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**HOLY
BOLTGUNS!
IT'S THE
Sisters of
Battle!**



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WHITE DWARF



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**GAMES
WORKSHOP**

ISSN 0265-8712



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**COVER
STORY**

**HOLY BOLTGUNS,
IT'S THE...**

Sisters of Battle

including:

Scourge of the Damned

(three scenarios to play using the
Sisters)



- **Extracts from the
Codex Sisters Of Battle**
 - **Tips on Campaign play**
- plus...**

**FREE
card building!**



WHITE DWARF

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See cover story.



GREEN IS MEAN

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So you like Orks, eh? Well, this article is for you! We talk to a selection of experienced Warlords about their latest Epic Ork armies.

MODELLING WORKSHOP

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Robin Dews, major-domo of the Studio, shows you how to make 3 square miles of terrain for Epic using only a ball of string and a dried up pot of Skull White paint! (Well, almost...).





THORSKINSON'S ISLAND (PART 2) 60

Rick dresses in his finest summer attire (first making sure the heating is on full, of course), to continue his Warhammer Campaign.



GOLDEN DEMON 71

A brief look at some previous Golden Demon winning entries.



MATT'S BIG DAY OUT 72

Slayer Sword winner Matt Parkes describes the feeling of winning the painters' ultimate prize.

THE J FILES 75

Jervis tells you everything you ever wanted to know about this year's Grand Tournament.



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Another Moment of Clarity from Rick

The other week I went home to see my parents who happen to live in Lincoln. As I walked around the town, the place seemed much changed. People trod with a lighter step, a flicker of a smile about their lips and an air of hitherto unknown optimism exuding from freshly washed bodies. It was not as I remembered – the shuffling masses, beetling brows and wellington boots of yore had vanished as surely as the familiar vapours of the fertiliser factory.



What was the reason for this unheard of upturn in civic life? Some pointed to the new University. Others talked of the retail parks spreading over the old industrial areas. And then I turned a corner and saw in a shaft of sunlight the bright and radiant source of hope, its signage glittering in the dawn, its windows shining with colour... it was a new Games Workshop store. And for that moment I understood everything.



TORNEO NAZIONALE DI WARHAMMER 80

What is it that drives adventurers to wander carefree in far off and dangerous lands? Tuomas Pirinen discovers that ultimately people the world over are after the same thing!



ILLUMINATIONS - JOHN WIGLEY 83

A look at some of John's favourite work.

MAIL ORDER SECTION 92

New models, special deals, advance orders, army deals, White Dwarf subscriptions... Well, isn't that enough?



Necromunda, Nurgle Nurgle, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Psyker, Ratling, Ravenwing, Sea of Blood, Skaven, Slaanesh, Slann, Snottling, Space Hulk, Space Wolves, Squat, Squig, Swooping Hawk, Striking Scorpion, Tallarn, Terminator, Thunder Hammer, Troll Slayer, Tzeentch, Ultramarines, Valhalla, Warhammer Quest, Weirdboy, White Dwarf and the White Dwarf figure, Knights of the White Wolf, Worldcater.

The Citadel paint pot is UK registered design No 2033236
Scatter dice are UK registered design No 2017484

Product Code: 60249999210



NEW



Unless you are a drunken Dwarf with a sack over your head, you'll notice a few changes in this issue...! After eighteen months at the helm of *White Dwarf*, Jake Thornton has gone on to put his talents to work in the editorial department on our growing series of *Warhammer Campaign Packs* and *Army* books. The first of these to get Jake's red pen treatment, *Codex Assassins*, will be available towards the end of the year. Left to their own devices, the regular Dwarfers, together with new man Matt White, have thrown caution to the wind and come up with a stonking looking edition of the mag, and so it's onwards and upwards!

BB
Robin Dews

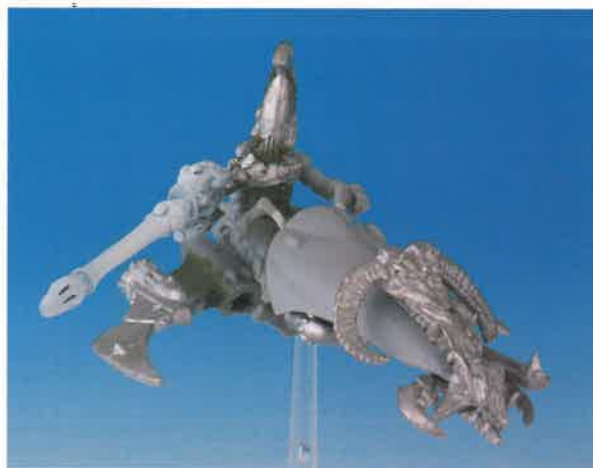
*"Did you
spill my
BEER?"*

SCHWOOM!

Shown below is figure painter Richard Potter's conversion of an Eldar Fire Dragon Exarch riding a Jetbike. The project is still in its early stages, with Richard still planning a few

more minor conversions before he starts painting.

The conversion has been constructed out of various metal and plastic components, together with a modelling putty known as "green stuff", which the Citadel designers use to sculpt their miniatures.



Greensborough - Latest Games Workshop Store to open

As our Retail Juggernaut continues its unstoppable charge across Australia, more bastions of the Emperor's Light (Games Workshop stores!) spring up in its wake. The latest of these is in Greensborough, Victoria. Check out the ad in this issue for the store's details.

THE GREAT OLD WORLD ARCHERY TOURNEY

The Mail Order Deal of the Month is "The Great Old World Archery Tourney".

This Deal provides rules for playing small archery skirmishes, and battling for the prize, the famed "Golden Arrow".

It also has special deals for building up your archery regiments.

To check out this tournament style scenario and some great army building deals give the Mail Order Trolls a call on (02) 9829 6111 so you can test your aim.

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THE BLACK LIBRARY TOUR CONTINUES!

Our first Black Library Tour continues around the stores this month, featuring the mighty Thunderhawk Gunship!

The Thunderhawks provide the Space Marines with such a fast response rate that enemy counter-attacks

are often stifled before they have a chance to take hold.

The awesome Thunderhawk Gunships are landing next at our new Greensborough store on the 2nd and 3rd of August, followed by Chatswood store on the 9th and 10th of August, and concluding the tour in Castle Hill store on the 16th and 17th of August.



SCREECH!

THE RECAPTURE OF MIRANDIS III



This Warhammer 40,000 campaign is in full swing and the Chaos hordes are under attack. Several decisive battles have been won in the Emperors name, but many heavy losses were suffered. More reinforcements are needed every Thursday Games Night and Sunday at our **Miranda** store. Talk to the staff for details of how you can join this campaign and be prepared for battle!

BIG CLUB USED TO ROUND UP GAMERS

We received an interesting little report from a chap called Nelson who works with Jervis Johnson, the man who organises all of our tournaments and other such events. Apparently, he'd had a call from a chap called Kelvin who needed some help putting on a big Warhammer game. 'Why of course we'll help,' replied Nelson, 'how many points are we talking then?' 'Er, a quarter of a million,' says a proud Kelvin. Nelson scurried off with some gaming boards and terrain for an initial scouting mission.

Apparently, it all started when Kelvin's son asked him if he could invite some of his mates back home for a game. From these humble beginnings, the idea quickly blossomed into a club of over 20 members. Games started to take place regularly in Kelvin's big cellar. Then came the idea of a big battle to raise money for Children in Need. With help from lots of people, including Scarborough football club who came up with a room for the battle, the idea became reality. The target was to break the record of the largest and longest wargame using the most models ever!

