big guns which could serve as defence lasers or whatever, and plenty of sewage outfalls, tunnels, pipes, bunkers and so on.

Including these features on your games tables means that you've always got somewhere to take and hold, do a bunker assault on, or just blow up. In short, he's built loads of potential objectives onto the terrain from the word go.



Above: the planet Iax as envisaged by David Littlejohn. Note the landing pad, top right, and the painted backdrops. Left: pipes, silos and storage tanks – all perfect objectives.

The fact that it's L-shaped, and it's so big, tells us that he's adapted his plan to fit the available space. This is important as it is the only realistic solution to a problem everyone has: there is never as much space for gaming as you want. I have exactly this problem myself, and there are a number of solutions to it. I like the idea of an unusual shaped table to get around the space restrictions, and it'll probably give you some interesting new tactical problems to solve as well.

Other possibilities for those with limited space for their battlefields include using several smaller boards which you can balance temporarily on the kitchen table, installing pulley systems to lift your gaming board out of the way, hinging it on a wall so it can fold away, or using the floor (yuk). There are all sorts of inventive possibilities which we might come back to later. Gaming clubs are a final, extreme way of getting space to fight in, as they avoid the lack of room completely (by playing at someone else's house!).

David has one other interesting feature to his gaming table, and that is the painted backboards. This is an idea lifted wholesale from the model railway buffs, and one which works perfectly well for a battlefield. Here they have been painted, but I've also seen people use posters and photographs for their backdrops. They obviously don't help your game in any practical way, but they are just the sort of thing which adds a lot to the atmosphere, and so are a fine idea in my book.

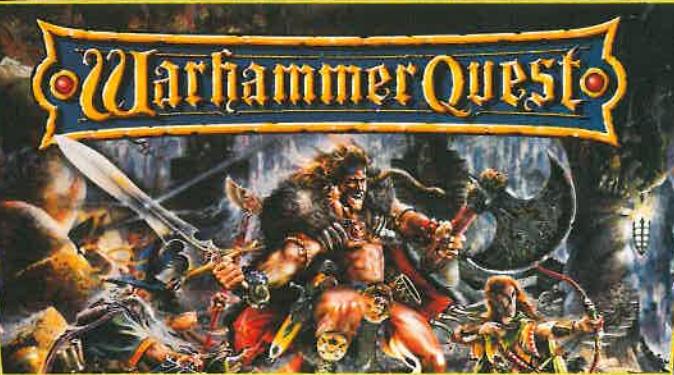
I used to have a battlefield with fixed scenery like David's, and many a happy time was had fighting over it. Of course, there were those who complained that the terrain was always the same and that it was "unrealistic" (whatever that is). Well that never stopped me having a good time, so I wouldn't worry. It also gives the "home team" an advantage, which I thought was rather fun. Having different knowledge of the terrain leant a rather interesting aspect to the battles. By the end, I knew exactly how many men and tanks I could hide behind any given hill, wall or fold in the ground. Nobody in my army ever needed to sit in the open 'cos the space behind the cover was full! I did get bored of that battlefield eventually, but that was only after about four years of gaming several times a week. In fact we were moving anyway and the table was so big that it didn't fit through the door! Anyway, enough of my reminiscences, well done David, I think the table looks great.

WHERE NEXT?

Well, this little article barely scratched the surface of what I've been sent, so I'll be back in an issue or two with more. I've got lots more quotes to pick out as well as more photos and some practical examples where we show you some

complete projects. Do keep sending in your suggestions, photos and examples. I can't promise to answer every letter, but I do read them all, and they may get your name in lights (well, in print at any rate). Now I'm off for a spot of serious construction work. Where's me glue?

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'EAVY METAL

MORE OF THIS MONTH'S NEW RELEASES



SKAW THE FALCONER



Skaw the Falconer is the latest of the Wood Elf special character models. The miniature has been painted using a subtle palette of autumnal colours, as you can see on the falcons and Skaw's feathered cape. Small details were then picked out

in a bright red which contrasts perfectly with the rest of the model. Note in particular the bright streamers flying behind the falcons. The rules for using Skaw in your games of Warhammer can be found in the Wood Elf Armies book.

DWARF SLAYER COMMAND



Dwarf Slayer Standard Bearer



Dwarf Slayer Horn Blower



These new additions for Dwarf armies in Warhammer epitomise the power and might of the Slayers. Note the bright orange spiked hair and beard that dominate all Slayer models. You can also see how the detail on the monstrous horn blown by the horn blower has been carefully picked out in metallic paint.

BRETONNIAN GRAIL KNIGHTS



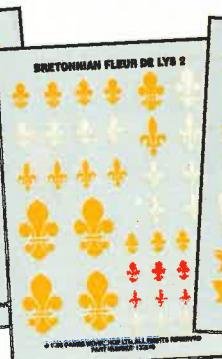
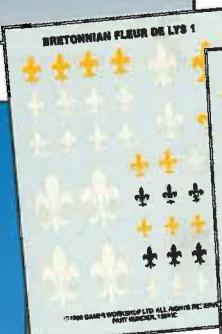
Grail Knight Standard Bearer



Grail Knight Champion



Grail Knight Trumpeter



These are the Bretonnian Grail Knight command, the latest release for Bretonnian generals. The Grail Knights are those Bretonnian Knights who have achieved the Grail Quest and drunk from the grail. This entitles them to display the image of the grail as a part of their heraldry. The transfers shown above, from the Grail Knight boxed set, can be used for this purpose.

The grail emblem has no standard form, but can be depicted in whatever manner it appeared to the Knight. However, there is no mistaking its distinctive design, as you can see from the shields at the top of the page.

The following two pages are from Warhammer Armies Bretonnia. They show more livery ideas, this time for Men-at-Arms, and use the new halberdiers as examples.

THE LIVERY OF MEN-AT-ARMS, BOWMEN AND SQUIRES

These are all humble commoners and as such are not entitled to wear personal heraldry. Instead they wear the livery colours of the knight, baron or duke in whose retinue they serve. This will be the plain unadorned heraldic colours of the dukedom or colours chosen by their lord. Usually he will choose one or two of the colours from his own heraldry. Occasionally they will also wear their lord's badge or motto. Badges are normally simple devices similar to a Knight's blazon.



Most of the men-at-arms in our army come from the same dukedom and therefore wear the same basic blue and white livery as you can see here. This helps to give the army a more unified appearance. However, we have not restricted ourselves to solely one type of livery, and have painted a couple of units in different colours to give a little variation.





These men-at-arms are one of the units we painted in a variant colour scheme. You can, if you like, paint every unit in a different livery or all of them in the same colours, there are no hard and fast rules.



There's an endless variety of liveries you can come up with.



We have chosen deliberately simple banners for all our men-at-arms regiments. There is no reason these could not be decorated with badges or emblems derived from their lord's heraldry.



As with the Knights' heraldries, bold, bright colours work best for the commoners' liveries.



It's a good idea to try a colour scheme out on one model before you get stuck into painting ten, only to discover you've changed your mind about the scheme when you've finished them!



A regiment of spear armed men-at-arms. Notice how we've painted the bold livery colours on each of the command models. These subtle variations are interesting to paint but retain a strong unified appearance on the tabletop.





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By Jake Thornton

**This month,
Jake explains
a scenario
idea and
Adrian and Ian
get to see if it
works!**

A CLASH OF PATROLS

INSPIRATION

What with Vypers and Attack Bikes both being released this month, we were all thinking about what new tricks we could pull with Eldar and Space Marine armies. More fast attacks and lightning strikes were predicted, and the general speed of Warhammer 40,000 battles would increase, we thought. It all reminded me of some historical games I'd played years ago, with lightly armed scouting forces clashing ahead of the main bodies of the armies. That gave me an idea for a simple scenario...

THE BASIC PLOT

From orbital auguries and the mutterings of their psykers, the Space Marines have learned that a large force of Eldar is closing in. They are unsure exactly where the aliens will strike, but know that they will be fast and deadly, so they have reinforced the outposts which protect their



frontiers. One of these is an isolated Firebase which is used as a centre of operations for local Space Marine patrols.

The Eldar are out scouting, probing for weaknesses in the Imperial position, following the lines of fate divined by their Farseers. Their Scouts move ahead of the rest of the army, and, waiting until the Firebase is almost deserted by outgoing patrols, they contact the rest of the nearby Eldar forces. Their psykers are far to the rear, so a decision is made by a respected Exarch – attack now.

THE BATTLEFIELD

The table should be set up with a Firebase in the centre, but as far as everything else is concerned it's up to you. All that you should bear in mind is that it's supposed to be a fast-moving battle, so the density of the terrain should balance the need of the infantry for some cover with the need of the vehicles for some space to zoom about in.

Having a lot of space also helps give the feel that I was after: a large area with small forces chasing each other through it. It should have a very low density of troops compared to normal games. This will make the battlefield feel empty, and give everyone a lot more room to manoeuvre. Use the biggest table you can, ours was 12'x6'!

INITIAL FORCES

The Space Marines start with a Tactical squad guarding a Firebase in the centre of the table. They are led by a Veteran Sergeant with up to 20 points of wargear (including his single wargear card if he takes it). The Space Marines set up first.

