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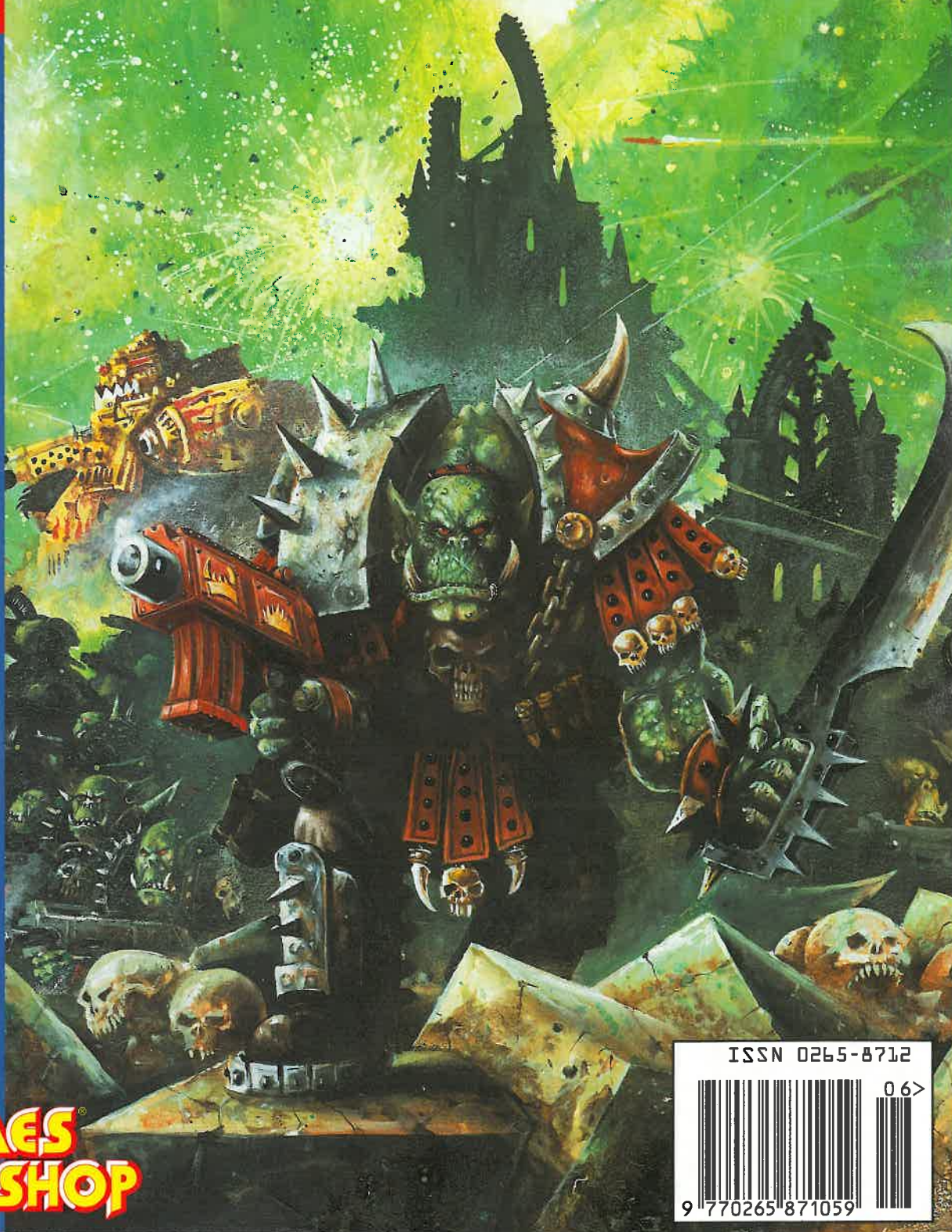
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COVER

EPIC ORKS
John Blanche

2 GW AND CITADEL NEWS *The White Dwarf Crew*

All the latest news from Games Workshop and Citadel Miniatures.

10 WARRIORS OF ULTHUAN

Following on from last issue's release of the High Elves army book for **Warhammer**, more reinforcements for the forces of Ulthuan arrive.

28 OXFORD STREET! *David Owen-Meller*

White Dwarf 197 was the last time we dropped in on this, Britain's most successful Games Workshop store. All sorts of exciting things have happened since then, including a complete refit and a whole new bunch of talented and friendly staff. So, if you're thinking of paying the Plaza lads a visit, and want to know who is the resident expert on which army, then this is the article for you.

32 SUPREME WARRIORS

Gav Thorpe

Throughout the Imperium of the 41st Millennium there are over one thousand different Chapters of Space Marines, not all of whom strictly adhere to the Codex Astartes of Roboute Guilliman. In this article Gav has some ideas on how to organise such unusual Chapters to represent their unique character and background in your **Epic 40,000** battles.

43 GOLDEN DEMON '97 *Alan Merrett*

Are you are thinking of entering our annual miniature painting extravaganza? Then you'll need to read this to find out how to go about entering, and what the categories will be this year.

48 THE EMPEROR'S TAROT *Warwick Kinrade*

We present a new set of Fate Cards for commanders of Imperial **Epic 40,000** armies, containing a full explanation of their use and background. The deck itself is printed on this month's card sheets.



JAKE'S CHOICE

Page 10

For everyone who hasn't yet seen the brilliant new High Elves!

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Epic 40,000 Death Company!

Page 48

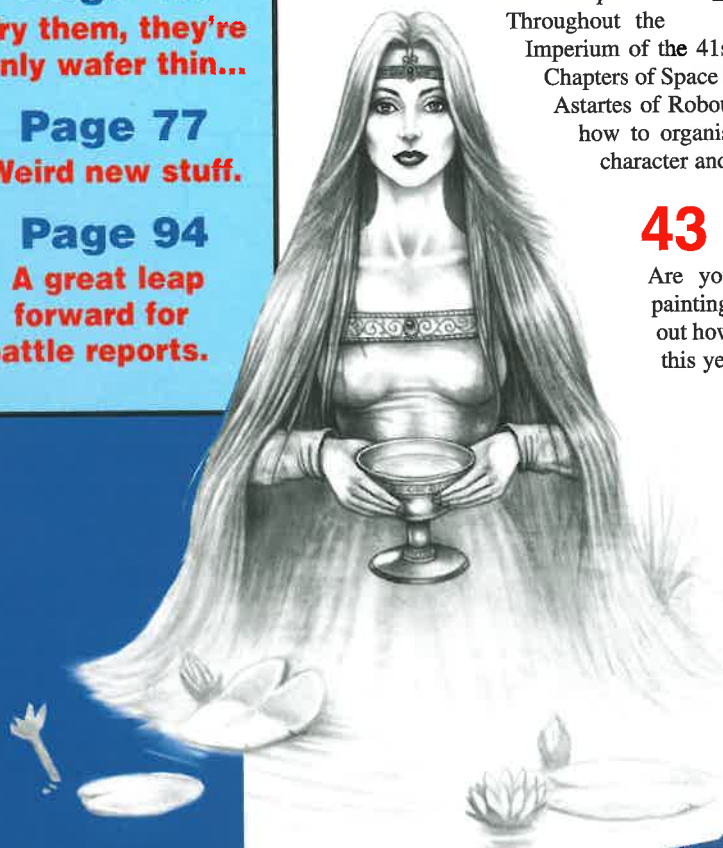
Try them, they're only wafer thin...

Page 77

Weird new stuff.

Page 94

A great leap forward for battle reports.



59 MAIDENS OF BATTLE

Mark Brendan

In the **Warhammer** kingdom of Bretonnia not all of the women hide behind their menfolk and call out for a Knight when evil threatens. Anyway, you certainly won't see that sort of embarrassing behaviour from the likes of Repanse de Lyonesse or the Sorceresses of Bretonnia!



68 BLOODSCENT

Mark Brendan

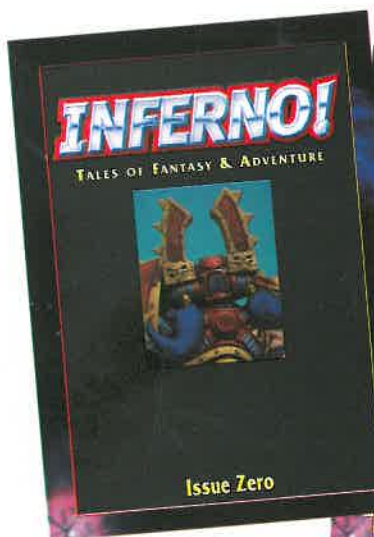
When the space hulk of a notorious Ork raider is blown apart over a tropical death world, the Blood Angels descend to the surface to apprehend any survivors, but find none. They soon find out the reason why in this tense **Warhammer 40,000** scenario, when a seething horde of Tyranids begins to pour from behind every tree and bush.



77 INFERNO!

Andy Jones

The **Inferno!** cometh. **Inferno!** is an all new Games Workshop publication appearing very soon. This month, **White Dwarf** features an Issue Zero to let you see what it's going to be like. **Inferno!** will contain not only action packed comic strips and short stories, but also background information and technical data on every aspect of the strange and fantastic Games Workshop universes. Will **Inferno!** set the world on fire? We certainly think so!



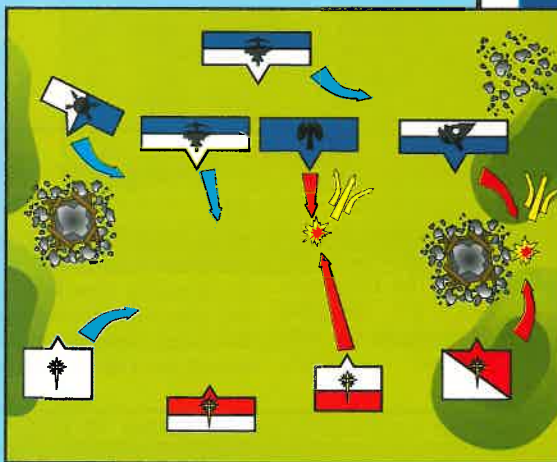
94 A GRUDGE TOO FAR...

Tuomas Pirinen & Nigel Stillman

"The Saga of Drong and Helgar" is an ancient Dwarf tale of the feud between the Dwarf Clans of the Thrundlings, led by Drong, and the Bronnlings, led by Queen Helgar with her High Elf ally Eldroth and his retinue.

Tuomas assumes the mantle of Queen Helgar and the High Elves, struggling with grim determination to keep hold of the throne of Krag Bryn. The foe is the Dwarf lord Drong and the Thrundlings, played by none other than Nigel Stillman, who have laid claim to the ancestral home.

This special battle report is not just one isolated incident, but a grand total of four complete battles fought over a number of days. Nigel and Tuomas fought out the entire *Grudge of Drong* campaign, complete with all the campaign scenery and special characters. So stand by as harsh words are spoken and steel clashes!



Product Code: 6024999210



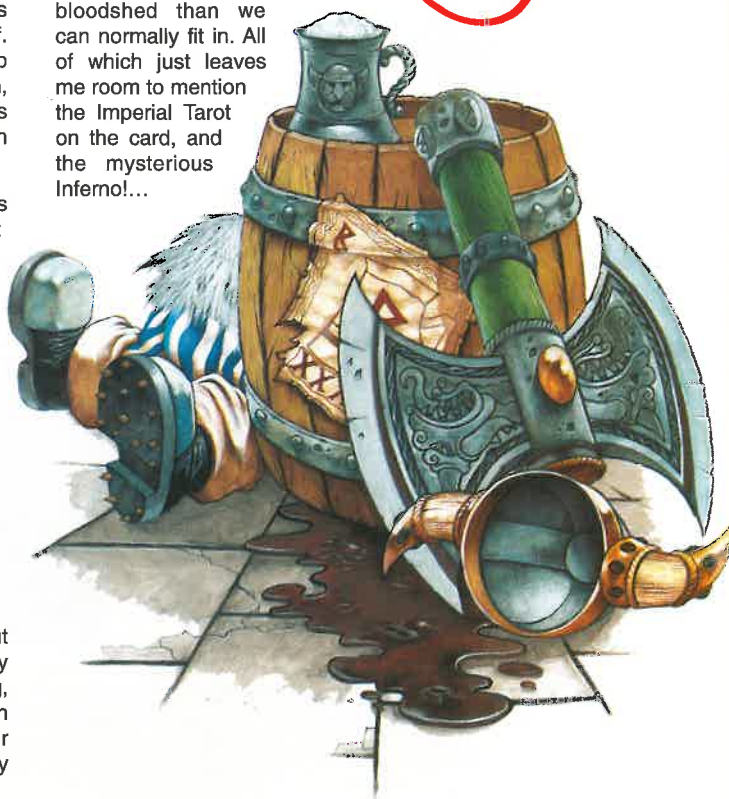


Anyone reading
remember this
issue? It's the first
White Dwarf from
all those many
years ago!



Not only do we have a full run-down of the regions of Ulthuan and their valiant warriors, but our battle report includes their glorious warhost too. *And* it's led by Mr High Elf himself, Tuomas Pirinen. What Tuomas doesn't know about High Elves probably isn't worth knowing, so who better than him to explain their battle tactics by example?

This month's battle report is also a bit of an experiment, with four battles rolled into one article! It's based on the *Gruge of Drong* Campaign Pack and includes rather more bloodshed than we can normally fit in. All of which just leaves me room to mention the Imperial Tarot on the card, and the mysterious Infernal

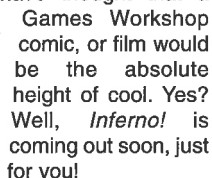


Rokkits, Mekboy
Speedstas, Ork
Dreadnoughts,
Flak wagons,
Squiggoths... and so
many more green things
that we just don't have the
space to tell you about
them all!

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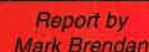
NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

find short stories, comic strips, artwork, maps, background, diagrams... and absolutely no game rules!



Brought to you by our intrepid Publishing Generalissimo Andy Jones, *Inferno!* is our new regular publication, taking all the diverse background elements that go to make our games so characterful, and binding them together in a single tome. In its pages you'll

In this issue of White Dwarf, we've given you a privileged preview of just the sort of stuff that will be appearing. This "Issue 0" is 16 pages long, starting on page 77, and contains such delights as Jonathan Green's *"The Hounds of Winter"* short story, Ralph Horsley's beautifully rendered Empire Steam Tank design sketches, and the prologue for Colin MacNeil and Gordon Rennie's *"Bloodquest"* Warhammer 40,000 comic strip, which is due to appear in Issue 2 of *Inferno!* Issue 1 will be on the shelves of your local Games Workshop stores very soon, so keep your eyes open for it.



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,

A man with dark hair, wearing a light blue short-sleeved button-down shirt, is seated at a desk. He is holding a mobile phone to his ear with his left hand and looking towards a computer monitor on the left. The desk is cluttered with papers, a keyboard, and a small blue container. A window in the background shows an outdoor area with trees and a building.

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There's only one thing scarier than a regiment of mean, green, brutal Orc warriors – a regiment of Orc warriors mounted on a herd of savage, bad-tempered, and loudly flatulent war boars!

No Orc and Goblin general worth his salt would be seen going to war without a unit or two of these fierce fighters. And don't they just look the part! Brian Nelson, who sculpted the models, has once again captured the essence of everything Orcy in his miniatures. Everything from the massive, steel-toed boots, and the huge, brutal looking spear, to the savage expression on the Orc's face, tells you that here is a foe that you really don't want to have to meet on the battlefield.

FOR LYONESSE!

Also released this month is the Bretonnian general and standard bearer Repanse de Lyonesse, the first Citadel miniature sculpted by Michael Perry since his accident. You can read more about the history and background of Repanse, as well as how she was designed, sculpted and painted, later in the issue, in the Maidens of Battle article.

Also in the Maidens of Battle article are the Sorceresses of Bretonnia. You might be surprised to learn that the delicate features of these magical maidens were sculpted by the very same hands that made the vicious looking Orc Boar Boyz! Yes, having finished with the Orcs, Brian Nelson has now briefly turned his attention to the Bretonnians. Keep your eyes peeled for more of his excellent work in the future.

THIS MONTH'S RELEASES

- | | |
|--|----------------|
| High Elf Silver Helms | \$39.95 |
| (Four mounted figures per box) | |
| High Elf Silver Helms Champion | \$11.95 |
| (One mounted figure per blister) | |
| High Elf Silver Helms Horn Blower | \$11.95 |
| (One mounted figure per blister) | |
| High Elf Silver Helms Standard Bearer | \$11.95 |
| (One mounted figure per blister) | |
| High Elf Archer Command Group | \$13.95 |
| (Two figures per blister) | |
| High Elf Archer Champion | \$11.95 |
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| High Elf Mage | \$11.95 |
| (One figure per blister) | |
| Ellyrian Reaver Standard Bearer | \$11.95 |
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| Ellyrian Reaver with Bow | \$11.95 |
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| Ellyrian Reaver with Spear | \$11.95 |
| (One mounted figure per blister) | |
| Chaos Shields | \$4.95 |
| (Six plastic sprues per blister) | |
| Repanse de Lyonesse | \$24.95 |
| (One mounted figure per blister) | |
| Bretonnian Sorceress | \$11.95 |
| (One figure per blister) | |
| Mounted Bretonnian Sorceress | \$14.95 |
| (One mounted figure per blister) | |
| Orc Boar Boy with Spear | \$13.95 |
| (One mounted figure per blister) | |





Stranded on the Ork-infested world of Belar IV, Captain Orrin and his Space Marine Strike Force must fight to survive until reinforcements can arrive.

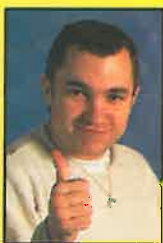
Can the mighty Blood
Angels commander
survive against the

vicious horde of Warlord Azrebb, or will this be his last stand?

Give the Mail Order Trolls a call on (02) 9829 6111 to get your copy of *Orrin's Last Stand*, and determine the fate of this hero of the Imperium.



You might remember that a few months ago, back in issue 205, I was busy collecting an all-Goblin army ready for the 1996 Warhammer Staff Tournament. Well, while surfing the Internet over



Steve Anastasoff

months, I couldn't help noticing that there are a fair number of other all-Goblin players out there, eagerly swapping hints and tips across cyberspace.

After getting a couple of e-mails from other Gobbo fans, there seems to be one particular point from my article that a lot of people have missed. So I just thought I'd try and give a better explanation here.

The one question that everyone always ask is: "Why put the Goblin Shaman on a Dragon? Surely he would be better off amongst the big units of Goblins, drawing on their Waaagh! power to cast his spells, rather than swooping off around the battlefield on the back of a giant flying monster?"

Well, in actual fact, the whole point of putting the Shaman on the Dragon is to keep him away from the big units of Goblins and their

Waaagh! energy. Goblin Shaman's heads are notoriously fragile, and have a nasty tendency to explode when placed near big units of Gobbos. To avoid this happening, my solution was to take a Night Goblin Shaman. He can use his magic mushrooms to cast spells, and is easily able to fly around the battlefield on his Dragon, avoiding any large build-ups of Waaagh! energy and the associated risks.

If you're new to the Internet, it's really easy to find absolutely loads of Games Workshop related stuff. A good place to start is Games Workshop's own home page, located at <http://www.games-workshop.com>.

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Enemies of the Emperor beware! The next couple of months sees one of the most eagerly awaited releases ever for Warhammer 40,000. The Adepta Sororitas, the Sisters of Battle, are the military wing of the Ecclesiarchy. Fighting wars of faith, they go to battle against any who would stand against the Imperial Cult, and occasionally those who just happen to be in the way and look vaguely heretical!

Next month sees the arrival of the first of the Adepta Sororitas releases. From the talented

hands of Citadel designer Jes Goodwin comes the brand new Sisters of Battle boxed set. Open it up and inside you'll find six of the most finely sculpted miniatures you're ever likely to see! And, as if that wasn't enough, the Sisters of Battle are also amongst the fiercest warriors in the entire galaxy!

Protected by their power armour, and armed with bolters, flamers and powers swords, the Battle Sister squads of the Adepta Sororitas are an essential addition to every Imperial army.



Battle Sister with flamer, coming next month!



GRAND OPENING MADNESS

Our Retail Crusade continues to spread the word across Australia, with everybody having a lot of fun along the way!

Pictured to the right are some of the excited gamers who attended our Adelaide Grand Opening. Check out the photos on the *Adelaide Grand Opening* page in this issue of *White Dwarf*, because it might be your face circled to collect your prizes from our Adelaide store.

If you attended the Grand Opening of our Ringwood store then don't forget to check White Dwarf 212 for your chance to win some special Grand Opening lucky photo prizes.



CALLING ALL GAMES CLUBS

Here in the White Dwarf bunker, we're **always** on the look out for **interesting** things to fill our pages **with**. But, lacking the all-seeing eye of Chaos, we

sometimes have to rely on other sources to find out what's happening around the rest of the world. And this is where you lot come in!

If you're a member of a games club that regularly plays any of our games, then we want to know what you and your club are up to. If you're

organising any special events, like a competition or a marathon 24 hour gaming session, then let us know. You might even find yourself getting a visit from one of our intrepid reporters out to get the scoop on your story!





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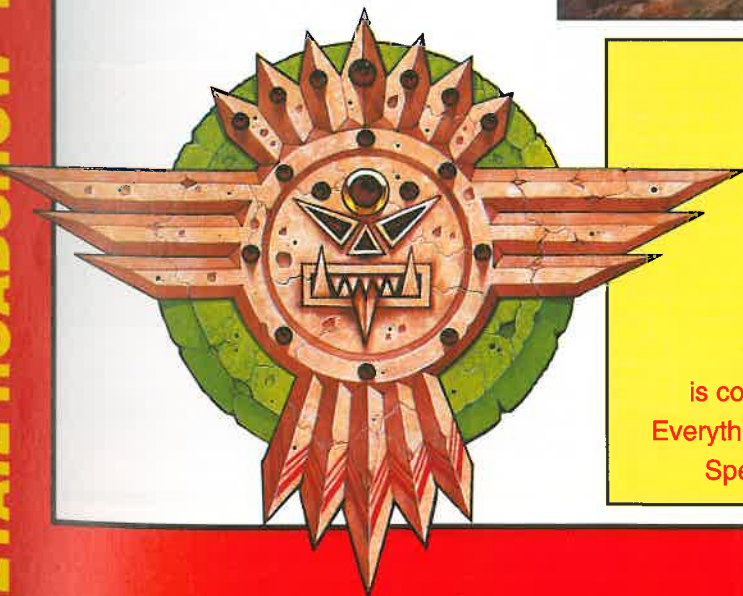
AT THE TIME OF THE THREE HUNDREDTH CYCLE OF THIS WORLD, THE TWO MOONS SHALL UNITE AND SUMMON FORTH THE RODENT GOD AND HIS EVIL SPAWN TO DELIVER PLAGUE AND PESTILENCE UPON THE LAND NAMED LUSTRIA.

Extract from the Prophecy of Sotek.

Driven from their tunnels by serpent infestation, the Skaven hordes have erupted into the lush, steamy tropical wilderness of Lustria. Determined to crush the cold blooded reptiles, the Plague Monks of Clan Pestilens have concocted some of the most virulent diseases imaginable.

Having marshalled their forces, the primeval Lizardmen are meeting the hideous rat spawn head on in a bloody conflict. The cries of the dying and the ring of steel on obsidian fill the air in the once tranquil home of the Old Ones.

Will you join the ranks of the mighty reptiles as they attempt to cleanse their jungle home or follow the foul Skaven as they spread death and disease through Lustria?



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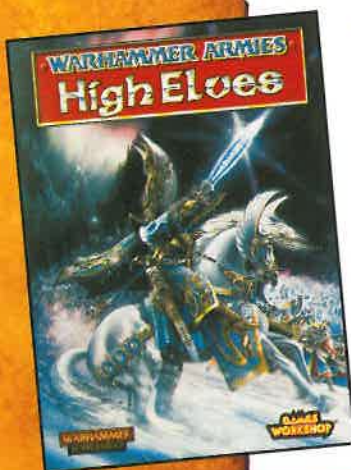
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WARRIORS OF ULTHUAN

The new Warhammer Armies High Elves is a great piece of work, and together with the excellent models make the army even better. Now the High Elves can take their rightful place among the most dangerous of foes...

In writing this latest version of Warhammer Armies High Elves, Rick and Tuomas have been careful to balance the High Elf army against the younger races. To this end they have added new rules for the citizen levy which forms the bulk of the army, and have put elite regiments like the White Lions of Chrace where they should be – one of the more

frightening opponents to face on the battlefield (as befits the guardians of the Phoenix King himself!). We've included a sneak preview of them on the following pages although you'll have to wait a couple of weeks for the models.

But the new book contains far more than just an updated army list (though it does have one of those too). It also includes considerably more background on the noble race of Ulthuan than its predecessor, like descriptions of the High Elf gods and definitions of sample High Elf runes (just the ticket for putting on shields and banners). Then there are the new special characters including the Everqueen herself, not to mention a hobby section containing a sample army and a host of other things. The preview on the following pages gives you a taste of the goodies in store...



High Elf cavalry is basically usable in one of two ways. You can either field them as fast cavalry, like the Ellyrian Reavers shown here, or as a heavily-armoured strike force like the Caledor Dragon Princes. Silver Helms can be fielded as either, and you need to decide which you prefer. With no additional armour they are capable of manoeuvring as fast cavalry, but with full equipment they are as well protected as the Dragon Princes. Tuomas says that the High Elves cost a lot of points and only have Toughness 3, so anything that can improve their chances of surviving is a Good Thing.

Gary Morley has pulled out all the stops with his brilliant new range of High Elves. You saw the first of these, the Archers, last month, and this month most of the rest are released.

We've even included a sneak preview of the splendid White Lions of Chrace which aren't out for a few weeks yet. You'll have to wait, I'm afraid.



High Elves have a strong sense of order and discipline, tempered by loyalty to kin and homeland. It is not surprising, then, to find that the military organisation of the High Elves closely parallels their social structure.

The Lord of each realm maintains his own forces, and is always ready to answer the call to arms of the Phoenix King. At any one time, a proportion of the citizens of every town and city are drafted into military service, and these citizens are seasonally rotated so that the entire population becomes trained to a high degree, with every High Elf knowing his place in his community's regiment. Thus the High Elves who dwell in remote parts of Ulthuan that are exposed to raids, or who journey over seas to found a new colony, are always ready to defend themselves.



The Call To Arms

All Elves able to bear arms are honour bound to spend time serving as warriors in the levies of their cities, towns and villages. Some towns and cities are so large that they are able to maintain several regiments at a time.

In times of great danger, a general raising of the citizen levy will swell the forces of each realm many times over. At other times the regiments undertake patrols, guard important shrines and public places, act as watchmen at night, and form escorts for local officials, members of the ruling house and other important dignitaries.

In the coastal cities warriors spend much of their time at sea as marines, or travelling to the Old and New Worlds (as men insist on calling the western and eastern lands already known to the Elves for thousands of years!).



▲ Throughout this full-colour section we have shown examples of the High Elf army we've painted at Games Workshop. The bright white tunics shown on these High Elves are one of our army's most striking features. Notice how a little shading has been added to the folds and creases of the models. This was achieved by first painting the tunics a blue/grey colour. When dry, the raised areas were carefully painted with white to finish the effect.



▲ Each of our High Elf regiments has been given a single, strong identifying colour, deliberately chosen to contrast sharply against their white tunics. In this instance the regimental colour we have chosen is purple.



▲ Again, this archer unit uses a single colour to give it its own strong theme. This time a rich blue has been used to pick out large areas such as the sashes, as well as smaller, more intricate details like feather tips, arrow flights and headdress details.

High Elf Colour Schemes

A well painted High Elf army is one of the most impressive sights you will see on a tabletop battlefield. This distinctive look is created by their striking white tunics and bright silver armour that are common to almost all of the troop types. A single bright colour added as detailing on cuffs, plumes, and shields adds variety. Varying this single colour helps to distinguish individual regiments without losing the coherent look of the whole army. Elite troops and special characters often stray from these basic guidelines to differentiate them from rank and file troops, but even these always retain a small amount of white and silver to link their colour schemes with the main force.



The Warhost of Prince Arandir, ready for battle. This force represents a typical 1,000 point army, and more details of its composition and how to collect the Warhost can be found from page 106 onwards.



▲ Prince Tyrion leads a unit of Silver Helms into battle.



▲ Tyrion has been painted so that elements of his garb are echoed in his horse Malhandir's caparison and headgear.

The Kingdoms of Ulthuan

The kingdoms of Ulthuan organise and practise for war according to their own age-old traditions. These reflect the lands in which they dwell and the skills of the inhabitants. Warriors from the various realms are distinguished not only by their fighting style and traditional weaponry, but also by their banners, shield designs and other aspects of their uniforms.

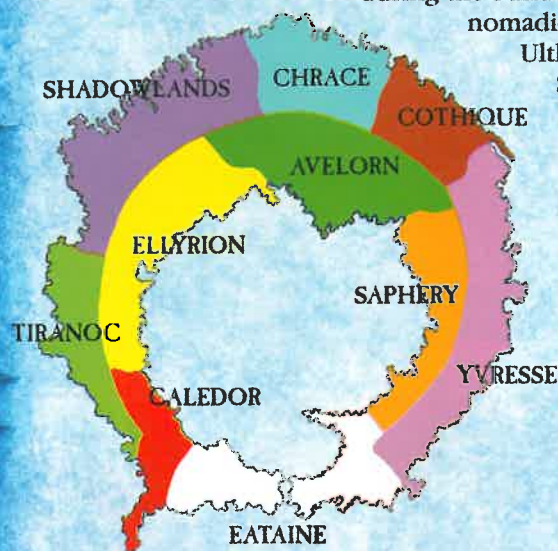


The map below illustrates the traditional borders separating the Kingdoms of Ulthuan. There are ten Kingdoms that comprise Ulthuan as a whole, although this does not take into account small islands or archipelagoes, such as the Shifting Isles. Information about three of the ten Kingdoms of Ulthuan is given below, whilst details pertaining to the other seven Kingdoms can be found throughout the following pages.

The Shadowlands

The Kingdom once known as Nagarythe was destroyed by the sorcery of the Dark Elves during the Sundering. Its population was scattered and became nomadic, wandering in the wilderness of northern

Ulthuan. The warriors of this realm are known as Shadow Warriors. Organised in small bands, they specialise in seeking and ambushing Dark Elf raiders. They favour dark tinted armour and tunics and plumes decorated with dark colours, especially blues and sombre greys.



Cothique

This realm has rocky coasts and treacherous seas, so it comes as no surprise that its inhabitants are all skilled seafarers. In the coastal cities half the Elven warriors are at sea at any time, while the other half are at home guarding the coasts. Elves whose families came from Cothique can be found in all the great Elven colonies overseas. The warriors are also sailors who spend much of their time at sea and fight most of their battles against seaborne enemies and raiders. Encounters with sea monsters are a regular part of a warrior's life, and some wear cloaks made from the hides of these creatures or armour styled in the fashion of sea serpent heads. Armour is often tinted with shades of blue or green.

Avelorn

This wooded realm is the domain of the Everqueen. Those who dwell here specialise in archery. It is said that some of the Wood Elf kindreds of Athel Loren in the Old World are descended from the people of Avelorn. The most renowned regiment of Avelorn is the Everqueen's warrior guard of Elf Maids. Warriors of Avelorn are most likely to wear green plumes or embroidered decoration with floral designs. Armour may sometimes be styled in floral or leaf shapes.

Every Elf warrior can feel proud of the traditions of his town or city. He will march under a banner which may be centuries old, bearing an emblem that is even older.

Weapons and armour are often antique, carefully restored in the local armouries and preserved from generation to generation. When an Elf warrior hears the description of his distant forbears arrayed for battle in an ancient saga, he recognises the very same uniform that he wears.



▲ Regiments of spearmen form an important part of any High Elf army. The banner design used by this regiment depicts a sword held aloft and has been rendered in colours that are sympathetic to the rest of the unit. This design has then been simplified and repeated on the regiment's shields.

Yvresse

is a misty realm surrounding the old city of Tor Yvresse. The people of this land raise regiments of some of the most determined and steadfast warriors in Ulthuan, as befits the homeland of Eltharion and so many other paladins. The favoured weapon is the spear, and the warriors fight shoulder to shoulder with almost unshakable discipline.

► Superbly modelled High Elf characters form the centrepieces of your army and reward careful painting and assembly, as you can see from this model of Eltharion riding his Griffon Stormwing. Before the kit was put together, the wings were carefully bent to produce a more realistic, animated effect. As well as being superglued into place, the wings were pinned to the body with small pieces of wire for extra strength. A scenic base was added before the whole model was painted. Note the carefully painted leopard pattern on the Griffon's back, legs and tail.