The attempt took the form of a massive game of Warhammer that lasted 96 hours using 250,000 points of troops! After the army lists were written and the hordes of troops deployed (not a small task in itself) the game was off, with the forces split into good guys and bad guys. The Guinness Book of Records have now officially recognised the new record set by Kelvin's huge wargame, but have said that the result is not of broad enough public interest to be printed in their book (feel free to write and tell the chaps at the Guinness Book of Records just how popular our hobby is!).

Over the course of the battle thousands died, and few became heroes, but everyone enjoyed the monster bash. In the end, the forces of evil (411 victory points) were eventually driven off by the good guys (498 victory points).

All in all, this was an astonishing project organised by Kelvin, with help from many others, and together they raised £300 pounds for Children in Need.

If you would like to make a donation and support Children in Need contact Kelvin on 01723-363596.

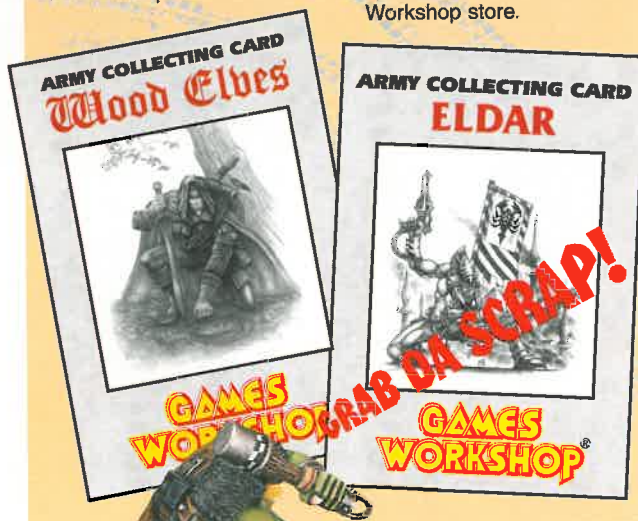
Well done all.



THE RETURN OF THE ARMY COLLECTING CARDS

You may remember last year when we released the first batch of Army Collecting Cards. These proved to be very popular, with many Space Marine companies and hordes of Orky Waaaghs springing up all over the place.

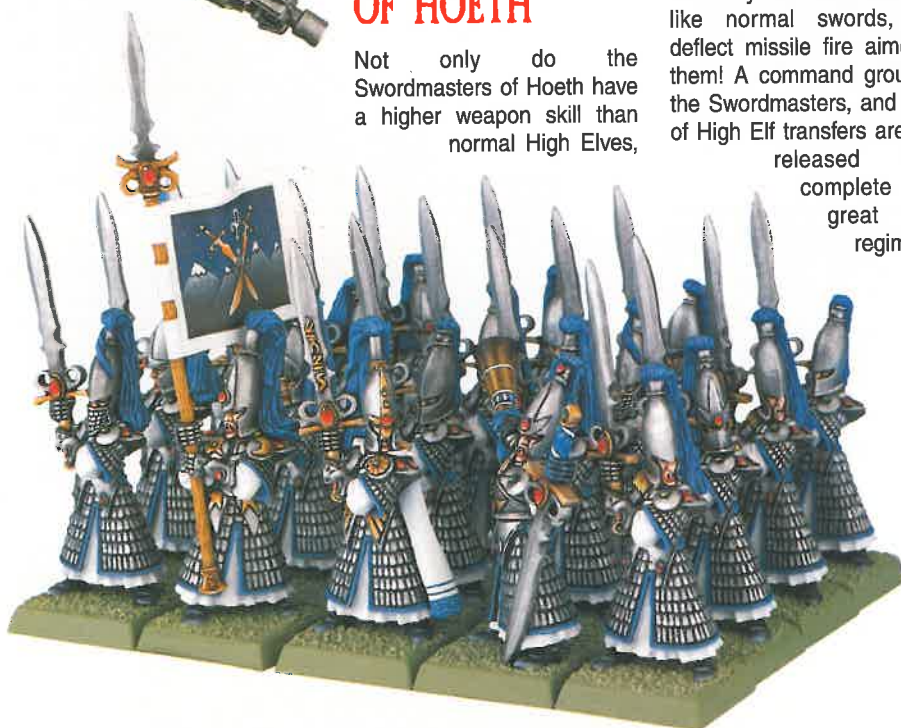
Well, we're very close to releasing the second wave of Army Collecting Cards, a few minor decisions are left to be made (such as which armies to cover, maybe even the ones pictured below). So keep an eye out at your local Games Workshop store.



SWORDMASTERS OF HOETH

Not only do the Swordmasters of Hoeth have a higher weapon skill than normal High Elves,

they are also so skilled with their double handed weapons that they can use them just like normal swords, and deflect missile fire aimed at them! A command group for the Swordmasters, and a set of High Elf transfers are also released to complete this great new regiment.



ATTENTION!



Outside a fortified bunker in Cyprus are Staff Sergeant Smiles (left) and Lance Bombardier Bushell. They are both members of 74 Battery 'The Battleaxe Company' and as you can see are both fans of Games Workshop and White Dwarf. Bombardier Bushell also told us in his letter that he has a

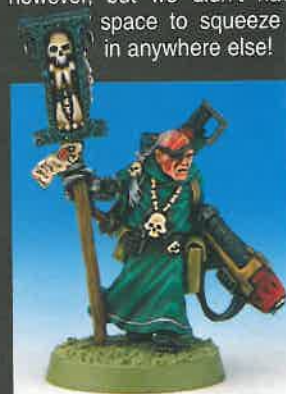
squad of Space Marines painted in his Battery colours, black and silver.

Dismissed.



Close, but no banana

In the Sisters of Battle feature this month, you'll no doubt notice the Preacher. Well, we know they're not available yet, so don't write and tell us! You'll see them on your store shelves soon. The Missionary figure shown below is available however, but we didn't have space to squeeze it in anywhere else!



RAGING INFERNO

Issue one of *Inferno* – the new publication of Warhammer and 40K action and adventure stories – has been a scorching success and now issue 2 is on its way! In this new edition, there's 12 pages of Bloodquest, the comic strip by Gordon Rennie and Colin MacNeil that you may very well have seen previewed in White Dwarf 210. There are also stories by our very own Gavin Thorpe and Mark Brendan. Gavin's story is set in the

Warhammer world, whilst Mark's 40K story focuses on the last days of a planet being overrun by Chaos.

There's also loads more to enjoy, so you can't afford to miss it!

Inferno, Issue 2 out soon!

FLAME ON!

This month's Warhammer releases

UNDEAD

Mounted Wight (x1)	\$13.95 Blister pack
Mounted Wight Champion (x1)	\$13.95 Blister pack
Mounted Wight standard bearer (x1)	\$13.95 Blister pack
Mounted Wight Horn Blower (x1)	\$13.95 Blister pack
T-Shirt (x1)	TBA

BRETONNIA

Bretonnian Duke on Pegasus (x1)	\$39.95 Boxed set
---------------------------------	-------------------

HIGH ELVES

Sword Masters of Hoeth (x3)	\$14.95 Blister pack
Swordmasters of Hoeth Champion (x1)	\$11.95 Blister pack
Swordmasters of Hoeth Command (x2)	\$13.95 Blister pack
High Elf Transfers (x10)	\$13.95 Blister pack

Chivalry from the skies

Mon dieu, qu'est ce-que c'est? Knights of Bretonnia can most often be found charging into



Mine's bigger than yours!