They will be reinforced on their second, third and fourth turns by returning patrols consisting of a Space Marine Bike squad (4 Bikes, plus an Attack Bike), a Land Speeder and an Assault squad wearing jump packs, as these are the fastest things available. Roll at the start of the Space Marines' second, third and fourth turns to see which one arrives that turn.

Where each patrol appears is also random. Roll a D6: the patrol arrives on the Space Marines' left (1-2), behind them (3-4) or on their right (5-6), see the map on the opposite page. Dice for each patrol separately as it arrives. It may move on in the movement phase from anywhere on this edge further than 12" from any enemy model, travelling at any speed. The vehicles may carry a total of 25 points of vehicle cards between them.



WAVES OF ELDAR

The Eldar are a hastily assembled raiding party, pulled together from scouting forces probing ahead of the main warhost. Their battle leader is a Swooping Hawk Exarch rather than the usual psyker, as he is the most experienced warrior at hand. Their army arrives in two waves, the first of which must contain all the Scouts, who are set up on the board as usual. The rest of this initial wave moves onto the board in their first turn, travelling at any speed. The second wave arrives on Eldar turn 2 in the same way.

To keep the character of the battle, the Eldar army may *only* be chosen from the following list, with 400 points to spend on each wave.

- 1 Swooping Hawk Exarch.
- 1+ Scout squads.
- 0-2 Swooping Hawk squads.
- 0-1 Warp Spider squads.
- Any number of Vyper Jetbikes.
- Any number of Jetbike squads.

Restrictions on numbers are for the army in total. Wargear and options may be chosen for these troop types as normal from the Codex Eldar book.

FINAL THOUGHTS

The game lasts for 6 turns. The Eldar win if there are no Space Marines within 12" of the Firebase at the end of the game. Any other result is a Space Marine victory.

Thanks to Andy Chambers for his comments on the scenario, and to Richard Potter (of the 'Eavy Metal team) for the loan of the beautifully painted Ulthwé Vyper and Jetbikes you see here.

On a tactical note, the forces in this scenario are deliberately unequal in points. This is to balance the random deployment of the Space Marines as well as the bittiness of their arrival. Forces are weaker if scattered, but the Space Marines' (deliberately) poor position is compensated for by their superiority in points. Exact balance is impossible, but what the heck, it's just supposed to be a bit of fun! Finally, with small forces, and the high number of heavy weapons you get in vehicle based forces, I expect this will be very bloody. That said, let battle commence...

1-2

Roll a D6 to see where the Space Marine reinforcements arrive.

3-4



Put the Firebase in the middle and add other scenery as you see fit.

5-6

Eldar move on here

DEPLOYMENT



ULTRAMARINES FORCE



Ian: So, how was I going to defend this Firebase against a fast moving force of the ultra deadly Eldar? Well, some characters of low moral fibre, who I am ashamed to say actually reside here in the bunker, have suggested I could just hide some guys in the Firebase and they would be nigh-on impossible to shift with anything short of a full orbital virus bombing. Yes, well I'm pretty sure that would work, as would numerous other devious and underhand tricks. However, I would get very bored playing like that, and you'd probably not be too impressed either. Space Marines cowering behind parapets? Hiding from mere Eldar? That'd never do. No, the key is to play to the spirit of the scenario. Just because your mate (Jake in this case) hasn't been too careful with his wording, doesn't mean you should use this as opportunity to come up with some sneaky lawyeristic way of winning.

That said, I started the battle by doing some creative interpretation myself. This is what often happens with scenarios. They look fine on paper, but when you try them out on the tabletop you quickly realise the need for a bit of tweaking here and there to make them work as intended.

In the end, it turned out that Jake was out of the building at the time, watching the last issue of

White Dwarf being printed, so Adrian and I were left to our own devices.

When Jake had explained the scenario to me, I got the impression that he wanted the whole Tactical squad to be deployed in the Firebase itself. There were two problems with this. First off, the Firebase does not provide that much cover. Secondly, it seemed to make much more sense for the Tactical squad to be split up, the two parts providing some sort of covering fire for each other. I particularly liked the look of those rocks to the right of the Firebase. Thirdly (*I thought you said two reasons? – Ed*), I love deploying my troops to make it as difficult as possible for enemy scouts to deploy in any useful positions. Deploying half the Tactical squad in the rocks would also hinder the deployment of Adrian's scout forces.

So, I read Jake's actual copy of the scenario and it said the Tactical squad had to start the game "guarding" the Firebase. Herein lay a way for me to deploy my forces to my advantage (*now who's getting lawyeristic – Ed*). I mean it's not too difficult to imagine the Veteran Sergeant ordering half the Tactical squad to offer covering fire from those rocks over there. These are Space Marines after all, and they're not likely to miss a simple tactical trick like that, are they?



REINFORCEMENTS

In addition to a Tactical squad, I would also have at my disposal three patrols that would turn up at the beginning of turns two, three and four. The patrols consisted of an Assault squad with jump packs, a Bike squadron, and a single Land Speeder. I would have to rely on the luck of the draw to see which order they arrived in as well as which direction they came from, but at least I knew help was on its way!

With a bit of luck, my Space Marine Assault squad would arrive in the second or third turn. If it was the last of the patrols to come back, then it might be too late!

The vehicles were less of a problem from the speed point of view, as they would all be able to move rapidly to aid the surviving defenders. However, the lone Land Speeder would have to be careful as it is a single, large, tempting target, and I'd have to make sure that I didn't leave it exposed to much enemy fire. Adrian would almost certainly fire everything he could at it as soon as he had the chance.



ELDAR HOST

Adrian: The restrictions on my army list forced me to make some interesting choices. Do I take lots of ground troops, or have more vehicles? Do I really tool up the Exarch with lots of warrior powers and wargear, or do I put more into the vehicles, taking lots of vehicle cards? In the end I decided to keep things basic, no endless upgrades to forget. The infantry would comprise a squad of Scouts, and a squad of Swooping Hawks to accompany the Exarch, who I gave only the most basic equipment, a *Lasblaster* and Swooping Hawk wings. The vehicles would be great fun, so I took two squads of Jetbikes and two Vypers with shuriken "shrieker" cannons. The only vehicle upgrade I could afford was for the Ulthwé Vyper, a *Crystal Targeting Matrix*, so the gunner and driver could shoot fast moving vehicles without penalty. This appeared to be a balanced force: loads of vehicles, some foot troops and some really great Aspect Warriors to round it all off.





ULTRAMARINES



Space Marine Land Speeder: with additional *Super-charged Engine*.



Space Marine Bike Squadron: consisting of four Space Marine Bikes and an Attack Bike.



The Attack Bike is armed with a heavy bolter, and is equipped with an *Ammo Feed*, an auto-launcher loaded with frag grenades, a *Searchlight* and a *Super-charged Engine*.



The bikers are equipped as follows: one plasma gun, one meltagun and one power sword.



Space Marine Tactical squad: Led by a Veteran Sergeant equipped with *Armour Piercing Ammo*.



The squad consists of ten Space Marines armed with bolt pistols, bolt guns and frag grenades. One is armed with a meltagun and another with a heavy bolter.

The squad is split into two combat squads of five Space Marines each.



Space Marine Assault squad: The Assault squad consists of ten Space Marines equipped with bolt pistols, frag and krak grenades, jump packs and a variety of deadly assault weapons.

The squad is split into two combat squads of five Space Marines each.



SAIM-HANN FORCES



Swooping Hawk Exarch: The Exarch is the army commander and is armed with a *Lasblaster*.



Eldar Vyper Jetbike: armed with twin linked shuriken catapults and pintle-mounted shuriken cannon.



Jetbike Squad: Consisting of five Jetbikes from the Wildriders of the Saim-Hann Craftworld.



Swooping Hawk squad: consisting of five Swooping Hawks.



Eldar Scouts: consisting of five Eldar Scouts armed with needle sniper rifles.

ULTHWÉ FORCES



Eldar Vyper Jetbike: armed with twin linked shuriken catapults and pintle-mounted shuriken cannon. The Vyper is equipped with a *Crystal Targeting Matrix*.



Jetbike Squad: Consisting of five Jetbikes from the Ulthwé Craftworld. One Jetbike has been upgraded with a shuriken cannon.





While the Space Marines wait for the inevitable attack, the Eldar Scouts pick their targets.



ELDAR TURN 1

Adrian: With the Scouts deployed in hiding at the beginning of the game, my first act of the battle was to bring the Saim-Hann Jetbike squadron onto the board during the first turn, along with the Swooping Hawk Exarch. In order to see any action, the Jetbikes would have to get going at a rate of knots, so I brought them on at fast speed! They formed an elegant spearhead formation with

the Vyper bringing up the rear – what an inspiring sight. Even though the Jetbikes had come onto the table as fast as they could, the Swooping Hawk Exarch landed level with the screeching Eldar vehicles, poised for battle. He really was rather fitting as the acting army commander for this mission. Over on the left, the Scouts began to advance on the Space Marine Tactical squad, moving into cover and hiding. But with the Space Marines skulking in the rocks and around the Firebase, the Eldar Scouts had no targets.