Guards of the Realms

Although the levy system provides Ulthuan with a massive reserve of troops, as well as a permanent body of warriors, there is still a need for professional warriors.

These take the form of the various Guard units, such as the Phoenix Guard, who protect the Shrine of Asuryan, the Sea Guard, who man the walls and harbours of Lothorn, the Everqueen's Maiden Guard and the Phoenix King's Lion Guard. Each of these units has its own distinctive appearance, styles of dress, and weaponry.

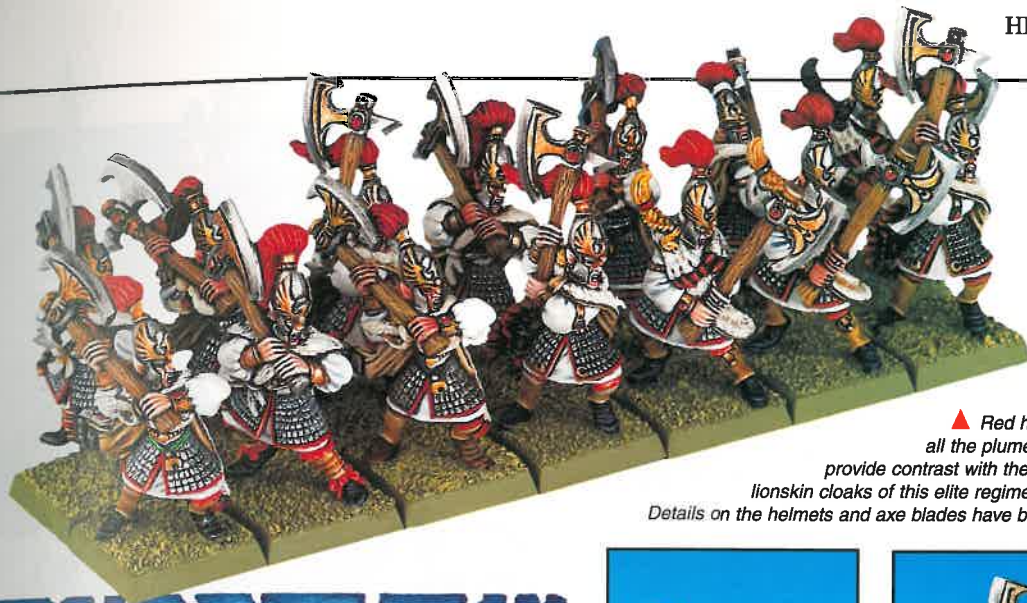


▲ To reflect their status as an elite regiment, the armour of these Phoenix Guard models has been painted gold rather than the usual silver. Their cloaks have been painted white with a striking red and yellow design depicting leaping flames.



◀ The fiery motif of the Phoenix Guards' cloaks has been carried through to the banner born by the unit's standard bearer. Again, flames and ashes feature on the banner, but this time a phoenix is shown leaping from the flames.





▲ Red has been used for all the plumes and edgings to provide contrast with the white tunics and lionskin cloaks of this elite regiment of Lion Guard. Details on the helmets and axe blades have been painted gold.

Chrace is a mountainous and forested region. The inhabitants are all renowned as skilled hunters. Warriors often wear furs and animal pelts over their armour as cloaks or decorative collars. The most famous are the Lion Guard who guard the Phoenix King. They are distinguished by their white lion pelts and woodsmen's axes.



Painting High Elf Armour

The predominant colour of High Elf armour is silver. When painting High Elf armour, start by giving it a base coat of Mithril Silver. When the paint is dry, apply a thin, watered down layer of Armour Wash over the base coat. Finally, once this second layer has dried, gently drybrush over raised areas of the armour with a second application of Mithril Silver, to bring out the highlights of the armour.



Although High Elf armour is predominantly silver, at times there are opportunities to use other metallic colours such as Burnished Gold, or even Beaten Copper. This is particularly appropriate for Champions and heroes, who often wear heavily ornamented armour that is centuries old.



If you are not using Mithril Silver, follow the guidelines given above, and just substitute the two applications of Mithril Silver with whatever colour you have chosen to use.

The armour on horses (known as *barding*) is painted in exactly the same way as other Elven armour. One trick you can try to make barding complement the colours of the horse's caparison (the cloth underneath the barding) is to use a coloured wash rather than armour wash. So, for instance, if the predominant colour of the caparison were blue, you could use a blue wash.

Nobles of Ulthuan

The nobility of Ulthuan has a strong military tradition of its own, and there are few amongst them who are not expert riders and warriors.

In battle nobles from all of Ulthuan band together into units of Knights - or Ithiltaen, which literally means silver helm, a title which is derived from their distinctive tall and shining helms. Few human Knights can equal the martial prowess of the Silver Helms. Though humans might well be stronger and heavier, they are clumsy and blundering barbarians compared to their Elven adversaries.



► The barding on the steeds of these Silver Helm Knights has been painted in exactly the same way as the armour of their riders, using multiple coats of silver to achieve a really polished, shiny look. Notice also how the horse depicted on the unit's banner is the same colour as the horses themselves.



▲ Silver Helms are another one of our army's elite regiments. All of the steeds were deliberately painted pure white with little variation to produce a unified look to the regiment. The main colour is blue, but small details on the steeds and riders have been painted a rich, leathery red colour.



▲ The blue wave pattern and heart motif on the shield of this High Elf hero have been repeated on his horse's caparison. Mounted High Elf characters and heroes provide many opportunities for this type of extra special painting.

► As well as using more colours than you would normally use on a regimental model you can also distinguish your heroes by applying patterning to their garb or to the caparisons of their steeds.

This model has had the same heart pattern applied to both the hero's clothing and the caparison of his horse. The rich purple colour used for the patterning is also used as the main colour elsewhere on the model.




▲ Small amounts of green and blue have been used on this model, yet because they have been applied sparingly, they do not overpower the striking red colour which is the model's main feature.

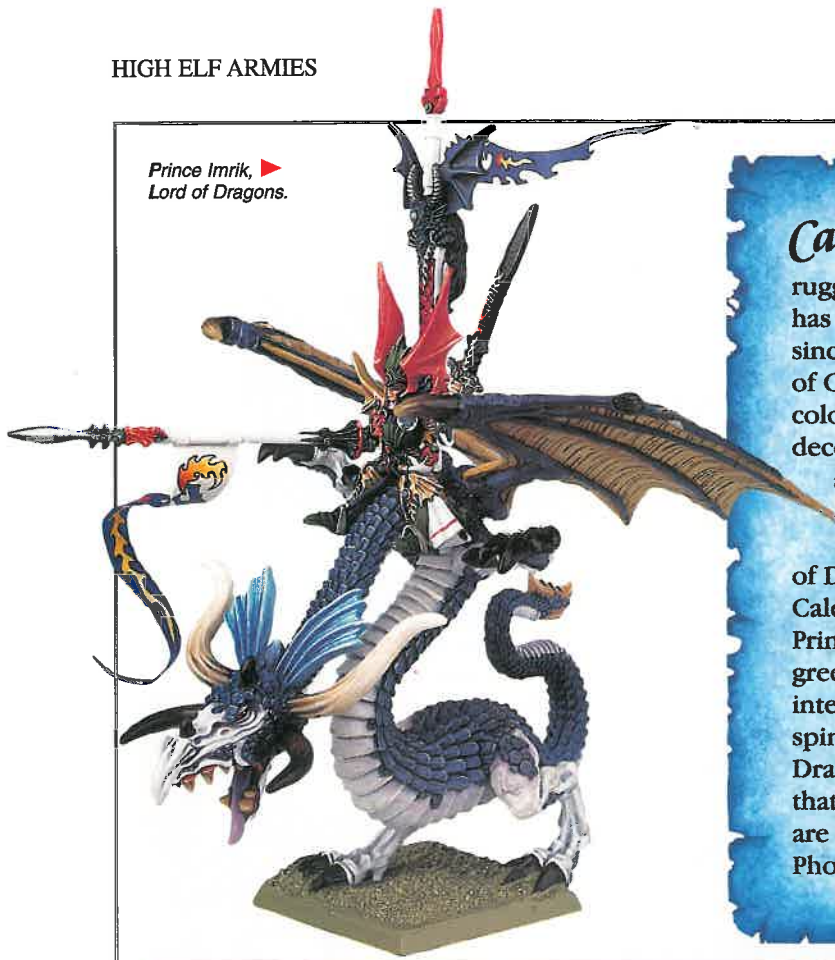


▲ The heroes in any Warhammer army are powerful individual models and you can really go to town when painting them. Our High Elf heroes are no exception and we have tried to paint each of them as spectacularly as possible.




◀ The Pegasus has been painted white, grey and black, leaving the brighter colours like red and yellow for the rider. This helps the rider to stand out when viewed on the tabletop. The model has been mounted onto a carefully modelled scenic base. Modelling a special base in this way is a good technique for showing off an impressive model.

Prince Imrik,  Lord of Dragons.



Caledor is a sparsely populated, rugged, volcanic region which has been home to Dragons since ancient times. The folk of Caledor favour hot fiery colours for their plumes and decorative motifs, and they are the only Elves who commonly use black for plumes and crests. The taming of Dragons is a warrior tradition in Caledor, and it is from here that the Dragon Princes come. Their armour is often tinted green or sometimes red, and its design is intended to reflect the scales and horny spines of Dragons. Such is the pride of the Dragon Princes, that theirs is the only banner that remains erect whilst all the other banners are dipped to acknowledge the rule of the Phoenix King prior to battle.



 The armour of the Dragon Princes and their steeds' barding feature a dynamic green and red colour scheme. However, the white horses, pennants and shield designs make the regiment fit in with the rest of our High Elf army.



▲ For our army we have decided to paint all of our Ellyrian Reavers on dappled grey horses. This provides a marked contrast with the other cavalry regiments in the army. Of course, there are many other colours we could have used to paint these steeds, including pure white, light browns, black and other types of grey.

Ellyrion is a region of verdant open plains, and is the domain of the horse kindreds with their herds of fine Elven Steeds. By tradition, the warriors of this realm are expert riders, taught from a young age the arts of horseback warfare. These warriors, known as Ellyrian Reavers, are experts with both spear and bow. A distinctive feature of the Reavers is their elegant, flowing plumed helmets.



▲ The dapppling on this Ellyrian Reaver's mount has been applied so that it fades out towards the steed's hind quarters and neck, as it would on a real horse. You can achieve this either by making the dapples smaller near those areas, or by applying softer strokes of paint.



◀ Painting your own shield designs can be very satisfying, but also a bit daunting. Luckily there are a number of alternatives. Some shields are cast or moulded with relief designs which are relatively easy to paint. Games Workshop also produce a wide variety of waterslide transfers.



▲ The High Elf Repeater Bolt Thrower and crew.



▲ Each of the Repeater Bolt Thrower teams in our army has been painted using a specific detail colour. Either blue, as above, or red in the case of the crew model illustrated on the right.



Eataine is the mightiest of the Kingdoms of Ulthuan, centred around the Emerald gate and the city of Lothorn. Many merchants dwell here and send forth colonists to the four corners of the known world. This is a populous region which maintains a large number of troops. Its warriors are skilled with either the bow or the spear and are always excellently equipped with the finest armour and weapons. The nobles dress in splendid robes and often wear ornate armour decorated with precious gemstones and valuable metals. These warriors fight on land and sea and have detachments skilled in the use of the repeater bolt thrower, which can be either mounted onboard or removed for use on land. The best warriors serve in the Sea Guard, a large body of troops whose regiments are based in Lothorn, but who also travel throughout the world with the Phoenix King's armies.

Tiranoc Originally, this coastal realm had broad expanses of sandy beach and rolling downlands, rising suddenly into snow capped peaks. Of all the realms of Ulthuan it was the most wealthy and the most densely populated. The warriors followed a very ancient tradition of fighting from chariots as suited the landscape. During the Sundering Tiranoc was flooded by the sea and disappeared almost completely. The coastal cities were overwhelmed and their mercantile descendants survive today only in far flung colonies. Inland, on the lower slopes of the mountains, the warriors cling to their age-old tradition as charioteers of great skill.



▼ This High Elf chariot has been extensively converted. The crew have been created by using torsos from Ellyrian Reavers and archers' legs. The base has been cut to size from a Warhammer movement tray.

Shields and Banners



Banners and shields act as a colourful focal point for your units and heroes, and are designed to reflect their bearer's character or the unit to which they belong. There are no formal rules to adhere to when designing shields and banners. Most are ancient, traditional designs that have been passed down from generation to generation, and incorporate imagery unique to each specific regiment.



▲ Our High Elf army's Battle Standard bearer, holding aloft the banner of the Phoenix King. This model is a conversion made from a variety of different castings and plastic parts.

High Elves favour imagery which depicts fantastic creatures, such as dragons, the phoenix, and sea serpents, to name but a few. Many of these images appear in fully rendered scenes, such as a night sky, or stormy sea, rather than just sitting on plain, single coloured backgrounds. This is not to say that High Elves do not also produce simple designs, just that the more complicated the imagery, the more ancient and valued the shield or banner is likely to be.



▲ Teclis, High Loremaster of the White Tower. Many of the items Teclis possesses have been painted according to their descriptions in this book such as the Sword of Teclis. To finish the effect a scenic base was added.



High Elf mage

Saphery This realm is noted for wizardry and within it stands the White Tower, home of the Loremasters of Hoeth. It is a sparsely populated land. The nobility of Saphery study the arts of magic and many choose to fight in battle as wizards.

From all over Ulthuan determined young Elves also come to Saphery in the hope of being accepted into the Order of Swordmasters of Hoeth. These elite warriors are trained by the Loremasters in the most ancient and arcane of martial arts. Their distinctive weapon is the double-handed broadsword, a massive weapon they wield as easily as an ordinary Elf might brandish a knife or dagger.

Painting Gemstones



STAGE 1



STAGE 2



STAGE 3



STAGE 4

High Elf models are often sculpted with precious gems and jewels, especially champions and special character models. As well as adding a touch of class to your models, gemstones are also surprisingly easy to paint.

First decide what basic colour you wish to paint your gemstone. For example, if you were painting a red gemstone, you would start by painting it a bright red colour. Once the red base coat was dry, you would then apply a band of dark red shading to the top of the gem, and then a band of orange highlight to the base of it, leaving an area in the middle where the basic red colour would still show through. When the highlight and shading is dry, add a tiny, pure white dot to the top of the gem, to help create the illusion that it is catching reflected light. If you want a really shiny look, you can give the gem a thin coat of gloss varnish as a finishing touch.



High Elf mage



High Loremaster Teclis rushes to aid in the defence of a High Elf Citadel





By David Owen Meller

OXFORD STREET!

We send our ace reporter to the recently refurbished Oxford Street Games Workshop store, the busiest in the world!



The first thing I had to do was to get there. Our Oxford Street store is situated in the Plaza Shopping Centre which fronts onto what appeared to be London's busiest street. One of the first sights to draw my attention as I approached the door was the Black Library cabinet in the front window. The cabinet contains the Blood Angels Terminator helmet and storm bolter which you can see in these pages, and has been on tour around the country. After being met by Jamie the store

Back row, left to right: Kieron Slater, Brother Karlsten of the Blood Angels 3rd Company, Jamie Thorne (store manager), Steven Haydon.

Front row, left to right: Paul Hicks, Sylvain (Silver) Laurent, Stewart Ellis, Andy Chapman.



Above and left: Andy takes time to share his vast painting knowledge and experience with an aspiring Space Marine Commander!



All the staff at Oxford Street have been painting for a long time. So even if you've never picked up a paint brush before and you just want an introduction to painting, or if you need any advice on making your army look even better, the staff are always happy to help.

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Top: Here we see ace Bretonnian spy Sylvain "Silver" Laurent checking the coast is clear before treating a customer to his rapier-like wit!

manager, and getting a mug of tea, I thought I'd better start work. One thing I did notice was that the Oxford Street store has loads of international visitors, so it didn't surprise me a great deal to learn that one of the staff is from across the Channel. Sylvain hails from Amiens in France and one of his current duties is to teach Jamie to speak French. Unfortunately, at the moment Jamie has only got as far as, "Bonjour, we have a member of staff who can speak French... I'll go and get him!"



Above: The Oxford Street store has its own guardian of truth, justice and the Warhammer 40,000 way, Brother Karlsten of the 3rd Company!

Right: Detail of the awesome Blood Angels Terminator helmet in the Black Library display at the Oxford Street store. The targeter eye really works!



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Above: Kieron does a high speed explanation of how you can juggle loads of blisters and boxes in your hands before trying to grab your copy of Warhammer 40,000.

Below: The full-size storm bolter on display with the Blood Angels Terminator helmet.



Left and below: Two new gamers try out the exciting new Epic 40,000. You can ask any of the lads for an introduction to any of our games.



Left: Warp speed Mr Chapman! Andy becomes a blur of dynamic energy whilst helping this young visitor in the store. If you are having a hard time deciding what miniatures and boxed sets you need for your army, why not talk to a member of staff? They're always on hand to help you decide what's best for your force.

"Take your time and learn from others. Don't be afraid to try out new techniques and methods. With the staff to help you, the store is a great place in which to learn."



Commissar Bone, (head of French retail) said that "The Oxford Street store is quite simply the best shopping experience I've ever had!"

With its extensive refit complete and everything looking nice and shiny, why not go down to the Oxford Street store? You can meet our notoriously charismatic staff and check out the awesome Black Library displays. It will also give you the chance to learn about our games and models so you can decide what to buy when the store has its big Grand Opening at the end of this month!

PLAZA STAFF HOT PAINTING TIPS!



The mighty Slann Mage-Priest painted by Jamie. It is patterned after a 3-striped poison arrow frog!

Whilst at the Oxford Street store I managed to prise the secrets of their splendidly painted armies out of the staff. Here are the results of my endeavours...



An unusual conversion of the Space Marine bike model by Stewart Ellis.

1. Always thin your paint. Use one of the shading washes instead of water, as this gives you a good strong colour whilst still keeping the paint thin.
2. Take your time and learn from others. Don't be afraid to try out new techniques and methods. With the staff to help you, the store is a great place in which to learn.
3. Paint Vermin Fur as a base coat for human flesh.
4. To highlight black, mix Chaos Black with Hawk Turquoise.
5. Undercoat Orcs and Goblins with Chaos Black as this gives a good dark base to work from.



Paul Hicks has a superb Savage Orc and Goblin army. The centrepiece of this huge green-skinned horde is an amazing scratch-built Giant, which stands a good 10" tall and towers over everything else. He built the huge humanoid out of modelling putty and used all sorts of old parts from his huge bits box to add extra detail. In order to show off how truly massive Paul's Giant is compared to the Citadel giant, we stood them side by side. As you can see it's enormous!



Note the intricate Dragon tattoo. It took a complete day to paint this one small area of detail. Paul went to his local library to get some good reference books about Dragons and found some useful artwork to provide the inspiration for this really neat piece of work.

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GAMES WORKSHOP



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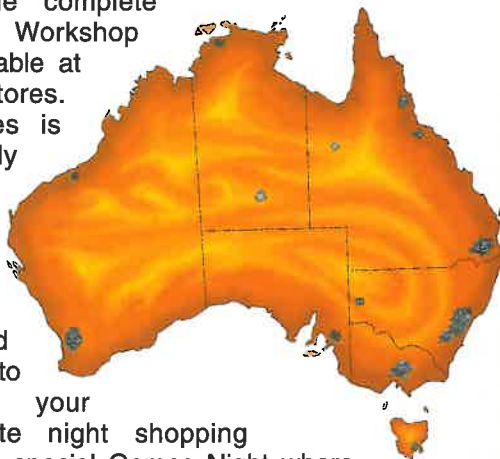
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The huge range of Citadel miniatures and the complete range of Games Workshop games are all available at our Australian stores.

Each of our stores is staffed by friendly gamers who will be more than happy to chat about what's new in the hobby, play an introductory game with you, and also show you how to paint and model your miniatures. On late night shopping evenings we have a special Games Night where you can come along and join in a game of Warhammer 40,000, Warhammer or Epic 40,000.



RETAIL CRUSADE RETAIL CRUSADE RETAIL CRUSADE



By Gav Thorpe

Gav has some ideas about personalising your Epic 40,000 Space Marine detachments.

WARHAMMER

EPIC 40,000

SUPREME WARRIORS

Amongst the armies of the Imperium, the Space Marines of the Adeptus Astartes form an elite fighting force. There are roughly a thousand Chapters of Space Marines spread through the Imperium, each with its own particular style of organisation and fighting. The majority of Chapters adhere quite closely to the doctrines of the Codex Astartes, an immense tome of organisational, strategic and tactical information which was written after the Horus Heresy by Roboute Guilliman, Primarch of the Ultramarines. The knowledge within its many volumes form the basis of the Ultramarines Chapter and their successors, while many other Chapters, such as the Dark Angels and Blood Angels, vary from its text in only minor ways. There are a few completely unorthodox Chapters, foremost among them being the Space Wolves, whose organisation and style of war bear no resemblance to the Codex Astartes.

Each of these Chapters is fiercely proud of its heritage and will defend its traditions against all arguments. A Space Marine Chapter's organisation, battle tactics, uniforms, banners and all other aspects will reflect the character of its leaders, founding planet (or planets) and Primarch. Even events within the Chapter's history will continue to have a lasting effect. For example, in one particular battle, warriors from the Dark Angels Deathwing (the first company of Terminators) saved one of the Chapter's founding worlds from a Genestealer cult. Following the rituals of their home, the Space Marines repainted their green armour white, which is their colour of death, and did battle with the Genestealers. From that point on the Deathwing has always worn white armour, a homage to the sacrifice of the brave warriors who died many millennia ago.

FIELDING THE ARMY

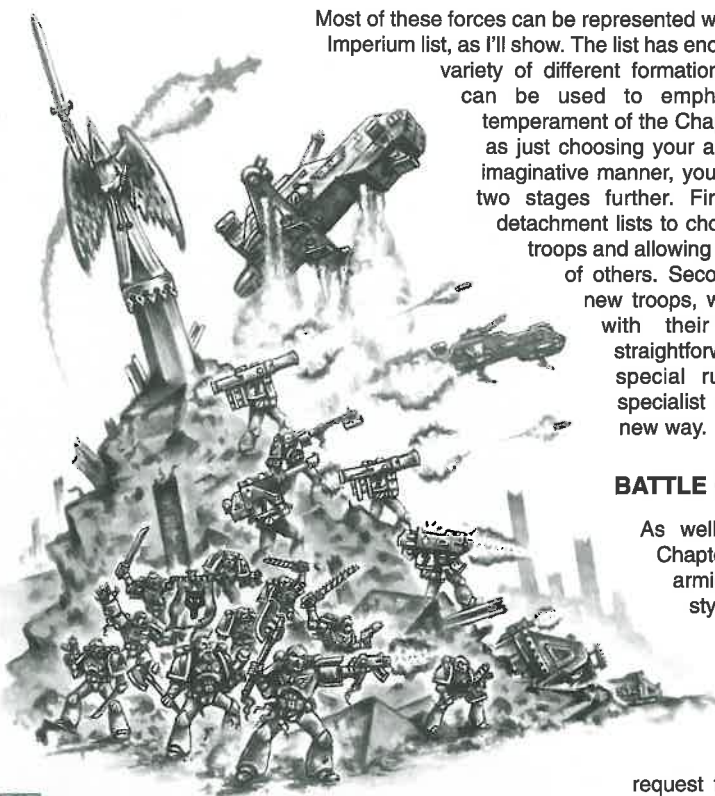
For extra information concerning the background and organisation of the many Space Marine Chapters, you can look at the range of Warhammer 40,000 Codex books. Codex Ultramarines details the organisation of the Ultramarines Chapter itself, and many of the other Chapters that were raised in subsequent foundings using the gene-seed of Roboute Guilliman, the Ultramarines Primarch. Details of the Dark Angels and Blood Angels Chapters (and their successors) can be found in Codex Angels of Death, while the Space Wolves also have their own book.

White Dwarf also regularly runs articles on the Space Marines, and we hope to give more information on other Chapters in the future (particularly the Imperial Fists, White Scars and other remaining First Founding Chapters). Not only do all these sources provide information for some of the better known Chapters, but they will also spark off ideas for you to invent your own.

Most of these forces can be represented within the existing Army of the Imperium list, as I'll show. The list has enough flexibility to allow a wide variety of different formations and detachments, which can be used to emphasise the character and temperament of the Chapter you are fielding. As well as just choosing your army and detachments in an imaginative manner, you can take your army one or two stages further. Firstly, you can invent new detachment lists to choose from, restricting certain troops and allowing a greater choice or numbers of others. Secondly, you can invent totally new troops, whether from the ground up with their own profile or, more straightforwardly, by inventing a new special rule or using the existing specialist abilities and upgrades in a new way.

BATTLE ORGANISATION

As well as the character of the Chapter itself, most Space Marine armies have their own individual style and tactics. Depending on the nature of the campaign, warriors from different Companies will be sent to fight. If the Space Marines are responding quickly to a request for help, they will despatch



their fastest strike cruisers laden with Thunderhawks, drop pods and fast attack troops such as Bikes, Land Speeders and Assault squads. Once these troops have established themselves in the war zone (sometimes just a single hive city or settlement, but also whole continents, planets or star systems) the heavier firepower will be brought in. Tactical squads, Devastators and tanks will be moved to the conflict, boosting the strength of the Space Marines even as the first elements of the Chapter attack the enemy and attempt to sever their lines of supply, breaking up their battle lines and destroying their reinforcements.

Your Space Marine force could reflect this at any stage of its development, and all you have to do is choose the troops from the lists which fit this character. Whether you want to fight a lightning strike, a steady implacable advance, or opt for a more static defence, the Army of the Imperium allows you to choose what you need.

THE FIRST AND TENTH

A Codex Chapter (one which follows the Codex Astartes closely) comprises ten companies, each of which is made up of a variety of squads depending on the Company. For example, the fourth Company of the Ultramarines is a Battle Company, comprising 6 Tactical squads, 2 Assault squads and 2 Devastator squads, with attendant support vehicles in the form of Rhinos, Dreadnoughts, Land Speeders and Bikes. The Company is an organisational unit though, and on the battlefield most Companies are usually split into smaller detachments, and often combine with elements of other Companies to fulfil their role on the battlefield. Each Chapter also maintains its own armoury and has a pool of Vindicators, Predators, Land Raiders and other support vehicles which are assigned to squads on a battle by battle basis.

The first Company of a Codex Chapter is the Veteran Company, from which the much feared Terminators are drawn. If you want to field a first Company detachment in your Epic 40,000 army, it's a simple matter to use the lists to represent this. In terms of the detachment's Main Force, you should limit yourself to choosing Terminator squads, with mainly Land Raiders as support, and some standard Tactical squads to represent the Veterans in power armour. In contrast, the Tenth Company would comprise Scouts (since the 10th Company is the Scout Company) with any support units drawn in from other elements of the Chapter. There's a sample detachment card for each of these below.

OTHER CHAPTERS

Although the majority of Chapters follow the strictures of the Codex Astartes quite closely there are some whose organisation and tactics vary wildly from its doctrines. Some, such as the Space Wolves, have strong traditions from their home planet and Primarch which they revere above the teachings of others. Other Chapters have suffered from horrendous battle losses, such as the Scythes of the Emperor who faced the initial onslaught of Tyranid Hive Fleet Kraken. More still are isolated from the Imperium, out on the Eastern Fringe on millennia-long crusades or cut off by warp storms for centuries, and are forced to adapt and change to survive.



Space Wolves are assaulted by a swarming mass of Tyranids.

DETACHMENT NAME		DETACHMENT TYPE		POINT COST	RESERVE SPEED	HALF STRENGTH	MOBILE VALUE	TOTAL POINT COST
FORCE CESARE		ULTRA MARINES 10th COMPANY		50	10	4	4	182
COMMANDER		CAPTAIN CESARE						
DETACHMENT MAIN FORCE		DETACHMENT SUPPORT						
1	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
2	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
3	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
4	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
5	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
6	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
7	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
8	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
9	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
10	SCOUT SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
CAPTAIN		10	30	1	3	5+	Hero	Infiltrate
SCOUTS		10	30	1	3	5+	Hero	Infiltrate

DETACHMENT NAME		DETACHMENT TYPE		POINT COST	RESERVE SPEED	HALF STRENGTH	MOBILE VALUE	TOTAL POINT COST
FORCE INVICTUS		ULTRA MARINES 1st COMPANY		85	20	5	6	272
COMMANDER		CAPTAIN INVICTUS IN LAND RAIDER						
DETACHMENT MAIN FORCE		DETACHMENT SUPPORT						
1	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
2	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
3	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
4	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
5	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
6	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
7	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
8	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
9	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
10	TERMINATOR SQUAD	10	1	3	5+	Hero	Infiltrate	Rapid Fire
CAPTAIN		10	30	1	3	5+	Hero	Infiltrate
TERMINATOR		10	30	1	3	5+	Hero	Infiltrate
LAND RAIDER		20	45	2xAT	2	6+	Transport(2)	
VINDICATOR		25	15	3	1	6+	Class Support	

These detachment cards represent the 1st company, composed of Veteran Terminators and the 10th company, the Scouts.

The army lists for Space Marine detachments in Epic 40,000 are for those Chapters that adhere to the Codex Astartes, the massive tome which describes the strict rules for the organisation, tactics and doctrines of a Space Marine Chapter. Whilst most adhere to its teachings there are some that do not.

CODEX CHAPTER ORGANISATION

ARMOURY
Techmarines
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codiclers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

BLOOD ANGELS DEATH COMPANY

The Blood Angels Chapter have a mysterious genetic flaw. The death of their Primarch, Sanguinius, at the hands of Horus has left an eternal, indelible mark upon their souls. On the eve of battle a Blood Angels trooper may be affected by the Black Rage, an all-consuming hatred of his enemies that turns him into a savage killer, able to withstand wounds that would normally fell even a mighty Space Marine. Those afflicted by the curse are assembled into a single company, led by a Chaplain. This is the Death Company.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include up to one Death Company Detachment in your army if you wish.



Death Company attack led by a Chaplain.

Many of these can be represented with the standard Army of the Imperium lists. All you have to do is impose some restrictions on what troops you take and therefore build more characterful detachments. For example, if you wanted your Army to include Space Marines from the Ultramarines Chapter shortly after the Battle of Macragge (during which the First Company was wiped out) you could include a disproportionately large number of Scout squads and hardly any Terminator squads (or maybe even none).

Similarly, you can vary the lists slightly to allow a greater or lesser amount of flexibility. Let's say you've invented your very own Chapter, let's call them... erm... the erm... (takes a quick look at Ian's list of names in issue 197), ah, the War Lions. Right, you've decided the War Lions are pretty Codex apart from the fact that one of their founding planets is also a Forge World of the Adeptus Mechanicus (strange, but possible). So the War Lions like to have lots of tanks and their greater access to the Tech-Priests' technology means they can maintain a large number of Dreadnoughts in comparison to other Chapters.

With me so far? Right. So, one of the things you might like to do is allow the Chapter Master to have a Dreadnought bodyguard, instead of Space Marines. Also, you could allow the War Lions to field Dreadnoughts in a Space Marine detachment as main force units, rather than in support. Although you can already incorporate the Space Marines and Dreadnoughts in the same detachment, taking Dreadnoughts as main force units leaves more space for other support such as Land Raiders and Whirlwinds. With even this simple change, the character of the Chapter is already evident.

DEATH COMPANY DETACHMENT

Command

You must choose a Chaplain to lead the detachment.

One Blood Angels Chaplain 51 points

Consists of 1 Space Marine unit (Hero)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to jump packs

(Hero, Jump Packs) Free

(* Choose one upgrade only)

Up to one

Space Marine Librarian 35 points

Consists of 1 Space Marine unit (Psyker, Hero)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to jump packs

(Hero, Psyker, Jump Packs) Free

(* Choose one upgrade only)

Main Force

Choose up to 10 squads from the following list.