The news this month has a particularly large feel! Whilst we were writing the bit on the 250,000 point battle, Citadel designer Gary Morley came over to show the White Dwarf team some photos that he'd come across on his travels. What we saw was astonishing. Standing at the feet of this model is a normal 25mm Warhammer 40,000 miniature, just to give you some sort of idea as to just how huge the Titan is! The man responsible for this massive, scratch built



The Titan towers over this 25mm model!



battle on horseback and fighting with a lance, but some powerful lords choose to ride more exotic beasts, like the Pegasus. Well, it is a *bit* like a horse after all, even if it has got wings!

Alan Perry was the Citadel designer responsible for

the gallant and knightly rider, while renowned sculptor of all things bestial, Trish Morrison, took care of the steed.

Although designed to represent Duke Gilon d'Aquitaine from the Circle of Blood Campaign Pack, this brilliant new model can equally well be used as the army general or as a hero in any Bretonnian Army.

NEWS



AUSTRALIAN TRADE SALES

Do you want 9-5 office hours, one hour for lunch, a sensible working environment, constant supervision and no responsibility at all?

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SCREEECH!



**WARHAMMER
40,000**

CLEANSE AND BURN

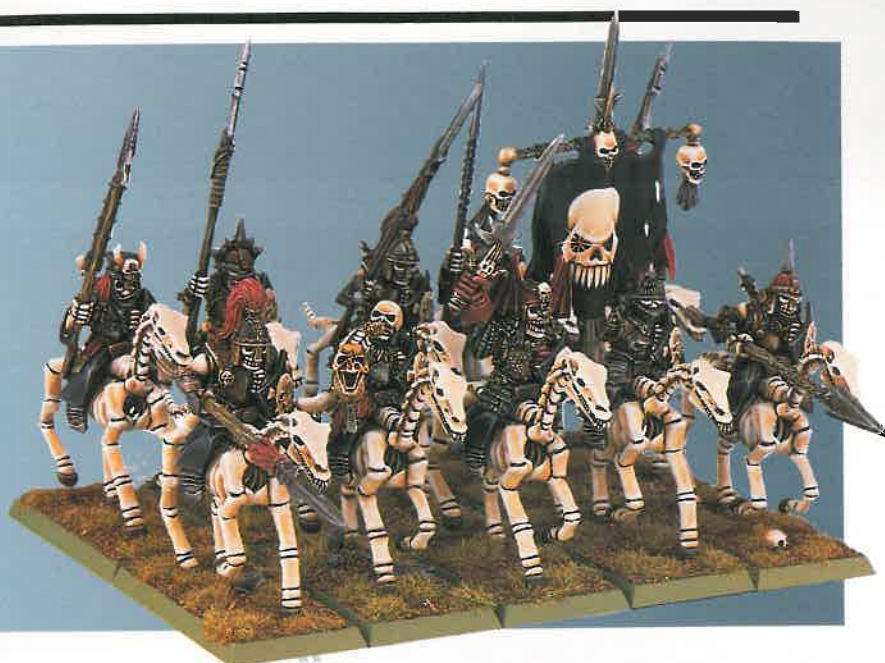
"Prayer may cleanse the soul, but pain cleanses the body. Both are necessary for the survival of humanity."

Confessor Ganimus

From the 25th to the 29th of August, we will be running afternoon games in all of our stores, pitting the brand new Sisters of Battle against the heretics and foul beings that dare to turn away from the Emperor. Contact your local Games Workshop store for details.

'Dem Bones 'Dem Bones

Heavy cavalry with 3 wounds each and immune to psychology – interested? That's exactly what the new mounted Wights (now available in blisters) have to offer to the evil forces of the Undead. This great new regiment is released with their own command group making them an impressive sight on the gaming board. Oh, and don't forget, after the Wights have charged with their spears they can use their magical Wight Blades to attack the enemy. Bonus!



BURN BABY BURN, NECRO INFERNO...



The Studio Necromunda campaign, last reported on back in issue 209, is really starting to hot up! Although figure painter Martin Footitt's Van Saar gang, the Grim Reapers, is still on top with a gang rating of 3110, Owen Crisp's brutal Redemptionist gang, are quickly catching up and could soon be making a bid

to knock the Van Saars from their pedestal. To quote figure painter Jonas Ekestam, Arbitrator of the campaign, "the Redemptionists are just flaming the complete place at the moment!"

The figure shown to the left is just one member of Richard Potter's Spyrrer team which he's

been using in the campaign (busy man, Richard... see his Jetbike conversion earlier). This Jakara conversion was made by attaching the head from an Escher ganger to the body of a Howling Banshee. Various scratch built additions, such as the shield and shoulder pads, were then added.