TURN 2



SPACE MARINE TURN 1



Ian: I had something of a false start to my first turn. I moved my first patrol, the Assault squad, who turned up and cut the Eldar Scouts to ribbons. I then realised that they shouldn't have arrived until turn

two, and placed Adrian's Scouts back on the table and got on with the turn proper. Oops, sorry!

The Space Marine Tactical squad in the rocks was under threat from the Scout's needle rifles. In anticipation they went on overwatch. The other combat squad on top of the Firebase crouched low behind the walls and blast shields which had been raised to provide vital cover. A signal went out over the comm-net, the first wave of Jetbikes had been spotted, truly the game was afoot. The Jetbikes are not *that* fast, so the Space Marines would be safe from attack for another turn yet. By that time the first of the patrols would have arrived to strengthen the Imperial defenses.

ELDAR TURN 2

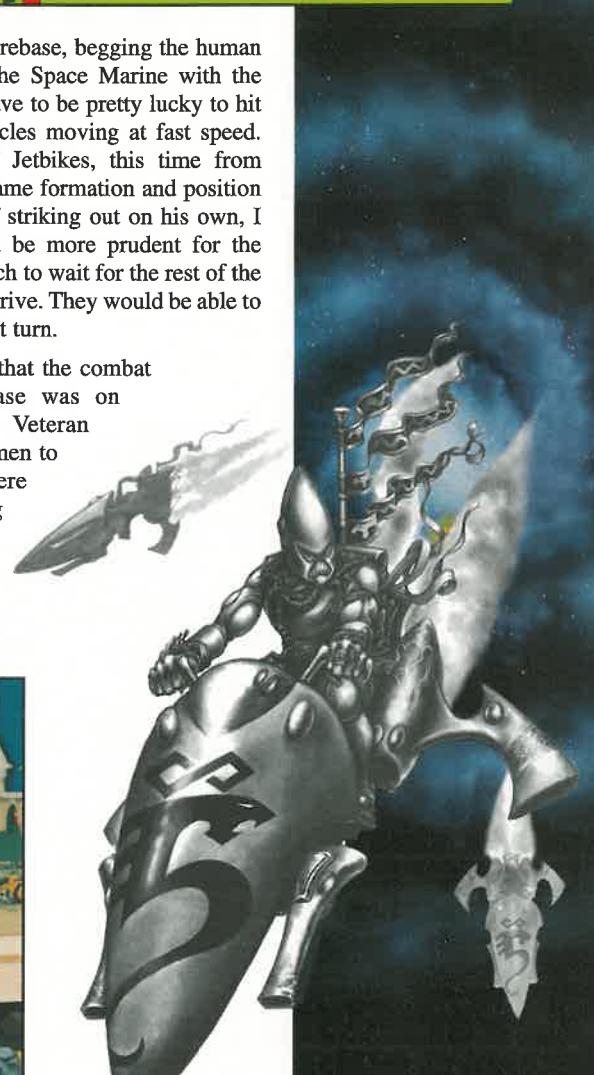
Adrian: Now the full force of the Eldar attack began to mass, and what an inspiring sight it was. The first wave of Jetbikes swung round into the

open in front of the Firebase, begging the human scum to open fire! The Space Marine with the heavy bolter would have to be pretty lucky to hit any of the Eldar vehicles moving at fast speed. The second wave of Jetbikes, this time from Ulthwé, took up the same formation and position as the first. Instead of striking out on his own, I decided that it would be more prudent for the Swooping Hawk Exarch to wait for the rest of the Swooping Hawks to arrive. They would be able to move out together next turn.

Ian: Despite the fact that the combat squad on the Firebase was on overwatch, the wily Veteran Sergeant ordered his men to remain hidden. There was little point giving the Eldar extra opportunities to fire their deadly shuriken weapons.



Grinning maniacally, Adrian brings on his second wave of Jetbikes!





With characteristic ease, the Space Marine Assault troops make short work of the Eldar Scouts.

Adrian: The Eldar Scouts emerged from their hiding places, and spotted the Space Marines hidden amongst the rocks. Before the Scouts could begin sniping at the hapless Space Marines, the squad blasted away on overwatch, but even at such close range the Space Marines' bolt pistols fared rather poorly. The cameleoline cloaks work by breaking up the outline of the wearer, giving a -1 to hit modifier. That, coupled with some hard cover, saved the Scouts from serious harm, and only one of the Eldar fell under the Imperial fire. In reply, the Scouts were equally unlucky. Although each hit automatically wounded its target, due to the toxin from the Scout's needle rifles, only a single Space Marine was slain.

SPACE MARINE TURN 2

Ian: The first of the patrols arrived this turn. It turned out to be my Assault squad, which I split into two combat squads. I then rolled to see which table edge they would arrive on, and got my right flank. One squad began to advance on the Firebase, whilst the second pounced on the Eldar Scouts.

Now was the time to kill some Eldar Jetbikers. The Tactical troops on the Firebase rose from their position, bolters blazing in the staccato rhythm of a Space Marine rapid fire fusillade. But even with such a mass of bolter fire, the shells pattered off the armoured hulls of the Jetbikes like rain. Then the Space Marine with a heavy bolter took careful aim, and his targeter paid for itself in one fell swoop. The sustained fire killed the pilots of three Jetbikes! Onwards for the Emperor!

The Tactical squad in the rocks, confident that their assault trained brethren could deal with the Scouts by themselves, returned to offering covering fire for the troops in the Firebase. Meanwhile, the Assault squad hacked their way through the Scouts with accustomed ease.

ELDAR TURN 3

Adrian: The first and most obvious thing to do was clear the Firebase of enemy troops. Then the Swooping Hawks, who were advancing in the cover of the wrecked spacecraft, could fly over to the building in safety next turn. Even though I had lost three Jetbikes to the oh-so-lucky heavy bolter last turn, I was determined to crush all opposition at the Firebase, occupy it and then sweep the Space Marines from the area by the end of the battle. I'd wasted two turns massing my forces and the time had come to strike! Both the remaining Saim-Hann Jetbikes and Vyper, followed by the Ulthwé vehicles swung round en masse and rained down fire onto the Firebase. The hard cover proved to be a problem, but with so many vehicles the massed weaponry would surely prevail. One after another the Jetbikes began to wheedle out the Space Marines from cover and the tide began to turn in my favour. Soon all the Space Marines at the Firebase lay dead and the way was now clear for next turn's assault.

SPACE MARINE TURN 3

Ian: Having just lost a combat squad of Tactical Space Marines and possession of the Firebase, things were looking a bit grim. I needed to keep



TURN 3



my precious Assault squads safe so they could retake the Firebase later. Unfortunately, Adrian also had the capability to take them out in a single blow. I needed to distract the Eldar and to do that I would have to distract Adrian. Fortunately, my Bike Squadron arrived on the right flank and I threw them straight into the path of the oncoming Jetbikes. The Space Marine Bikes tried to blast

the Saim-Hann Jetbikes as they hovered in the open with twin-linked bolter fire, but lacked the range to hit. However, the gunner on the Attack Bike had more than sufficient range and fired off a burst of heavy bolter fire at the Eldar vehicles. The shot hit home and wrecked the last of the squadron. Hopefully, the Eldar would respond and engage my Bikes.

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As the Space Marine Bike Squadron returns from its patrol, the Eldar pounce!

TURN 4



ELDAR TURN 4

Adrian: The Swooping Hawks swept down onto the Firebase, being careful not to land too close to cover and crash. The threat from the Space Marine Bike squadron could not be ignored and the Jetbikes once again swept round en masse, bringing their weapons to bear on the Imperial vehicle. Then the shooting began. It's worth bearing in mind that the Jetbike riders are only Guardians, so actually hitting the target was always going to be a problem, even before adding all the modifiers for fast target, etc. However, just as with my beloved Ork Warbikes, I knew that when they did hit the twin linked shuriken

catapults and shuriken "shrieker" cannon would make mincemeat of the opposition. Yes, the fast speed of the Space Marine Bikes proved to be a headache, but massed firepower won out in the end. One Jetbike, firing its "shrieker", totalled three bikes in one go with a massive double 3 on the sustained fire dice. Wow! The *Crystal Targeting Matrix* on the Ulthwé Vyper meant that it ignored all modifiers for fast moving vehicles and destroyed its target in a hail of shuriken. Only one Space Marine Bike was left, and unfortunately it was the one with the meltagun. It was at this point that I suddenly remembered how secretive Ian had been about what vehicle cards he'd been going to put on his Space Marine Bikes and Land Speeder at the start of the battle. Well Ian, I thought, we'll never know what they were now, will we!

SPACE MARINE TURN 4

Ian: Ho ho! Adrian, who we all know has Ork blood flowing in his veins, simply could not resist the target my Bike squadron offered him. He had swallowed the bait up to the hook. Yeah, sure, the Bikes had been totalled. It had been a major sacrifice, but I felt that it really helped my position, and though it hurt it was worthwhile. Adrian had slowed down with his Jetbikes and now they were within reach of my Assault troops.