Blood Angels

Death Company squad 20 points

Consists of 1 Space Marine unit (Save, Assault, Rampage)

Extra cost to:

Mount in a Rhino +7 points

Upgrade to jump packs

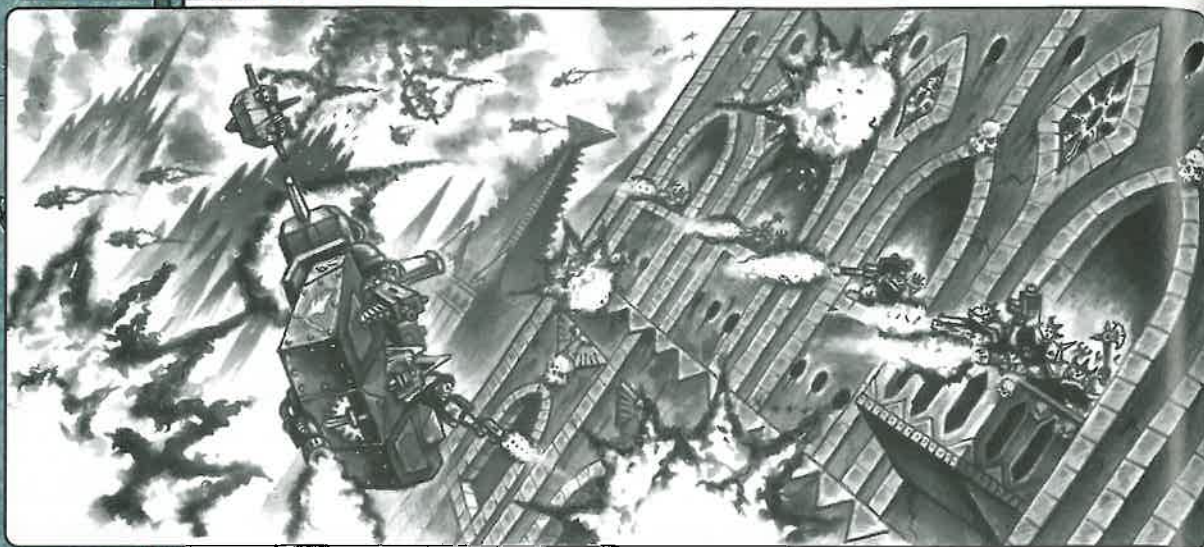
(Jump Packs) +2 points



Notes: If a Death Company detachment consists only of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. They may always deploy in drop pods, regardless of the scenario being played.

If the original HQ is eliminated the next unit in the chain of command below becomes the new HQ. If the Death Company have no HQ then they automatically go onto Assault orders, rather than being out of command as normal.

Chain of command: Chaplain > Librarian > Any other unit.



All of this is possible without having to write a single new rule. It is simply manipulating the detachment army lists in the desired way. Of course, if you're going to do anything even slightly wacky you'll have to sort this out with your opponent first. Remember that you're not creating a Chapter to make an unbeatable army, but to provide your own troops with extra character and personalisation. Being able to field a force which is uniquely yours is very rewarding and can lead onto all sorts of ideas for scenarios and campaigns.

GETTING MORE EXTREME

All I've talked about so far is manipulating the organisation of the detachment lists to achieve a desired result. In many cases this may well be all you need to do. However, one thing that can make a Chapter really stand out is having a detachment or troop type which is uniquely theirs. For example, the Dark Angels have the highly skilled Ravenwing, the Blood Angels have their frenzied Death Company and the Space Wolves squad organisation is wholly different to any other Chapter.

In this article you will see various new detachments which you can include in your Army of the Imperium. Although they have undergone slightly more drastic changes than the ones I've talked about so far, they are still pretty straightforward. As well as altering the composition of the detachments, I've added a simple special rule which further emphasises their character. For the Space Wolves, White Scars and Ravenwing this is a completely new rule, but for the Death Company I've simply used some of the special abilities that already exist, namely *Assault*, *Save* and *Rampage*. You will also notice that their organisation, such as access to Support units, has been changed from normal too. You will find that even these fairly minor tweaks strongly influence their role and effect on the battlefield, enabling you to create specific detachments fairly easily.



The Ravenwing launch an assault on an Ork held pass.

Adding a special rule to certain troops, or for the detachment overall, is by far the best method for creating specialised troops. Epic has great scope for this kind of individual characterisation. There's no reason why you should limit yourself to whole detachments either. For example, you may like to have Commander Dante, Chapter Master of the Blood Angels, with his jump pack and Veteran Assault squad bodyguard. You can look at existing options and upgrades for an idea of any change in the points cost needed, and this shouldn't normally be more than two or three points per unit. Changes which are worth more than this should be given some serious consideration first.

You can take a look at the detachment lists I've devised for the Blood Angels Death Company and the Dark Angels

THE RAVENWING



Ravenwing Bikes



Ravenwing Land Speeder

The 2nd Company of the Dark Angels Chapter is known as the Ravenwing and is essentially a reconnaissance company. It is made up of Land Speeders and Bike squadrons. Detachments from its ranks are used in a scouting or fast attack role, where speed is more important than armour or raw firepower.

The riders and pilots of the Ravenwing are extremely skilled, and the efficiency with which they handle their machines enables them to dodge incoming shots, maximise cover and make it very difficult for the enemy to target them.

To represent this lessened vulnerability, the obvious choice would be to increase the Armour value of the troops involved. However, when a rider or driver is concentrating on enemy fire, their accuracy will obviously be hampered somewhat. Already there was a solution to this though, from the rules for troops on Assault orders. Assaulting troops are dedicating themselves to closing with the enemy, so their Firepower is halved. This seemed a reasonable limiting factor – the Ravenwing are concentrating or making themselves difficult targets so the same penalty doesn't seem unreasonable.

Because of this limiting factor, the Ravenwing's special ability shouldn't really cost them any points at all. After all they are sacrificing one thing to gain another. However, the very fact that they have this skill gives them a greater deal of flexibility and obviously makes them proportionately better in their preferred situation (racing around near the enemy) so some points increase would be needed (nothing comes free!). A straightforward addition of 2 points to all the troops with this skill seemed very reasonable, putting it into a similar area to the *Jump Packs* special ability which generally costs around 2 points per unit too.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include as many Ravenwing detachments in your army as you wish. However, you should note that the Ravenwing is just a single company and can muster a maximum of 50 units (split as you wish).

This limit is only possible if the entirety of the Ravenwing is present on one battlefield (a rare occurrence indeed!)

Ravenwing: The Ravenwing may go onto special Dodge orders at the start of the movement phase. The detachment uses all of its speed and skill to make themselves a blur of movement, making it extremely difficult for the enemy to accurately target them. Indicate this by placing the Order dice with the '1' face up next to the detachment. If the Ravenwing is on Dodge orders the detachment may move normally in the movement phase. All units in the detachment may add +1 to their Armour value (up to a maximum of 6) but must then halve their firepower (rounding up).

Ravenwing. Both of these are specific to their own Chapters and show how you can make a Chapter even more individual with a few simple additions or minor adjustments.

Anyway, that's just a few ideas for you to ponder over. Remember, there's no harm in experimenting if you want to. After all, it's your army and as long as your opponent agrees it's up to you what you want to do with it.

RAVENWING DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) +25 points

Up to one Master of Ravenwing .. 21 points

Consists of 1 Space Marine Bike unit
(Hero, Ravenwing)

Extra cost to:

Upgrade to Land Speeder

(Hero, Ravenwing) +10 points

Up to 1 Space Marine Librarian . 31 points

Consists of 1 Space Marine Bike unit
(Psyker, Hero, Ravenwing)

Extra cost to:

Upgrade to Land Speeder

(Hero, Psyker, Ravenwing) +10 points

Main Force

Choose up to 10 squads from the following list.

Ravenwing

Bike Squadron 12 points per unit

Consists of 1 to 3 Space Marine Bike units
(Ravenwing)

Land Speeder Squadron 22 points per unit

Consists of 1 to 3 Land Speeders (Ravenwing)

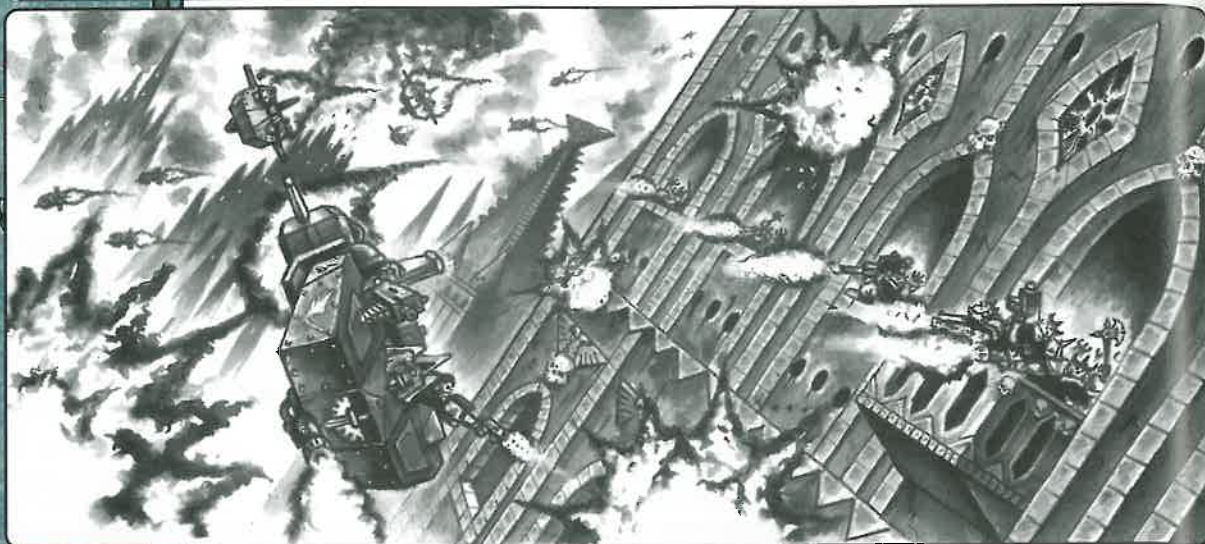
Attack Bike Squadron . 12 points per unit

Consists of 1 to 3 Attack Bikes (Ravenwing)

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. A Ravenwing Detachment has no support units.

Chain of command: Master of Ravenwing > Librarian > Land Speeder > Any other unit.





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To represent this lessened vulnerability, the obvious choice would be to increase the Armour value of the troops involved. However, when a rider or driver is concentrating on enemy fire, their accuracy will obviously be hampered somewhat. Already there was a solution to this though, from the rules for troops on Assault orders. Assaulting troops are dedicating themselves to closing with the enemy, so their Firepower is halved. This seemed a reasonable limiting factor – the Ravenwing are concentrating or making themselves difficult targets so the same penalty doesn't seem unreasonable.

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This limit is only possible if the entirety of the Ravenwing is present on one battlefield (a rare occurrence indeed!)

Ravenwing: The Ravenwing may go onto special Dodge orders at the start of the movement phase. The detachment uses all of its speed and skill to make themselves a blur of movement, making it extremely difficult for the enemy to accurately target them. Indicate this by placing the Order dice with the 'I' face up next to the detachment. If the Ravenwing is on Dodge orders the detachment may move normally in the movement phase. All units in the detachment may add +1 to their Armour value (up to a maximum of 6) but must then halve their firepower (rounding up).

Ravenwing. Both of these are specific to their own Chapters and show how you can make a Chapter even more individual with a few simple additions or minor adjustments.

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RAVENWING DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) +25 points

Up to one Master of Ravenwing . . . 21 points

Consists of 1 Space Marine Bike unit
(*Hero, Ravenwing*)

Extra cost to:

Upgrade to Land Speeder
(*Hero, Ravenwing*) +10 points

Up to 1 Space Marine Librarian . 31 points

Consists of 1 Space Marine Bike unit
(*Psyker, Hero, Ravenwing*)

Extra cost to:

Upgrade to Land Speeder
(*Hero, Psyker, Ravenwing*) +10 points

Main Force

Choose up to 10 squads from the following list.

Ravenwing

Bike Squadron 12 points per unit

Consists of 1 to 3 Space Marine Bike units
(*Ravenwing*)

Land Speeder Squadron 22 points per unit

Consists of 1 to 3 Land Speeders (*Ravenwing*)

Attack Bike Squadron . 12 points per unit

Consists of 1 to 3 Attack Bikes (*Ravenwing*)

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. A Ravenwing Detachment has no support units.

Chain of command: Master of Ravenwing > Librarian > Land Speeder > Any other unit.



WHITE SCARS DETACHMENT

The White Scars Primarch, Jaghatai Khan, was raised on a primitive planet inhabited by tribes of nomadic warriors. His superior physical abilities and strategic genius allowed him to weld together a coalition of tribesmen to fight against the growing power of a Chaos cult that was spreading through the east of the major continent. In a final battle on the Lon-Suen plains, Jaghatai led fifteen thousand horsemen in a gallant charge against the crude gunpowder cannons of the Chaos cultists. Despite horrendous losses the charge smashed the enemy. The fierce Mathuli tribesmen cut down the cultists as they tried to flee, butchering every last one of them. In the following decade Jaghatai Khan went on to conquer much of the planet, before the Emperor arrived and, eventually, the Primarch was welcomed back into the Imperium. When the White Scars were founded it was from the fiercely proud Mathuli that they drew their first recruits.

The White Scars are famous for launching lightning fast hit-and-run attacks against their enemy – they are masters of lightning warfare. There were a few possibilities available to represent this, such as allowing a second move in the assault phase when on special orders, or allowing them to double their Speed at a cost of firepower. However, I thought that this didn't capture the character of the White Scars, since really the detachment should get involved in a close quarter fight at some time (ie a firefight or assault). The following special rule captures the feel of these rapid strikes and nicely complements the mobile White Scars detachments. Like the Ravenwing, this enables the White Scars to excel at particular types of attacks, but it is useful rather than powerful.

An Army of the Imperium may include as many White Scars detachments as you wish. White Scars do not have any Armour detachments.

Hit and Run: The White Scars attack from nowhere, unleash a devastating volley of fire or brief charge into close combat, and then disappear as suddenly as they arrived. To represent this, White Scars detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavourable assault or firefight from other enemy detachments close by. This rule applies to every unit in the detachment, including support. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

WHITE SCARS DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) ... +25 points

Up to one Khan 26 points

Consists of 1 Space Marine unit (*Hero*)

The Khan must have one of the following:

- Mount in a Rhino* +8 points
- Mount in a Razorback* +16 points
- Mount in a Land Raider* +36 points
- Upgrade to jump packs
(*Hero, Jump Packs*)* +4 points
- Upgrade to Bike unit (*Hero*)* Free
- Upgrade to Land Speeder (*Hero*)* Free

(*Choose one upgrade only)

Up to one

Brother Priest 36 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

The Brother Priest must have one of the following

- Mount in a Rhino* +8 points
- Mount in a Razorback* +16 points
- Mount in a Land Raider* +36 points
- Upgrade to jump packs
(*Hero, Psyker, Jump Packs*)* +4 points
- Upgrade to Bike unit (*Psyker, Hero*)* Free
- Upgrade to Land Speeder (*Psyker, Hero*)* Free

(* Choose one upgrade only)

Main Force

Choose up to 10 squads from the following list.

White Scars Terminator squad ... 56 points

Consists of 1 Space Marine unit (*Save*) in Land Raider

White Scars Squadron 30 points

Consists of 1 Space Marine units

The White Scars squad must have at least one of the following:

- Mount in a Rhino +8 points
- Upgrade the unit to Assault troops
(*Assault, Jump Packs*) +8 points

White Scars Bike squad ... 11 points per unit

Consists of 1 to 3 Space Marine Bike units

White Scars

Land Speeder Squadron . 21 points per unit

Consists of 1 to 3 Land Speeders

White Scars

Attack Bike Squadron ... 11 points per unit

Consists of 1 to 3 Attack Bikes

White Scars Scout Squad 17 points

Consists of 1 Space Marine unit (*Infiltrators*)

Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

White Scars Land Raider 35 points

White Scars Predator 27 points

White Scars Razorback 15 points

White Scars Whirlwind 26 points

White Scars Vindicator 22 points



Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Khan > Brother Priest > Terminators > White Scars > Any other unit.

SPACE WOLVES DETACHMENT



Space Wolves Dreadnought



Space Wolves Rune Priest

Space Wolves are renowned for their ferocity and skill in close combat. Even the heavy weapon squads of the Long Fangs are fearsome opponents in the thick of close quarter fighting. Rather than having ten standard Companies, the Space Wolves have twelve Great Companies, each of which comprises Long Fangs heavy weapon squads, Grey Hunters and Blood Claws. Each Great Company is a self-contained fighting organisation, with its own transports, armoured vehicles and support.

The Space Wolves are excellent fighters in close combat and the best way to represent this is by an increase in their Assault value. First of all I considered giving everybody the Assault special rule, but decided against this for two reasons. Firstly, the Assault rules not only increases a unit's Assault value, but also reduces their Range to 15cm. For certain troops, most notably the heavy weapon-armed Long Fangs, this seemed inappropriate. Secondly, if everybody had the assault specialist ability, how would you differentiate the dedicated assault troops of the Blood Claws squad? In the end it seemed reasonable to create the new Space Wolves special rule, just like the Ravening rule.

An Army of the Imperium may include as many Space Wolves detachments as you wish. Space Wolves Armour detachments are chosen from the normal Space Marine Armour detachment list (note that Space Wolves tanks do not benefit from the following special rule).

Space Wolves: Space Wolves are renowned for their ferocity in close combat, and any unit with the Space Wolves ability adds +1 to its assault value (this can be combined with assault for total bonus of +2). Note that you add this +1 to their Assault value after doubling for the Hero ability or halving for Heavy Weapons, not before.

This rule only applies to Space Wolves infantry and Bikes, Attack Bikes and Land Speeders. Space Wolves armoured vehicles, including Dreadnoughts, gain no additional benefit.



Space Wolves fast attack units speed across the ice.

SPACE WOLVES DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Wolf Lord 27 points

Consists of 1 Space Marine unit (*Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit

(*Hero, Space Wolves*)* Free

(*Choose one upgrade only)

Up to one Space Wolves Rune-Priest 37 points

Consists of 1 Space Marine unit (*Psyker, Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit

(*Psyker, Hero, Space Wolves*)* Free

(* Choose one upgrade only)

Main Force

Choose up to 10 squads from the following list.

Wolf Guard

Terminator squad 21 points

consists of 1 Space Marine unit (*Save, Space Wolves*)

Extra cost to:

Mount in a Land Raider +35 points

Upgrade to heavy weapons

(*Save, Space Wolves, Heavy Weapons*) . . . +6 points

Grey Hunter squad 34 points

Consists of 2 Space Marine units (*Space Wolves*)

Extra cost to:

Mount in a Rhino +7 points

Blood Claws squad 36 points

Consists of 2 Space marine units (*Assault, Rampage, Space Wolves*)

Extra cost to:

Mount in a Rhino +7 points

Upgrade to jump packs

(*Assault, Rampage, Jump Packs, Space Wolves*) +4 points

Long Fang squad 22 points

Consists of 1 Space Marine units (*Space Wolves, Heavy Weapons*)

Extra cost to:

Mount in a Rhino +7 points

Blood Claws Bike squad . . 10 points per unit

Consists of 1 to 3 Space Marine Bike units (*Space Wolves*)

Wolf Scout squad 16 points

Consists of 1 Space Marine unit (*Space Wolves, Infiltrators*)

Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

Blood Claws Land Speeder

squadron 22 pts per unit

Consists of 1 to 3 Land Speeders (*Space Wolves*)

Attack Bike squadron 12 pts per unit

Consists of 1 to 3 Attack bikes (*Space Wolves*)

Support Weapon battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Dreadnought 27 points

Land Raider 35 points

Predator 27 points

Razorback 15 points

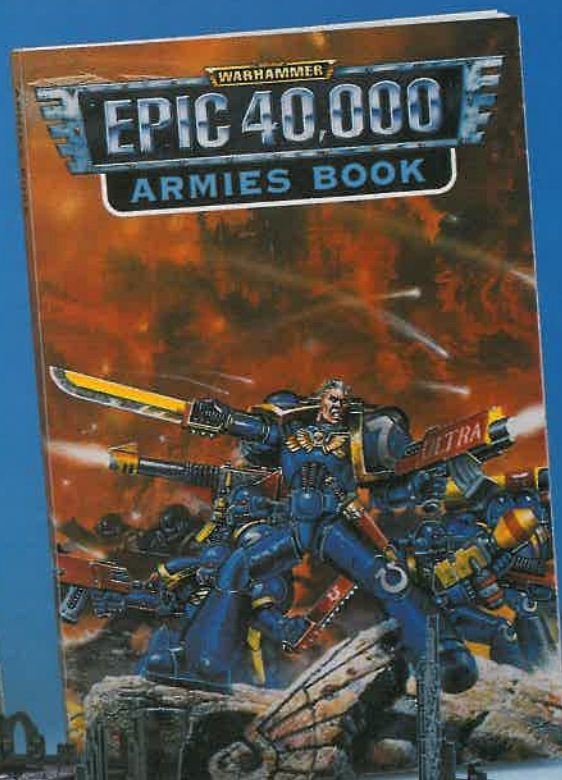
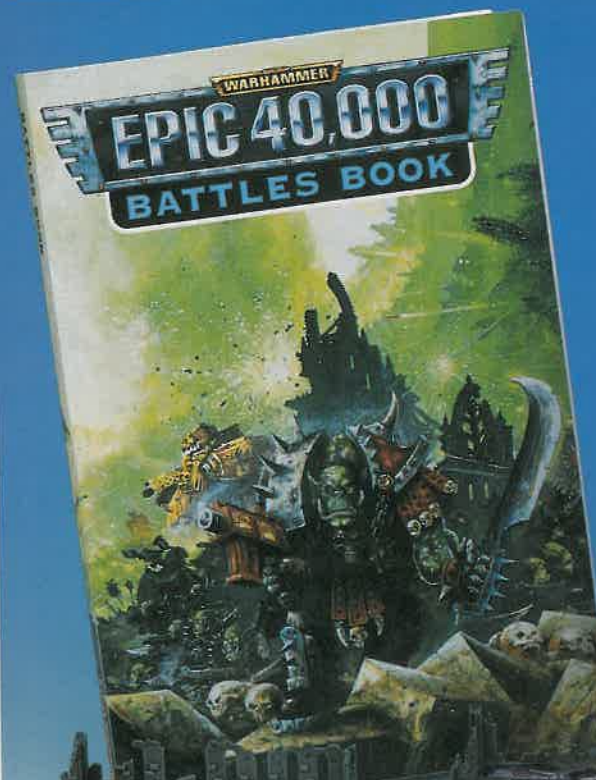
Whirlwind 26 points

Vindicator 22 points

Notes: If a Space Wolves detachment consists entirely of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Wolf Lord > Rune Priest > Wolf Guard > Space Wolves > Any other unit.



WAR ON A

EPIC 40,000

SEQUENCE OF PLAY

- 1. Movement Phase**
 - Directors, first movement
 - Complete initiative
 - Call player moves
 - Second player moves
- 2. Shooting Phase**
 - Defensive initiative
 - Vehicles and infantry shoot
 - Defective initiative
 - War trigger initiative
- 3. Assault Phase**
 - Defensive initiative
 - First player assault and twilight
 - Second player assault and twilight
- 4. Rally Phase**
 - Roll to remove dead elements
 - Roll to rally broken units/elements
 - Repair and replace damage and losses
 - Check victory conditions

CLOSE COMBAT AND FIREFIGHT TABLE	
Roll a D6 and apply any of the modifiers below. The highest score wins.	
Close Combat / Firefight Modifiers	
Enemy has less or more blood markers	+1
Enemy has more blood markers	-1
Own side has more players	+1
Own blood markers are higher	+1
Result (blood) value is twice the enemy's	+2
Result (blood) value is twice the enemy's	+2
Result (blood) value is twice the enemy's	+2
Result (blood) value is twice the enemy's	+2
Result (blood) value is twice the enemy's	+2

Player	Points	Rebounds	Assists	Blocks	Steals
John Williams	17.8	6.0	1.9	0.0	0.0
Tommy Smith	16.5	5.0	1.0	0.0	0.0
Steve Nisely	15.0	4.0	1.0	0.0	0.0
Bob Williams	14.0	3.0	1.0	0.0	0.0
Paul Williams	13.0	2.0	1.0	0.0	0.0
Mike Williams	12.0	1.0	1.0	0.0	0.0
Jim Williams	11.0	1.0	1.0	0.0	0.0
Jack Williams	10.0	1.0	1.0	0.0	0.0
Joe Williams	9.0	1.0	1.0	0.0	0.0
Frank Williams	8.0	1.0	1.0	0.0	0.0
Al Williams	7.0	1.0	1.0	0.0	0.0
Sam Williams	6.0	1.0	1.0	0.0	0.0
Tim Williams	5.0	1.0	1.0	0.0	0.0
Larry Williams	4.0	1.0	1.0	0.0	0.0
Bert Williams	3.0	1.0	1.0	0.0	0.0
Eddie Williams	2.0	1.0	1.0	0.0	0.0
Roy Williams	1.0	1.0	1.0	0.0	0.0
Dwight Williams	0.0	1.0	1.0	0.0	0.0

The difference in yards	Closest Range	Score required for the Winner to tie	Score to win
1 Close marker	Norris win	4+	4+
2 Close markers	Forrest back	3+	4+
3 Close markers	Dillon Off	2+	3+
4 Close markers	Forrest Back	1+	2+
5+ Close markers			

The image shows two digital odometer displays. The left display has a green header with 'Mileage' and 'O-Dometer' in white text. Below the header, the number '100' is shown in large digits. The right display has a green header with 'Vehicle or Inventory' and 'Mileage Your Engine' in white text. Below the header, the number '100' is shown in large digits.

POWER TABLE	
Vehicle or Infantry	Vehicle or Infantry
1	1
2	2
3	3
4	4
5	5
6	6

ORDER DICE SYMBOLS

					
MARCH	BROKEN	ASSAULT	OVERWATCH	SPECIAL	IMMOBILE

Terrain	Infantry Assault Bonus	Infantry	Vehicle	War Engine
Plains	+2	No Effect	Impassable	Impassable
Mount. Hills	+1	No Effect	Impassable	Impassable
Rolling Hills	+1	No Effect	Impassable	Impassable
Marsh, Swamp	+1	No Effect	Impassable	Impassable
Water	0	Impassable	Impassable	Impassable
Open Desert	0	Impassable	Impassable	Impassable
Open Desert	0	No Effect	No Effect	No Effect

No Effect = No effect on movement.

Impassable = No movement.

Shatter = If a unit moves on a terrain type that is marked as "shatter" on the map, it will be destroyed. If a unit moves on a terrain type that is marked as "shatter" on the map, it will be destroyed. If a unit moves on a terrain type that is marked as "shatter" on the map, it will be destroyed.

[illegible][illegible]

Models supplied unpainted.

A NEW SCALE

SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



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



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

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

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**GAMES
WORKSHOP**

• GOLDEN DEMON •

The 1997 Golden Demon tournament will be held at Games Day later this year (28th of September). We are listing the competition categories here so that people can get on with painting and modelling their entries. If last year is anything to go by, we expect there to be over 2,500 entries to the Golden Demon tournament. As before, there are ten categories to enter, but in the end there can only be one winner of the Golden Demon Slayer Sword.



Wolf Priest by Neil Thomason, 1996 1st place Warhammer 40,000 single miniature and Slayer Sword Winner.

Over the next few months we will be publishing full details of how to enter the Golden Demon Tournament and all the other Games Day competitions. These will certainly be similar to last year's arrangements, and we've also kept the various entry qualifications broadly the same as at previous events. Full details of these are printed on the following pages.

We are sure that the standard of entries to this year's Golden Demon will be as excellent as always, but what excites us most is the sheer number of people who get involved and enter the tournament. It is this, above all else, that makes the Golden Demon a special event for all of us at Games Workshop, so dig out your paints and brushes and go for it!



By
Alan Merrett



Wow, look at all those models! The Golden Demon display at last year's Games Day nearly collapsed under the weight of all the entries.



Eldar Dark Reaper Squad by Ben Jefferson, 1996 1st place Warhammer 40,000 squad.

1. Best Warhammer 40,000 Miniature

Any single Warhammer 40,000 miniature on a standard round slottabase. Individual models mounted on bikes and the like should be entered in Category 3.

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Dark Reapers 3-7 models, Snotling Herd 2-10 bases plus a Runtherd, etc). This category includes squads mounted on bikes, Jetbikes and Warbikes as described in the various Codex lists. All models must be presented on standard gaming bases (slottabases where they're appropriate).

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models. This category includes individual small vehicles like bikes if appropriate to the model and the army, eg Eldar character on a Jetbike or Space Marine Chaplain on a bike.

4. Best Warhammer Single Miniature

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

5. Best Warhammer Command Group

Entries for this category consist of four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include a Standard Bearer, a Musician, and a Champion for a single regiment **plus** an Army General or a Wizard.

1997 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1997 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 28th of September 1997.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.



Empire Standard Bearer by Matthew Piper, 1996 1st place Warhammer single miniature.

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to Warhammer or Warhammer 40,000 monsters on 40mm x 40mm or 50mm x 50mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a ridden monster if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.

7. Best Necromunda Gang

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

8. Best Epic 40,000 Titan

This category is for a single model of a Titan or Gargant, on its standard base. This includes Warlord Titans (Imperial or Chaos), Imperator Titans, Gargants, Great Gargants, Mega-Gargants, Revenant Titans, Phantom Titans and Tyranid Bio-Titans (Hierophants and Hierodules).

9. Best Epic 40,000 Battleforce

Entries to this category should be made up of an Epic 40,000 force consisting of one or two Detachments of models. There should be no more than 10 vehicles or War Engines and no more than 20 units of infantry or bikes.

10. Battle Scene

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



River Troll by Barry Lees, 1996 1st place Warhammer 40,000 creature or fantasy monster.



Technology vs Nature by Chris Blair, 1996 1st place Battle Scene.

The Young Bloods Competition



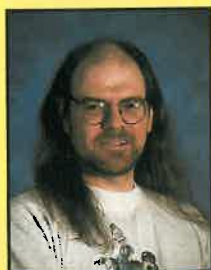
Witch Elf Sorceress by Chris Skerman, 1996 Young Bloods winner.

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer or Warhammer 40,000, on its standard gaming slottabase (25mm round base for Warhammer 40,000, 20mm or 25mm square base for Warhammer).

Note that this year you can enter both metal and plastic miniatures in the Young Bloods competition.



Mike desperately tries to choose winners from the multitude of entries to last year's competition.



Dave Andrews

The Open Competition



The Open Competition is literally what it says – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry, so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, so beware that the competition will be stiff! In fact this year we are even going to let Mike McVey enter to increase the pressure on Dave Andrews who has won both of the previous Open Competitions. As Mike will be entering himself, the Open will this year be judged by a panel of notaries including John Blanche and Rick Priestley. Remember that no matter how wild your entry, they will be looking for well-painted and modelled miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. You are also allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.



A Bretonnian Joust by Dave Andrews, winner of the Open Competition for the second year running!

OUTLANDERS

OUTLAWS, SCAVVIES AND MUTANTS



In the pollutant marshes and tangled ruins the most vicious gangs of the Underhive contend with the deadliest of Necromunda's outlaw breed, warriors they call Outlanders.

In the deep Underhive outlaws and mutants fight for survival. This expansion for the Necromunda game includes four new gangs: **Ratskin Renegades**, **Redemptionist Crusaders**, degenerate **Scavvies** and noble **Spyrers**. Additional rules cover Pit Slaves and Wyrds, Special Characters, Mentors, outlaw gangs, treacherous conditions, new scenarios, campaign events, Arbitrator-run games and a bestiary of the most dangerous denizens of the Underhive.



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EPIC 40,000



By Warwick
Kinrade

The card section this month contains a new deck of Epic 40,000 Fate cards, the *Emperor's Tarot*, specifically for use by the armies of the Imperium.

As there aren't special cards for everyone (yet!), it's only fair that you get your opponent's permission before you use them in your Epic 40,000 battles.

THE EMPEROR'S TAROT

The deck of Fate cards which comes with the Epic 40,000 game is an entertaining way of including the unpredictability of battle in your games. However, we thought we could add even more character if we did a deck specifically tailored to an individual army.

Enter the Emperor's Tarot...

THE TAROT DECK

The full Emperor's Tarot is a deck of 78 cards, used by his loyal followers to divine his will and aid in making important decisions. The cards themselves are elaborate works of art, each is a thin wafer of liquid crystal, lovingly hand-crafted by specialist scribe-artists of the Administratum. Each scribe labours his entire lifetime lavishly illuminating a single precious card. When laid out in their entirety the cards form a picture of the entire Imperium, its heroes and its foes. There is a card for each: the Warrior, the Space Marine, the Inquisitor, the Preacher, the Assassin, the Chaplain, the Astropath and the Judge, to name but a few. The most potent card is that of the Emperor himself. Conversely there are such horrors as the Daemon, the Traitor, the Warlock, the Mutant, the Heretic, the Hulk and the wild card of the pack, a card which is notoriously difficult to interpret, the Harlequin.

The picture on each card is never constant. The cards are psychically attuned to the strengthening and weakening of influences within the warp, but although the image shifts, perhaps due to the reader's state of mind at the time, the basic meaning remains the same. Interpreting the mutable images is part of the art of understanding the cards.