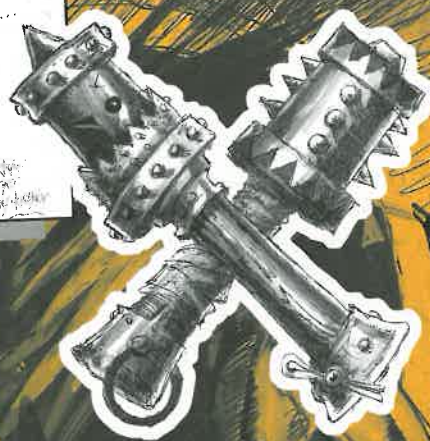
This month's Warhammer 40,000 releases

SISTERS OF BATTLE

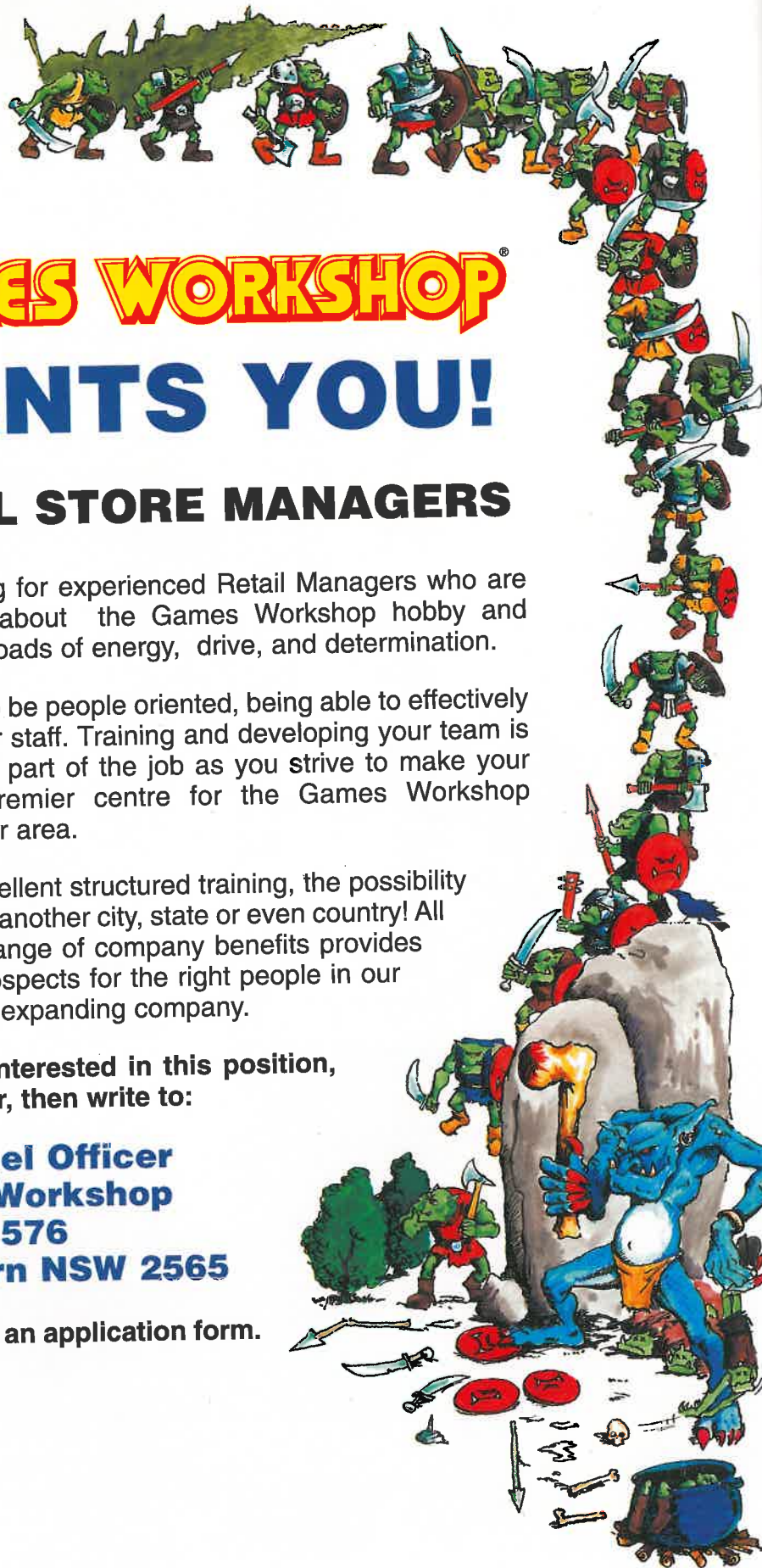
Sisters of Battle Codex Book	\$34.95 each
Immolator (x1)	\$54.95 Boxed set
Battle Sister with heavy bolter (x1)	\$11.95 Blister pack
Battle Sister with heavy flamer (x1)	\$11.95 Blister pack
Battle Sister with melta-gun (x1)	\$11.95 Blister pack
Battle Sister Cannoness (x1)	\$11.95 Blister pack
Transfers and Banners	\$13.95 Blister pack
Imperial Confessor Kyrinov (x1)	\$17.95 Blister pack
Imperial Missionaries (x1)	\$11.95 Blister pack
Seraphim (x5)	\$49.95 Boxed set
Poster (x1)	\$19.95
T-Shirt (x1)	TBA







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and ask for an application form.

Sisters of Battle



This special feature on the Adepta Sororitas contains three scenarios along with pages taken from the new Sisters of Battle Codex.



SCOURGE OF THE DAMNED CONSISTS OF THREE SHORT SCENARIOS WRITTEN BY GAV THORPE FOR THE SISTERS OF BATTLE. PLAYED AS SEPARATE GAMES, OR LINKED TOGETHER TO FORM A MINI-CAMPAIGN THEY'RE AN EXCELLENT WAY TO START PLAYING GAMES WITH THE SISTERS OF BATTLE.

WE'VE ALSO THROWN IN SOME HINTS AND TIPS ON MODELLING AND CONVERTING YOUR SISTERS OF BATTLE!

FORCES OF THE ECCLESIAARCHY

Codex Sisters of Battle is a little different from other Codices. Not only does it give you some essential history on the Imperium, but it also gives you an extensive army list for the forces of the Ecclesiarchy.



The Ecclesiarchy are devoted to the worship of the Emperor and the army list includes information about Battle Sister squads, Missionaries and Frateris Militia bands, along with all the other loyal subjects who are constantly fighting to defend the Imperial Faith.

'I really like all the dark history and organisation of the Imperium, and I find the image of ragged Militia bands led into battle by fanatical Preachers very appealing'

The difference between Codex Sisters of Battle and other Codices is that the forces detailed in the book are found on every Imperial planet, and can be formed from the planets local population. These forces constantly battle against evil cults without the help of other armies of the Imperium, and even if a planet is invaded by a hostile alien race, it will be the Ecclesiarchy who defend the world before the Imperial Guard or the Space Marines arrive.

I really like all the dark history and organisation of the Imperium, and I find the image of ragged Militia bands led into battle by fanatical Preachers very appealing. Imagine these bands fighting alongside the deadly Battle Sister squads and you have yourself an incredibly dark, characterful and cool army. What more can I say except that it's a good book!

SPECIAL CIRCUMSTANCES

There are usually only two reasons why the forces of the Ecclesiarchy would fight alone against an enemy. The first of these is as the primary line of defence before other troops arrive. Preachers, Confessors and Missionaries are often the

Scourge of the



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first to discover hidden cults, confront alien invaders and generally get into trouble. The other situation is during a War of Faith, when certain followers of the Emperor misinterpret his word as taught by the Ministorum, thus becoming heretics. Some Wars of Faith sweep through entire systems and signify massive upheaval, others are a much more local affair. In these circumstances, the Ecclesiarchy is unlikely to get aid from the Imperial Guard and Space Marines and must use its own forces alone to achieve its aims.

'The scenarios are best used to play fairly small battles, perhaps only 500-750 points per side'

This means the Ecclesiarchy will rarely fight a straight battle against an enemy army as in your average Warhammer 40,000 game. The objectives of the Imperial Faith are not always the same as those of normal battle missions. Gav Thorpe, (the man who wrote Codex Sisters of Battle), has written three scenarios, included later in this article. These demonstrate typical Ecclesiarchy objectives and give games of Warhammer 40,000 an extra twist and make them a bit more fun to play.

The Order of Our Martyred Lady defend an Imperial base from the depredations of Fabius Bile and Nurgle's Plague Marines.

The scenarios are best used to play fairly small battles, perhaps only 500-750 points per side, but they can be used for larger battles if you want. They are also a great way of using the Adeptus Ministorum army list in conjunction with subsidiary army lists from other Codices, namely the Chaos Cult and Genestealer Cult armies, with whom the Ecclesiarchy battle on many occasions.

Some ideas on linking the three scenarios into a rough campaign and using different armies are given later in the article. This gives you an opportunity to play out your own War of Faith across entire systems, or defend Imperial worlds against a huge Chaos or Tyranid invasion. When you turn over the page you will find a map illustrating some important Imperial Worlds, as well as some historical campaigns. You can use some of the planet's names from the map to add background to your games and follow the conquests of your armies across the galaxy. In this way you can build up what is called a narrative campaign, but more about that sort of thing later on in the article.