Now began the most decisive attack to cripple the Eldar's aerial forces and retake the Firebase. The Space Marine Assault troops on the right leapt onto the Firebase, showering the Saim-Hann Vyper with krak grenades. Most of them missed, not even scattering onto any surrounding targets, but one hit home, cracking open the armour and damaging the vehicle's controls. Would it go out of control next turn or would the driver keep it aloft? There is always a possibility it can crash, on





The Space Marine assault troops pelt the Saim Hann Vyper with krak grenades.

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a 1 or a 6, if out of control. The Space Marine biker with the meltagun had driven into the midst of the Ulthwé Jetbikes and blasted the second Vyper's shuriken catapults. I had now greatly reduced its fire capability.

Meanwhile, unseen by the forces locked in deadly combat around the Firebase, the last of the patrols had returned. The Space Marine Land Speeder. Unfortunately I rolled a 4 and the machine came

onto the table on the farthest table edge. Drat! But all was not lost, I had expected such an eventuality and so had spent most of my precious points allowance for vehicle upgrades on *Super Charged Engines*. With this, it roared across the battlefield, ending up in a position where one more burst of fast speed would bring it into action next turn.



TURN 5



ELDAR TURN 5

Adrian: Now I needed to clear the Firebase of intruders and smash any attempts to assault my position a second time. The Saim-Hann pilot managed to wrestle with the controls and brought the vehicle around to blast the second squad of

Assault troops in the open. At the sight of the Eldar vehicle the Space Marines on overwatch opened fire and killed the Vyper's gunner. That wouldn't help my cause, I needed as much firepower as I could muster! The second Vyper swept over the Firebase in order to combine its firepower with the first against the Space Marine Assault squad.



The Space Marine Land Speeder prepares to engulf the Swooping Hawks in a gout of flame!

I had a strong sense of déjà vu as the Ulthwé Jetbikes formed a firing squad in order to kill the Assault troops. How often had I done exactly the same thing with my own Warbikes in my games at home? Hopefully I would have the same success with twin-linked shuriken catapults as I usually did with twin-linked autocannon. The Exarch also stood ready to supply his own weight of fire to getting rid of these Space Marines. The Swooping Hawks surrounded the last biker and raised their krak grenades.

In unison, the Swooping Hawks launched their grenades at the unfortunate Assault trooper. His armour was shattered by the blast and he was killed instantly. The Swooping Hawk Exarch fired in turn, hitting with all his three *Lasblaster* shots. Unfortunately the *Lasblaster* has a much greater save modifier in hand-to-hand than in shooting, so although all the hits wounded only one Space Marine failed his armour save.

I was disappointed by the Jetbike's performance as they only killed a single Space Marine. The shuriken catapults' strength 4 and -2 save just doesn't compare to an autocannon's strength 8 and -3, which is what I'm used to. My two Vypers had better luck, killing three of the Space Marine Assault troops moving across the open ground with their combined firepower. Playing Space Marines at their own game like this and trying to match them firepower for firepower is a desperate measure, but it was all I had!

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SPACE MARINE TURN 5

Ian: Now began the battle for the Firebase in earnest, and what a battle it promised to be. One final blast of the *Super-charged Engine* and the Land Speeder was in action. The three Assault troops attacked the Swooping Hawk Exarch in hand-to-hand combat, the remaining Space Marines from the second squad bounding over to stare the Vypers in the face.

The Land Speeder unleashed its terrible cargo. The heavy flamer torched four of the Swooping Hawk squad, and the multi-melta spat superheated death at the Ulthwé Vyper. The Vyper crew were caught in the multi-melta's blast and incinerated, but the actual hit on the machine itself only damaged its controls. No pyrotechnics today. At the foot of the Firebase the Assault troops blasted the Saim-Hann Vyper pilot and now the second Vyper was out of control.

The close combat began. The first Space Marine torched the Swooping Hawk Exarch with his hand flamer and the second blasted him with his plasma pistol. Under such a hail of fire the Exarch was slain, the fine veins of his Swooping Hawk wings crumpling and burning in the inferno. Despite the death of the army commander, the surviving Swooping Hawk was resolute and passed his break test. Then the Space Marine Assault troops jumped on him. It looked like it was all over for the Eldar.





The Space Marines try to eradicate the last few Eldar Jetbikes, but to no avail.

ELDAR TURN 6

Adrian: Out of control, both my Vypers crashed and burned, sadly without landing on any Space Marines. The only way I was going to have any chance of winning now was to spread out my remaining Jetbikes as much as possible and hope I got very lucky with my shooting. But as they moved into position for one final attempt at clearing the Firebase of Space Marines, my hopes were dashed. One of them was killed by overwatch fire, it really was all over. Even so, I wasn't going to throw in the towel just yet.

In the firefight that followed, the Assault troops remained untouched, but the driver of the Land

Speeder was killed. This meant the skimmer would go out of control next turn, though I doubted that this would make any real difference to the proceedings.

The Space Marines easily killed the Swooping Hawk in hand-to-hand combat, and that was the end of the Aspect Warriors.

SPACE MARINE TURN 6

Ian: There was little left to do. Adrian was pleased to see my Land Speeder crash, and I shot down one of his Jetbikes, but that was all. It was all over, and despite the Eldar, I remained in control of the Firebase. Just.

TURN 6



HEY, BLAST 'EM!

Adrian: Of course this scenario is right up my street, it's a small battle (see my comments on Small Battles in last issue)! Not only that, but it's got fast moving, light vehicles in it as well. One of the similarities between the Eldar and the Orks are their potent light vehicles. Admittedly, Orks are an ever inventive race with a multitude of vehicles to choose from, but you get the idea. The new Vypers were a joy to play with, they look so awesome and deadly flying over the battlefield. Jetbikes are always fun to use, it's like First World War dogfighting at low level.

You certainly have to be decisive when you play this kind of scenario. One bad decision and you're all dead! I kind of like that though. I haven't analysed the battle too much, from either side really. You can always say "what if", but sometimes a life or death, no turning back now situation is uniquely exciting without getting too caught up in tactics. Reacting to events as they happen can be fun, and the way you respond to a given situation can say more about you as a player than anything else.

It would be fun to swap sides though, or try different forces. If I was going to put any new slants on this I would try having less Space Marines, perhaps more foot troops. Perhaps a Rhino for the Space Marines would make the troops more mobile, maybe 6 turns is too short a turn limit – you could just have a duel to the death! In some ways the Firebase is so big you have to control a huge area in order to win, you could make the area of control much smaller. But hey, life is never an evenly matched battle. Above all, I'd like to try this with da Boyz, the firefight would be deadly. I can feel the Waaagh in my veins already!

POSITION SECURE!

Ian: So another crushing victory for Space Marine Commander Ian. Hmm, but was it? Yeah sure, strictly speaking I was the victor. However, it didn't feel like it to start with.

Toward the end of the battle though, it was becoming clear that short of a small miracle Adrian was not going to kill all my Space Marines. But from the moment the Jetbikes strafed the Firebase, taking out the Tactical squad, I felt I was going to end up with something of a hollow victory. A Tactical Space Marine or two, skulking around some rocks near the Firebase while a Swooping Hawk squad and Exarch swarmed all over my HQ hardly seemed worthy of any honour, yet technically it would win me the game. Next time we might play with slightly different victory conditions.

However, in the end, despite some lousy dice rolling, I felt that my troops had the situation

under control. I had a whole combat squad of Space Marine Assault troops on the Firebase, and a Tactical combat squad minus one brother offering covering fire from the rocks. All that was left of the Eldar forces was four Jetbikes in various states of disrepair. However you define controlling the Firebase, I think I won. Jake and Adrian may have other things to say on this score, but sitting down, with a cup of tea and some biccies (still no Bourbons though), discussing the ins and outs of a game is all part of the fun.

JAKE'S BIT

Jake: Well I think that went rather well. By the time I'd got back from the printers Adrian and Ian were well into the battle, and they'd managed to translate most of my instructions into English. They also seemed to be having a whale of a time, zipping about with Jetbikes and charging the enemy with Bike squadrons, so I left them to it.

Ian keeps saying he wants to swap sides and fight it again, so it must have been fun. I want to try it with six players, one commanding each Space Marine patrol, one for the Tactical squad in the Firebase, and one each for the Eldar waves of attack. That sounds like a good laugh.

The scenario would also translate well to other armies. Try putting Imperial Guard in the Firebase and having Rough Riders (or Space Marines) come to their aid. Attack with the Orks, or Chaos Space Marines on bikes, or Tyranids. There are lots of possibilities, so why not give it a try? Just don't take it too seriously!



IMPERIAL FIREBASE

The Imperial firebase is used by the armies of the Imperium across the galaxy. Each firebase is designed to strict guidelines laid down by its Standard Template Construct (STC), and consists of modular pre-fabricated parts that can be easily transported inside drop ships, Thunderhawk gunships or any transport with a large enough cargo capacity. Once deployed, a team of Adeptus Mechanicus adepts with specially programmed Servitors can erect the entire firebase in a matter of hours. The pre-fabricated panels slot together and are held in place with adamantium bolts. The whole structure is then attached to the planet's surface with a variety of specialised fixing units, allowing it to be placed on anything from the hardest volcanic rock to the oozing marsh of Catachan jungles. Once the building is erected, the Servitors are programmed to fulfil roles within the firebase such as operating refuelling machines, tactical battle computers or resource recycling units.