No reading of the Tarot is ever undertaken lightly. A reading is a sacred ritual with strict codes of conduct that must be followed. The placing of the cards is highly significant, a circle of five arrayed about two central cards is the most basic reading. If more cards are used then further into the future can be seen, however, the information gleaned will become more vague and harder to interpret correctly. Cards mean different things depending on their position upon the table, their orientation and their relationship to other cards. The ramifications of a large reading can be thousand-fold and every reader might reach a different conclusion. For especially important events or dangerous threats to the Imperium, the High Lords of Terra themselves will look to the cards. The senate will convene to debate the card's meaning and each High Lord is advised by his own council of psykers and seers. The ensuing debates can last for weeks.

In the darkened chamber, its ancient walls shrouded by old tapestries, the wizened old seer sat behind a large stone table, awaiting his audience. Glow-candles illuminated the yellow smoke of incense burners. The cloying vapours of sacred herbs lay heavily across the chamber as his patrons arrived, a silent procession of five men, all dressed in the long ornate robes of the Ministorum. Pontifex-Urba Judah spoke first.

"The cards are prepared, anointed with oils, thrice blessed before the image of Him on Earth, as you required. Make your reading." He passed a deck of cards, wrapped in silken cloth, to the old man who carefully shuffled them. Each card was a beautifully worked wafer-thin sliver of crystal. The Pontifex and his aides took their seats around the stone table.

First the seer took the card of the High Priest. The image was one of a robed figure carrying a hammer and a book, the picture's face changed to that of the Pontifex himself. The seer placed it face up. "Your talisman I presume." It was common practice for high-ranking members of the Ecclesiarchy to take this card as their signifier, the talisman card for whom the reading was to be made.

The seer's laboured breathing became rhythmic as he attuned his senses, then with careful precision the old man laid seven cards face down on the table. Two inside a circle of five. The reading proper had begun.

In a trance he addressed the onlookers. "We stand alone facing the universe and seek the path of wisdom. Each card has its cosmic meaning, for humanity, for this world and for each individual present." The old seer began the reading with a prayer.

"I invoke thee, beloved Emperor. Infuse these cards that I might attain true insight of things hidden, to thy greater glory and the salvation of humanity." He turned the cards, one by one, studying the changing face of each one as he did. Finally he spoke.

"Your true self, the Heretic, but inverted." The Pontifex drew in a sharp breath and shuffled uneasily in his seat at the implications. The others looked unsettled too. "Do not judge the cards until all is revealed", warned the old seer. He turned the next card.

"Your perceived self, the Kraken. Two cards of the Discordia Arcana lying together..." the seer pronounced warily. Discordia - the Arcana of threats and enemies, around the table suspicions were further aroused and nervous glances exchanged. The Pontifex had recently preached against the dangers of idolatry in the light of the worshipping of four-armed gods by Thalla's native tribesmen. Yet still the Emperor was trying to warn those present. Beneath the table, the seer secretly eased off the safety-catch on his laspistol...

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MANDATIO ARCANA

THE JUDGE

"Judice nemo nocens absolvitur."
A single Imperial detachment may re-roll the dice for removing blast markers this turn.

Play this card after rolling to remove blast markers.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (1)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

MANDATIO ARCANA

THE INQUISITOR

"See the truth and seek redemption."
Automatically cancels the effect of an enemy Fate card.

Play this card when your opponent uses a Fate card.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (2)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

MANDATIO ARCANA

THE HIGH PRIEST

"Faith is our shield."
A single Imperial detachment passes any leadership tests for the rest of this turn.

Play this card at the start of the turn.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (1)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

MANDATIO ARCANA

THE EMPEROR

"Know the Emperor's almighty purpose."
An Imperial detachment immediately loses D6 blast markers.

Play this card at any time.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (3)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

EXCUTERIA ARCANA

THE MAGUS

"Serve with an unconquerable mind."
Play on an enemy detachment. The detachment has its firepower halved this phase.

Play this card at the start of any phase.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (2)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

EXCUTERIA ARCANA

THE FABRICATOR

"The Machine God empowers thee."
A single war engine passes all its rolls to repair critical damage this turn. This does not repair void shields or recover lost damage points.

Play this card in the rally phase.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (1)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

EXCUTERIA ARCANA

THE ASTROPATH

"The eyes of the blind lead you."
You may make an attack on an enemy detachment anywhere on the table. Roll 3D6 to determine the firepower of the attack. Any hits are allocated by your opponent.

Play this card in the shooting phase instead of nominating a detachment to fire.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (3)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

EXCUTERIA ARCANA

THE HULK

"Endure the fell of the dark unknown."
You may reroll any failed dice for the availability of reserves this turn.

Play this card before rolling for reserves.

ONLY ENO ENSU

Play this card at any time.

PSYCHIC BLAST (2)

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.



**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**



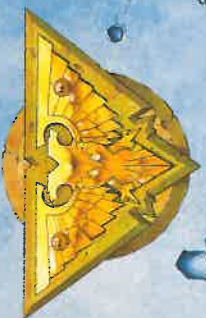
**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**



**EMPEROR'S
TAROT**

DISCORDIA ARCANANA

THE DAEMON

"For the Daemon begets despair."
Play on a Chaos daemon detachment. The entire detachment has its Save ability reduced to the roll of a 6 for the rest of the turn.

Play this card at any time.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

DISCORDIA ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

DISCORDIA ARCANANA

THE KRAKEN

"Fierce rages the Kraken o' the deep."
A Tyrant detachment must take leadership tests as normal for the rest of the turn.

Play this card at the start of the turn.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

DISCORDIA ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

DISCORDIA ARCANANA

THE HARLEQUIN

"Fates fortune that favours the fool."
An Eldar detachment automatically fails a leadership test if it is required to take.

Play this card before a leadership test is rolled.

USE ONE ONLY

The Imperial player is allowed to take a random card from the unused Tarot deck. He must play this new card immediately. It can be used as the face card or the Arcana.

Play this card at any time.

SPECIAL WILD CARD

The Imperial player is allowed to take a random card from the unused Tarot deck. He must play this new card immediately. It can be used as the face card or the Arcana.

DISCORDIA ARCANANA

THE SAVAGE

"The untamed comes forth to war."
An Ork detachment must be given assault orders this turn.

Play this card at the start of the turn.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

DISCORDIA ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANANA

THE SPACE MARINE

"Forget nothing, forgive no-one."
A single detachment gets a +1 bonus to their dice roll in an assault.

Play this card before rolling the dice for an assault.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

ADEPTIO ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANANA

THE WARRIOR

"Attack without mercy."
This card allows you to force march one detachment. Every unit in the detachment may add 10cm to their Speed for the rest of the turn.

Play this card at any time.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

ADEPTIO ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANANA

THE ASSASSIN

"The unexpected death, silent, swift"
Play on an enemy detachment commander or psyker. The unit takes a hit, place a blast marker on the detachment.

Play this card at any time.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

ADEPTIO ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANANA

THE COMMANDER

"Trust in your leaders."
Your army automatically wins the initiative in this phase, do not draw an initiative counter.

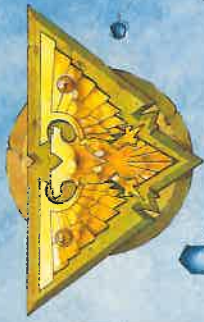
Play this card at the start of any phase, before initiative is decided.

USE ONE ONLY

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.
Play this card after dice roll for a close combat or firefright.

ADEPTIO ARCANANA

This card allows you to re-roll a single firefright or close combat dice roll. No dice may be re-rolled more than once.



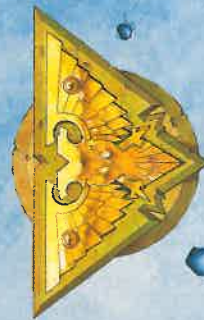
**EMPEROR'S
TAROT**



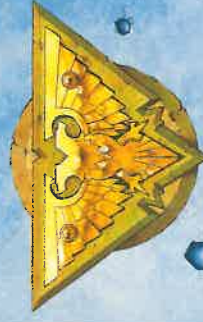
**EMPEROR'S
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**EMPEROR'S
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**EMPEROR'S
TAROT**

THE EMPEROR'S WISDOM

The merits of the Emperor's Tarot are the subject of fierce theological debate within the Imperium. Many of the Emperor's most dedicated servants rely upon the Tarot's prescient powers to guide their actions. They believe the Tarot is a direct channel to the Emperor's Will, that it is the Emperor himself who, through the medium of the Tarot, warns his loyal servants of threats to Mankind. Many wars have been fought on information interpreted from the Tarot, many disasters have been averted. For most this is enough evidence of the Divine nature of the Tarot, that despite being immobilised within the Golden Throne on Earth, the Emperor maintains his omniscient vigilance over his subjects, scrying the tides of fate and relating his wishes through the turn of the cards.

For some the Tarot is superstitious nonsense, a diversion from the real business of ruling the Imperium. For others it is the reader himself, not the Emperor who controls the cards. Factions of the Ecclesiarchy believe the Tarot's readings to be influenced by the Chaos Gods and that they serve as a channel for secret teachings to be handed down. Many shun their use altogether, others regard them as a dangerous heresy.

Despite these arguments the Tarot remains a popular tool among many of the Imperium's most powerful men. Planetary Governors, Imperial Guard Colonels, Inquisitors (especially those of the secretive daemon hunting Ordo Malleus), Space Marine Commanders, Prefectus of the Administratum, Chancellors and Provost Marshals all regularly look to the Tarot cards' prophetic powers for guidance.



USING THE EMPEROR'S TAROT FATE CARDS IN EPIC 40,000

In this issue we have provided a new deck of Fate cards for Epic 40,000, based on the Emperor's Tarot. An Army of the Imperium may draw cards from the Emperor's Tarot instead of using the normal Fate card deck from the Epic 40,000 game. Armies of the Imperium must draw from one deck or the other, not both.

The Emperor's Tarot works exactly like the normal Fate deck except that the cards come in four Arcana. Each card can be used in one of two ways. Firstly as the power of the individual face card, which is given on the card itself, for example the Judge, the Space Marine or the Emperor. Alternatively, each card can also be used as its Arcana.

The Arcana, or suits, are as follows: **Adeptio** – the Arcana of heroes, servants and great deeds (blue), **Discordia** – the Arcana of enemies and threats (green), **Mandatio** – the Arcana of government, stability, wealth and leadership (purple), **Excuteria** – the Arcana of the unknown, exploration, the future and the mind (red).

As well as its face ability, each Arcana has another power associated with it, as follows:

Adeptio and Discordia Cards: Any cards of these Arcana can be used to re-roll a single close combat or firefight dice. Only one re-roll is allowed per close combat or firefight. Play the card after rolling the dice for a close combat or firefight for the first time.

Note: The Harlequin card is an exception to this, although it is of the Discordia Arcana it cannot be used as a re-roll like other Discordia cards, it is a wild card and has a special ability of its own (see the box on the right).

Mandatio and Excuteria: Any card of these Arcana can be used as a psychic blast. Pick an enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic attack card of a higher value. Each card has its psychic blast value marked on it.

These powers are also summarised on the card. Although they have two powers each card can only be used once per battle. Each card also indicates when it can be played.

Example: *The Assassin* card is from the Adeptio Arcana. It can be played at any time to attack an enemy detachment commander or psyker – place a blast marker on the detachment. Alternatively it can be used as a re-roll, played after rolling the dice for a close combat or a firefight. Once the card has been used in either way then it is discarded.

ADEPTIO ARCANAE

THE ASSASSIN

"The unexpected death, silent, swift"
Play on an enemy detachment commander or psyker. The unit takes a hit, place a blast marker on the detachment.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.
This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

ADEPTIO ARCANAE

THE HARLEQUIN

This card cannot be used as a re-roll like other Discordia cards, instead *The Harlequin* can be used as a wild card. *The Harlequin* can be played at any time, allowing the Imperial player to take a card at random from the unused Tarot deck. He must play this new card immediately, using it either as the face card or its Arcana. If this new card cannot be used because of the battlefield situation or because it must be played at a certain time, then it must be discarded and *The Harlequin* is wasted.

Warhammer Quest



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



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

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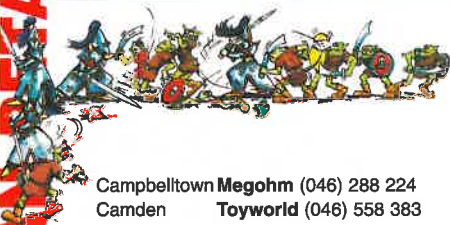
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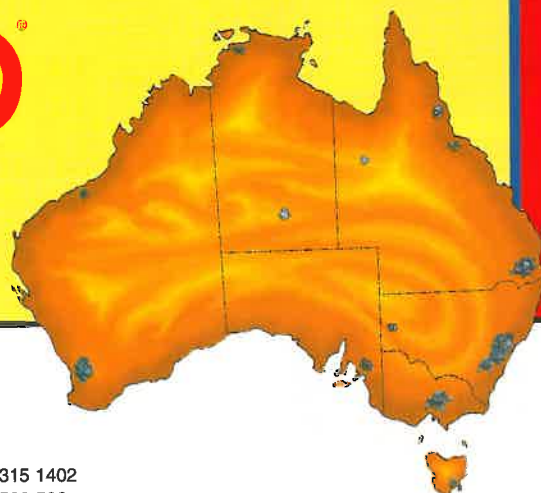
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**GAMES
WORKSHOP**

WARHAMMER

MAIDENS OF BATTLE

This month sees the release of Repanse de Lyonesse and the Sorceresses of the Bretonnian army. Bretonnia has a grand tradition of chivalry and honour wherein the menfolk and Knights of the land are duty bound to protect the women from harm, laying down their own lives, if necessary, to ensure the safety of the maidens.

This means for the most part that women do not, and are never expected to, fight. During times of war their role is to provide inspiration and encouragement to the men who ride off to do battle. Bretonnians take this idea very seriously, and ingrained in their culture is the belief that the favours of a maiden can and do affect a warrior's prowess in combat. So powerful is the Bretonnians' faith in this tradition that a token of esteem, or even just a kindly word from a woman before he enters the fray can turn the most faint hearted Knight into a bloody slaughterer capable of felling many foes.

This code of chivalry has its roots in the legend of the Lady of the Lake, a goddess to the people of Bretonnia and the embodiment of all that is good and virtuous. The greatest quest a Knight can undertake is the quest for the grail, upon which the Questing Knight seeks an audience with the Lady of the Lake herself. To attain such an audience he must first prove himself worthy by

facing many perils, and righting many wrongs. Only then can he be deemed ready to meet the Lady of the Lake, who will appear to him in a vision. If he is judged worthy then he may drink from the grail itself, and thus he will become a member of the purest of all the orders of Knights, the Grail Knights.

However, there are exceptions to the passive role played by most Bretonnian women, and if there is one thing the men of Bretonnia understand it is the power and strength of the women they protect. Bretonnian men vehemently defend the maidens not because they underestimate their female charges, but because they value them as highly as they regard their personal honour.

The most notable example of a Bretonnian woman who actually accompanies the Knights into combat is the Fay Enchantress, Morgiana Le Fay, a practitioner of the magical arts blessed with unique talents in the field of sorcery. Morgiana has proven to be the inspiration behind many a young woman taking up the mantle of the Sorceress and riding into battle to unleash their own arsenal of spells upon the foes of Bretonnia.

Another famous maiden who is more than capable of holding her own in a fight is Repanse de Lyonesse. Repanse was a young peasant girl, not yet past her teens, when she took up the armour of a fallen Knight, fashioned herself a banner from a tapestry, and obtained a sword whilst Couronne was besieged by an army of Chaos. She managed to rally the beleaguered defenders, and since that fateful day she has won great renown and become a much respected general and Knight in her own right.

Over the next few pages you will see some of the thoughts and work that went into sculpting and painting Repanse de Lyonesse. We've also included a 1,500 point sample Bretonnian army, led by Repanse. Our Mail Order department is currently running a special deal on this army, which you can find in the Mail Order section at the back of the magazine.



By Mark Brendan

Bretonnian women have traditionally occupied a secondary role to their menfolk in the defence of the land, but in certain cases the spirit of the Lady of the Lake burns brightly indeed.

Prepare to meet Repanse de Lyonesse, and the Sorceresses of Bretonnia...



Morgiana Le Fay, Fay Enchantress of Bretonnia



Michael Perry

As many of you will no doubt recall, figure sculptor Michael Perry was involved in a serious accident last year, in which he lost his right arm. Michael has since come back to work, learning to use his left hand to sculpt.

Repanse de Lyonesse is Michael's first Citadel model since the accident, and was started just before Christmas, though he has sculpted about twenty other models in the intervening time. Michael says that a miniature of the size and detail of Repanse de Lyonesse was probably a bit of an ambitious project to undertake as his first Citadel model sculpted using his left hand. But sculpt her he did, and here you can see for yourself the impressive results of his perseverance.

There are one or two exciting features to immediately note about the miniature. The first of these is the sculpted detail on the barding, which picks out her horse from the rest. Also note how her page-boy style hair emphasises her youthfulness. At the stage of drawing up concept sketches for the miniature, Michael had originally envisioned her with long, flowing locks and a very feminine look, but this didn't quite gel with the background that had been written for the character. He went back to the drawing board, literally, and eventually came up with the design you see here. If you've ever read the story of Joan of Arc then you will understand what Repanse de Lyonesse is all about, and this design captures that sort of feel perfectly.

In the end, it took Michael about a month to finish sculpting this miniature. He says that this is about two thirds of his working speed before the accident. Phew! But he's getting faster all the time, and now has a purpose built limb to help him with designing miniatures.



Torben Schnoor

Repanse de Lyonesse was painted by Scandinavian supremo Torben Schnoor, who had to pull out all the stops to create something special for this particular miniature. All in all it took Torben nearly a fortnight of solid work to achieve the unique paint scheme you see on the model pictured here.

There are a number of quite individual touches that have gone into this paint job to really make Repanse stand out from the rest of the pack. For example, note the wood grain on the butt of her lance which Torben has actually painted onto the smooth surface of this part of the miniature. Repanse herself, you will have noticed, is wearing a suit of gilded plate mail armour, which is another touch identifying her as something different from the rest of the Knights around her. Her face is very pale, almost to the point of being wan to create that youthful look. Like Michael, Torben initially attempted to get a more feminine look on the miniature, using strong eye shadow and a bright red colour for the lips, but this idea was rejected as not being in character with the legend of Repanse de Lyonesse.



The horse also has a very individual paint scheme. Notice, for example, the different coloured socks on its forelegs. The muzzle of the animal is also different to the rest of the horse's colouring, being lighter and somewhat fleshier than its coat, an effect which was achieved by mixing vermin fur, the base coat for the rest of the animal, with white and a little bit of red. As Torben explains, you don't get uniform colours in nature so it's worthwhile taking that little bit of extra time over cavalry mounts to make them look realistic.

For heraldry you will observe that the lions on the barding are brightly coloured gold on a dark blue background, which is a classic heraldic combination.

REPANSE DE LYONESSE



Repanse de Lyonesse won fame as the dreaded Damselle de Guerre who rallied the battered armies of Bretonnia during the kingdom's darkest hour. This was when King Louis the Brave was slain in battle before

Couronne fighting a vast Chaos horde invading Bretonnia from beyond the Sea of Claws. Louis' army was all but destroyed. Couronne was besieged and to make matters worse the king's heir was still a child unable to lead the nation.

Chaos raiders spread out across the land burning and destroying. Everywhere Knights were hacked down as they bravely defied impossible odds. At this dark moment, amid the smoking ruins of a small village in remote Lyonesse, Repanse saw the Lady of the Lake. The Lady appeared saying "Repanse, Repanse, rid my land of these foul foes, for they do offend me with their presence!"

Repanse was no more than seventeen years of age, a humble shepherdess who was devoutly religious. Inspired by her vision she donned armour that she found on a slain Knight and grabbed the reins of a terrified warhorse which was running loose. She broke open the reliquary of the village grail chapel and took up the sword

she found within it. Snatching a tapestry hung on the wall she fastened it to a lance and rode forth to rally the disheartened Knights of Lyonesse.

When the retreating Knights saw a mere damsel bravely setting off to do battle with the mighty warriors of Chaos, and one who was undoubtedly favoured by the Lady of the Lake, they were shamed and felt honour bound to follow her to death or glory! While the ramparts of Couronne were cracking under the impact of the battering rams of the Chaos Lord, word was brought of a Bretonnian army approaching fast and trampling beneath their hooves any foe in their path.

As the great doors were about to give way, the banner of the dreaded Damselle appeared leading a great host of Knights arrayed in a single lance formation. They cleft their way through the Chaos ranks shattering the Chaos army until Repanse was face to face with the Chaos Lord himself. When he raised his great sword above his grimacing visage he was momentarily dazzled by Repanse's radiant aura, and she beheaded him with a single sword stroke!

Couronne was saved and the remnants of the enemy were pursued to the sea and justly put to death. In gratitude, Louis the Young bestowed upon Repanse not only all the honours of knighthood but also the Dukedom of Lyonesse.

REPANSE DE LYONESSE

310 points including equipment and magic items

Your army may be led by Repanse de Lyonesse. If you decide to do this she replaces the General in the main army list and also the Battle Standard Bearer since she fulfils both roles!

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Repanse	4	6	6	4	4	3	6	4	9
Bretonnian									
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Repanse is armed with the *Sword of Lyonesse*, heavy armour and a shield.

Rides: Repanse rides a barded Bretonnian Warhorse.

Knightly Virtues: Repanse is a Knight and thus has the *Knight's Virtue*. She also has the *Virtue of Devotion*.

SPECIAL RULES

The Halo of Maidenly Wrath

The power of the Lady of the Lakes shines from Repanse like a halo. Her sword and armour glow with the brilliant light of divine retribution. Her eyes shine with terrible judgement and her voice cries forth damnation upon her enemies. Repanse causes fear as described in the Psychology section of the Warhammer rulebook.

MAGIC ITEMS

Repanse carries two magic items, the *Sword of Lyonesse* and the *Fleur de Lys Banner*.

The Fleur de Lys Banner

Magic Standard 100 points

This banner bears the fleur de lys of the Lady of the Lake and was taken from the walls of the same grail chapel where Repanse found the Sword of Lyonesse. The touch of the Lady has made the banner as bright and shining as the day it was stitched by the maidens of Lyonesse.

The standard is the army's battle standard, and all the usual rules for battle standards apply. In addition, it has the power to draw magic from the enemy and to turn it against them. In each magic phase, including the magic phase of the enemy player, the Bretonnian player may remove one random winds of magic card from his opponent's hand. This card is then discarded. If the card is a power card or *Total Power* then the Bretonnian player adds +1 to the combat result of all combats fought in the following combat phase. If the *Drain Magic* card is drawn then the magic phase is ended immediately. If any other card is drawn there is no further effect.

Sword of Lyonesse

Magic Weapon 50 points

The Lady of the Lake led Repanse to a grail chapel where she took up this ancient warblade – the sword of a devout and honourable Knight of olden times. The Lady guided Repanse well, for the weapon has great power over enemy magic.

The *Sword of Lyonesse* has the power to defy all magic items except magic weapons. The magic items of any enemy models in base contact with the wielder will not work, unless they are magic weapons, in which case they work normally. The sword will therefore negate the magical powers of all wards and magic armour.

WARHAMMER ROSTER SHEET

CHEVALIERS DE LYONESSE

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
REPANSE DE LYONESSE Bretonnian General & Battle Standard Bearer <i>Sword of Lyonesse, Heavy</i> <i>Armour, Shield, the Fleur</i> <i>de Lys Banner.</i> Barded Bretonnian Warhorse	4	6	6	4	4	3	6	4	9	2+	Any unit within 12" may test against Repanse's Ld and failed may re-roll Break Tests <i>Knight's Virtue, Virtue of Devotion</i>	310
HENRI LE MASSIF Grail Knight Hero <i>Sword of Heroes, Lance,</i> Heavy Armour, Shield. Barded Bretonnian Warhorse	4	5	5	4	4	2	5	3	8	2+	<i>Grail Virtue, Virtue of Valour</i>	178
PIERRE D'ARDEN Knightly Champion Sword, Shield, Lance, Heavy Armour Barded Bretonnian Warhorse	4	4	4	4	3	1	4	2	7	2+	<i>Knight's Virtue</i> Pierre leads the Chevaliers de la Damoiselle de Guerre	48
CHANTELLE DE LA NUIT Sorceress Champion Hand Weapon Bretonnian Warhorse	4	3	3	4	4	2	4	1	7	none		121
JEAN CLAUDE SARTRE Commoner Champion Sword, Longbow	4	4	4	4	3	1	4	2	7	none	Jean Claude leads the Bowmen of Lyonesse	33
REN DES CARTES Commoner Champion Sword, Spear, Shield, Light Armour	4	4	4	4	3	1	4	2	7	5+	Ren leads the Spearmen of Lyonesse	34
CHEVALIERS DE LA DAMOISELLE DE GUERRE 9 Knights Errant Sword, Lance, Shield, Heavy Armour, Musician, Standard Bearer, <i>Errantry Banner</i> Barded Bretonnian Warhorse	4	3	3	3	3	1	3	1	7	2+	<i>Knight's Virtue</i> May use the Lance Formation	298
THE DEFENDERS OF THE FLEUR DE LYS 6 Knights of the Realm Sword, Lance, Shield, Heavy Armour, Musician, Standard Bearer Barded Bretonnian Warhorse	4	4	3	4	3	1	3	1	7	2+	<i>Knights Virtue</i> May use the Lance Formation	234
BOWMEN OF LYONESSE 9 Bowmen Hand Weapon, Longbow, Standard Bearer, Musician	4	3	3	3	3	1	3	1	7	none	May use the Arrowhead Formation	88
SPEARMEN OF LYONESSE 15 Men at Arms Hand Weapon, Spear, Shield, Light Armour Standard Bearer, Musician	4	3	3	3	3	1	3	1	7	5+		153



SAMPLE 1500 POINT BRETONNIAN ARMY

The "Chevaliers de Lyonesse", listed to the left, is a good example of the type of army you can build around a general, providing an overall theme for your collection.

The army has been designed with the sorts of troops likely to be attracted to the banner of Repanse de Lyonesse in mind. The most significant block of troops in the army are the Chevaliers de la Damoiselle de Guerre, a sizeable unit of Knights Errant. The Knights Errant of Bretonnia are young gallants setting out for the first time on the path of honour and self discovery. If there is one thing which binds these men, aside from their reckless valour, it is their allegiance to anything which is of the Lady of the Lake. If they properly honour her this will lead to the next stage of their development as Knights. It would therefore follow that such Knights would strive to devote themselves to the cause of Repanse de Lyonesse, an individual through whom the spirit of the Lady of the Lake burns like a fiery beacon to the faithful. The regiment is led in battle by Pierre d'Arden.

The next unit of Knights is the Defenders of the Fleur de Lys, a regiment of Knights of the Realm. These are Repanse's loyal retainers, the flower of Lyonesse's chivalry, all willing to follow the banner of Repanse de Lyonesse into whatever peril it may lead. These are the noble sons of the Dukedom of Lyonesse and like the Knights Errant they are convinced that the spirit which moves within Repanse de Lyonesse comes from the Lady of the Lake, giving them a holy purpose in battle.

As she was once a commoner herself, Repanse de Lyonesse is regarded affectionately by peasants, many of whom are eager to rally to the Fleur de

Lys. The Bowmen and Spearmen of Lyonesse are the peasant levy drawn from her Dukedom of Lyonesse, and are only too glad to serve their powerful Duchess, even though she is a woman!

Henri le Massif is a Grail Knight Hero expert in the ways of slaying great monsters. His *Grail Virtue* makes him indomitable in the face of the most fearsome abomination, which combined with the *Virtue of Valour* have lead to him developing the necessary skills required to defeat the biggest and strongest of foes. Henri is a formidable challenge for even the most dangerous creatures in Warhammer, such as Dragons and Greater Daemons. To complete the monster slayer package he is armed with the *Sword of Heroes*, just to make sure those monstrous foes stay down when he hits them. Like the other Knights in the army, Henri has placed himself in the service of Repanse in recognition of her strong associations with the Lady of the Lake.

Finally there is the Sorceress, Chantelle de la Nuit, who has chosen to aid the army of Repanse over and above the army of a male Lord. Bretonnian wizards are usually the daughters of Bretonnian noble families because the noble sons all aspire to be great Knights. For them knighthood and the search for the grail are the only honourable pursuits. Because of this, the study of magic falls to the daughters, who are traditionally schooled in the ways of magic from an early age at the Empire's College of Magic in Aldorf.

This is the sort of history it is always worthwhile creating for your army, especially if you intend to play campaign games. It makes for far more interesting battles, with more than just a roster sheet at stake.

CHEVALIERS DE LYONESSE



Knights are the mainstay of any Bretonnian army, and the Chevaliers de Lyonesse are certainly no exception to this.

To the left you can see a regiment of Knights of the Realm. With their unique Lance formation, there is little that can stand before the charge of the Bretonnian cavalry. In battle, these Knights will form the main strike force of the army, capable of breaking and routing most enemy units with ease.

UNIT: 10 Bretonnian Knights		POINTS: 86
UNIT: 10 Bretonnian Knights COMMAND: 10 Bretonnian Knights COLOURS: 10 Bretonnian Knights SKILLS: 10 Bretonnian Knights WEAPONS: 10 Bretonnian Knights DEFENSE: 10 Bretonnian Knights MOVEMENT: 10 Bretonnian Knights SPECIAL ABILITIES: 10 Bretonnian Knights		
POINTS: 234		

The Bowmen of Lyonesse (below), led by Jean Claude Sartre, provide valuable and effective missile support for the Knights with their Arrowhead formation. This is particularly important to an army which is prohibited war machines.



Although this model is not actually part of the Chevaliers de Lyonesse, it is worth mentioning that Sorceresses on foot are also available for your army. Whilst a mounted Sorceress can be part of the spearhead of your assault, a powerful Sorceress on foot can also be employed to provide a stable bulwark for the commoners advancing behind the cavalry.



The Spearmen of Lyonesse answer to René des Cartes, and are a useful screen for defending the Bowmen. Big infantry units like this are particularly good at meeting enemy cavalry charges. With their spears and large rank bonus, they can hold against any but the most determined of attacks.





Pictured above are the Knights Errant, the Chevaliers de la Damoselle de Guerre. Although less experienced than the Knights of the Realm, their charge is still formidable.

The Sorceress below, sculpted by Brian Nelson, is used in our army to represent Chantelle de la Nuit. In contrast to the complex heraldry of the Knights, 'Eavy Metal team member Stuart Thomas has painted her with a simple, strong, colour scheme.



Above is a Henri le Massif, a valiant Hero of the Grail Knight Order. Henri's combination of virtues and magic items makes him particularly well suited to taking out very large, tough enemy monsters or characters. The Virtue of Valour allows him to re-roll any failed to hit rolls against enemies with a higher Strength characteristic than his own Strength of 4. This makes for a deadly combination with the Sword of Heroes, which adds +3 to his Strength and inflicts D3 wounds against any foe with a Toughness greater than 5.

In battle, Henri will challenge the most horrific of beasts, strong in the knowledge that the spirit of the Lady of the Lake is with him.



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MINIATURES SUPPLIED UNPAINTED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.



**By Mark
Brendan**

**A Tyranid
player to the
end, Mark
just couldn't
resist this
idea for a
showdown
between
his alien
monstrosities
and the might
of the
Emperor's
finest.**



BLOODSCENT

Think you've seen it all? This new scenario for Warhammer 40,000 looks at first as if it's pitting the Space Marines against their age-old enemies – the Orks. But don't be fooled, there's Tyranids lurking in them thar hills!

ODLOG'S FREEBOOTERS

In the years following the near catastrophic push across the Eastern Fringe by the Tyranids of Hive Fleet Behemoth, an exceptionally brutal and flamboyant Ork Freebooter called Odlog Blackskar gathered together a motley assortment of thieves, vagabonds and rascals from his race to form Odlog's Freebooters. Ever the opportunist, Captain Odlog found the systems left badly shaken and terrorised by the Tyranid attack made easy prey for his piracy.

Eventually, in the time-honoured Ork fashion, Blackskar annexed a drifting space hulk and made it his home, naming it *Gargulk Dur Odlog*. So it was that for the next eight years Captain Odlog carried out a succession of raids on any worlds the warp tide washed him up on, looting colonies and razing cities to the ground. The Freebooter Kaptain caught the attention of some of the Imperium's more vocal Governors, whose worlds

were by far the most common target for his excesses, but they could never pin him down. By the time an effective counterstroke could be organised, he had disappeared back into the concealing flux of warp space. Not surprisingly, quite a few of these Imperial luminaries began to demand the attention of the Adeptus Astartes to deal with this particularly tricky problem, but the matter was considered a local matter, and no aid was forthcoming.