the Damned

**THREE SCENARIOS FOR
THE ADEPTA SORORITAS**
Rambling by Andy Kettlewell

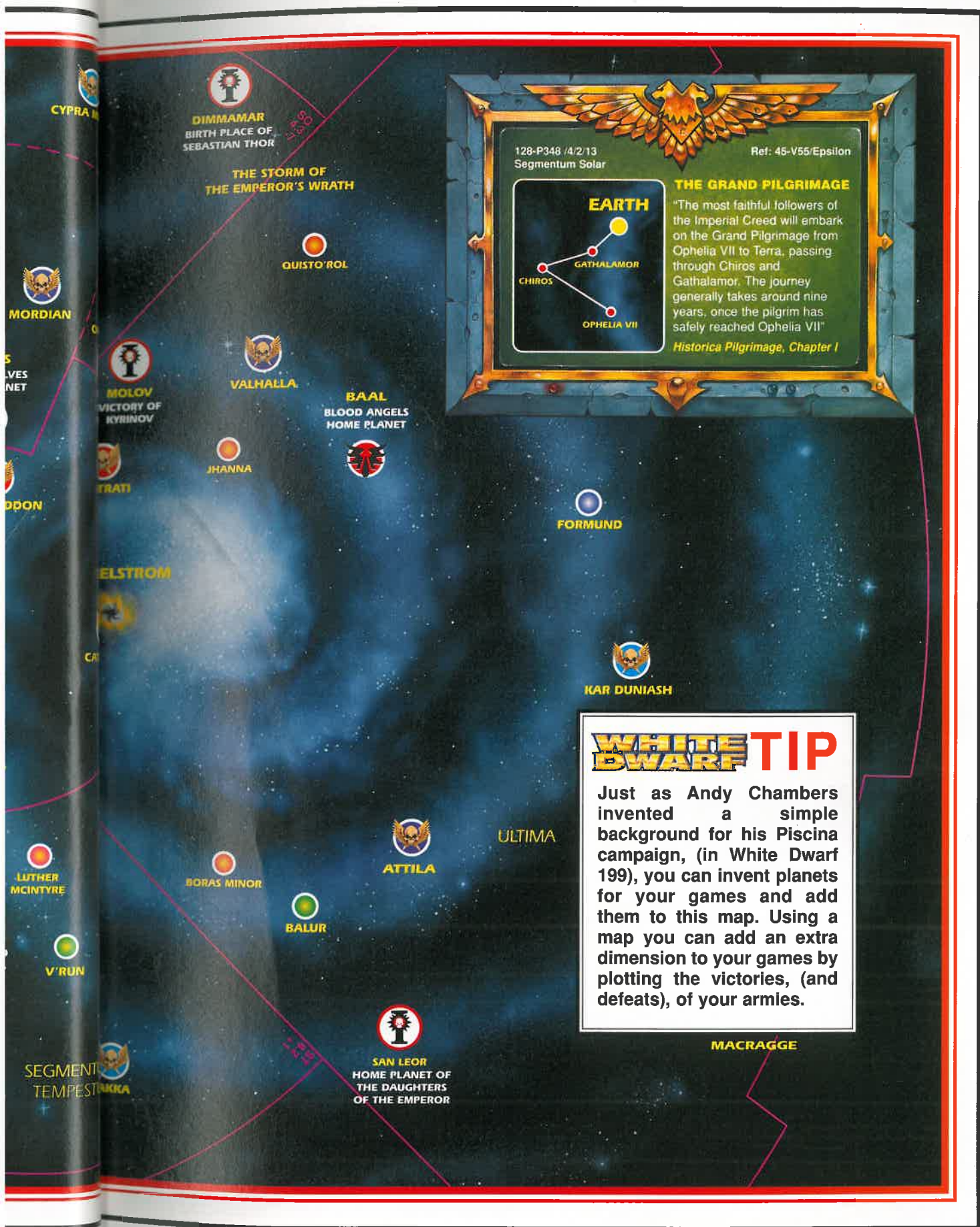




The Heretic and Blasphemer can offer no excuse for their crimes. Those who are pardoned merely live to further shroud Humanity from the Light of the Emperor with the Darkness of their souls.

From the Sermons of
Cardinal Beneficta





DIMMAMAR
BIRTH PLACE OF
SEBASTIAN THOR

**THE STORM OF
THE EMPEROR'S WRATH**

QUISTO'ROL

VALHALLA

BAAL
BLOOD ANGELS
HOME PLANET

JHANNA

FORMUND

KAR DUNIASH

ULTIMA

ATTILA

BORAS MINOR

BALUR

SAN LEOR
HOME PLANET OF
THE DAUGHTERS
OF THE EMPEROR

MACRAGGE

128-P348 /4/2/13
Segmentum Solar

Ref: 45-V55/Epsilon

EARTH

CHIROS

GATHALAMOR

OPHELIA VII

THE GRAND PILGRIMAGE

"The most faithful followers of the Imperial Creed will embark on the Grand Pilgrimage from Ophelia VII to Terra, passing through Chiros and Gathalamor. The journey generally takes around nine years, once the pilgrim has safely reached Ophelia VII"

Historica Pilgrimage, Chapter I

WHITE DWARF TIP

Just as Andy Chambers invented a simple background for his Piscina campaign, (in White Dwarf 199), you can invent planets for your games and add them to this map. Using a map you can add an extra dimension to your games by plotting the victories, (and defeats), of your armies.

Scenario 1

Defend the Shrine

In this Scenario the Sisters of Battle have been called upon to defend a holy place, containing Relics sacred to the Emperor, from an enemy of superior numbers.

Both players choose their armies from any appropriate Codex list and neither army may include allies. The Sisters of Battle may only choose a force worth half the points of their opponent's army...

Deployment and Terrain set-up



Often a Genestealer or Chaos cult will mark out the Ecclesiarchy as the first target for its attention. In the more civilised places of the Imperium this offensive will usually be political in nature, trying to reduce Ministorum tithes, undermining the influence of the Cardinal or Preacher, and so on. In the more lawless regions though, open terrorism and attacks are more normal. Under cover of darkness the cult's members will attempt to destroy the local shrine and kill its members.

Also, Imperial Shrines form main defence points against an alien invasion. If a Chaos, Ork or Eldar army descend upon a planet, the citizens would usually rally around the Frateris Clergy and defend their Shrines and temples from the alien invaders.

Terrain set-up

Players should set up the terrain in any mutually agreed fashion. The only stipulation is that the centre of the table should be occupied by the Imperial Shrine itself. Don't worry if you haven't got a piece of terrain to represent the shine because we have got one for you! In the card section you will find a model of an Imperial Shrine. Details of how to assemble the shine are discussed in the modelling section, later on in this article.

Deployment

The Ministorum player sets up his army within an 18"x18" square in the centre of the table. The attacker then sets up his forces within 15" of the short edges of the table (see the map above).

If the attacking army contains troops which can infiltrate, they may not use this ability. The surprise attack doesn't allow these troops time to work forward to a better position.

Battle have
holy place
the Emperor
overs.

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The action kicks off with the Sisters of Battle, ably commanded by Confessor Kettlewell, repelling the arch-deviant Brendan's Genestealer Cult.

Special rules

A single Ministorum character may choose an additional Relic from Codex Sisters of Battle for half its normal points cost, to represent relics contained within the Shrine itself.

Due to the holy aura of the Shrine, any characters performing Sacred Rites may add +1 to the dice roll. Treat results over 9 as 9.

Turns

To determine who gets the first turn, each player rolls a D6 and adds their army's strategy rating. To represent the element of surprise the attacker may add +2 to their roll. The highest score goes first.

Starting with the end of the third turn, roll a D6 at the end of every turn and add the turn number. On a total of 8 or more the battle is over (a roll of a 1 always means another turn will be played).

Victory conditions

At the end of the battle, calculate victory points to see who has won. Use the victory points tables from Dark Millennium to work out the points for destroyed and broken troops. Characters worth less than fifty points are worth 1 Victory point if they are killed in this Scenario.

If there are no attacking models within the Shrine, the Ministorum side gains +5 victory points. The attacker receives +1 victory point for every three unbroken models within the Shrine at the end of the battle.

If the defending forces have at least one squad with at least 50% of its original number left, the Ecclesiarchy player scores an additional number of victory points equal to the victory points value of each surviving unit (e.g. a unit worth 145 points scores 2 victory points for the Ecclesiarchy).





KEEPERS OF THE FAITH

At the head of each of the Orders Militant are the Canonesses, shining examples of purity and dedication of purpose.