BATTLE TACTICS

Firebases form an integral part of Imperial battle tactics. A beachhead on an enemy planet may require many dozens of firebases to be built overnight. Made out of reinforced plascrete and high tensile steel these formidable fortresses are almost impervious to anything but the heaviest of fire and have even been known to survive the rigours of orbital bombardment.



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IMPERIAL

VITAL FIREBASE



VITAL LINK

Firebases come complete with a variety of fuel and ammo supplies allowing the re-supply and repair of most STC-designed Imperial combat ordinance, and turning the firebase into a vital link in an army's supply chain. The top of the firebase forms a large landing pad capable of taking Land Speeders or other skimmers. This allows the rapid redeployment of reserves or command units from one firebase to another, or directly to the battlefield.



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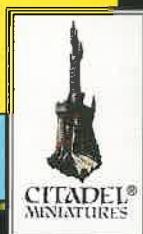
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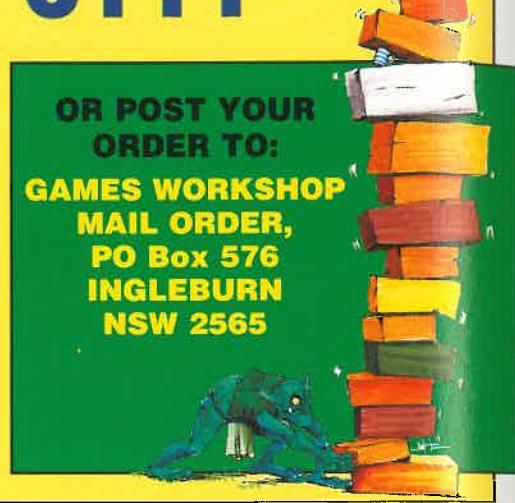
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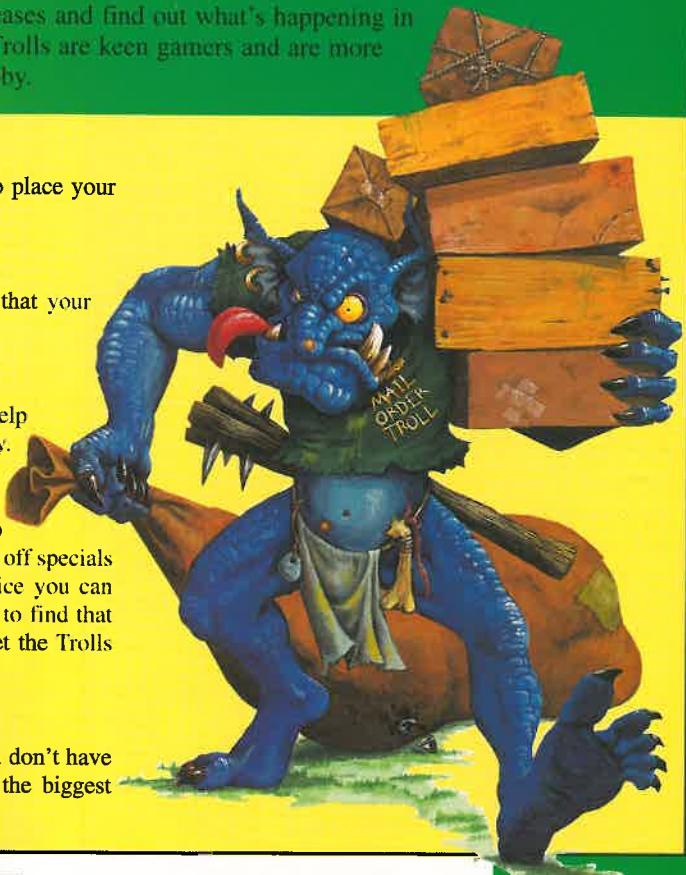
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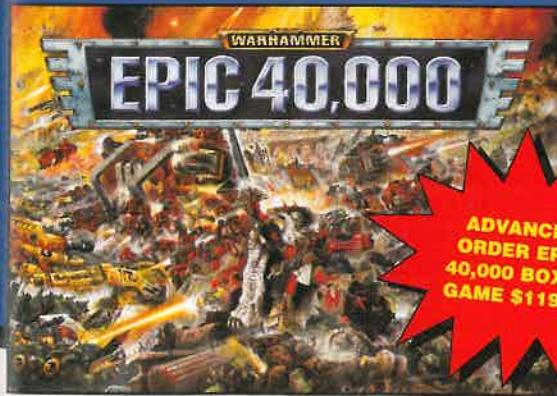
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CHAOS

GREAT UNECLEAN ONE GREATER DAEMON OF NURGLE



HEAD
00543/3



TONGUE TIP
00543/11



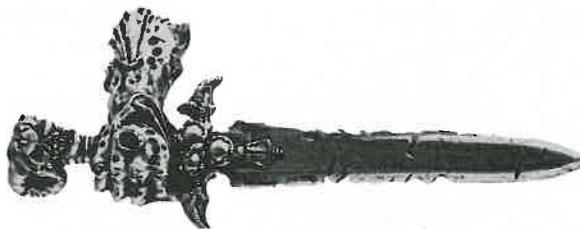
CHAIN & SKULLS
00543/9



LEFT HAND WITH CHAIN
00543/8



UPPER TORSO
00543/1



RIGHT ARM
00543/4



LEFT ARM
00543/7



RIGHT LEG
00543/6



LEFT LEG
00543/5



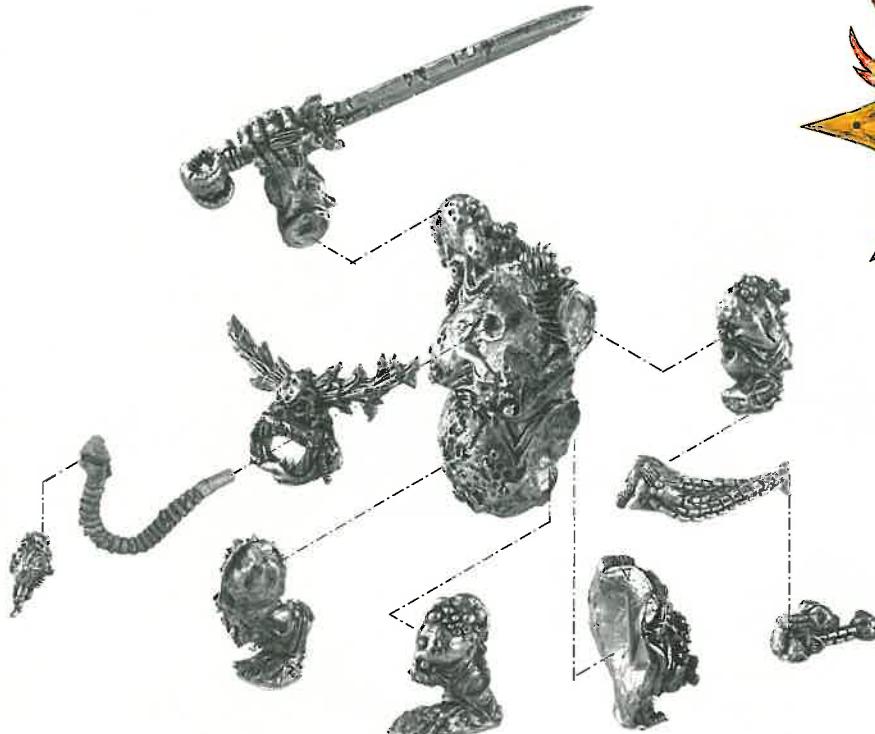
LOWER TORSO
00543/2



TONGUE
00543/10

CHAOS

GREAT UNECLEAN ONE GREATER DAEMON OF NURGLE



A COMPLETED GREATER DAEMON OF NURGLE CONSISTS OF:

- 1x HEAD
- 1x UPPER TORSO
- 1x LOWER TORSO
- 1x RIGHT ARM
- 1x LEFT ARM
- 1x LEFT HAND WITH CHAIN
- 1x CHAIN & SKULLS
- 1x RIGHT LEG
- 1x LEFT LEG
- 1x TONGUE
- 1x TONGUE TIP
- 2x NURGLINGS