Odlog made himself a fortune in teef and was the envy of many an aspiring Freebooter, but in the end he got sloppy and made what was to prove a fatal error in judgement.

He stayed in one place too long...

THE VERDAN SYSTEM

On the Northernmost fringe of the galactic spiral arm which is home to both Terra and the Blood Angels' world of Baal, lies a binary star system known as Verdán. Of the seventeen satellite worlds, eleven are habitable and ten are colonised by settlers of the Imperium. The eleventh planet is a death world called Extremis which has yet to be tamed, the indigenous flora and fauna having proven thoroughly hostile.

However, the remaining colonised planets are extremely profitable in terms of both mining and agriculture. Indeed, the twin stars of Verdán give a temperature and humidity range somewhere between temperate and tropical across most of the system, and most crops can be harvested two or three times a year. The people of the Verdán system were content with the bounty of their fertile worlds, where they prospered by the grace of the Emperor. It was into this paradise that *Gargulk Dur Odlog* rolled and began a system wide sweep of the farming and mining communities he found in the Verdán system.

BATTLE FOR VERDAN III

Clearing out such a broad area of space with so many worlds and so much booty would be no quick task for Captain Odlog and his Freebooters. In the past he had always just collected what he





Lead units of Blood Angels are attacked from all sides by an overwhelming force of Tyranids.

could when faced with a large choice, and sensibly made good his escape. But these planets were home to wealth and resources beyond his wildest imaginings. Greed got the better of Odlog and he started a pillaging spree which lasted an entire month. During this time the Verdan worlds' Planetary Defence Forces managed to muster some semblance of resistance to Odlog's raids, and alert the Blood Angels Space Marines on Baal of their predicament.

By chance, the Blood Angels' battle barge *Exsanguinator of the Unclean* was within Verdan space at the time of the distress call, returning from quelling a revolt in a neighbouring system. Within the space of twenty-four hours the vast Blood Angels ship arrived on the scene of a ferocious battle above the atmosphere of Verdan III. The intervention of the Space Marines quickly turned the tide of battle, and Odlog's fleet was routed. The Blood Angels' cruiser *Tycho's Revenge* poured shot after shot into Odlog's

flagship, crippling her engines. With his vessel disintegrating around him, Odlog decided that the time had come for action. Picking up his chief Mek by the scruff of his neck, he dragged him over to a viewport. "Get us onto dat planet. NOW!" Odlog growled. "Or you'll be eatin' bolta shells." He waved a large combi-weapon under the Mek's nose to emphasise his point and the obedient Ork disappeared through a rent in the wall to do as he was ordered. There was a pause, then with a huge explosion the entire bridge of the hulk was blasted towards the planet, just as the overloaded plasma drives vapourised the rest of *Gargulk Dur Odlog*. Then, as they plummeted towards the surface of Extremis like a fiery comet, the still-smoking form of the Mek reappeared, a large grin on his face. "Dat OK?"

Aboard *Tycho's Revenge*, the Blood Angels Commander watched Odlog's escape. "Second Battle Company" was all he needed to say to launch the pursuit.

THE PREY

The Blood Angels made planetfall some three miles south of the spot where sensors indicated that Odlog's bridge had come down, and battled their way through the dense undergrowth to the crash site. The Blood Angels landing party were singularly unprepared for the horror they encountered on that green, savage world.

The acute senses of the Space Marines noted immediately the unnatural silence pervading the jungle. Their initial impression was that the crash had scared the wildlife from the surrounding area, but the absolute lack of sound seemed too complete to be so easily explained. Warily, the Blood Angels continued their mission through the dense undergrowth...

All things considered, the Ork "vessel" had executed a pretty good landing, showing only minor scratches on the hull above where it lay half buried in the soil. The only bulkhead door above ground level lay open and the Space Marine Scouts tentatively approached it to assess the situation. The interior of the Ork vessel was a charnel house of severed limbs and heads, with a macabre nest of entrails and thick, green Ork blood painting the walls, ceiling, and floor. Upon a more detailed reconnaissance of the surrounding area, Odlog's shattered carcass was discovered. The final resting place of the infamous Freebooter was an ignominious one, dangling upside-down from a tree about thirty yards away from the landing site. Captain Odlog's dense skull was

punctured in four different places and his cranial cavity had been emptied of its contents, such as they were.

FLIGHT FROM THE SWARM

Having secured the area, and assured their enemies were all disposed of, the Blood Angels wasted no more time. They decided to make haste back to their Thunderhawk Gunships and launch a proper investigation into the strange turn of events on Extremis. It was then that the first waves of Tyranids struck.

Historically, the only account of this incident comes from the testimony of Captain Perdo of the 2nd Company, who was the only Space Marine to make it back to the Thunderhawk alive. Subsequent investigations revealed Genestealer infestation and Tyranid activity throughout the whole northern part of the sector. Fortunately, the Tyranids of this minor invasion, code-named Hive Fleet Leviathan by the Administrator Xenobiologis, were dispersed and poorly organised. Seemingly the Hive Mind's tactics involved taking over uninhabited worlds and then attempting to grow in strength in order to launch a more telling assault on the human population of the sector when the time was right. It has been surmised that the Tyranids were found this far away from their normal haunts on the Eastern Fringe as a sort of advance force, deployed to soften the way for the immense Hive Fleet Kraken which was still over two centuries away from its initial assaults.



Second Company Devastators, supported by a Dreadnought, attempt to carve through the enemy.

Loping stealthily along the jungle floor, its long, low stride eating the distance effortlessly, the hunter's passage left barely a ripple in its wake. All the large animal life in this part of the vast rain forest had already been assimilated into the greater whole of its kind. Ravenous jaws and mandibles having already accounted for the extinction of several thousand species on this world alone.

There had been a great disturbance in the forest and the Lictor acted because it knew instinctively what it must do. Unlike many others of the Tyranid race, the Lictor was capable of acting independently of the Hive Mind. Its purpose within the macro organism of the Tyranids was gathering intelligence and scouting for the swarm. This required a level of initiative, which made the Lictor a singularly dangerous opponent.

Guttural voices sounded harshly between the boughs. The hunter was nearing its destination. Never breaking its run, the Lictor's legs momentarily bunched behind it, then uncoiled with the force of hydraulic rams, propelling the beast toward the lower branches of a tree. Slimy, chitin tipped hooks erupted from the intercostal spaces in the Lictor's rib cage and anchored it high up on the trunk of the mighty tree. Disappearing into the branches with barely a whisper, photoreceptive cells in the Lictor's toughened shell changed the creature's hue to blend perfectly with its background, while it paused to consider the scene confronting it.

In a scorched crater, amidst a pile of withered undergrowth and broken branches, was a machine, which meant that a sentient enemy was present. One of the creatures had already left the craft, and was barking gruff orders up at a portal on the thing's side. Others peered out of the entrance in a dazed fashion. The Lictor's purpose was clear. The creatures must not survive long enough to report the presence of the Hive Mind. They must be assimilated forthwith to discover what they knew. The hunter focused on the vast, brooding racial memory of the Hive Mind. These creatures had been encountered many times before, sometimes at great cost. They were resilient and adaptable, but poorly organised and easily vanquished in small numbers.

The Lictor hurtled forth from its concealment amidst the leaves and branches like some terrible, predatory insect. The green skinned creature in front of the machine turned tail and fled. It was of no consequence, the hunter knew the creature would not get far, since the Lictor had already emitted a powerful pheromone signal to others of its kind in the area. The Hive Mind was already linking the Lictor with another of its species in close proximity to the clearing. The meat things inside the metal vessel were panicked and unco-ordinated. Four of them were trying to force their way out of the portal all at the same time when the Lictor struck with lightning speed and juggernaut force. Its taloned feet clung to the side of the portal whilst the huge, scythe-like upper limbs forced the hapless prey back into their vessel. The soft creatures howled briefly with agony and terror as venomous, razor sharp chitin went to work on them. Then silence, but for the soft, wet sounds of feeding.

Lurking just beyond the fringe of the crash site, a second killer lay in ambush. Through a combination of chemical signals received from its kindred and transmissions emanating from the awesome telepathic matrix of the Hive



Mind, the newcomer knew exactly where to arrive on the scene. The garishly attired leader of the group of creatures charged headlong into the dense vegetation. As it came screaming towards the Lictor, the hunter launched its wickedly sharp flesh hooks at the green skinned escapee. The muscle spasm which projected the flesh hooks was powerful enough to punch them clean through the carapace the creature wore and transfix it through its shoulders. Still alive, and suffering beyond its worst nightmares, the enemy was yanked off its feet and catapulted forward as the Lictor drew in the sinews linking it to its prey.

The Lictor dangled the weakly struggling organism in front of itself, as if to regard the food, as a connoisseur might inspect a delicacy before devouring it. In desperation, driven half insane with fear despite its pain, the creature's feeble, thrashing attempts to reach the weapon at its belt seemingly held the Lictor in a state of fascination. Green blood leaked thickly from the twin puncture wounds on the Ork's shoulders, and the Lictor was aware of the warmth seeping along the length of its flesh hooks. The hunter's sharp eyes noted how the prey struggled so violently against its inevitable assimilation, and subsequent loss of individuality, that it caused itself further damage. The cradle of bones wrapped around the horny chitin of the flesh hooks grated with every abrupt movement of the prey, eventually rupturing an artery on one side, which changed the slow, glutinous leak of fluid to a fine green spray. The blood-spattered hunter wasted no more time and, before the consciousness departed from the creature's body forever, the Lictor's writhing mass of feeding tentacles pierced the prey's skull to suck out its essence. The knowledge contained within the Ork's brain would eventually be subsumed by the vast intellect of the Tyranid Hive Mind when the Lictor was in turn assimilated after its task on this world was complete.



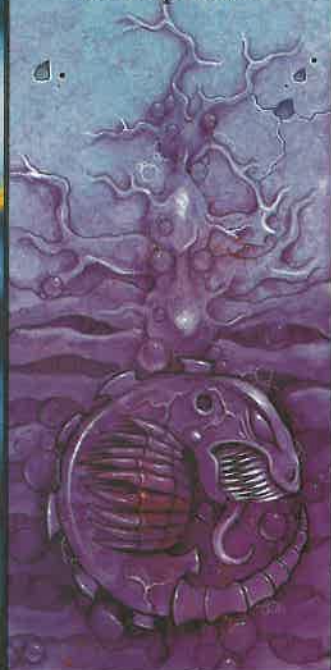
Above: Zoanthropes have evolved impressive psychic capabilities, at the expense of their physical bodies.



Above: Tall, imposing Tyranid Warriors seem to represent the oldest strain of the Tyranid race, and are thought to be the template from which all subsequent Tyranid species are derived. Tyranid Warriors carry a wide range of bio-weapons into battle.

Tyranids represent one of the most dangerous threats the Imperium has ever encountered. Utterly alien carnivores from a galaxy beyond our own, the Tyranids' evolution has made them unlike anything previously fought by the Imperium.

Right: It is not unusual for swarms of Hormagaunts to erupt from the soil of planets which have suffered Tyranid incursions weeks after the situation has been quelled!



Above: The powerful talons of the Genestealers are capable of making a mockery of even the most formidable armour the Imperium has to offer.



Above: Hulking Carnifexes pack the power of a Dreadnought into their living bodies.

Right: The abominations known as the Hive Tyrants are amongst the most fearsome opponents encountered by man in his conquest of the galaxy.



Left Grotesque Biovores, with their Spore Mine bio-ammunition, act as living artillery pieces for the armies of the Hive Fleet.

Right: Gargoyles vomit burning sheets of incendiary bile over their unfortunate enemies with the deadly flamespurt, a symbiote weapon linked to the Gargoyles' own digestive tract!



Left: Termagants, the most common creature of the Tyranid swarms, wield a variety of bio-weapons including the standard armament of a fleshborer, the long range spike rifle, and the horrific strangweb for close quarters fighting.



There are lots of ways of modelling jungle areas for your battlefield including using plastic aquarium plants (often weirdly coloured which is great for alien vegetation), lichen from model shops or your garden, or at a pinch just using pieces of green paper, felt or cloth to mark the edges. Easy really.

ESCAPE FROM EXTREMIS

To play this scenario you should ideally have about eighty per cent of your tabletop battlefield covered by jungle terrain. Now this is an awful lot, and few of us have that much beautifully modelled jungle available. However, there are lots of other ways you can make jungle for this battle. I've listed some of these in the box above.

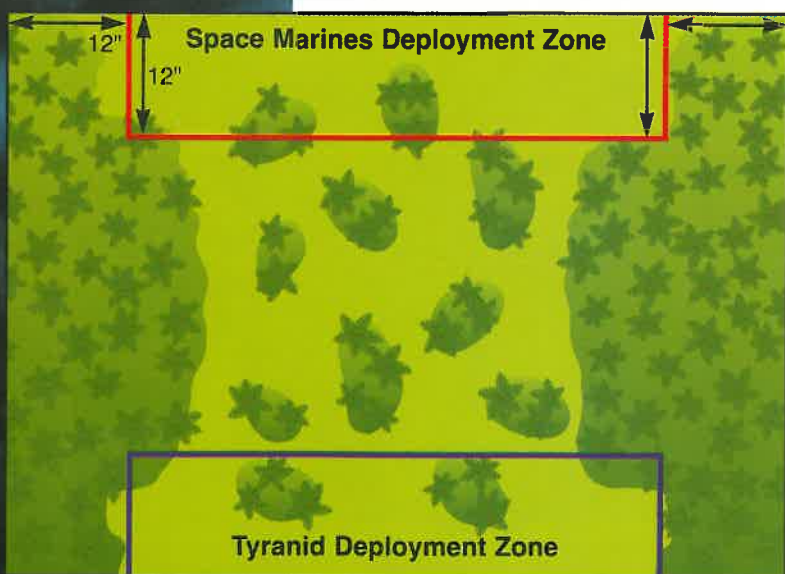
Like the historical account given above, the Blood Angels must escape the horde of Tyranids, breaking through the alien battle line and reaching the safety of their Thunderhawk Gunships.

DEPLOYMENT

Use normal deployment zones of 12" in from the board edges and 12" on to play this scenario. However, neither side is allowed to deploy *Infiltrators* any further forward from their battle line than half the table distance, ie 24" on. This battle represents an incident which

Set up the table as shown on the deployment map below.

The battle is open ended, and will not finish until one side or the other achieves its objective.



occurred in a very short time frame, so neither side will have had any time to prepare strategies involving such fine tuning as *Infiltration*.

BLOOD ANGELS FORCES

There are no limits to the amount of points you play in this game, you can have as many or as few as you wish. The one restriction, however, is that your forces must be drawn from the ranks of the 2nd and 10th Companies of Blood Angels, so check your *Codex Angels of Death* before picking your army to see what troops are available.

BROODS OF LEVIATHAN

There are no hard and fast rules for your choice of broods, Support and Individuals in this scenario, simply use the guidelines from *Codex Tyranids* to create your swarm. The swarm you create should be of equal points to the Blood Angels army you are fighting. Then create an equal sized swarm of reserves which will turn up during the course of the battle, see the Special Rules section below for details on deploying this reserve force.

BLOOD ANGELS MISSION OBJECTIVES

The Blood Angels have to exit the table edge on the Tyranid deployment zone to escape. Each unit that manages to escape in this way gains two victory points. The battle ends when the last surviving unbroken Space Marine unit exits the table, and victory points are then counted up.

TYRANID OBJECTIVES

The Tyranids have to stop the Space Marines escaping at all costs, in order to prevent the Blood Angels reporting the Hive Mind's activities to others of their kind. This is of course achieved by consuming them to add to Leviathan's gene pool. each Blood Angels unit destroyed or broken at the end of the game adds one victory point to the Tyranid total.

Sudden death victory condition: If all the Space Marines have been destroyed or broken then the game is automatically a Tyranid victory.

Likewise, if all the Tyranids are destroyed or broken, then the Blood Angels may make good their escape and therefore win the game.

SPECIAL RULES

Once per turn, the Tyranids may bring on a reserve unit at any table edge except their own. They may not do this on the first turn of the game, and they may not bring them on within 16" of an enemy unit. These units may move, charge and shoot as normal.



NECROMUNDA



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

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

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



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GOLIATH FIGHTER

INFERNO!

TALES OF FANTASY & ADVENTURE



Issue Zero

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

The first page of this preview shows an extract from the splendid Issue 1 cover painting by Kevin Walker.

INFERNO!

IN CASE YOU hadn't noticed, you've just turned over a White Dwarf page the like of which has never been seen before. The next fourteen pages make up an extra-special White Dwarf feature: an exclusive Issue Zero of Inferno!

It heralds the arrival of a whole new part of the Games Workshop hobby. For years, we have all known that Warhammer short stories, technical manuals, comic strips and so on would be brilliant, if only we could get them right. So far, we have been so busy designing new models and games, opening stores, getting White Dwarf right, sorting out Games Day (I could go on, it's a very long list, and we have been very busy) that none of these exciting things have happened. Not exactly the way we

wanted them, anyway, and as you know by now, we are sticklers for detail.

Enter *Inferno!*

There are no rules in Inferno! No, literally, there are no rules...

Inferno! is going to be a 68-page book, slightly smaller than our army books (mostly so I don't get confused) and packed with stories from the worlds of Warhammer and Warhammer 40,000. Stories about mighty heroes, impossible adventures, historical events, important places, fabulous myths, famous battles, powerful objects, mystical artifacts and anything else exciting which comes to mind. Also, by 'stories', I don't just mean words on a page – a tale can be told by a comic strip, a series of maps and charts, or even by a single illustration. In Inferno!, we use all of these forms to bring our worlds to life.

Anyway, I could go on at great length in an attempt to explain all about Inferno!, but it's far easier to show you some examples of the sorts of features you can expect in the first issue proper. Everything on the next few pages has been specially commissioned for this preview issue, so it's not even as though I'm being a cheapskate and shamelessly extracting chunks of issue 1 for a quick plug!

So welcome to a special White Dwarf preview issue of Inferno! Issue 1 will be in the shops very soon.




Andy Jones
Supreme Commander,
Inferno!

WHAT IS THE TERROR OF DEATH?

That we die our work incomplete!

WHAT IS THE JOY OF LIFE?

To die knowing our task is done!



Logan Lubera and the chaps at Frozen Ink studios in Canada have created an amazing nine-page Dark Angels comic strip for issue 1 of Inferno!

Captain Morgan (illustrated) leads the Dark Angels on a lightning-strike into the bowels of a space hulk. This behemoth lies poised to hurl itself back into the cold void of the warp at any moment! As if imminent death in warp space were not enough, the Dark Angels have the added "inconvenience" of an Inquisitorial presence – not to mention the horrors which lurk in the darkness of the hulk itself.

THE TERROR OF DEATH, FEATURING CAPTAIN MORGAN OF THE DARK ANGELS, STARTS IN ISSUE 1 OF **INFERNO!**

* Most Wanted *



King Hibited of the Flayed Dog, Western Chapter

Reward 1,000 guilder credits Dead

25 per cent bonus for Recoverable Body Parts

DO NOT ATTEMPT TO TAKE ALIVE

Noble Lords of Ulanti and the House of Iron do herewith Underwrite this blood price

Let it be known that King Hibited has Destroyed or Acquired over 15,000 guilder credits from Trade Convoys passing through the western effluvial sea. Trade routes from Primus to Monolium hives are closed while the Situation is resolved

Death toll to date: 430, of which 6 can be attributed to driver error

Jonathan has written short stories for a number of our army books and codices, including Warhammer Armies Wood Elves, as well as several White Dwarf articles. We were so impressed by Salvation, the Warhammer 40,000 story he wrote for issue 1, that we just had to get him to write something for this preview.

INFERNO!

THE HOUNDS OF WINTER

By Jonathan Green

RUNNING, HE HAD to keep running. The snow flew up in flurries around his feet as the peasant raced on through the night. The biting cold forgotten and the bundle of firewood he had been carrying now discarded, his only thoughts were of the hounds baying behind him. Above the choking, tearing rasp of his breath in his ice-seared throat, he could hear them panting and barking. Muffled by the snow and trees, their howls took on an echoing, almost ethereal quality. He dared not turn to snatch a fleeting glance of his pursuers for fear of what he might see if he did. He did not know what they were or where they came from, and he did not care. He only knew that he could not let them catch him.

Through the dark silhouettes of tall pines he saw the dim lantern light shining in the window of his hovel. Then his foot snagged in an exposed tree-root hidden under the snow. A searing pain blazed in his ankle and he fell. In panic, the man tried to scramble to his feet but as he did so his torn ankle all but screamed out in protest. Terror helping him to ignore the pain, he staggered on. With every limping step, shelter from the cruel winter night and the dark horrors it held came ever closer. Only another sixty yards and he would be safe. But with every desperate step the snarling of the hounds got nearer.

He had not realised how near until he was suddenly tugged backwards with a fierce jerk as the first of them sank its claws into the calf of his leg. Crying out, he landed spread-eagled in the freezing snow, the breath knocked out of him. The rest of the pack were upon him before he could spit the snow from his mouth to draw another frozen breath. In a few moments of snarling savagery it was over.

As quickly as they had fallen on the man, the hounds tossed the body aside and bounded off again into the night. The pack was closely followed by the masters of the hunt. Flaming hooves and iron-shod feet trampled the corpse into the hard ground, white turning to crimson with a hiss of steam as the man's hot blood soaked into the sullied snow.

The Hounds of Winter were abroad once more.



WITH A CRASH, the inn door was flung open and a chill gust of wind drove the warmth from the room.

'Shut the door!' a gruff voice shouted from a table of hard-bitten adventuring types. Midwinter's Eve on the fringes of the Northern Wastes was as bitterly cold as any of the Weather Sages of Erengard could predict and outside was where the inn's clientele wanted it kept that night. With a resounding boom, the portal was sealed again by a second gust of wind and the air inside the snug was still once more.

Everything about the inn told its age. Huge oak beams the size of whole trees formed a bracing structure, which supported the centuries-old, filth-coated rafters; around the beams, walls thick enough to withstand a besieging army had been built. Something about the huge stones gave the impression that they had been here long before mortal men had decided to build an inn in this inhospitable place. The bar took up most of one wall and on the opposite side of the hall-like room a fire blazed in the vast

Jon is now working with Ralph "Steam Tank" Horsley on their latest fiendish Inferno! co-production, which I gather might be a 3-D cutaway of a Dwarf hold under siege...

stone fireplace. Between the bar and the fireplace were tables, benches and stools, most of which were occupied by a combination of local villagers, enjoying a warmer atmosphere than that which they could find at home, Kislevite soldiers having completed their patrols of these dangerous lands, and hired swords making the most of the money they had earned and always on the look-out to make some more.

'We haven't a moment to lose! Barricade the doors and windows! Arm yourselves!' the newcomer shouted above the hubbub.

Casually, with feigned disinterest, the party of adventurers seated in the centre of the bar turned to see who had disturbed their quiet drink in the warm. Standing just over the threshold was an old man, his age-lined face testimony to a life of hardship but also of great inner strength. A thick mane of white hair fell back from his forehead and his wide jaw was buried beneath a luxurious beard. He gripped a staff like a tree-branch in one great hand, and around his broad shoulders rested the hide of some unfortunate bear, its claws now pinned by a clasp about the stranger's neck.

'They're coming I tell you! We must prepare for battle!'

'Calm yourself, old man, calm yourself,' black-haired Torben Badenov said, rising from the table of adventurers, his huge frame blocking the old man's view of the fireplace. 'Why don't you have a drink and let us get on with ours?'

'There is no time for that! Do you not know what night it is?'

'Of course we do,' Torben retorted. 'Not all of us are suffering from dementia as yet. It's Midwinter's Eve.'

'But not just any Midwinter's Eve. Tonight is also the Conjunction of the Two Moons!'

Oran Scarfen, a gaunt, toothy warrior whose rodent-like features and spiky moustache almost belied any human heritage, turned and sneered in the vague direction of the newcomer. 'What's he ranting about now?'

'The Conjunction of the Two Moons only happens once every three hundred years –

when both Moon and Dark Moon are directly opposed to each other, on Midwinter's Eve, dead on midnight, their fell powers pulling equally upon this world.'

'So what does that have to do with us?' Torben asked flippantly.

'It is upon us tonight! Do you not know the legend?'

'What legend?'

'Oh,' the stranger wailed, despair cracking his voice. 'Too many have forgotten! Is it really so long?'

Torben strolled over to the bar and leaned back against it casually. 'Do you know this character?' he whispered through the side of his mouth to the rotund landlord, as the old man paced about the bar.

'I don't know his real name,' the chubby, red-faced barman replied as he tried to buff up a dull pewter tankard with a filthy rag, 'but everyone around here calls him Old Man Mountain. He's an odd fellow. He's been around for as long as anyone here can remember. People sometimes tell of seeing him striding through the snow-drifts up beyond the tree-line but they always steer clear of him. He's never actually come down into the village before, though – I'd be careful not to anger him if I were you,' the barman warned.

'Don't worry, he doesn't frighten me. I've dealt with his type before.'

In truth, Torben Badenov had indeed encountered many strange old men in his time as a mercenary on the borders of Kislev, and the obscure pronouncements of this addled mountain-dweller troubled him about as much as a Goblin did a Dragon. Yet despite the stranger's obvious great age, Torben noticed that there was a certain bearing about him. He held himself tall and proud, looking every bit a man of thought as well as action and Torben was sure that his great bear-skin cloak hid powerfully muscled arms.

Moving back to his table, Torben motioned to the enigmatic character with his tankard. 'Come then, tell us your story, old man. Make it a good one and we might just buy you a drink for your troubles.'

The stranger stopped pacing and turned his piercing amber eyes on the mercenary and his companions. 'We have little time, so listen well,' he said, coldly determined, 'and I will tell you of the Hounds of Winter.'

Oran Scarfen rose from his stool and swept his hand to it sarcastically, but the old man refused to sit and kept pacing with nervous energy.

'It was a night much like this, when people gather around their campfires to tell each other stories that make the blood run cold. It was a time when the tide of Chaos was rising in the land. It was Midwinter's Eve...'

'Get on with it. I thought time was short,' jeered Scarfen. All but the old man laughed.

'An Imperial patrol was escorting a wagon train from Talabheim to Kislev. Three days into the journey, a Chaos warband attacked!' The old man's earnest voice held the attention of the assembled warriors – perhaps this was to be a fine tale after all.

'Outnumbered, the patrol was routed. Many brave men were killed by Beastmen and Chaos warriors that night. The soldiers thought themselves all doomed.'

The old man paused, coughed to clear his throat and gestured for a tankard. Badenov passed over Scarfen's, stopping the latter's complaint with a wicked grin. The stranger supped a few mouthfuls before continuing. 'Then, from out of the wilds came a being who seemed to be as much beast as man. He wielded deadly, sorcerous powers, and fought against the Chaos vermin. 'Twas a wizard, come to aid the soldiers in their fight.'

By now, Old Man Mountain had quite an audience, his story gripping even the most hard bitten adventurers in the bar. 'But the foul enemy was too strong, and in the end there was nothing for it but flight, to spread word of the coming of Chaos to Kislev and maybe the Empire beyond.'

'Hurry it along, old timer,' Oran interrupted. 'Cut to the chase.'

'Listen,' the old man reproached his heckler. 'Every detail is important. You must hear it all!'

'Very well, mountain man,' said Torben, ignoring his glare. 'Tell us everything, but get on with it!'

'The Winter King, Champion of Chaos, led this warband. His infamous acts of cruelty had carved him a reputation as bloody as his crimes.' He paused a moment. 'As the survivors of the wagon train fled from his clutches, the Winter King called on his dark gods for help, and from the red mist of battle his vile, Chaos-spawned powers shaped the dread forms of daemonic hounds.' The old man sniffed the air dramatically. 'Picking up the scent of the fleeing survivors, the abhorrent beasts bounded off into the night in pursuit of their human prey.'

The old man shot his audience a glance to make sure that he now had their full attention. Satisfied that this was so, he went on.

'Though it appeared that the wild man's arrival had been a stroke of good fortune, this wizard had in fact been trailing the warband for some time. The Winter King had stolen a magical crown from an ancient burial mound, a crown imbued with the power to command the forces of Chaos. The wizard knew that if Khorne's Champion reached the Empire, he might unite the twisted creatures of the dark gods dwelling within the Forest of Shadows into an unstoppable army. The warband had to be stopped before it reached the Empire's gates!'

'Where did the survivors make their stand then?' Torben interrupted.

'I was just getting to that!' the old man snapped, taking a moment to compose himself again before resuming the story.

'The wizard led the few survivors to a circle of standing stones carved with powerful, ancient runes and sigils. By accident or design, it was a fitting place for their last stand. The brave soldiers fought beyond their measure, but died one by one, until only the wizard remained.'

'Even in death, however, their energies combined with the magic of the place to imbue him with a terrible power. With the roar of a beast, the wild sorcerer shed his last vestiges of humanity and took on the aspect of a mighty bear. Raging and

clawing, he drove off the servants of Chaos, though suffering terrible wounds himself.'

The old man's words were so vivid, and so heartfelt, that all who listened were held entranced.

'Trapped and beaten, The Winter King slunk away into the darkness to die, cursing the wizard. He vowed that though the wizard had won the battle, the war would continue in death and beyond. He would return...'

The old man looked up, his story done. 'That is the saga of the Winter King.'

A heady silence hung over the bar. At last Torben spoke: 'Well, you've earned your drink – that was quite some tale.'

'But it's not just a tale, it's real, I tell you! Now is the time! The moons are in conjunction and the battle will be fought again!'

A thunderclap shattered the night, shaking the inn and causing every lantern to flicker. Above the winter gale could be heard the savage baying of hounds. All eyes turned to face the stranger in disbelief.

'They're here,' he said.

Torben's hand moved instinctively to the hilt of his sword. As the inn's customers listened they could also make out the sound of harness jangling, the snorting of steeds and the clink of armour.

'It is time, old man!' came an icy voice from beyond the door, heavy with damned resignation and full of menace. 'Are you within?'

'I am!' the old man called back, his voice strong and unwavering.

'And are you ready to die again?'

'We will see.'

'Then prepare to defend yourself!'

An order was shouted – and it was as if all hell had been let loose. The first of the dogs assailed the inn, shutters splintering under their claws and muzzles as the monstrous creatures tried to batter their way inside.

'Now this is just too much!' Torben exclaimed, rising to his feet, sword already in his hand. 'One old lunatic I can just about stomach, but this is going too far. Are you with me, lads?' There was a growl

of agreement from the mercenary's companions and they jumped to their feet, weapons at the ready.

'Ah, at last. The brave warriors remember their part in all this,' the white-maned stranger said enigmatically. 'Together we will drive the evil from this place!'

Ignoring the old man, the mercenary adjusted his armoured jerkin and continued to urge his band of fighters on. 'Come on, lads! Let's give these deviants a taste of cold steel. That'll soon calm their appetite for destruction!'

By now the rest of the inn's customers were also preparing to fight – it was plain that their only chance of survival depended on it.

'Follow me!' the bear-cloaked stranger shouted above the blood-curdling howls of the hounds, the war-cries of Chaos Warriors and the braying of Beastmen. Flinging open the great oak door of the inn, the old man stood silhouetted for a moment in the flickering light of the torches carried by the warband, snow plastering to his hair and beard. 'Stay within the light cast by the inn!' he offered as a parting piece of advice, then leapt out into the night. The defenders followed unhesitatingly, as if the old man held greater sway over them than they realised.

Once outside the inn, it appeared to Torben as though all hell had broken loose. The great dogs that assailed them were no creatures born of the material plane but blood-red monsters with slaver jaws and scaly hides. The Flesh Hounds were possessed of an unbridled fury and hurled themselves at the humans, trying to clamp an arm or a leg in their teeth, to rend their victim limb from limb. Beyond the vanguard formed by the daemonic creatures pressed a rabble of brutish Beastmen and spike-armoured warriors, their faces hidden by huge, horned helmets.

As Torben fought on, swinging blow after powerful blow at the mutants and hounds about him, he could not help noticing that at the heart of the warband there fought others whose faces were visible and of a deathly pallor. At the back of the serried lines of mutants and

madmen, a shadowy, almost spectral figure appeared to be directing them all.

A spear glowing with orange flame streaked through the swirling snow, hurled by the old man. The missile exploded among a mass of Beastmen, the foul stench of scorched fur filling Torben's nostrils.

So the old man has some magic at his disposal too, Torben thought to himself. There was a lot more to him than first appeared.

Something else was happening too. As he fought, it felt to Torben as if his body was being invigorated by some renewing power that sent new strength surging through his arms and legs, stimulating muscles that should have become tired from the constant exertion and giving him the stamina to keep battling on. From the curious expression on the faces of his fellows the same thing was plainly happening to them as well.