Each Canoness is a formidable figure in her own right, charged with overseeing every aspect of the running of her Order, and with leading her troops into battle. Each Canoness rises to her position through a combination of leadership ability, shrewd tactical genius and sheer overarching faith in the Emperor.



▲ The bodyguard of this Canoness have all had small skulls painted on their weapons to distinguish them from regular Battle Sisters.



▲ The Canoness of the Order of Our Martyred Lady leads her bodyguard in purging the Tyranid menace from an ancient Ecclesiarchy shrine.



▲ Special and heavy weapons.
From left to right: Melta gun,
Heavy Flamer, and Heavy Bolter.

Extra fleurs de lys have been added to this Sister Superior's gloves. Painting extra detail on models is a good way of distinguishing characters from regular troops. ►



▲ Our Seraphim are painted the same as all our other Battle Sisters. With the Seraphim however, their torsos are not covered by arms or weapons, allowing you to paint extra details like seals and equipment pouches.

▼ A thinned down mixture of black and brown inks was used to give a scorched look to the edges of the jump packs of these Seraphim.

SERAPHIM

The Seraphim are the elite shock troops of the Orders Militant, comprised of the most battle-hardened and worthy of the Battle Sisters of each Order.



▲ Battle Sisters, Seraphim and a Rhino troop carrier charge a squad of Eldar Howling Banshees.

Scenario 2

Liberate the Relic

In this Scenario a Relic has been stolen by enemies of the Imperium, and the Sisters of Battle must recover it.

Armies are chosen from the appropriate Codex army lists. The Adeptus Ministorum force may not contain any allies (news of the Ecclesiarchy's loss must not be allowed to spread beyond the organisation).

Deployment and Terrain set-up



Occasionally an important symbol of the Ecclesiarchy will fall into the hands of the enemy. This blatant affront to the dignity of the Emperor cannot be allowed to continue and the Ecclesiarchy must recover the stolen item at all costs.

Terrain set-up

Players should set up the terrain in any mutually agreed fashion. The terrain we have used above is simply what we thought would make for a good battle, and isn't 'official'.

Deployment

The two armies deploy as for a normal Warhammer 40,000 battle (24" apart and 12" from the neutral table edges) according to their strategy ratings.



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Special rules

The enemy commander is carrying the Relic at the start of the battle and cannot pass it to anyone else (it's far too valuable to trust to an underling). If the model carrying the Relic is killed by a ranged attack, remove the miniature and place a small counter or model to represent the Relic where it fell. A model that finishes its movement in contact with the Relic may pick it up at the end of the Movement phase. If a model carrying the Relic is killed in hand-to-hand combat, and there are no other enemy models in contact, the victor immediately takes possession of the Relic. If there are other enemy in contact, the Relic is dropped as described earlier. All Ecclesiarchy forces *Hate* the enemy character or squad carrying the Relic..

The Relic has no intrinsic powers (it doesn't act as a *Wargear Card*) other than instilling *Hatred* in the Ecclesiarchy troops. Its purpose in the game is to act as an objective for the Sisters of Battle.

Turns

The players can play to a number of turns agreed upon by both parties, or you can roll a D6: 1= 4 turns, 2, 3 or 4 = 5 turns, 5 or 6=6 turns.

To determine who gets first turn, each player rolls 1D6 and adds their strategy rating with the highest score going first.

Victory conditions

At the end of the battle, calculate victory points to see who has won. Use the victory points tables from *Dark Millennium* to work out the points for destroyed and broken troops. Characters worth less than fifty points are worth 1 Victory point if they are killed in this Scenario.

In addition, the army with possession of the Relic gains an additional +5 victory points.

Andy points to his favourite part of the page, whilst Mark indulges in some performance art doing his infamous impression of a lectern.







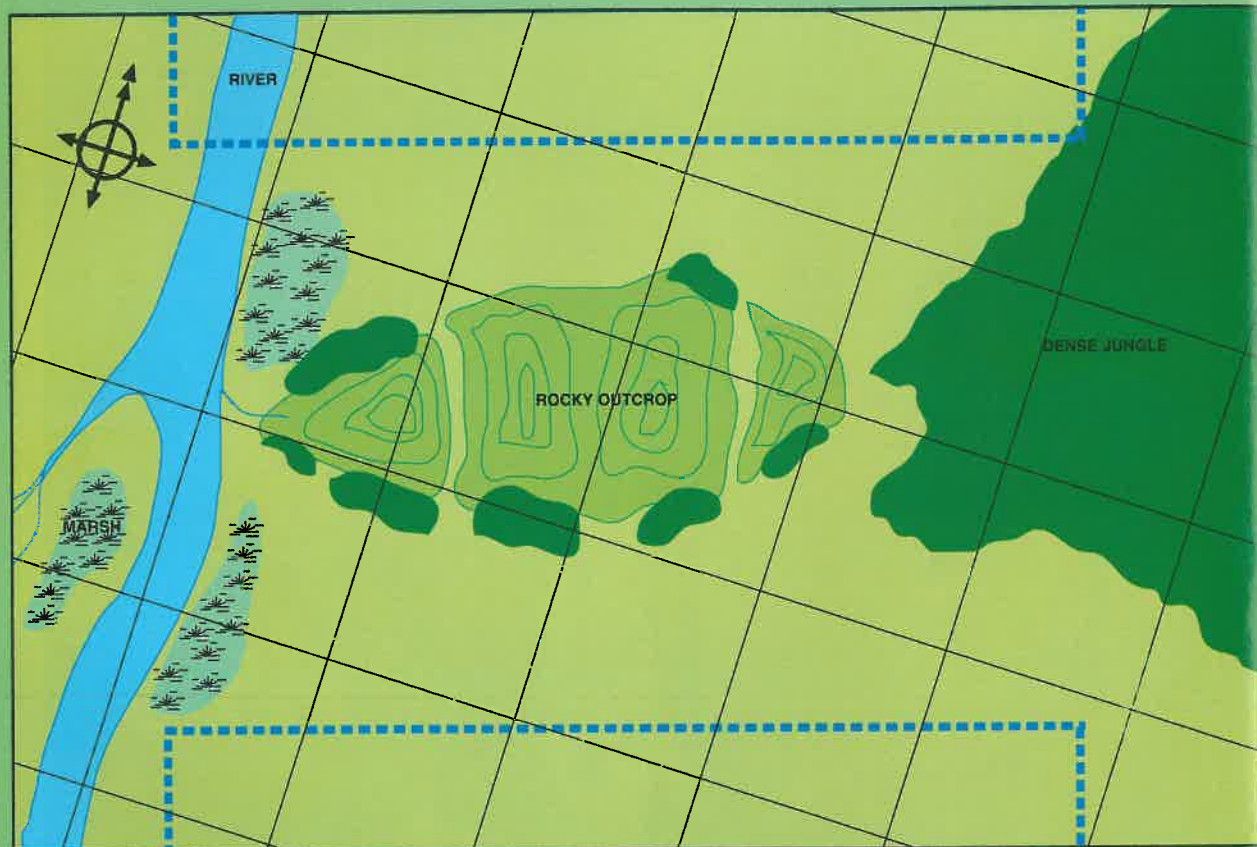
Scenario 3

Pierce the Darkness

This Scenario is a reconnaissance mission for the Adepta Sororitas, requiring them to push beyond the front lines of the enemy.

Both players choose their armies from any appropriate Codex list and neither army may include allies...