NURGLINGS



NURGLING 1
73023/1



NURGLING 2
73023/2



NURGLING 3
73023/3



NURGLING 4
73023/4



NURGLING 5
73023/5



NURGLING 6
73023/6



NURGLING 7
73023/7



NURGLING 8
73023/8



NURGLING 9
73023/9

A COMPLETED NURGLING BASE CONSISTS OF: 9 x NURGLINGS

Designed by Trish Morrison

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GOBLINS

GOBLIN WOLF CHARIOT



STANDARD TOP
00544/7



STANDARD BEARER
00544/11



PLASTIC WHEEL
100558



SIDE 1
00544/9



SIDE 2
00544/10



HAFT
00544/2



CHARSIS
00544/8



ARCHER
00544/13



DRIVER
00544/12



TAIL & SKULLS 1
00544/5



TAIL & SKULLS 2
00544/6



YOKE
00544/1

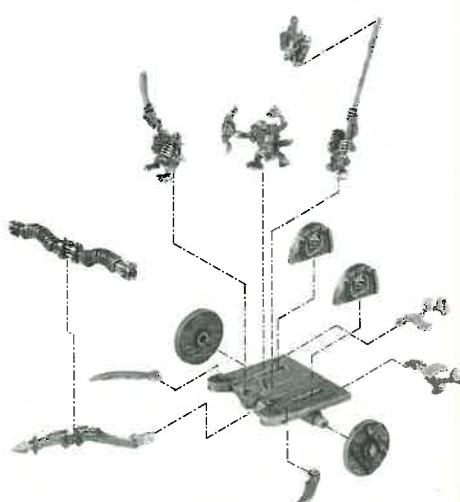


LEFT SCYTHE
00544/3

RIGHT SCYTHE
00544/4

A COMPLETED GOBLIN WOLF CHARIOT CONSISTS OF:

- 1 x YOKE
- 1 x HAFT
- 1 x LEFT SCYTHE
- 1 x RIGHT SCYTHE
- 1 x TAIL & SKULLS 1
- 1 x TAIL & SKULLS 2
- 1 x STANDARD TOP
- 1 x CHARIOT CHASSIS
- 2 x SIDES
- 1 x STANDARD BEARER
- 1 x DRIVER
- 1 x ARCHER
- 2 x PLASTIC WOLVES SPRUES
- 2 x PLASTIC WHEELS
- 1 x BANNER



ORCS

ORC BOSS



ORC BOSS
75263/1

THE ORC BOSS IS SUPPLIED WITH
A LARGE ROUND SHIELD

ORC BIG 'UN COMMAND



BANNER BEARER
75262/1

A COMPLETE BANNER
BEARER CONSISTS OF:
1x BANNER BEARER
x BANNER TOP



BANNER TOP
75262/2



DRUMMER
75262/3

ORC BIG 'UNS WITH HAND WEAPONS



ORC BIG 'UN WITH SWORD
75261/1

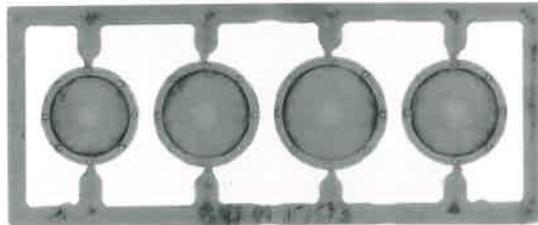


ORC BIG 'UN WITH AXE
75261/2



ORC BIG 'UN WITH MACE
75261/3

ORC BIG 'UNS ARE
SUPPLIED WITH LARGE
ROUND SHIELDS



LARGE ROUND SHIELD SPRUE
111204

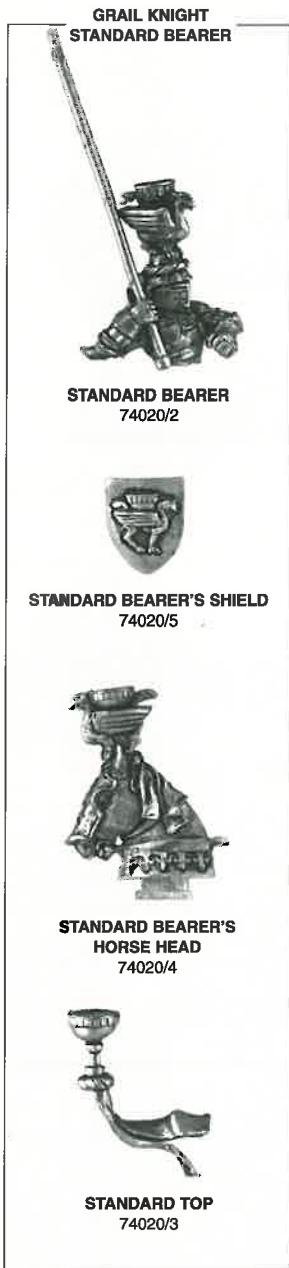


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BRETONNIA

GRAIL KNIGHT COMMAND



BODIES, SHIELDS AND HORSE HEADS ARE NOT INTERCHANGEABLE

A COMPLETED GRAIL KNIGHT CHAMPION CONSISTS OF:
 1 x CHAMPION
 1 x GRAIL KNIGHT LEGS WITH LANCE
 1 x CHAMPION'S HORSE HEAD
 1 x CHAMPION'S SHIELD
 1 x BRETONNIAN HORSE SPRUE

A COMPLETED GRAIL KNIGHT STANDARD BEARER CONSISTS OF:
 1 x STANDARD BEARER
 1 x GRAIL KNIGHT LEGS
 1 x STANDARD BEARER'S HORSE HEAD
 1 x STANDARD BEARER'S SHIELD
 1 x STANDARD TOP
 1 x BRETONNIAN HORSE SPRUE

A COMPLETED GRAIL KNIGHT TRUMPETER CONSISTS OF:
 1 x TRUMPETER
 1 x GRAIL KNIGHT LEGS WITH LANCE
 1 x TRUMPETER'S HORSE HEAD
 1 x TRUMPETER'S SHIELD
 1 x BRETONNIAN HORSE SPRUE



GRAIL KNIGHT CHAMPION



Designed by Alan Perry

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BRETONNIA

KNIGHTS OF THE REALM



KNIGHT OF THE
REALM BODY 1
74005/4



KNIGHT OF THE
REALM BODY 2
74005/5



KNIGHT OF THE
REALM BODY 3
74005/6

A COMPLETE KNIGHT OF THE
REALM CONSISTS OF:

- 1 x KNIGHT OF THE REALM BODY
- 1 x KNIGHT OF THE REALM LANCE
- 1 x KNIGHT OF THE REALM LEGS
- 1 x BRETONNIAN HORSE
- 1 x FIGHTER SHIELD SPRUE



KNIGHT OF THE REALM LANCE 1
74005/2



KNIGHT OF THE REALM LANCE 2 COUCHED
74005/3



KNIGHT OF THE REALM LEGS
74005/1

AN EXAMPLE OF A COMPLETED
KNIGHT OF THE REALM

MEN-AT-ARMS HALBERDIERS



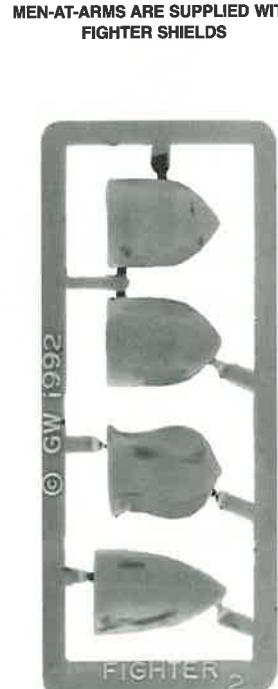
CHAMPION
74016/1



DRUMMER
74016/3



STANDARD
BEARER
74016/2



FIGHTER SHIELD SPRUE
101637



HALBERDIER 1
74015/1



HALBERDIER 2
74015/2



HALBERDIER 3
74015/3

Designed by Michael Perry

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WOOD ELVES

SKAW THE FALCONER



SKAW
74221/1



FALCON 1
74221/2



FALCON 2
74221/3



SKAW THE FALCONER

A COMPLETED SKAW THE FALCONER

CONSISTS OF:

- 1 x SKAW
- 1 x FALCON 1
- 1 x FALCON 2

WOOD ELF WAYWATCHERS



WAYWATCHER 1
74220/1



WAYWATCHER 2
74220/2



WAYWATCHER 3
74220/3



WAYWATCHER 4
74220/4



WAYWATCHER 5
74220/5



WAYWATCHER 6
74220/6

Designed by Gary Morley

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DWARFS

SLAYER COMMAND

A COMPLETE STANDARD BEARER
CONSISTS OF:
1 x STANDARD BEARER
1 x STANDARD TOP



STANDARD TOP
74398/2



STANDARD BEARER
74398/1



HORN BLOWER
74398/3

TROLL SLAYERS



TROLL SLAYER 1
88091/57

TROLL SLAYER 2
88091/51

TROLL SLAYER 3
88091/52



TROLL SLAYER 4
88091/11

TROLL SLAYER 5
88091/12

TROLL SLAYER 6
88091/13

GIANT SLAYERS



GIANT SLAYER 1
88092/54

GIANT SLAYER 2
88092/1

GIANT SLAYER 3
88092/53

GIANT SLAYER 4
88092/2

GIANT SLAYER 5
88092/3

DRAGON SLAYERS



DRAGON SLAYER 1
88097/55

DRAGON SLAYER 2
88097/1

DAEMON SLAYERS



DAEMON SLAYER 1
88098/56

DAEMON SLAYER 2
88098/1

Designed by Aly Morrison

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ELDAR®

VYPER JETBIKE

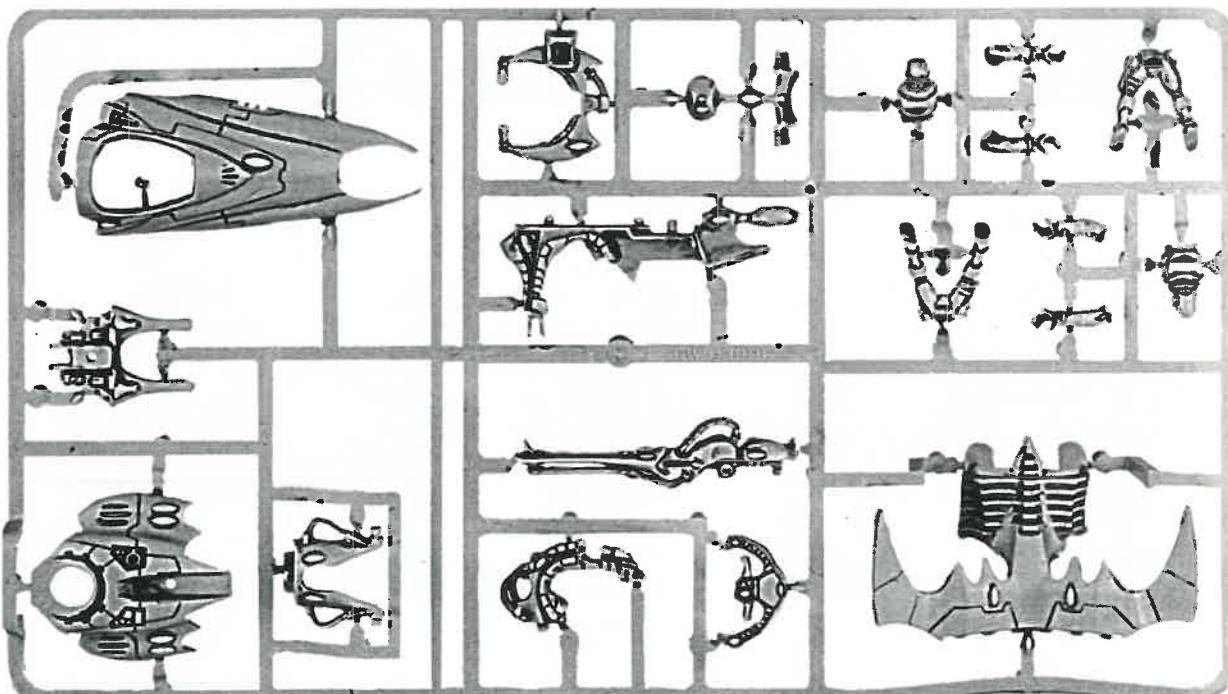
• A COMPLETED VYPER JETBIKE
CONSISTS OF:
1 x VYPER SPRUE
1 x CANOPY
1 x TRANSFER SHEET



ELDAR VYPER CANOPY
102824



VYPER JETBIKE



ELDAR VYPER JETBIKE SPRUE (SHOWN AT 50% OF ACTUAL SIZE)
102823



Designed by Jes Goodwin

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MINIATURES

Not suitable for children under 36 months due to small parts and essential pointed components. This kit is supplied unpainted.
The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1997. All rights reserved.

CITADEL
MINIATURES

ELDAR

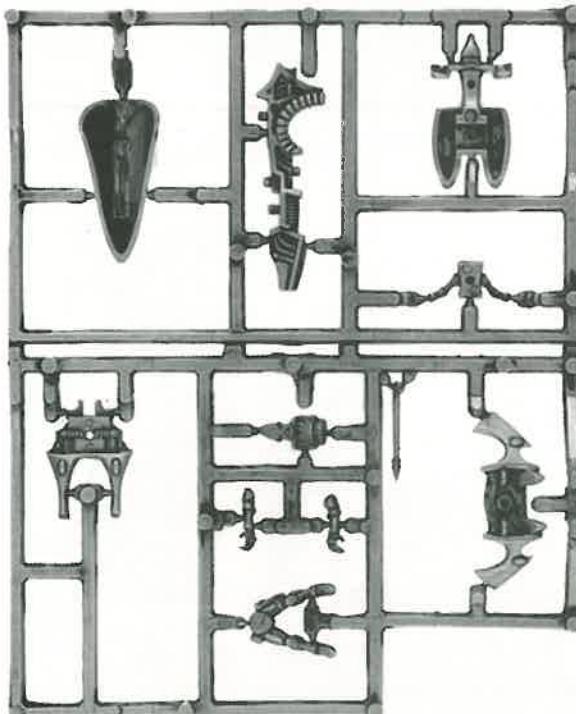
ELDAR SHRIEKER JETBIKE

A COMPLETE ELDAR SHRIEKER JETBIKE CONSISTS OF:
 1 x PLASTIC ELDAR JETBIKE SPRUE
 1 x METAL SHRIEKER CANNON
 1 x METAL JETBIKE RIDER TORSO
 1 x PLASTIC FLYING BASE
 1 x PLASTIC ELDAR ARM SPRUE
 1 x PLASTIC ELDAR WEAPON SPRUE



SHRIEKER CANNON
00438/2

JETBIKE RIDER
TORSO
00438/1



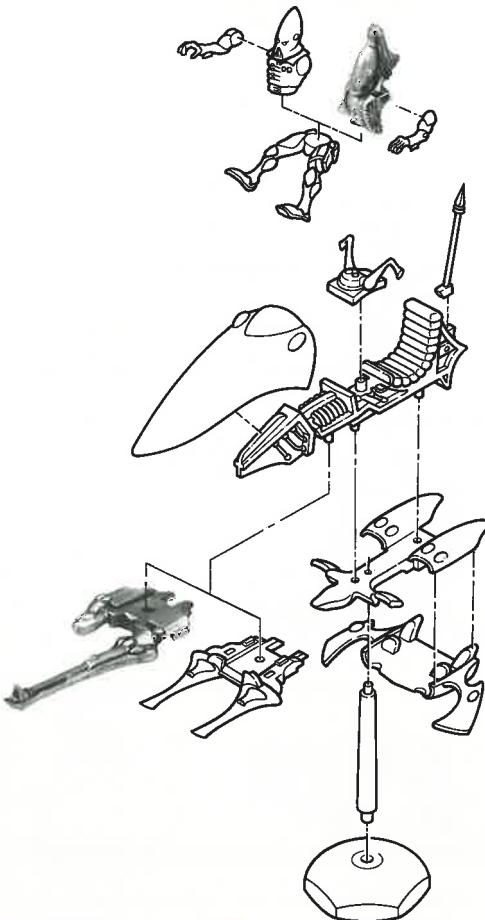
ELDAR JETBIKE SPRUE 102784 (SHOWN AT 50% OF ACTUAL SIZE)

ELDAR JETBIKE

A COMPLETE ELDAR JETBIKE CONSISTS OF:
 1 x PLASTIC ELDAR JETBIKE SPRUE
 1 x PLASTIC FLYING BASE
 1 x PLASTIC ELDAR ARM SPRUE
 1 x PLASTIC ELDAR WEAPON SPRUE



THESE MODEL KITS INCLUDE A CITADEL TRANSFER SHEET AND FULL COLOUR ADHESIVE BANNERS. THE TRANSFER SHEET INCLUDES ALL THE MARKINGS NEEDED FOR SEVERAL DIFFERENT CRAFTWORLDS.



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SPACE MARINES®

SPACE MARINE ATTACK BIKE



SPACE MARINE ATTACK BIKE

A COMPLETED SPACE MARINE ATTACK BIKE CONSISTS OF:
 3 x SMALL WHEEL SPRUES
 1 x SPACE MARINE BIKE SPRUE
 1 x SPACE MARINE BACKPACK SPRUE
 4 x SHEETS OF TRANSFERS
 1 x SIDECAR GUNNER
 1 x HEAVY WEAPON
 1 x SIDECAR CHASSIS
 1 x SIDECAR MUDGUARD
 1 x CHAIR BACK
 1 x SIDECAR HUBCAP
 1 x EQUIPMENT SPRUE