Through the swirling storm, Morrslieb's light began to dim as the time of the Conjunction neared. Torben had lost track of how long the battle had been raging. The ragged collection of defenders were greatly outnumbered and although they fought with their vigour increased, they were horrified to see those that they struck down rise up again as shadowy wraiths and rejoin the fray.

The battle raged on, Torben fending off the blows of his enemies, his thrusts and parries given extra impetus thanks to the inexplicable invigorating energy affecting him. As he fought, he almost felt like some energy was guiding his hand. It was like no other conflict he had ever taken part in before, and there had been many. It seemed to the mercenary that he had fought this battle before, although not in this lifetime.

One by one, despite their efforts, Torben's companions were being struck down by these otherworldly Chaos fiends. Shooting anxious glances around him he saw their bodies lying motionless in the trampled snow – but there was no sign of any blood or wounds of any sort. With an abruptly silenced cry of surprise, Oran fell to a wraith's sword.

'Do not be concerned for your friends,' the white-haired wizard's reassuring tones came through the snow flurries. 'It is almost time. We must hold them but a little longer.'

The Chaos horde, and particularly their leader, appeared to be becoming more and more agitated at their failure to break through the defenders' line and assail the inn. The Beastmen and warriors were driven by some overwhelming need unknown to Torben and the others. Their shadowy leader screamed orders to the rabble, his desperation adding an intensity to their attack – and making the defenders' struggle to hold them off seem all the more important.

At last the heavenly bodies completed their movements and an all-encompassing darkness fell over the battlefield. Now the only illumination came from the horde's torches and the interior of the inn.

'Now it is time,' the old man hissed with satisfaction. 'Retreat into the inn!' At his command, the few survivors hurried back towards the welcoming glow of the great stone portal, dragging the chill bodies of their fallen comrades with them. As Torben dragged Oran's body over the threshold, he could see not a mark on him, and yet he had himself seen him struck down with a ghostly blade. When all were safely back inside, the door was barred and the defenders prepared to meet their end.

'Where's the old man?' Torben exclaimed suddenly, looking around.

'He must still be outside,' the landlord realised with horror. 'He'll never survive out there alone.'

'But will we survive in here together?' a haggard local lamented.

With a chilling clarity that cut through the howls of the Chaos hounds, the defenders heard the church bells start to chime midnight down in the valley. As the last chime tolled, the great roar of a raging beast drowned out the barking of the Flesh Hounds. Curiosity driving them, Torben and the others leapt to the shuttered windows and tried to peer through the cracks to see what was going on, but all was black as pitch. They could

see nothing, but they could certainly hear the slaughter that was taking place beyond the walls of the inn all too clearly.

The defenders remained transfixed, listening to the wailing of the Chaos horde, and were chilled to the marrow by the bellowing of the monster that had suddenly appeared amid the carnage.

At last the sounds died, the cries of those apparently still able to flee fading into the distance. Even then the humans did not dare move from the protection of the inn, for fear of what they might find outside.



DAWN CAME, AND with it the confidence to leave the inn. Unbarring the great door, Torben cautiously ventured out into the crisp, cold morning.

The snowy ground was littered with the bodies of Flesh Hounds rapidly decaying in the grey light. Here and there lay the corpse of a Beastman or iron-clad warrior, but there were far too few to account for the sounds of slaughter that they had all heard at midnight. Of the bodies of the Chaos Lord and his awful retinue there was no sign. Neither was there any trace of the old stranger, dead or otherwise, or any monstrous beast.

Where had they all gone? Torben wondered. The old man could not have survived the onslaught of the entire warband and the midnight monster. He peered in alarm at a set of clawed, bear-like footprints that lead away through the snow towards the mountains. There were no matching prints leading towards the scene.

'Mercenary!' the landlord's bewildered, astonished voice called from inside the inn. 'Your companions are returning to life.'

Torben hurried back inside. On the floor where his body had been laid, Oran was sitting up, rubbing his head and looking around him dazedly. The others who had

also fallen to the wraith-like fiends were similarly stirring, as if waking from a deep sleep.

'How can this be?' Torben asked in amazement, kneeling down beside his friend. 'What happened to you?'

'When I was struck by the wraith it felt as if something chill and evil had struck me,' Oran said vaguely. 'I was consumed with the most agonising death throes which ill-matched the wound I thought I had received. It was as if I was reliving the heroic demise of someone else from another time. Then I blacked out.'

Torben stood up, rubbing his head with both hands, as if that would somehow help him to make sense of the night's bizarre events.

At last he spoke again: 'Ho, landlord, I think opening time has come early today. Crack open that cask of Bugman's XXXXXX I know you've been keeping back. I think we've all earned it!'

The mercenary looked back through the open doorway at the battlefield. What exactly had taken place during the Conjunction of the Two Moons? The sun had struggled through the snow-choked clouds, casting its wan light onto the portal. On one of the ancient cornerstones of the inn, it picked out a number of age-eroded markings etched into the stone. Stepping over to the threshold to take a closer look, Torben ran his fingers over the carved symbols.

The stone was huge, apparently set deep into the ground. Something told Torben that it had lain there a long time, longer even than this old inn had stood here. The building had no doubt been made from local stone; despite having borne the weathering of the elements for centuries the markings were plainly ancient symbols. The adventurer traced the shape of an arrow under the lichen. His curiosity satisfied, he gave a shrug and returned to the bar and the hopeful expectation of a quiet drink at last.

As the solid oak door closed behind him, the rusted inn-sign creaked in the breeze, its picture of a rampant bear almost faded now beyond all recognition. ●

You might have seen some films on the big screen at Games Day. Outtakes and stills from the footage we've created are a great way of detailing Warhammer 40,000 characters and incidents for Inferno!

INFERNO!

• SUBJECT

THE FALL OF ANTIRRUM

Addenda to records F and G.

The following records remained unerased after the fall of the Voltschlag on Antirrum. Katallus, known as the Corpsemaker, escaped with his renegades, but of the turncoat planetary lord Galen there was no sign. Mayhap these excerpts shed light on the issue.

— *Administratus Scribe Olon XXII*

• ADDENDA F

Archivist Note: Galen's Arcana was 90%+ incinerated on discovery.)

21 15 900 / 0800

Today I enter the lair of the beast. My stomach churns with fear. I must explain how goes the battle of Antirrum. What can I say? How will I further my cause? The risks are great, but the rewards...

The Space Wolves have a strong line of defence, Corpsemaker's reinforcements have not yet arrived from the Eye of Terror.

I cannot be blamed, he must surely see that!

12 15 900 / 1200

I live! Despite my dread, Katullus accepted my explanation! The fool! I was so sure that my death was drifting in the dust mites of the cathedral. Yet he spake to me with no trace of malice or threat.

My position is, I feel, bolstered.



Planetary Lord Galen: Heretic

• ADDENDA G

The Mouth of Katallus was all but dead when the Inquisition probed its twisted mind-book, but at least one partial record pertaining to this meeting was extracted:

'I know that whatever the Space Wolves do is not due to the snivelling ambassador.

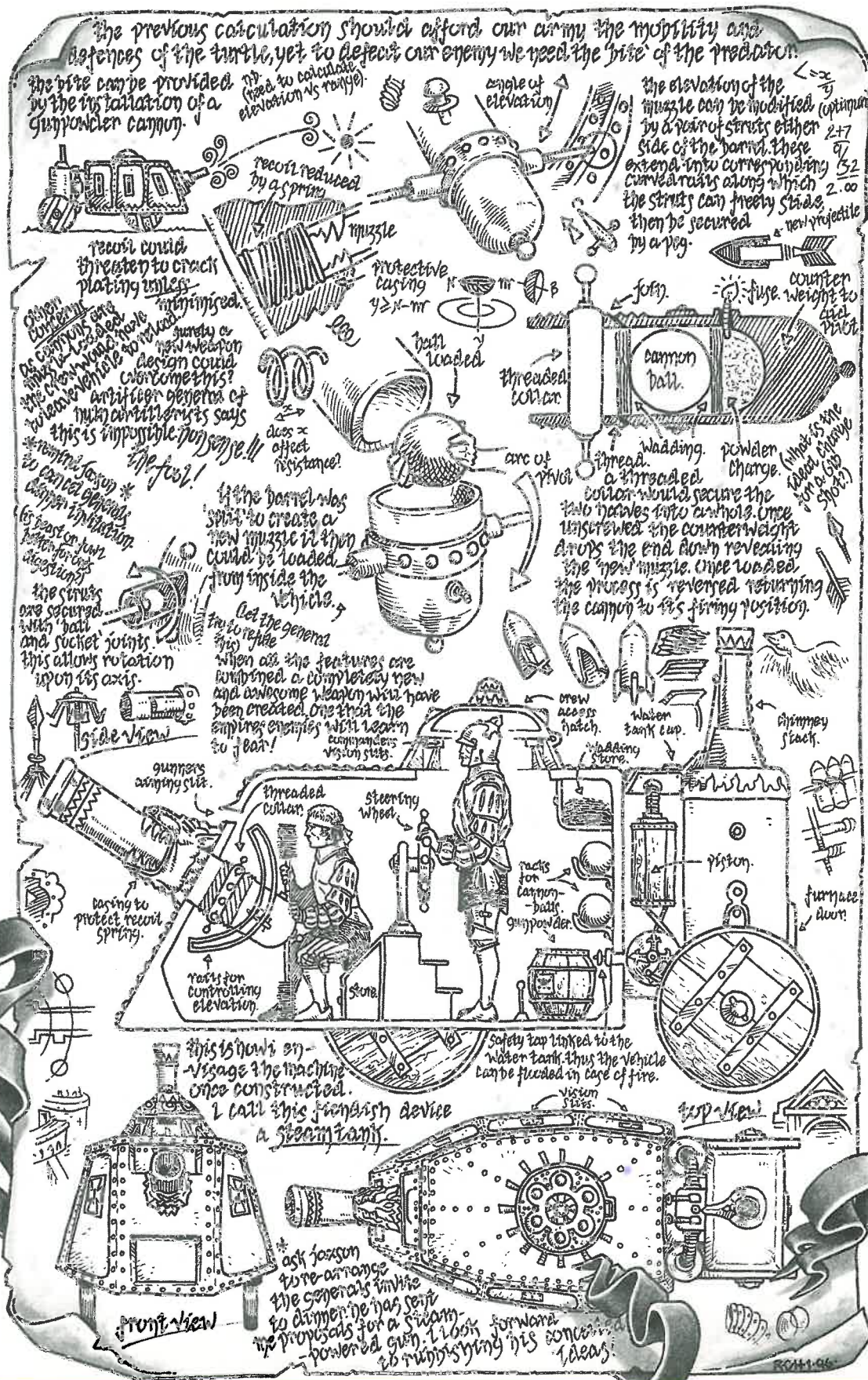
However, once the battle is over and the bated humans destroyed, I WILL HAVE THE GALEN CREATURE'S HEAD SERVED ON A PLATE – I SAVOUR THE RICH TASTE EVEN NOW!'



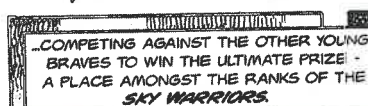
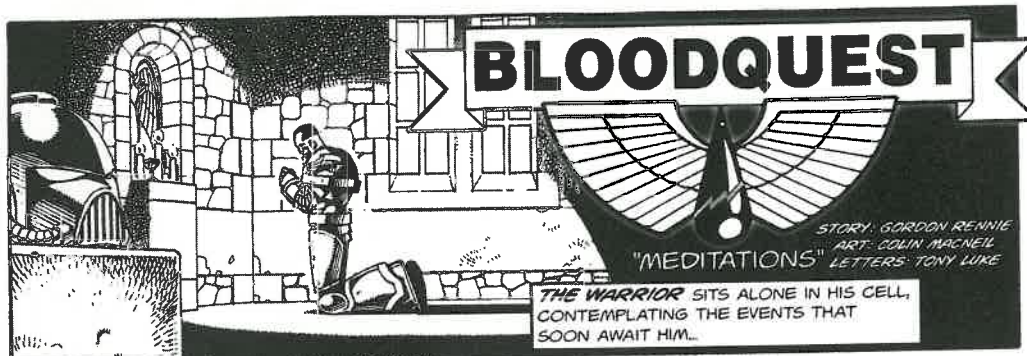
Chaos Lord Katallus, The Scourge of Antirrum

The costumes, models and story have been put together by Tom Lauten and his team at Bright Light Studios in Coventry. Look out for "Operation Stormfrost", featuring the Space Wolves of Skaldir Ironfang, in issue 1.

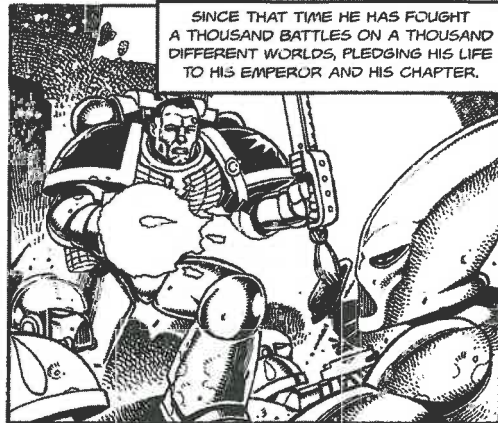
Here are the original design sketches which led to the Empire steam tank. You may need a magnifying glass to get the best from this spread, but it will be well worth the effort.



Ralph Horsley from Leeds laboured long and hard getting this together, using reference material from the sketches of Leonardo da Vinci and the like. I expect that if you were handy with welding gear, you could use these diagrams to fabricate your very own steam tank – and the frightening thing is that it might just work! (This is not a challenge!)



Colin MacNeil and Gordon Rennie are comic professionals of long standing. Hailing from way up north (over the border, in fact), Gordon has written a 12-page comic strip for issue 2 of *Inferno!* Entitled "Bloodquest", it tells a tale of honour and despair amongst the Blood Angels. Colin is drawing it even as you read this issue, but when we saw his initial concept sketches and Gordon's finished script, we liked "Bloodquest" so much that we badgered them into doing this special 2-page prologue.

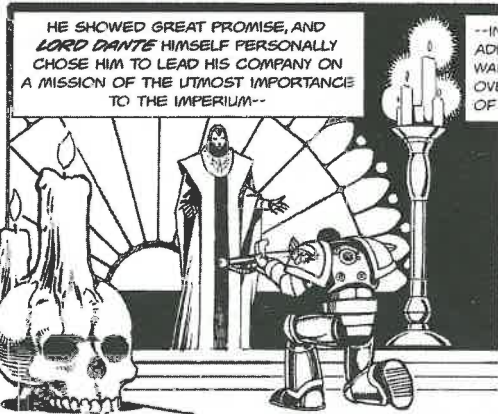


SINCE THAT TIME HE HAS FOUGHT A THOUSAND BATTLES ON A THOUSAND DIFFERENT WORLDS, PLEDGING HIS LIFE TO HIS EMPEROR AND HIS CHAPTER.



HIS BRAVERY AND ABILITIES WERE NOTED, AND HE QUICKLY ROSE THROUGH THE RANKS --

-- IN LESS THAN FIFTY YEARS HE WAS PROMOTED TO CAPTAIN AND COMMANDED A FULL COMPANY OF ONE HUNDRED SPACE MARINES.



HE SHOWED GREAT PROMISE, AND LORD DANTE HIMSELF PERSONALLY CHOSE HIM TO LEAD HIS COMPANY ON A MISSION OF THE UTMOST IMPORTANCE TO THE IMPERIUM--



--IN DEFENCE OF AN ADEPTUS ASTRONOMICA WARP-STATION AGAINST AN OVERWHELMING FORCE OF ORK RAIDERS.

THE MISSION SUCCEEDED, BUT AT A PRICE TOO HIGH FOR HIS CHAPTER TO BEAR.

WAITS FOR HIS TIME OF JUDGMENT TO COME.

NOW THE WARRIOR WAITS.

IT IS TIME, BROTHER-CAPTAIN. HAVE YOU MADE YOUR PEACE WITH YOUR EMPEROR AND OUR LORD SANGUINUS?



ALL HIS LIFE, HE HAS FOUGHT FOR WHAT HE BELIEVED IN --



NOW, THE GREATEST TEST OF ALL LIES BEFORE HIM.



I AM READY, BROTHER-CHAPLAIN. MY SOUL IS PREPARED.

TO BE CONTINUED...

Coming in Issue One

The Mutant Master by William King

'Gotrek frothed at the mouth and lashed out in a great figure of eight with his blood-stained axe. Nothing could stand in his way. With the chains still hanging from his wrists, he carved a path of red ruin through the howling mob.'

Salvation by Jonathan Green

'Genestealers! Rius thought. His worst fears had been confirmed. Before he could train his weapon on the Tyranid construct and blow its vile carcass apart, the monster plunged a taloned claw through the back of Julius's armour.'

The Demon Bottle by Alex Hammond

'...And there will be fire from the heavens and righteous bolt guns will quicken and purge even the deepest crevices of the underhive. All that is foul and pestilent will be washed away! For this is the teaching of House Cawdor of the Redemption.'

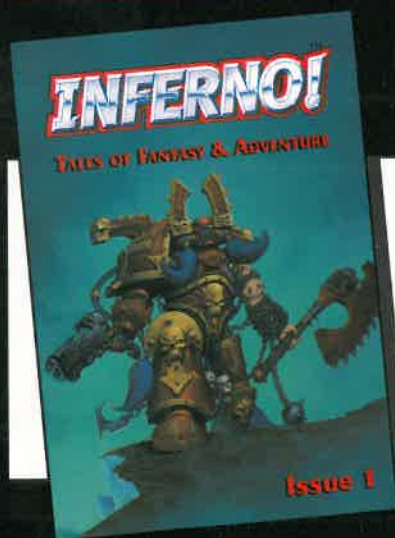
Grunsonn's Marauders by Andy Jones

'The wizard gasped. Johan thought that they had been tumbled. But no, the wizard was enraptured by the burned and charred chicken leg that sat before him.'

Also featuring

The Terror of Death, a nine-page Dark Angels comic by Logan Lubera; The Siege of Gisoreux, an incredible 3D map of The Siege of Gisoreux by Ralph Horsley, plus magnificent artwork from Kev Walker, Wayne England and David Pugh.

INFERNO!



Look out for Issue 1. Coming soon!

It's got all this stuff and more. If you like the idea of Warhammer action stories and comic strips, technical Warhammer 40,000 vehicle cutaways, photos of real Space Marines in action, campaign maps, 3-D cityscapes, detailed spaceships and loads of other brilliant stuff...

Then Inferno! is for you!

Demand for issue 1 is bound to be high, but luckily you can advance order your copy from the Mail Order Trolls! See the Mail Order pages at the end of this issue for their phone number.

WARHAMMER

40,000

SPACE MARINE VEHICLES

SPACE MARINE BIKE



SPACE MARINE LAND SPEEDER



SPACE MARINE DREADNOUGHT



SPACE MARINE ATTACK BIKE



SPACE MARINE BIKE SQUADRON



The above Warhammer 40,000 boxed sets can be incorporated into your games of Warhammer 40,000 using the rules printed in Codex Space Wolves, Codex Angels of Death, and Codex Ultramarines. The models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Dreadnought and Land Speeder are Citadel Miniatures 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.

Warning! Some of these models have components which 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



By Nigel Stillman...



...and Tuomas Pirinen

These are the three great Dwarf buildings in the Grudge of Drong Campaign pack, all splendidly painted by Richard Wright. They're typical of the sorts of building you'd find in any Dwarf settlement – a brewhouse, ale store, and drinking hall. Hmm, strange that they all have something to do with beer...

A GRUDGE TOO FAR...

We fight the entire Grudge of Drong campaign! Three battles lead to a bitterly fought conclusion as the noble High Elves and grudgesome Dwarfs struggle for supremacy.

THE STORY SO FAR

In a secluded harbour on the coast of the Old World, overlooked by towering crags, lies the Elven trading colony of Tol Eldroth. Here, the High Elves trade with the Dwarfs from the surrounding mountains, loading their sleek Elven ships with Dwarf gold, silver, and gems.

Two Dwarf strongholds lie within trading distance of Tol Eldroth. To the North is Kazad Thrund, ruled over by the sturdy hand of Drong the Hard. To the East is Krag Bryn, ancestral home of the Dwarf Queen Helgar. With both strongholds vying for lucrative trade, rivalry is intense, to such a point that war seems inevitable. Already the armies of Drong are marching on Krag Bryn. Helgar, who lacks the military might to stand against them by herself, has pleaded to the Elves of Tol Eldroth for aid.

It is at this point that we join matters. The new range of Warhammer Campaign packs allows you to take historical settings,

like the one described above, and fight them out for yourselves. A series of small clashes lead into a final climactic battle, with the results of each affecting the final outcome. In the Grudge of Drong Campaign pack, you take the forces of Drong the Hard as you battle against the High Elves to take control of the lucrative resources around Kazad Thrund and Krag Bryn.

We recently fought out the entire Grudge of Drong campaign, from start to finish. Nigel, who wrote the campaign, took control of the Dwarfs, and Tuomas, who's just finished work on the new High Elf project, used the Elves. And here, for your entertainment, is what happened...

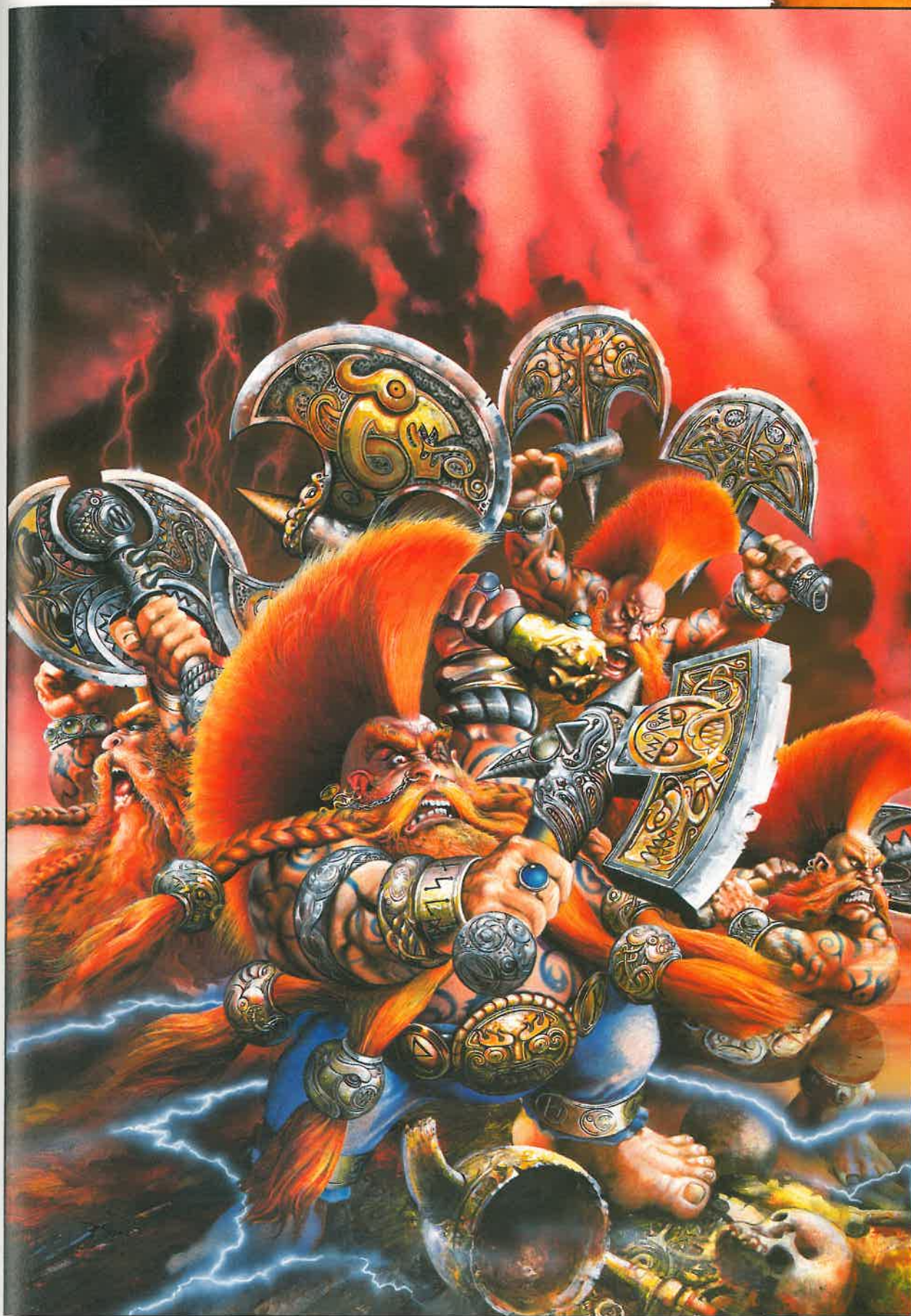
THE WRATH OF DRONG

Nigel: Campaign battles excite me far more than ordinary one-off battles. Even if I am only going to fight one battle out of the campaign, I like the idea of having a proper objective to fight for. It gives a purpose to the battle and concentrates the mind. The tactical problems are focused on the victory gains, not just on destroying the enemy army. The possibility of snatching a sudden death victory can encourage you to make bold moves which you would otherwise hesitate to do. It is amazing how effective these can be! Then you really start to learn something about tactics. I also like playing with armies of 2000 points or less. Even if I am playing with more points I usually opt for higher quality troops so that my army will be compact and powerful. If I have too many things in the army I just forget about something, or my troops get in each other's way!

I was happy to command the Dwarfs in this campaign because I like playing with solid reliable warriors. Such troops allow you to do bold things and employ unorthodox tactics.

Dwarfs frequently surprise me as to just how hard to beat they are. The campaign includes some exceptionally hard and stubborn Dwarf characters which enhance this aspect of the army even more.





Dwarf Troll Slayers by Geoff Taylor.

UNIT: 8 Elvian Rangers the Miel Riders

ARMOUR/WEAPONS: light armour, sword, shield

CHAMPION: M WS BS S A PD

TROOP TYPE: 5 4 3 2 1

Notes: The unit contains a Standard Bearer.

NOTES / VICTORIES ETC.

Battle of Bridge Pass: slow Dwarf Long Beard remember to use this unit aggressively wherever into block for maximum rank bonus.

Battle of Krag Bryn: suffered heavy casualties weapons, but after closing to hand-to-hand of from the table. Champion was cut down by the Challenge.

UNIT: 15 Dwarf Miners Kradd's Mattookers

POINTS: 221

ARMOUR/WEAPONS: double-headed pick, heavy armour

CHAMPION: M WS BS S A PD

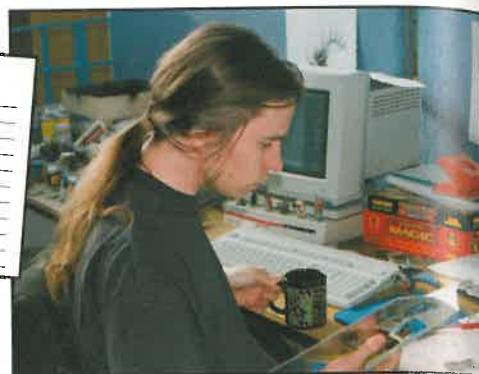
TROOP TYPE: 11 10 9 8 7 6 5 4 3 2 1

Notes: The unit contains a Standard Bearer and Miners.

The Warhammer Army File Cards (like those shown above) are particularly useful for these sorts of campaign games. Because you've already got the points cost of regiments worked out, it makes choosing your army a lot quicker. And when you send your opponent's troops fleeing from the table, you can make a permanent record of which of your units killed which of his on the back of the card. This makes great material for winding up your opponent in future battles!

I was yet more limited in my choice of troops beyond that imposed by the battle scrolls because the army I had available was badly in need of reinforcements. This meant choosing more Thunderers and Crossbows than I would want, and I frequently ended up using these as hand-to-hand fighters. However, I am quite happy to throw missile troops into the battle, rather than stand around shooting which is seldom decisive.

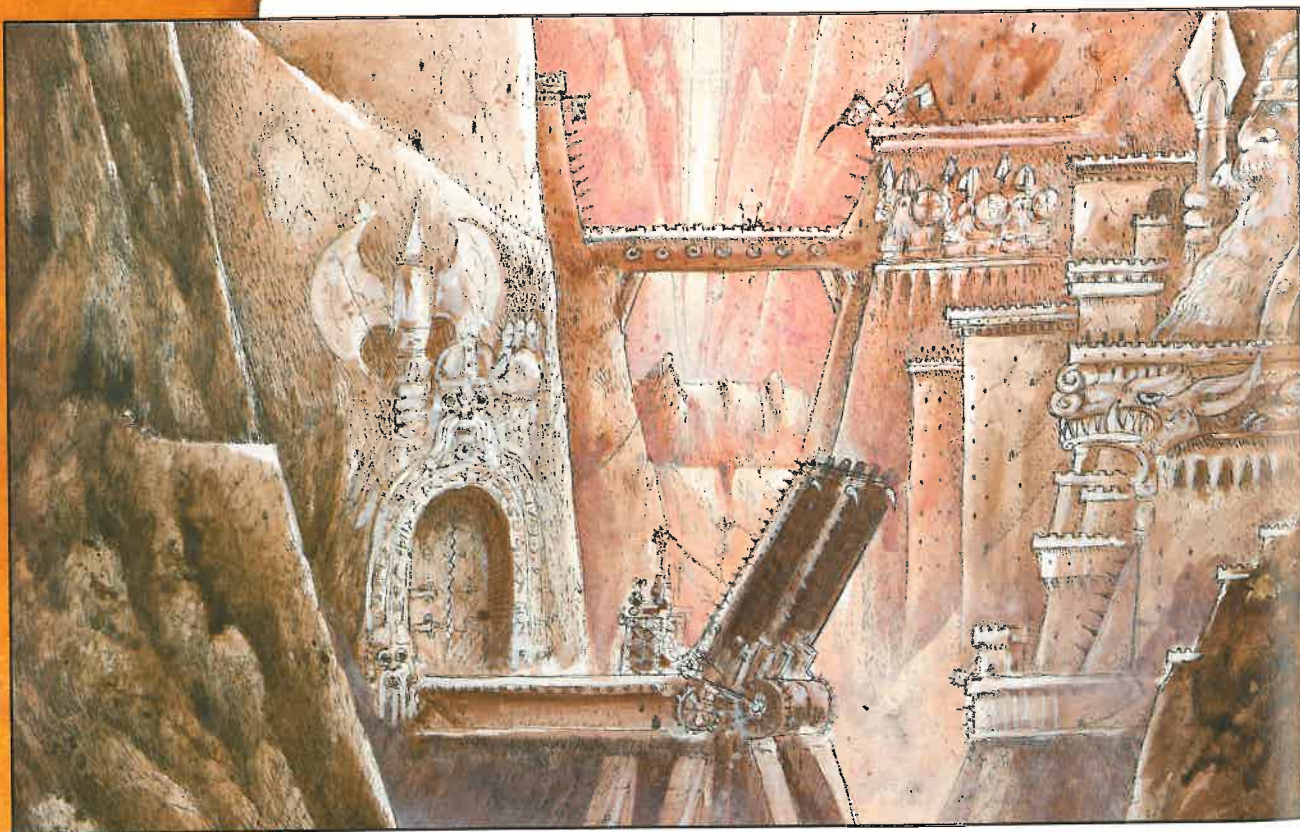
The Elven army has far greater mobility than the Dwarfs and I guessed that Tuomas would try to use his mobility to the full. I know that mobility is highly regarded in his tactical thinking. Being surrounded and attacked in the flank is an even greater threat to my Dwarfs than Elven firepower. Usually everyone forms up in four ranks to benefit from the rank bonus and usually this makes sense. However, this has become such a dogma that no one seems to think about what they are doing. If I adopt this formation, it leaves plenty of space for fast Elves to go around my flanks and provides good targets for the enemy bolt throwers. I shall therefore fight in successive battle lines.



Tuomas studies the scenarios, planning the best path to victory!

These are my well-ried tactics against a mobile foe who can outflank me, and also against bolt throwers. The Dwarfs will be good at these tactics because they are individually hard fighters who can be expected to hold their own in a wall of shields, even in a single rank. Behind the first such line will be another one further back. I can trust their morale to hold up to the sight of the first line breaking or being cut down. In the end the Elves will have to fight their way through each line getting weaker all the time.

The battle that I most need to win is the Ambush on the Dwarf road. This is because I believe in runes rather than war machines. The most useful gains to me from any other victories would be the characters to bolster my battle lines in the final battle. As for war machines, they would be useful, but I can manage without. And as to the loss of



500 points of troops if I lose the *Brewery Bash*, as long as my force is compact and well chosen I'm just not that bothered if it does end up under strength!