Deployment and Terrain set-up



As the forces of the Ecclesiarchy often form the first line of defence against attackers, it is extremely important that they discover the extent of the threat they face. Deep strikes past the front lines of the enemy army help the Adeptus Ministorum commanders gather information so that they may pass on this intelligence to Imperial Guard and Space Marine commanders when (or if...) they arrive.

Terrain set-up

Players should set up the terrain in any mutually agreed fashion. The terrain we have used above is simply what we thought would make for a good battle, and isn't 'official'.

Deployment

The two armies deploy as for a normal Warhammer 40,000 battle (24" apart and 12" from the neutral table edges) according to their strategy ratings.



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Turns

The players can play to an agreed number of turns, or you can roll a D6: 1 or 2= 4 turns, 3 or 4= 5 turns and 5 or 6= 6 turns. If the Ecclesiarchy player can move three squads with under 50% casualties off the far side of the table, the game ends immediately. To do this, simply move the models off the edge as part of an ordinary move or run move. Troops which flee off the table edge do not count.

The Adeptus Ministorum army goes first as their attack is launched without warning.



Victory conditions

At the end of the battle, calculate victory points to see who has won. Use the victory points tables from Dark Millennium to work out the points for destroyed and broken troops. Characters worth less than fifty points are worth 1 Victory point if they are killed in this Scenario.

In addition, the Ecclesiarchy gains a number of victory points equal to the value of any squads exiting the opposite table edge (worked out using the Dark Millennium tables). The other army gains 1 victory point for every unbroken squad with under 50% casualties it has in its own deployment zone.

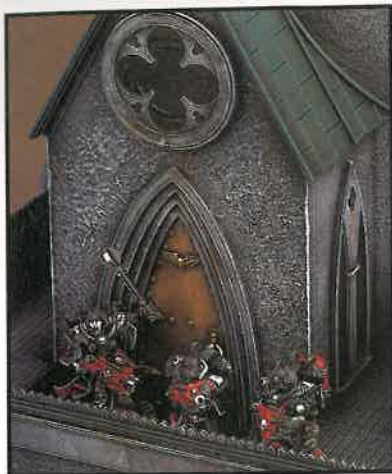
"Oi you! Look it sez it here." A tense moment in the game occurs when a technicality could swing the balance of power in either direction.



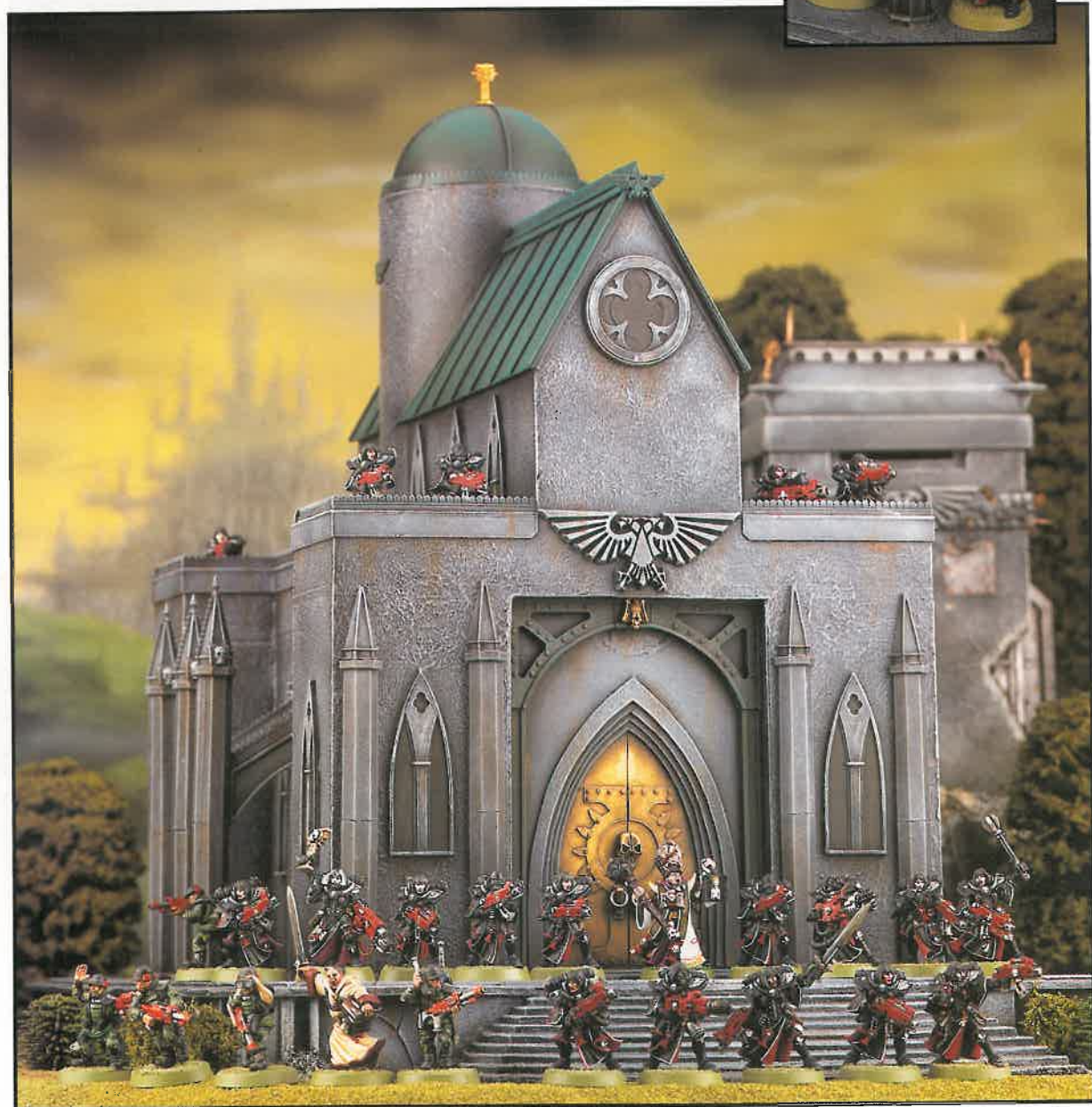
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Above and far right: Details of the Ecclesiarchy Shrine.



Arch Confessor Redeptor Kyrinov exhorts the Battle Sisters of the Order of Our Martyred Lady into even greater efforts in the defence of an Ecclesiarchy Shrine. The Battle Sisters are aided by a squad of Imperial Guard Cadian Shock Troops, led by a Preacher of the Adeptus Ministorum.

THE IMPERIAL PRIESTHOOD

Although the priesthood of the Adeptus Ministorum are not given the training that Battle Sisters receive, many Preachers, Confessors and Missionaries are none the less accomplished warriors. They are quite able to defend themselves and the Imperium from aliens and heretics.



▲ There are millions of Preachers throughout the Imperium, and the styles of dress they adopt, as well as the colours of their garb, are numerous and diverse.



▲ This Missionary Champion has benefited from lots of detailed painting on his book and his tattered robes.

Redemptor Kyrinob The Arch Confessor



◀ Spiral patterns have been painted over Kyrinob's cassock and the long black sash around his neck. The pattern is the same on both, but the colours are direct opposites, so that on the black sash the pattern is picked out in gold, whilst on the white cassock the pattern is a pale, almost silvery grey. White lines have also been added to Kyrinob's Icon of Chiros and the haft of his Mace of Valaan, making both items appear to be crafted from veiny stone resembling marble or malachite.



▲ Redemptor Kyrinob inspires a squad of Valhallan Ice Warriors to even greater heights of bravery in the face of the enemy.