MULTI-MELTA
10467/5



HEAVY BOLTER
10467/6



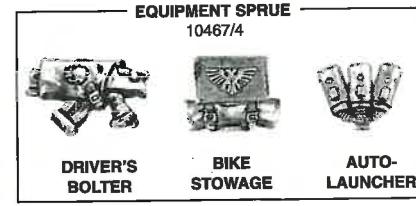
SIDECAR CHASSIS
10467/1



SIDECAR GUNNER
10467/8



SIDECAR MUDGUARD
10467/3



EQUIPMENT SPRUE
10467/4



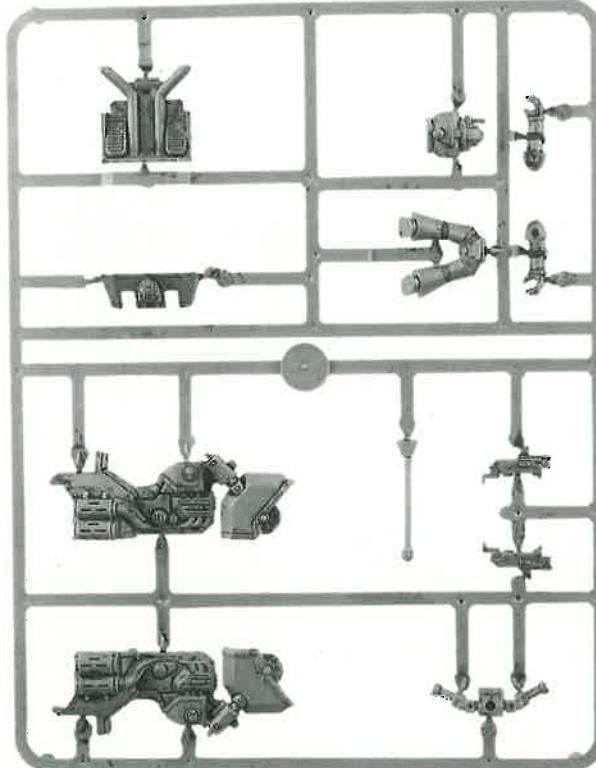
DRIVER'S BOLTER



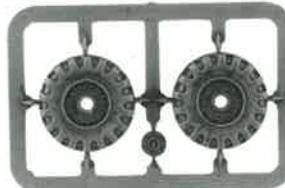
BIKE STOWAGE



AUTO-LAUNCHER



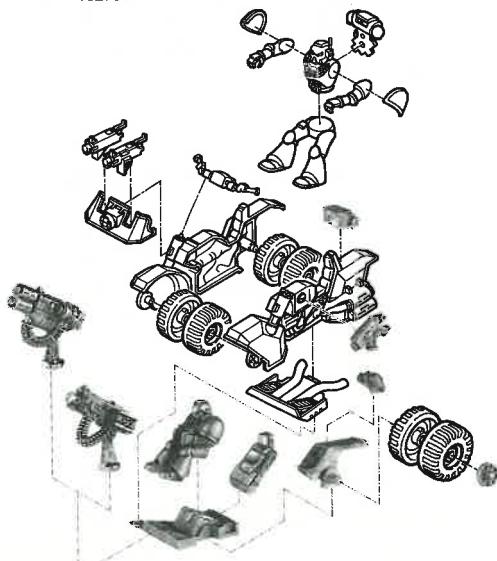
SPACE MARINE BIKE SPRUE (SHOWN AT 55% OF ACTUAL SIZE)
102807



SMALL WHEEL SPRUE
(SHOWN AT 55% OF ACTUAL SIZE)
102791



SIDECAR HUBCAP
10467/7

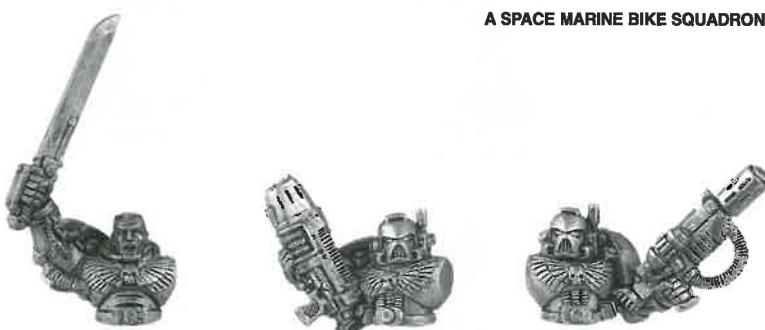


SPACE MARINES®

SPACE MARINE BIKE SQUADRON



A SPACE MARINE BIKE SQUADRON

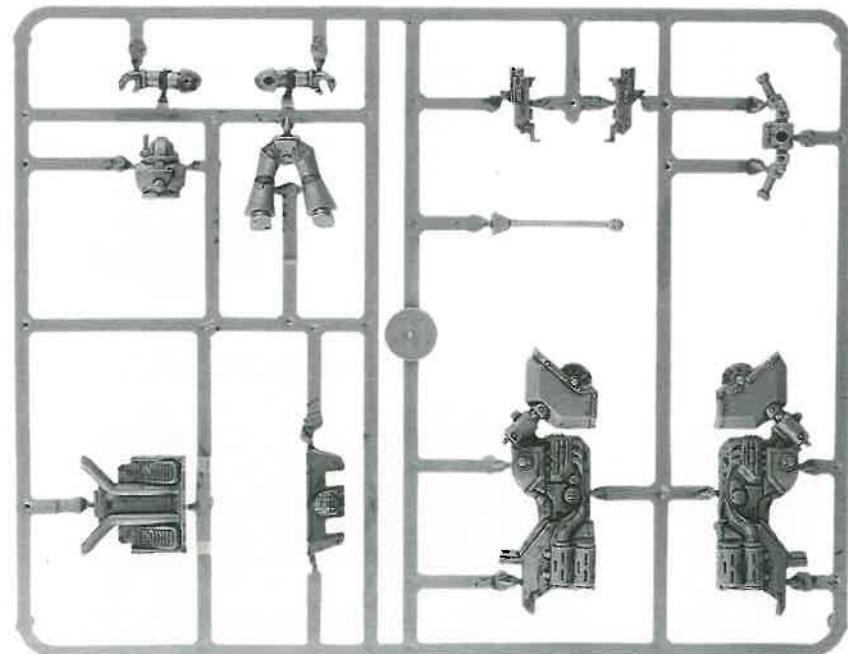


SPACE MARINE SERGEANT
BIKER BODY
10463/1

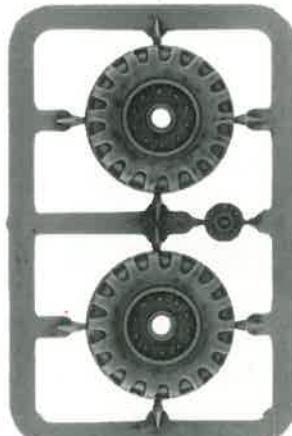
SPACE MARINE BIKER BODY
WITH PLASMA GUN
10463/2

SPACE MARINE BIKER BODY
WITH MELTA-GUN
10463/3

A COMPLETED
SPACE MARINE BIKE SQUADRON CONSISTS OF:
6 x WHEEL SPRUES
3 x SPACE MARINE BIKE SPRUES
1 x SPACE MARINE BACKPACK SPRUE
3 x SHEETS OF BANNERS
4 x SHEETS OF TRANSFERS
1 x SPACE MARINE SERGEANT BIKER BODY
1 x SPACE MARINE BIKER BODY WITH MELTA-GUN
1 x SPACE MARINE BIKER BODY WITH PLASMA GUN



SPACE MARINE BIKE SPRUE (SHOWN AT 60% OF ACTUAL SIZE)
102807



SMALL WHEEL SPRUE
102791

Designed by Jes Goodwin

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SPACE MARINES®

SPACE MARINE ARMOUR VARIANTS



SPACE MARINE
MK2 'CRUSADE' ARMOUR
70106/45



SPACE MARINE
MK3 'IRON' ARMOUR
70106/44



SPACE MARINE
MK4 'MAXIMUS' ARMOUR
70106/47



SPACE MARINE
MK5 'HERESY' ARMOUR
70106/46



SPACE MARINE MK6 ARMOUR 1
70106/48



SPACE MARINE MK6 ARMOUR 2
70106/49



SPACE MARINE MK6 ARMOUR 3
70119/42



SPACE MARINE MK6 ARMOUR 4
70119/43



SPACE MARINE MK7 ARMOUR 1
70106/50



SPACE MARINE MK7 ARMOUR 2
70106/51



SPACE MARINE MK7 ARMOUR 3
0819/1



SPACE MARINE MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
70106/55



SPACE MARINE
MK7 ARMOUR 6
70106/56



SPACE MARINE
MK7 ARMOUR 7
70106/54



SPACE MARINE
MK8 'ERRANT' ARMOUR
70106/57

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



MK7, MK3 AND MK6 SPACE MARINES

Designed by Jes Goodwin

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WARHAMMER

WARHAMMER

IDOL OF GORK



CITADEL
MINIATURES

Warhammer - Idol of Gork is not a complete game. You will need a copy of Warhammer to use the contents of this supplement. Players should also have access to the Warhammer Armies Books Orcs & Goblins and Empire.

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The Idol of Gork is a Warhammer Campaign set in the barren wilderness ruled over by the Border Princes. Here, settlers from the Empire struggle to conquer new lands from the fierce Orc & Goblin tribes that infest the countryside.

The campaign is based on tales from the Empire and the great Orc war-chant celebrating the victories of the warlord Grotfang. This tells the story of how Grotfang, mightiest warlord of the renowned Iron Claw tribe, fought to recapture his ancient tribal lands from Rutgar, son of Count Wilhelm of Wissenland, who rashly desecrated the idols of the Orc Gods!

Three savage battles lead up to the dramatic final conflict in which Grotfang's hordes, inspired by their warlike gods Gork and Mork, make a desperate assault on Rutgar's

stronghold. Will Grotfang recapture his tribal lands or will Rutgar hold on to his new territory against impossible odds?

**GAMES
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Then came the Eldar Vypers, and with them all the fury of the Bloody Handed God himself.