PREPARING FOR WAR

Tuomas: Normally a chance to fight in a battle report is greeted with overwhelming enthusiasm, but when I was offered the High Elves to field, my all-time favourite army, I was pleased beyond reason. Our High Elf army has been growing with the imminent release of the High Elf book, and I was to fight the entire Grudge of Drong campaign against my fellow Games Developer Nigel Stillman. This suited me fine. Even though Nigel had designed the entire campaign, with my in-depth knowledge of the High Elves I was confident that I could lead the glorious host of Ulthuan to victory.

I studied the miniature cabinets long and hard, looking to Hoeth, the Elven god of wisdom for assistance. I needed an overall plan for the campaign, and suitable troops to carry out my orders. I had only a limited amount of time to spend on selecting my army. Besides the High Elf army represented the forces of Tol Eldroth, so I wanted a unified force to show this. Thus I used many of the same regiments in all of the battles, and my overall plan remained roughly uniform throughout.

Inspired by Hoeth, I decided to base the core of my armies on High Elf Spearmen together with Silver Helm and Dragon Prince cavalry. I very often play defensively with my Elves, but when going against the Dwarfs I decided that my Archers, while capable troops with their new special rules, did not have sufficient strength to stop the Dwarfs. The Dwarfs have high toughness and good armour save values. Having said that, I did not completely overlook missile troops. Repeater bolt throwers are always worth taking, so when these were available I gladly dished out points for them.

My basic plan for almost all of the battles was the same: hold the centre with infantry and cave in the enemy flanks with cavalry. If I could envelop the advancing Dwarfs I could hit them from all directions! While my troops were manoeuvring, my Archers and bolt throwers would shower the short ones with steel-fanged death.



"While my troops were manoeuvring, my Archers and bolt throwers would shower the short ones with steel-fanged death."

Both my choice of troops and their equipment was very limited in most of the battles in this campaign, due to the campaign restrictions. My choice of magic items was especially limited. This suited me fine, though. Normally the choice of magic items plays a major part in the selection with any Warhammer army, but in these campaign battles this would have less effect. I would have to put my faith in rank-and-file troops and good tactics. Besides, the Dwarfs would be equally restricted in their army selection, so at least I wouldn't have to deal with so many of those damned runes!

This first battle sees a rapidly deployed High Elf force taking on a rowdy rabble of drunken Dwarf rebels.

THE BATTLE OF GRUDGE PASS

The ravines leading to Krag Bryn were soon resounding with the shouts of the rebel Dwarfs: "Down with Queen Helgar!", "Dwarf gold for the Dwarfs!" and "Drong for King!". Fendar, an experienced High Elf captain, responded quickly, riding out to intercept the Dwarfs. The two armies met at Grudge Pass.

Fendar spread out his army to cover the width of the pass, before riding forward and gouging a line in the dirt with his sword. As the Dwarfs approached, Fendar

issued a warning: cross the line and war with the Elves would be provoked. The drunken Dwarfs, led by Master Engineer Krudd Mad-Mattock, let out a loud, raucous cheer as the Elves drew their bows and took aim. The Battle of Grudge Pass was about to begin...

The Dwarfs wasted no time crossing the line in the dust, staggering forward drunkenly. In the centre of the Dwarf line, Miners and Dwarf Warriors advanced on the Elves, whilst the veteran Long Beards moved to the high ground on the Dwarf's left flank. Thunderers spread out to cover the right flank.

Meanwhile, the Silver Helms were swinging wide around the abandoned mine shafts that lay

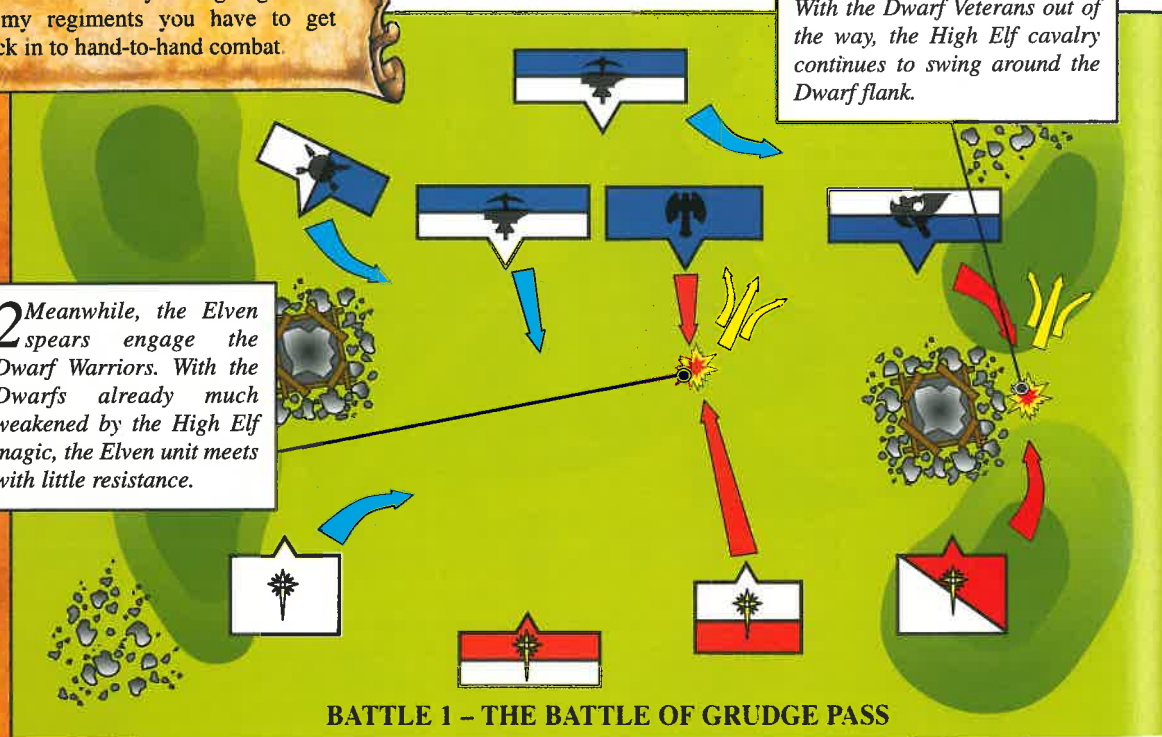
Nigel: Although my Thunderers didn't actually shoot anything during the game, they did very well at containing the Elf cavalry, driving off the Ellyrian Reavers.

With their extra movement from being drunk, the Dwarfs were actually quite manoeuvrable. Let the name of anyone who says that Dwarfs are too slow and unwieldy be noted in the Book of Grudges!

I wasn't too bothered about losing this battle, as I really don't think artillery are that useful. If you're going to kill enemy regiments you have to get stuck in to hand-to-hand combat.

1 The High Elf Silver Helms charge into the Dwarf Long Beards, wiping the unit out. With the Dwarf Veterans out of the way, the High Elf cavalry continues to swing around the Dwarf flank.

2 Meanwhile, the Elven spears engage the Dwarf Warriors. With the Dwarfs already much weakened by the High Elf magic, the Elven unit meets with little resistance.



BATTLE 1 - THE BATTLE OF GRUDGE PASS



Archers



Spearmen



Thunderers



Dwarf Warriors



Reaver Knights



Silver Helms



Long Beards



Miners

across the pass. Their lances were levelled at the Long Beards in preparation for charging. The Elf Spears advanced in the centre, ready to engage the Dwarf Warriors or Miners. On the Elven left flank, the Ellyrian Reavers, finding themselves looking down the barrels of fifteen Dwarf Thunderers, chose to swing out across the battlefield. On their swift Elven steeds they would easily be able to outpace the inebriated Dwarfs, moving across to aid the Spears or Silver Helms.

Seeing the Dwarfs cross the line drawn by their commander, the Elf Archers loosed volley after volley into the Dwarf Miners. Many fell, slain by the deadly arrows. Meanwhile, Sarathor, the Elf Mage, had been drawing upon his powers to summon a *Fiery Convocation* to engulf the Dwarf Warriors. Flames licked the Dwarfs' feet, rising to singe beards and scorch clothes, but even with their numbers starting to fall, the hardy warriors continued to stand firm.

The Dwarfs continued their advance, reforming into long, thin lines to hinder Elf flanking attacks. Being in line also meant that the drunken Dwarfs in the rear ranks of regiments would not be pushing into their comrades in front.

The Silver Helms, having moved into position in front of the Dwarf Long Beards, levelled their lances and charged. As their steeds thundered forward, further volleys of Elf arrows flew overhead into the Miners. The charge impacted, bring down fully half of the Long Beards, but driven by their bitter hatred of the Elves, the remaining Dwarfs stayed on to fight!

The Dwarf army continued staggering around the battlefield drunkenly as the battle between the Long Beards and Silver Helms continued. Both Elves and Dwarfs were falling in the fight, the Elven Steeds trampling the Dwarfs beneath their hooves while the Long Beards drove their weapons up into their hated foes. But the superiority of the Elf cavalry soon showed, and the last of the Long Beards was cut down.

The *Fiery Convocation* raged on, leaving more and more Dwarf Warriors as scorched carcasses, until finally, with almost half their number dead, they managed to resist its effects.



With the Long Beards dead, the Silver Helms rode round the Dwarf flank to charge into the Miners. The Elf Spearmen, having advanced right up to the Dwarf lines also joined the attack, charging into the remaining Dwarf Warriors. There was no way the Dwarf lines could hold against this Elf attack, and soon the battlefield was littered with the dead and trampled bodies of almost all the Dwarf Warriors and Miners.

The Elves had been victorious in the first of the battles. This would mean that Drong would not be able to make use of Krudd and his mines to produce further war machines. When the final battle came, the Dwarfs would be able to make use of only a single war machine.

The Elven attack envelops the Dwarfs' left flank. Despite their hatred of the Elves, the Dwarfs cannot hold and are quickly crushed.



Thomas: My basic plan was to hold the centre strongly with my archers and spears, while the cavalry attacked the flanks. I considered having a missile based army, but decided that I would have to go in for the kill with a more decisive attacking force. With the special Hatred rules, the Dwarfs were extremely difficult to finish off – they wouldn't break and flee and had to be cut down one Dwarf at a time. With just a little more luck they could have held the Silver Helms and turned the battle.

There are a number of tactical points that should be made regarding the High Elves. They don't particularly apply to this battle more than any other, but they were typical of the sorts of thing I was bearing in mind when choosing my forces and playing the games.

Ellyrian Reavers are fast troops and very difficult to pin down. They are ideal for flanking moves. They are so fast that you should be able to race behind the enemy army and charge them in the back! Reavers are not very powerful in melee, so be sure to use them in support of your main regiments.

Evaluate the odds! Know when to charge with your spearmen and when to let the enemy engage you. The High Elf levy is surprisingly efficient when charging (as they fight with an extra rank of spears), but against enemies with double-handed weapons (like the Hammerers) charging doesn't give you any real benefits. You will go first in any case, and it is better to fight with three ranks of spears than two!

The campaign continues with the High Elves ambushing a Dwarf Runesmith as he marches to Drong's aid.

AMBUSH ON THE DWARF ROAD

Meanwhile, the Dwarf Runesmith Grung Grudge-Bringer was spreading tales to cast spite against the Elves. Indeed, Grung had been helping Drong in the planning of a grudge war against the Elves. When the Elves got wind of this through Helgar, they immediately set about dealing with this problem. An opportunity soon arose, and as Grung marched down the Dwarf High Road, no doubt intent on some mischief or other, he found

himself ambushed by a force of Elves hiding amongst the rugged terrain between Krag Bryn and Kazad Thrund.

As the Dwarf retinue marched down the Dwarf High Road, Elven Archers emerged from over the crest of the hills that edged the road. To one side of the Dwarfs was a great chasm, to their other side an ambushing army of High Elves – they were trapped! Elven arrows rained down on the Dwarfs, felling many of the Slayers, while a regiment of Elven spear advanced to cut off Grung's retreat back down the road. The Elves had also brought with them three Great Eagles, allies from the surrounding crags, who took to the sky ready to dive down on the Dwarfs if they attempted to flee.

The Dwarf Slayers immediately headed towards the High Elf Archers. Better to die gloriously in hand-to-hand combat than be shot down from afar by the cowardly Elves! Behind them, the Crossbows and Hammerers reformed to be better able to meet the Elf attack.

While the High Elf Spearmen advanced around the back of the Dwarf marching line, the Eagles dropped in front, leaving them nowhere to run. Although Grung could hold off the Elf attack for a time using his *Fiery Ring of Thori*, it was inevitable that bitter close quarter fighting would erupt eventually.

When combat did begin it truly was in earnest, raging across the entire battlefield. The Great Eagles swooped in on the Dwarf Crossbows, the

Nigel: I had been thinking about what formation to deploy my troops in since the end of the previous battle. In the end I put the Slayers in front, ready to die charging forward into the teeth of the enemy. Behind them came the Hammerers, together with Grung, with the Crossbows covering the rear and flanks.

The Eagles were a bit of a wild card. With them flapping about the tabletop I couldn't really plan for where they would attack. Beating them with the Crossbows just goes to show how effective Dwarf infantry is. Even Dwarf missile troops are more than capable of holding their own in hand-to-hand fighting. You're only likely to get off one good shot per battle, so let them close with the enemy and use their hand weapons as well.

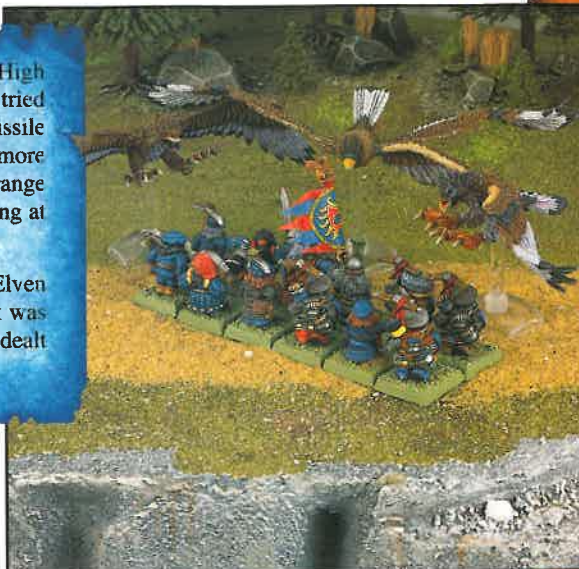
Hitting first in hand-to-hand combat is very important, much more so than most people realise. If you kill someone before they have chance to strike, it really doesn't matter how strong or skillful they are. This makes it very difficult for Dwarfs when fighting against Elves.

Grung and his retinue prepare to march off to join Drong in the grudge war against the High Elves.



Tuomas: In this battle I had to take some very un-High Elf like risks, which didn't pay off. I could have tried just sitting back and shooting him up with my missile troops, but I think the way I played was much more exciting. Deploying the Archers as I did at short range meant that I could maximise their effect by shooting at close range from the very start of the game.

Unlike the Dwarfs, it's hopeless trying to use Elven missile troops in hand-to-hand combat, as I think was demonstrated by the ease with which the Slayers dealt with my Archers.



It's a long way down! The fighting becomes desperate with a sheer cliff face cutting off the Dwarf's only escape route.

Elven **Spearmen** charged in to engage the Dwarf Hammerers, and the Slayers threw themselves into combat against the Archers.

The Archers were the first to break and flee beneath the savage onslaught of the Slayers. However, the fate of the Slayers themselves was sealed. As soon as they had cut down the Archers they felt the ground shake beneath them. Tethan the High Elf Mage had summoned an *Assault of Stone*, and the Slayers were soon crushed beneath the hill on which they had been fighting!

The rest of the High Elf army fared little better than the unfortunate Archers. The Dwarf Crossbows, although poorly equipped for hand-to-hand combat, were quickly able to see off the Eagles, and with a glorious display of athleticism they ran them down as they fled.

The Spearmen did somewhat better, standing and fighting to the bitter end. Indeed, several times it seemed as if the Elves would turn the tide and

sweep the Dwarfs before them. However, with Grung fighting in their midst the Dwarfs proved too much, and eventually the Elves were ground down until the last of their number fell. It had been a crushing victory to the Dwarfs.

The loss of this battle would have extremely severe consequences for the Elven war effort. They had failed to stop the Runesmith from joining up with Drong's army, and had seen much Elf blood spilt in the process. Now, Drong's army would have almost unlimited access to magic Rune items for the final conflict. In addition, Grung himself would be present, and having such a fierce warrior to fight at his side would be a great aid to Drong.

2 The Great Eagles are driven off by the Dwarf Crossbows. The Dwarfs chase after their winged foes and slay them all!

3 The High Elf Spearmen charge the Dwarf Hammerers. After some bitter fighting, the Dwarfs finally gain the upper hand and the Elves break and flee.

1 The High Elf Archers are the first to break, under the onslaught of the Slayers. The Slayers are then crushed by an *Assault of Stone* cast on the hill on which they had just been fighting.

BATTLE 2 - AMBUSH ON THE DWARF ROAD

	Spearmen		Great Eagles		Hammerers
	Silver Helms		Long Beards		Slayers

In the third of the campaign battles the Dwarfs must rescue their Brewmaster, Largs, who is being held hostage by the devious High Elves.

THE BREWERY BASH

Nigel: Again we see in this battle a unit of Dwarf missile troops, the Thunderers, winning in hand-to-hand combat. This should be a good lesson for all Dwarf players.

This battle is extremely difficult to win through a frontal assault. A commando style raid to free Largs is the way to do it.

As anyone can tell you, the way to a Dwarf's heart is through his beer. And it was with this thought in mind that the Elves of Tol Eldroth set out to kidnap Drong's Brewmaster, Largs. Without their regular ale ration, Drong's troops would soon begin to lose hope and desert. In addition, the deadly Dwarf Gyrocopters are powered by a special high-octane fuel, which only the Dwarf Brewmasters know the secret of brewing. Without Largs,

the Dwarfs would be unable to make use of any of these dangerous flying war machines.

In order to recapture his brewery and free Largs, Drong dispatched an elite force of hand-picked (and thirsty) Dwarfs to deal with the Elf kidnappers. These Dwarfs were led by Skag the Stealthy on a mission to rescue the Brewmaster or die in the attempt.

Approaching the brewery, the Dwarfs found the Elves ready in good defensive positions. The main access to the brewery was guarded by a large unit of Elf Spearmen, with two regiments of Archers covering them from behind the adjoining walls. Additionally, two units of Elf cavalry were standing in wait on the edges of the brewery grounds, ready to attack the flanks of any approaching Dwarf troops. Skag, however, earning his title of Stealthy, had already dispatched a small unit of Thunderers to sneak up around the back of the brewery. From here, they could either break in unnoticed to free the brewmaster, or attack the Elf defenders from behind. They

were also well positioned to take out the deadly High Elf repeater bolt thrower.

Apart from this sneak force, the bulk of the Dwarf army was to attempt a frontal assault, led by the Hammerers, and supported by the Crossbows and Organ Gun.

The battle began with an exchange of volleys between the two sides' war machines and other missile armed troops. Dwarf Crossbows fell to Elf Archers, Elf Spearmen fell to the Dwarf Organ Gun until eventually, with both sides depleted and the Organ Gun no longer functioning, the two sides had closed to within charge distance.











The Dragon Princes were the first of the Elves to charge, lowering their lances at the Dwarf Slayers. It didn't take long for the elite Elf cavalry to finish off the crazed Dwarfs, although they didn't go down without a fight, taking several of the Elven knights with them.

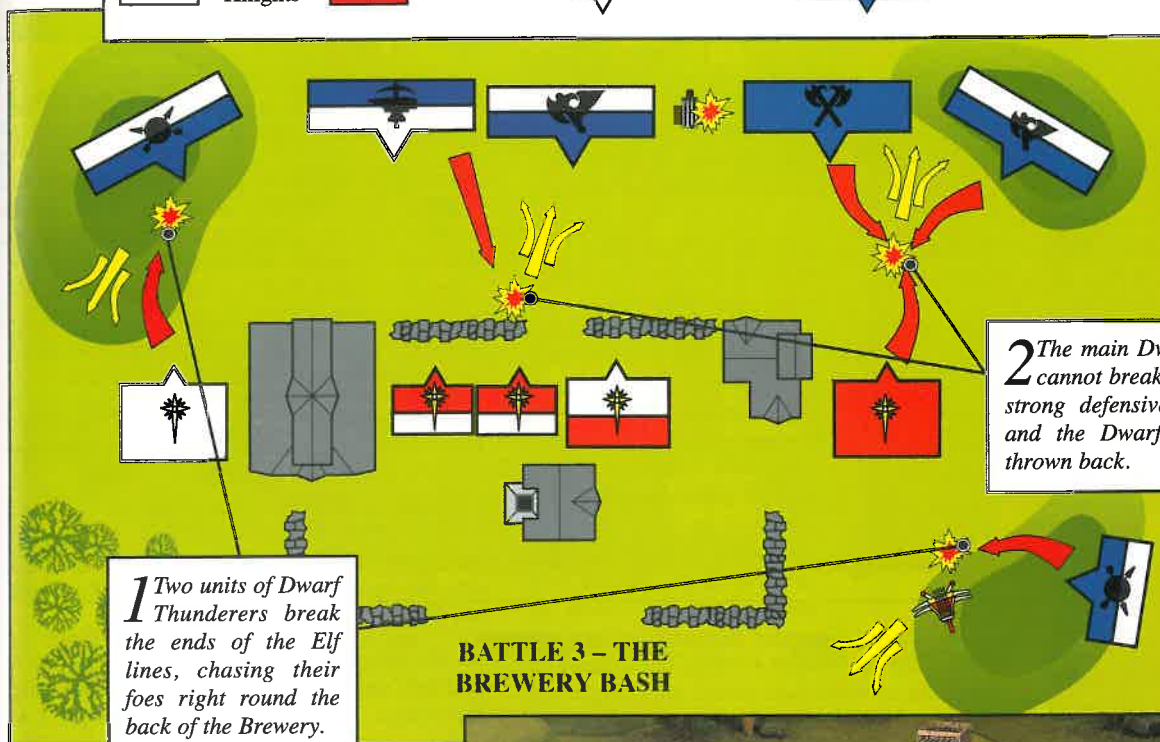
Meanwhile, on the other flank, the Ellyrian Reavers had engaged the Dwarf Thunderers. The Reavers' fortune was not so good, and they were soon driven off by the Dwarfs. However,

Tuomas: A defensive battle is always my preferred way of fighting. With the Elven Archers and Spearmen, the idea is very simple. Block the brewery off with the spears while the archers shoot up the opposing troops, and the cavalry cover the flanks.

This is a tough one for the Dwarfs, you really have to think. You can't just rush in headlong.



	Archers		Spearmen		Thunderers		Crossbows		Repeater Bolt Thrower
	Reaver Knights		Dragon Princes		Hammerers		Slayers		Organ Gun



1 Two units of Dwarf Thunderers break the ends of the Elf lines, chasing their foes right round the back of the Brewery.

2 The main Dwarf attack cannot break the Elves' strong defensive position, and the Dwarf attack is thrown back.

BATTLE 3 - THE BREWERY BASH



mounted on the swiftest of Elven steeds, the Elves were easily able to escape and regroup, only to be driven off once again. Before too long, the Thunderers had chased the Elf cavalry almost completely round the back of the brewery. Without realising it, the Dwarf unit was almost close enough to the building in which the Brewmaster was being held to break in and set him free!

At the front of the brewery the Dwarf attack was meeting with mixed fortunes. The Elven spears were driven back, only to regroup and return to the fray. Eventually the massed ranks of Elves and deadly hails of Elven arrows proved too much and the Dwarfs were forced to retreat.

This was indeed a severe blow to the Dwarfs. Without their Brewmaster, the Dwarfs would suffer from desertion, and their final army would be considerably below full strength.

The Dwarf Hammerers attempt to crack the High Elves' strong defensive position, but the disciplined Elf Archers and Spearmen will not be budged.



The final battle of the series sees the full might of the Dwarf and High Elf armies clashing in a fight to the death.

THE BATTLE OF Krag Bryn

Nigel: I've always believed in fighting in lines. Columns are good when your flanks are not exposed, but if a column breaks it leaves a hole in your formation. If a line should fall, your opponent is just met with another line behind. Sometimes you have to be prepared to drop traditional tactics. Too many people just fight in columns because it's what they've always done, and what everyone else always does.

action. Taking her own personal retinue of Slayers, she too set out towards the impending battle. But on which side would she be fighting? She knew that if the Elves lost, she would lose out on all the lucrative trading deals she had already negotiated. However, she could hardly turn her back on her own kind. Even as the battle begun, Helgar stood watching, unable to decide on whose side she should fight.

Because of the loss of the Battle of Grudge Pass, and the Brewery Bash, Drong had to make do without both his Engineers and his Brewmaster. This meant that he would be fielding only a single war machine, with fully one sixth of his army lost through desertion. On the good side he still had his Runesmith, who had survived the ambush. Grung had made sure that as many Dwarfs as possible had been

Tuomas: My initial plan was to combine a direct frontal assault with wide flanking attacks. However, seeing Nigel's deployment, I realised that this would be largely inappropriate. By deploying in line formation, he had made it much more difficult to outflank him. However, in doing so he had sacrificed his rank bonus. Since the main purpose of my flanking manoeuvres would be to negate any rank bonus, it no longer seemed necessary.

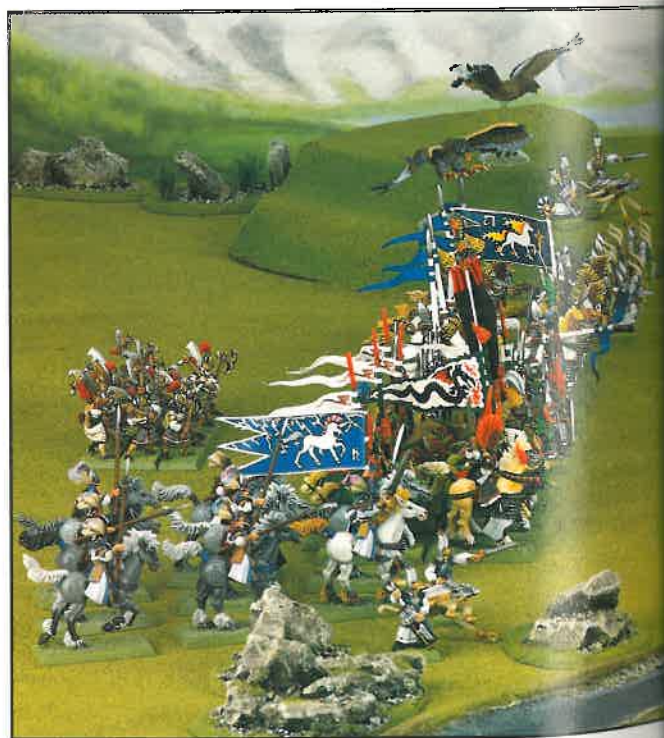
Even without his Brewmaster and Engineers, Drong had still resolved to go to war, and Drive the Elves back into the sea. To this end, he marched upon the Elf colony at the head of a large Dwarf army. Hearing news of Drong's approach from his spies, the Elf Lord Eldroth called together a council of war. Agreeing that fighting Drong was the only reasonable course of action, Eldroth quickly mobilised his army and set off to meet him in combat. Meanwhile, back in Krag Bryn, Helgar was deciding on her course of

well equipped with magical rune items to aid them in the forthcoming battle.

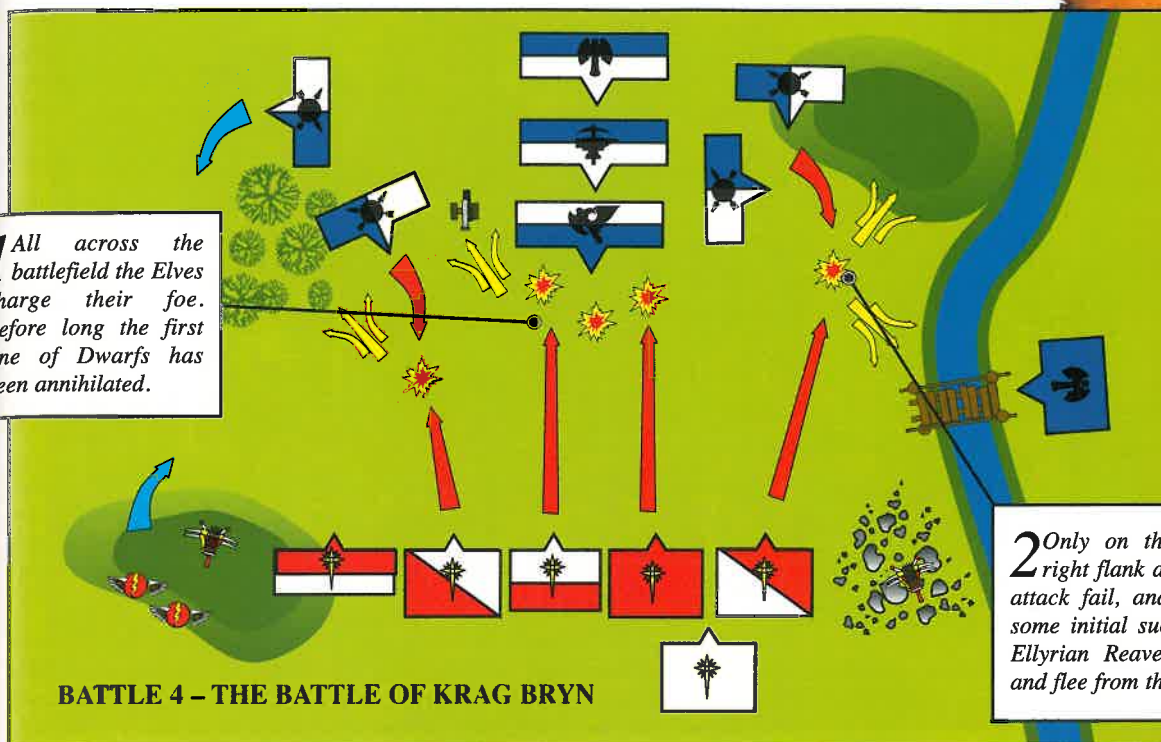
The struggle began with the High Elf Archers and repeater bolt throwers launching their lethal missiles into the long lines of Dwarfs. Beneath this hail of arrows and bolts the Elven cavalry advanced, supported by Spearmen and the formidable White Lions. A halo of light played about the Elf army as their powerful High mage cast *Protect* to ward them.

In response to the opening volleys of the Elves, the Dwarfs also readied their missile weapons. Crossbows and Thunderers wheeled and reformed to optimise their shooting, while the Dwarf Cannon levelled its sights on the High Elf battle line. Its first shot was on target, smashing into the repeater bolt thrower covering the Elven left flank.

As the Elf cavalry approached the Dwarf battle line their steeds broke into a gallop, preparing for the charge. The Silver Helms were the first to make contact, their lances smashing into the Dwarf Crossbows who were advancing through the edge of the forest. The Dragon Princes and Spearmen were also soon in position to charge the Dwarf lines and crashed headlong into the front rank of Dwarf Warriors.



1 All across the battlefield the Elves charge their foe. Before long the first line of Dwarfs has been annihilated.



BATTLE 4 – THE BATTLE OF KRAG BRYN

2 Only on the Elves' right flank does their attack fail, and despite some initial success the Ellyrian Reavers break and flee from the battle.

	Dragon Princes		Silver Helms		Hammerers		Thunderers		Repeater Bolt Thrower
	Archers		Spearmen		Crossbows		Long Beards		Great Eagles
	Reaver Knights		White Lions		Dwarf Warriors		Slayers		Dwarf Cannon



The mighty war hosts of the Dwarfs and High Elves prepare themselves for the bloody carnage which is about to begin.



By the end of the battle, Drong was the only Dwarf left standing, shouting his defiance at the cowardly Elves!

As the frontal attack raged, the Ellyrian Reavers swept wide around the left flank of the Dwarf position, and the Great Eagles flew in to harass the Dwarf's right flank. Certainly, the Dwarf formations looked solid, but could they hold out against such a determined High Elf attack?

The Dwarf Crossbows stood little chance against the charge of the elite Silver Helms, and were soon fleeing

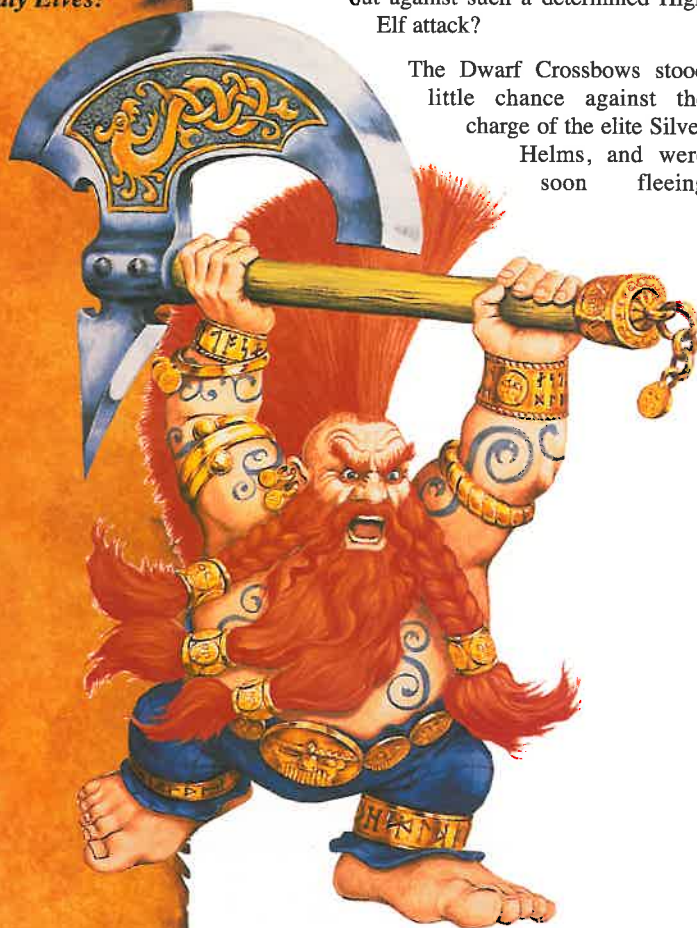
back towards Kazad Thrund. The Elf cavalry pursued them closely, careering into the line of Dwarf Warriors behind. As the melee raged in the centre, both sides suffering heavy losses, but neither willing to break, the rear lines of Dwarf Long Beards and Hammers edged forward, ready to clash with the High Elves if their first line of Warriors gave way.

By now, the Elf attack was closing in on all sides. The Ellyrian Reavers had engaged the Dwarf Crossbows on the hill near the river, while the Eagles were making short work of the Dwarf Cannon crew.

All this time Helgar just stood and watched, still undecided as to her best course of action. She had no wish to join with the losing side, and with the Elves seeming to be gaining the upper hand she was reluctant to go against them.

The melee in the centre was rapidly intensifying as each side poured in every unit they could. Drong called out a challenge, but before the High Elf general could reply, one of his Champions had rushed forward to engage the Dwarf leader in single combat. The Elf died quickly, the first of many to fall beneath the hammer of Drong. One by one, the cream of the Elven army answered the challenge, and one by one they fell as the bloody battle raged around them.

The White Lions had swung around to support the Ellyrian Reavers in their flank attack, but they arrived too late. The Reavers, preferring the hit and run tactics of the open plains, could not hold for long against the Dwarf regiment they fought. They broke and fled, and though the Dwarfs were too slow to catch them they were unable to rally and fled off the battlefield.



The Elf missile weapons still continued to rain death upon any Dwarf unit that was foolhardy enough to move into range of their shots. More and more Dwarfs fell, until eventually the entire regiment of Thunderers who had been guarding the right flank of the Dwarf army lay dead.

But this hardly seemed relevant. The result of the battle would surely rest on the mass combat that still raged in the centre of the field. The Dwarf Warriors had finally given way, the Hammerers and Long Beards moving up to engage the Elves in their place. Still Drong continued to crush the Heroes and Champions of the Elves. Before long, the bodies of six of the finest Elf warriors lay around him. There were none left worthy enough to answer his challenge, except for the Elf general himself. Seeing the fate of his comrades, Eldroth was quite understandably reluctant to duel Drong. And so, with the mocking shouts of the Dwarfs ringing in his ears, he withdrew to the rear ranks of his own regiment to avoid the Dwarf challenge.

The White Lions had by now finished what the Ellyrian Reavers had started, and had crushed the Dwarf's left flank. Wheeling round, they too charged into the massed melee in the centre. Still,

neither side was willing to break. Both Elves and Dwarfs were quite prepared to fight to the death if they had to.

Before long, the skill and armour of the Elves began to dominate. The front lines of Dwarfs were falling faster than their reserves could fill the gaps, and as the Elves began to wrap around the flanks and rear of the Dwarf lines they fell even faster. Soon, dead bodies lay everywhere, with only a single Dwarf remaining. It was Drong, standing atop a pile of crushed Elves and shouting his defiance of the cowardly Eldroth. But with his army destroyed, Drong no longer posed a threat. Shouting was all he had left to do.
















Helgar, quite sensibly, had avoided getting involved throughout the entire battle. She had managed to retain her good relationship with the Elves and Drong no longer posed a threat to her rule over Krag Bryn. Drong returned to Kazad Thrund to brood, and spent many long nights writing his Grudges against the Elves. He desperately appealed to the other Dwarf clans to come to his aid and avenge his humiliating defeat at the hand of the Elves, which ultimately they did. But that's another story...

And so, with the mocking shouts of the Dwarfs ringing in his ears, he withdrew to the rear ranks of his own regiment to avoid the Dwarf challenge.

1 After defeating the first of the Dwarf lines, the Elves carry their attack through, crushing each of the Dwarf regiments in succession. Only Drong himself is left fighting by the time the Elves are finished.

2 And all the while, Helgar and her retinue of Dwarf Slayers stand and watch, refusing to help their kinsfolk.

BATTLE 4 - THE DWARFS ARE DESTROYED

	Dragon Princes		Silver Helms		Hammerers		Thunderers		Repeater Bolt Thrower
	Archers		Spearmen		Crossbows		Long Beards		Great Eagles
	Reaver Knights		White Lions		Dwarf Warriors		Slayers		Dwarf Cannon

So, victory for the High Elves and ignominious defeat for the Dwarfs. The shame, the shame. It's almost enough to make you become a Slayer...

THE AFTERMATH

ULTHUAN REJOICES

Tuomas: With the final battle over the Elves were victorious. They had fought an incredibly long and hard campaign, and it showed in the final battle: roughly two thirds of my forces had perished. All the heroes and captains of my troops were dead. The cost of victory had been great. So how did the campaign go if looked through the fey eyes of an Elf?

After the three first battle I was feeling confident that I could take on the Dwarfs. While the *Ambush on the Dwarf Road* had failed, I had been victorious in the other two. My envelopment tactic had worked well, and though the Dwarfs had always mounted a ferocious defence, the concentration of forces always saw them off.

The *Battle of Grudge Pass* had ended in a surprising victory: this scenario is especially difficult for the Elves, because all the Dwarfs hate their opponents, and their drunkenness allows

them to move incredibly fast (for Dwarfs). Yet despite all of this I was able to stop the Dwarfs and inflict enough casualties to give me a victory.

The *Ambush on the Dwarf Road* was a bit of a disaster. Despite my best efforts, the Dwarfs absorbed my attack and struck back with vengeance. Their high leadership allowed them to pass any panic or break tests, and the Dwarf infantry proved superior to the Elf citizen soldiers. Tethan's spells had very little effect in the battle, and the Great Eagles failed me abysmally. My devious ambush ended in a catastrophic defeat.

The *Brewery Bash*, while very hard-fought and an extremely tight battle, ended in another Elf victory. This was mainly because the Dwarfs found it hard to strike through the defended barricades around the brewery. In individual combats Dwarfs did well, but they failed to reach their main target and rescue the Brewmaster.

With two victories and one defeat under my belt I started the preparations for the final scenario. I knew that the last battle would be hard: the Dwarfs had access to any Runes they wanted, they had a wide selection of troops available, and my right flank was potentially threatened by another Dwarf force led by Helgar.

The final battle was seven turns long. This meant I had to fight a battle of attrition. Not a pleasant prospect when fighting against Dwarfs! I knew I would have to accept heavy casualties. The only model I was not prepared to sacrifice was my General Eldroth. His death would have forced me to take a panic test for each of my units. This could have been decisive, so when Drong kept issuing challenges, I answered them with my Heroes and Champions even though they stood very little chance of even wounding Drong, let alone killing him. I paid a heavy price, but in the end my sacrifices were worth it.

My choice of troops generally echoed by enveloping doctrine, but this time I could afford two fast-moving, hard-hitting cavalry units and an additional regiment of White Lions to support my Spearmen. With two bolt throwers, a regiment of Archers, together with Ellyrian Reavers and Silver Helm and Dragon Prince cavalry I had a powerful, balanced, and fast-moving force.

Nigel surprised me by deploying his troops in long lines instead of using the traditional deep infantry blocks that are the hallmark of the Dwarf army. This did stop me from outflanking the short bearded ones and denied me a chance to penetrate several



ranks with the shots from my repeater bolt throwers. On the other hand, Nigel then did not have a massive rank bonus when it came to fighting against my cavalry. Still, the Dwarfs proved as difficult to break as ever. I often had to bring two or more of my regiments to bear before I could deal with the stubborn Dwarfs.

Dice rolls were kinder to me than they were for Nigel. Several times during the battle I had to take break tests, and with one unfortunate roll of the dice everything could have been lost. Also, had Helgar and her retinue joined the battle, things might have gone differently: my flank would have been threatened by orange-haired maniacs and a Dwarf harridan with a big axe!

The new High Elf rules work especially well when defending. The Spearmen in particular have much more tactical value and more staying power in prolonged fights. This was particularly evident in the *Brewery Bash*, where the Elf Spearmen successfully held their defensive position against the best the Dwarfs could throw at them. Combined with the devastating charges of the High Elf Dragon Princes and Silver Helms, the new High Elves are a force to be reckoned with when fighting against any foe.

THE BOOK OF GRUDGES GROWS

Nigel: It would have been good to win the first battle, so that I could use Krudd and the miners in the final one. They would have been more use to me than war machines. It was very good to win

the ambush, but I lost the real advantage gained in that battle by forgetting to challenge the Elf general with Grung in the last turn of the final battle! By this point, although he had avoided Drong Eldroth had nowhere left to hide, and Grung was easily hard enough to take him on. With their general dead, there was at least a chance that the Elves would panic and flee. It could have snatched victory from the jaws of defeat! I also forgot to use his *Fiery Ring of Thori*! The moral is make tactical notes to yourself on a scrap of paper as the battle progresses. Losing the *Brewery Bash* did not worry me, although I tried to win just for the sake of Dwarf honour and the beer. I set my own objective in this battle which was to try and smash the Elf army and deprive the Elves of Ardath.

In the final battle I did not count on perfidious Helgar joining in on my side. If she did it would be too late, could not have a decisive effect and the Elf bolt throwers were well placed to deal with her retinue of Trollslayers. I decided to try to lure the Elf army into dashing itself on my successive lines of Dwarfs, standing like a solid walls of iron!

Drong slew seven Elf characters, all of which were named in various books of Grudges. Unfortunately Eldroth avoided answering the challenge every time. Alas Grung had obviously had too much Bugmans to remember to challenge him and so that particular grudge remains unresolved.



"Alas Grung had obviously had too much Bugmans to remember to challenge him and so that particular grudge remains unresolved."

If you turn the page, you'll see we've printed full army rosters for the two armies that fought in the Ambush on the Dwarf Road. The Mail Order Trolls are currently running a special deal on these two forces, which you can find at the beginning of the catalogue.



You may have won this time, but we'll be back!

WARHAMMER ROSTER SHEET

GRUNG'S RETINUE

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
GRUNG MASTER RUNESMITH	3	7	5	4	6	3	4	3	10	None	<i>Fiery Ring Of Thori</i>	212
20 SLAYERS Hand weapons, 4 with additional hand weapons.	3	4	3	3	4	1	2	1	9	None	Unit contains Standard and Musician	246
16 HAMMERERS Double handed hammers, heavy armour, shields.	3	5	3	4	4	1	3	1	9	4+	Unit contains Standard and Musician	306
16 DWARF CROSSBOWMEN Crossbows, Light armour	3	4	3	3	4	1	2	1	9	6+	Unit contains Standard and Musician	234



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TOTAL

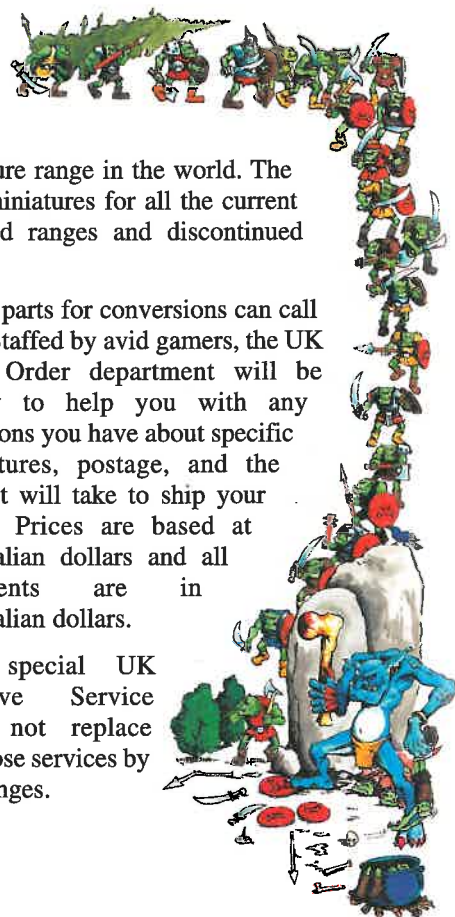
998

WARHAMMER ROSTER SHEET

TETHAN'S AMBUSHERS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
TETHAN MASTER MAGE	5	4	4	4	4	3	8	2	8	None	<i>Black Amulet</i>	269
THARKAN HIGH ELF CHAMPION Spear, heavy armour, Shield	5	5	5	4	3	1	7	2	8	4+	<i>Potion of Strength</i>	63
16 ELVEN SPEARMEN Spears, heavy armour, shields.	5	4	4	3	3	1	6	1	8	4+	Unit contains Standard	221
10 ELVEN ARCHERS Longbows	5	4	4	3	3	1	6	1	8	None		110
10 ELVEN ARCHERS Longbows	5	4	4	3	3	1	6	1	8	None		110
3 GREAT EAGLES	2	7	0	5	4	3	5	2	8	None		225





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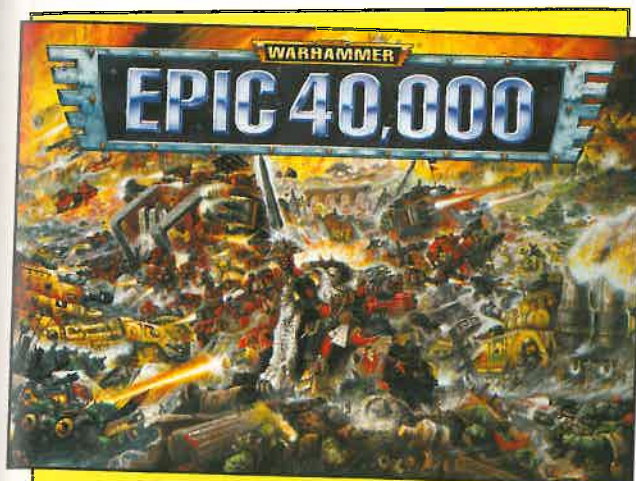
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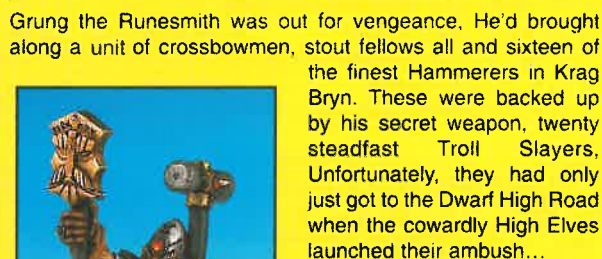
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Last month our Mail Order Trolls put together some excellent army deals which proved to be so popular we decided to do it all again with this issue's Warhammer armies! These offers are great for starting a new army, expanding your existing forces, or getting a complete army all in one go!

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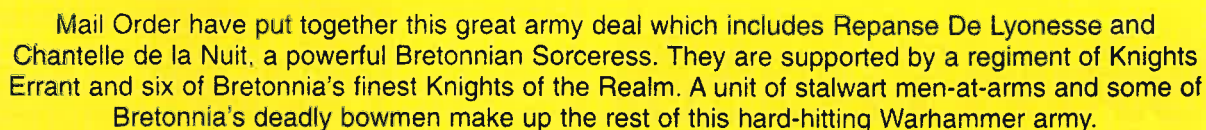
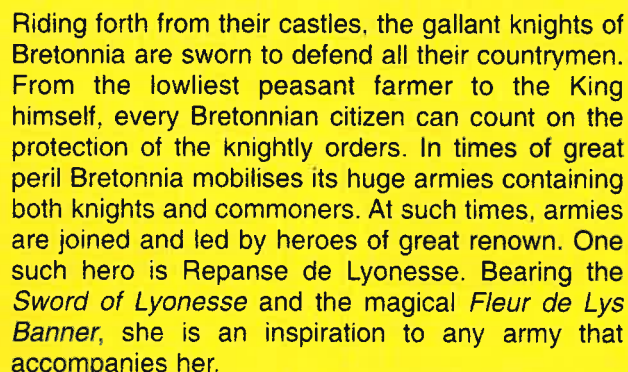


TETHAN'S HIGH ELVES



**The Mail Order deal price for Tethan's High
Elves is \$280.00* – with Tethan free!**

THE BRETONNIAN ARMY OF REPANSE DE LYONESSE



The Mail Order deal price for this army is \$390.00* – with Repanse de Lyonesse free!

*Normal Postage & Packaging rates apply to these offers.

ORCS

ORC BOAR BOYZ



ORC BOAR BOY 1
020904001



ORC BOAR BOY 2
020904002



ORC BOAR BOY 3
020904003



ORC BOAR BOY 4
020904004



ORC SHIELD SPRUE
111204



BOAR BOY SPEAR 1
020904005



BOAR BOY SPEAR 2
020904006



BOAR BOY SPEAR 3
020904007



ORC BOAR BOY

A COMPLETED ORC BOAR
BOY CONSISTS OF:
1 x ORC BOAR BOY
1 x BOAR BOY SPEAR
1 x ORC SHIELD SPRUE
1 x PLASTIC BOAR SPRUE



ORC BOAR BOY

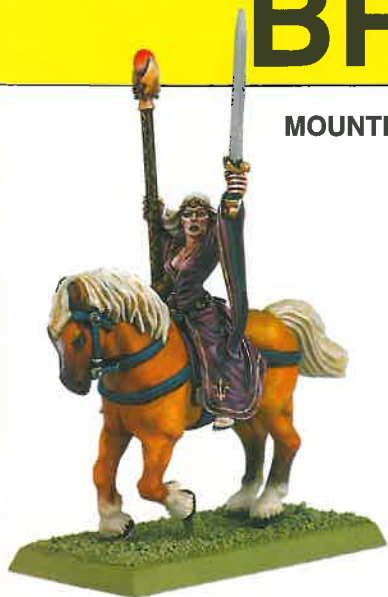


Designed by Brian Nelson

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BRETONNIA

MOUNTED SORCERESS



MOUNTED BRETONNIAN SORCERESS



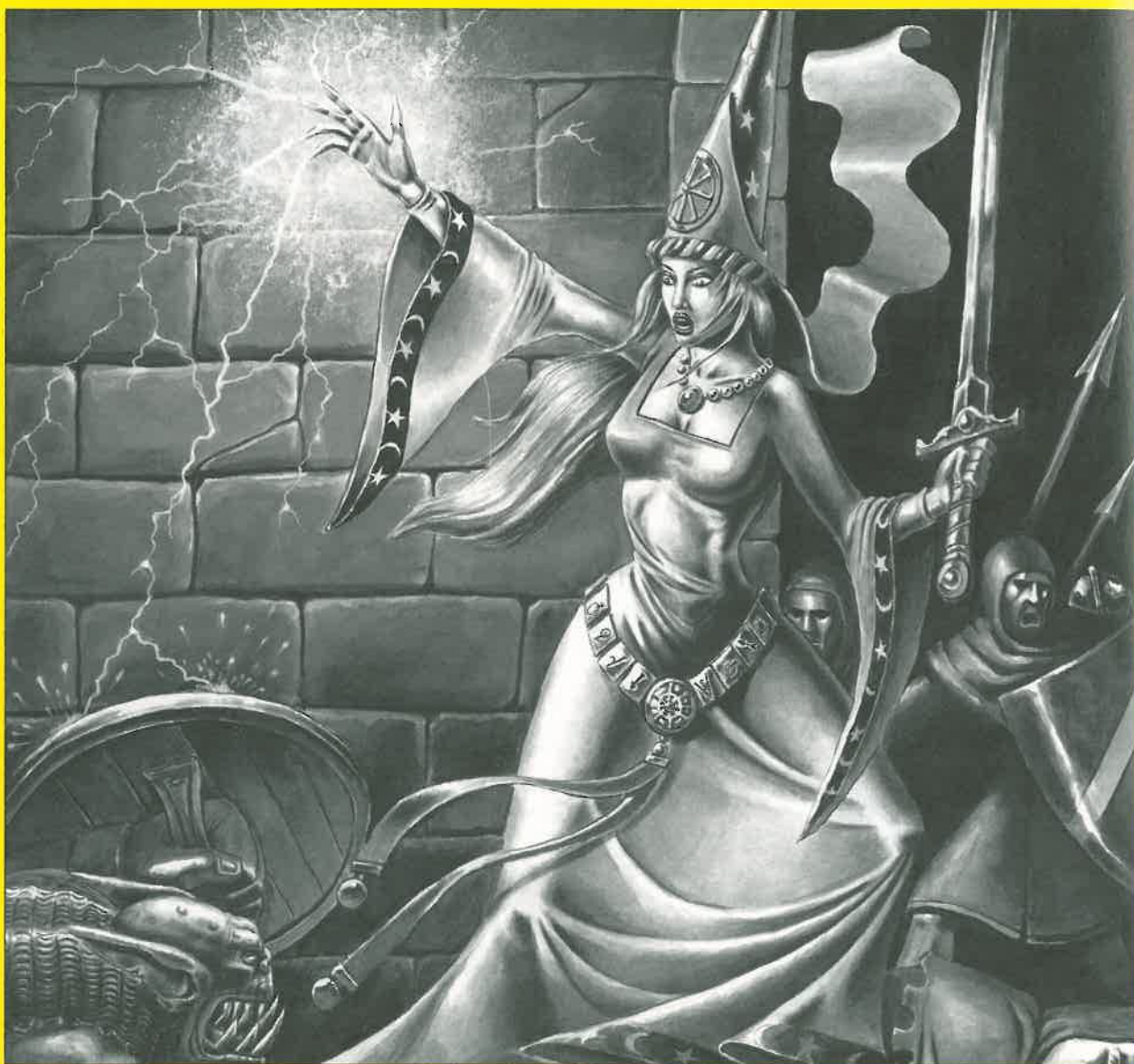
MOUNTED BRETONNIAN SORCERESS
020303101

SORCERESS



BRETONNIAN SORCERESS
020303001

Designed by Brian Nelson



BRETONNIA

REPANSE DE LYONESSE



REPANSE DE LYONESSE BODY
020302907



REPANSE DE LYONESSE LANCE ARM
020302902



REPANSE DE LYONESSE LEGS
020302908



REPANSE DE LYONESSE SHIELD
020302903



REPANSE DE LYONESSE HORSE LEFT SIDE
020302904



REPANSE DE LYONESSE HORSE RIGHT SIDE
020302905



REPANSE DE LYONESSE HORSE HEAD
020302906

A COMPLETE REPANSE DE LYONESSE CONSISTS OF:

- 1 x REPANSE DE LYONESSE BODY
- 1 x REPANSE DE LYONESSE LEGS
- 1 x REPANSE DE LYONESSE LANCE ARM
- 1 x REPANSE DE LYONESSE SHIELD
- 1 x REPANSE DE LYONESSE HORSE LEFT SIDE
- 1 x REPANSE DE LYONESSE HORSE RIGHT SIDE
- 1 x REPANSE DE LYONESSE HORSE HEAD



REPANSE DE LYONESSE

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CITADEL
MINIATURES



CITADEL
MINIATURES

HIGH ELVES

HIGH ELF MAGES



**HIGH ELF MAGE WITH
SWORD AND STAFF**
021003902

**HIGH ELF MAGE
WITH SWORD**
021003901

HIGH ELF GENERAL



HIGH ELF GENERAL BODY
021001601



HIGH ELF GENERAL LEGS
021001602

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



HIGH ELF GENERAL

Although Gary originally designed this model to represent Eldroth, the High Elf General from the Grudge of Drong Campaign Pack, it can equally well be used as a general for any High Elf army.

MOUNTED HEROES



HIGH ELF HERO BODY 1
021001703



HIGH ELF HERO LEGS
021001701



HIGH ELF HERO BODY 2
021001702

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



HIGH ELF HERO 1 ON BARDED ELF STEED



HIGH ELF HERO 2 ON BARDED ELF STEED



ELF SHIELD SPRUE
101635



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HIGH ELVES

ARCHER COMMAND GROUP



HIGH ELF ARCHER CHAMPION
021003801



HIGH ELF ARCHER HORN BLOWER
021003702



HIGH ELF ARCHER STANDARD BEARER
021003701



ARCHERS



HIGH ELF ARCHER 1
021002701



HIGH ELF ARCHER 2
021002702



HIGH ELF ARCHER 3
021002703



HIGH ELF ARCHER 4
021002704



HIGH ELF ARCHER 5
021002705



HIGH ELF ARCHER 6
021002706



HIGH ELF ARCHER 7
021002707



HIGH ELF ARCHER 8
021002708

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HIGH ELVES

ELLYRIAN REAVERS COMMAND GROUP



**ELLYRIAN REAVER CHAMPION
BODY**
021003301



**ELLYRIAN REAVER HORNBLOWER
BODY**
021003401



**ELLYRIAN REAVER STANDARD BEARER
BODY**
021003201



ELLYRIAN REAVER LEGS 1
021002603



ELLYRIAN REAVER LEGS 2
021002604



ELLYRIAN REAVER LEGS 3
021003207

QUIVER SPRUE
021002605



**ELLYRIAN REAVER
BOW AND QUIVER**



**ELLYRIAN REAVER
QUIVER**

**A COMPLETE ELLYRIAN REAVER
CHAMPION CONSISTS OF:**
1 x ELLYRIAN REAVER CHAMPION BODY
1 x ELLYRIAN REAVER LEGS
1 x ELLYRIAN REAVER BOW AND QUIVER
1 x PLASTIC BARDED ELVEN STEED

**A COMPLETE ELLYRIAN REAVER
HORNBLOWER CONSISTS OF:**
1 x ELLYRIAN REAVER HORNBLOWER BODY
1 x ELLYRIAN REAVER LEGS
1 x ELLYRIAN REAVER QUIVER
1 x PLASTIC BARDED ELVEN STEED

**A COMPLETE ELLYRIAN REAVER
STANDARD BEARER CONSISTS OF:**
1 x ELLYRIAN REAVER
STANDARD BEARER BODY
1 x ELLYRIAN REAVER LEGS
1 x ELLYRIAN REAVER BOW AND QUIVER
1 x PLASTIC BARDED ELVEN STEED



ELLYRIAN REAVER CHAMPION



ELLYRIAN REAVER STANDARD BEARER

HIGH ELVES

ELLYRIAN REAVERS



ELLYRIAN REAVER BODY 1
021002601



ELLYRIAN REAVER BODY 2
021002602



ELLYRIAN REAVER WITH BOW
BODY 1
021003508



ELLYRIAN REAVER WITH BOW
BODY 2
021003509



ELLYRIAN REAVER LEGS 1
021002603



ELLYRIAN REAVER LEGS 2
021002604



ELLYRIAN REAVER LEGS 3
021003207

QUIVER SPRUE 021002605



ELLYRIAN REAVER
BOW AND QUIVER



ELLYRIAN REAVER
QUIVER

BOW ARM SPRUE 021002610



ELLYRIAN REAVER
BOW



ELLYRIAN REAVER
QUIVER 2

SPEAR SPRUE 021002606



SPEAR 1



SPEAR 2

A COMPLETE ELLYRIAN REAVER WITH BOW CONSISTS OF:
1 x ELLYRIAN REAVER BODY OR ELLYRIAN REAVER WITH BOW BODY
1 x ELLYRIAN REAVER LEGS
1 x ELLYRIAN REAVER QUIVER
1 x PLASTIC ELVEN HORSE SPRUE
1 x PLASTIC ELF SHIELD

PLEASE NOTE!
ELLYRIAN REAVER BODY GOES WITH BOW ARM SPRUE.
ELLYRIAN REAVER WITH BOW BODY GOES WITH QUIVER SPRUE.

A COMPLETE ELLYRIAN REAVER WITH SPEAR CONSISTS OF:
1 x ELLYRIAN REAVER BODY
1 x ELLYRIAN REAVER LEGS
1 x ELLYRIAN REAVER BOW AND QUIVER
1 x SPEAR
1 x PLASTIC ELVEN HORSE SPRUE
1 x PLASTIC ELF SHIELD



ELLYRIAN REAVER WITH BOW



ELLYRIAN REAVER WITH SPEAR

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HIGH ELVES

SILVER HELMS COMMAND GROUP



**SILVER HELMS CHAMPION
TORSO**
021002901



**SILVER HELMS HORNBLOWER
TORSO**
021003001



**SILVER HELMS STANDARD BEARER
TORSO**
021003101



**SILVER HELMS COMMAND
GROUP LEGS**
021002902

A COMPLETE SILVER HELMS CHAMPION CONSISTS OF:

- 1 x SILVER HELMS CHAMPION TORSO
- 1 x SILVER HELMS COMMAND GROUP LEGS
- 1 x PLASTIC BARDED ELVEN STEED
- 1 x PLASTIC ELF SHIELD

A COMPLETE SILVER HELMS HORNBLOWER CONSISTS OF:

- 1 x SILVER HELMS HORNBLOWER TORSO
- 1 x SILVER HELMS COMMAND GROUP LEGS
- 1 x PLASTIC BARDED ELVEN STEED

A COMPLETE SILVER HELMS STANDARD BEARER CONSISTS OF:

- 1 x SILVER HELMS STANDARD BEARER TORSO
- 1 x SILVER HELMS COMMAND GROUP LEGS
- 1 x PLASTIC BARDED ELVEN STEED
- 1 x PLASTIC ELF SHIELD



PLASTIC ELF SHIELD SPRUE
101635



SILVER HELMS CHAMPION



SILVER HELMS HORN BLOWER



SILVER HELMS STANDARD BEARER

HIGH ELVES

SILVER HELM KNIGHTS



SILVER HELM KNIGHT BODY 1
021002803



SILVER HELM KNIGHT BODY 2
021002804



SILVER HELM KNIGHT BODY 3
021002805



SILVER HELM KNIGHT BODY 4
021002806



SILVER HELM KNIGHT LEGS 1
021002801



SILVER HELM KNIGHT LEGS 2
021002802

SILVER HELM LANCE SPRUE A
021002807



LANCE A1



LANCE A2

SILVER HELM LANCE SPRUE B
021002808



LANCE B1



LANCE B2

Parts from the Silver Helm Knights are interchangeable. For example, you could choose lance B1 to go with body 4 and legs 2, creating your own Silver Helm Knight combinations as we have done with these examples.

A COMPLETE SILVER HELM KNIGHT CONSISTS OF:

- 1 x SILVER HELM KNIGHT BODY
- 1 x SILVER HELM KNIGHT LEGS
- 1 x LANCE
- 1 x PLASTIC BARDED ELVEN STEED
- 1 x PLASTIC ELF SHIELD



SILVER HELM KNIGHTS

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DWARFS

DWARF GENERALS



DWARF GENERAL
020501201



DWARF QUEEN
020501301



DWARF GENERAL AND DWARF QUEEN



RUNESMITH



DWARF RUNESMITH
020501701

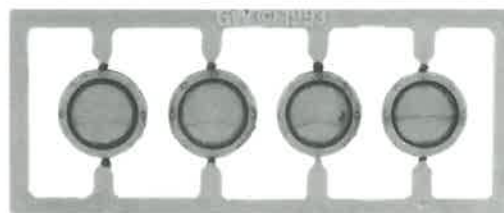
DWARF HERO



DWARF HERO
020502001

**A COMPLETED DWARF GENERAL
CONSISTS OF:**
1 x DWARF GENERAL
1 x SMALL ROUND SHIELD SPRUE

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



SMALL ROUND SHIELD SPRUE
111205

Although Colin originally designed these models to represent special characters from the Grudge of Drong campaign pack, they can equally well be used as heroes or generals in any Dwarf army.



Designed by Colin Dixon

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No mercy is asked or given as the High Elves charge their bitter enemies – the evil Dark Elves.