Ecclesiarchy Conversions - By John Blanche

The Citadel Annual lists numerous miniatures which can be converted into exciting Ecclesiarchy characters. Dark Angels Space Marines, Necromunda Redemptionists, Warhammer Wizards, or any kind of robed figured can be used to good effect.

▼ Exorcizandis - High Lord of Lastrati.

Use Mephiston, Blood Angels Lord of Death. Grails are from Apothecary Corbulo, using plasticine to create the fire. Replace Mephiston's shoulder pads with plastic skeleton heads and add a Chaos plasma pistol and a Chaos Terminator power maul.

► Equitius - Bishop of Metallica.

Use Ahnman the Chaos Sorcerer. Swap head for that of a Bretonnian Knight Errant. Add grail arm from Morgiana Le Fay, a Chaos plasma pistol and a Chaos banner pole. Shroud is made from foil.

► Tortus Bubonicus.

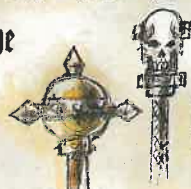
Basic figure is a Necromunda Redemptionist, with added skulls and the small bell from a Skaven Screaming Bell. Litany parchments are cut from foil.

► Heironymus Vulcanis.

Using Fabius Bile, the head of an Empire Outrider, plasticine shoulder pads, foil purity seals, plastic skeleton skulls and a Space Wolves bolt pistol.

► Guido Noctula - Priest General of the Iron Brotherhood.

Made from the torso of a Space Marine Chaplain, with the arms of an Imperial Guard Sergeant and the lower body of Ezekiel, the Dark Angels Grand Master of Libranas. The Imperial eagle has been filed away from the model's chest. Ezekiel's book, keys and other paraphernalia are very evocative of the Ecclesiarchy.



◀ Alternative hand weapons from Warhammer or Necromunda models

▼ Brignadius The Pious.

Eldar Warlock, with added Bretonnian Knight helm, Empire Standard, and Liber Bubonicus from Skaven Lord Skroik. Eldar armour decoration has been filed away, and foil purity seals have been added.

▼ Alternative heads from Warhammer or Necromunda models



▼ Barbarosa Malficarum - Confessor Absolutus.

Imperial Jade Wizard with plastic Chaos plasma pistol, Dark Angels and Chaos Terminator banner poles, plastic skeleton bones for relics and tin foil litany papers.

► Corvus Corax - Sister Sabine.

Necromunda Escher gang figures can easily be converted into Battle Sisters. Here the hair has been filed away from an Escher figure, and a Chaos bolt pistol and purity seals made from foil have been added.

Empire and Bretonnian banners can be used as Adepta Sororitas banners. ▲

PLAYING SCOURGE OF THE DAMNED AS A CAMPAIGN

To make your games of Warhammer 40,000 more rewarding it's a good idea to link them together with a storyline. This is called a narrative campaign and, though it sounds a bit official and tiresome, it's easy to do and adds extra excitement for you and your friends.

A variety of storylines can be made up to link the three scenarios in this article together, but here is an example just to give you some ideas. At the start of a planetary rebellion the rebel cults will normally attack symbols of authority and power. So, the first scenario you could play following this story line is Defend the Shrine. If the rebel cult wins this battle then they might steal a relic from the shrine and run off with it to rally their supporters. In this case you could play a Liberate the Relic scenario. If the cult wins again then the Ecclesiarchy may realise the strength of the rebels and try and call for help or attempt to break through the cult's main force. Now you can play the Pierce the Darkness scenario to conclude the narrative campaign (and the story).

Warhammer 40,000 missions and strategy cards can also provide you with a simple storyline. If you decided that the Ecclesiarchy force was going to defend a hill, for example, you play a normal game of Warhammer 40,000 and give them the *Hold the Line* mission and the *Insane Bravery* strategy card. The attackers could have the *Dawn Raid* mission and the *Reinforcement* strategy card. Using this sort of system you can play a fun narrative campaign with your friends. For more ideas on this sort of thing have a read of Andy Chambers' article in White Dwarf 199.

There is no reason why you can't use other armies when you're playing the scenarios in this article. With a little thought each scenario can be subtly changed to incorporate other races of the forty-first millennium. Defend the Shrine, for example, is

perfect for an Eldar force repelling an attack on one of their sacred sites. Pierce the Darkness is a good scenario for a desperate Imperial Guard force being attacked by Orks and the Liberate the Relic scenario can be used by anybody, just by changing the Relic to some other important item.



When you first set out to plan your own campaign one of the best starting points is to generate a simple plot for the first few scenarios, and then make a map of the area in which the action takes place.



Having played out the three battles of Scourge of the Damned as a narrative campaign involving a Genestealer Cult's clashes with the Ecclesiarchy, Andy and Mark have decided to move events on to a full scale Tyranid invasion. This demonstrates how campaigns can be continued indefinitely, since each battle played generates new challenges and confrontations.

ASSEMBLING THE SHRINE

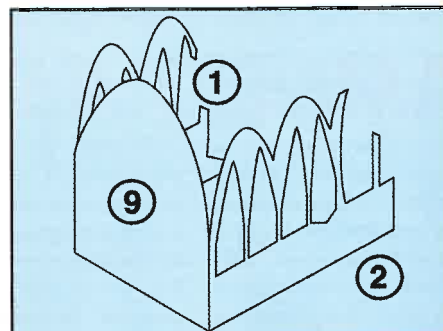
This page gives you all the instructions you need to assemble your cardboard Ecclesiarchy Shrine. We should point out that this Shrine can be used as a piece of terrain in just about any game of Warhammer 40,000 you care to have (you could even use it in your games of Warhammer as a chapel!) and isn't limited to playing the Defend the Shrine mission alone. With that in mind, this Shrine can make an interesting focal point for many different types of scenario, so why don't you get your thinking caps on and come up with your own games leading on from the ones we have printed in this article.

You don't have to go overboard when you make your Shrine and it will be perfectly adequate for gaming with if you just follow the instructions on the right, but if you fancy more of a challenge then Andy has had some ideas for improving it...

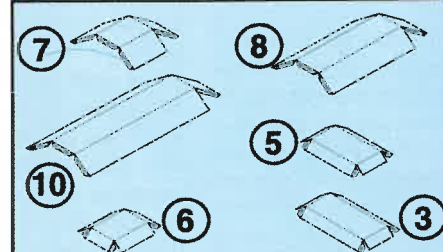
Adding a base to your shrine to match the colour of your gaming board can make all the difference. The base I have given the shrine is made from card and painted goblin green and then flocked. This also gives the model more strength and rigidity. The gargoyle heads and pillars are made from things I found in my bits box. The gargoyles are simply plastic Saurus heads from the Warhammer boxed set, and the pillars, well, I wasn't sure where the pillars came from, but Mark



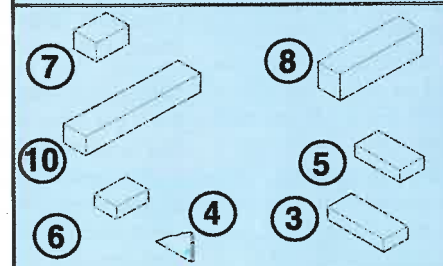
tells me they are from Man O'War!



STAGE ONE



STAGE TWO



STAGE THREE

Stage 1: Pop out 1, 2 and 8 and glue together as shown to make the Shrine's walls.

Stage 2: Pop out all the rectangular card sections and fold along the creases as shown. Carefully glue in the tabs to form boxes.

Stage 3: Pop out 4. Glue 5 to the top of 3 to form the Shrine's steps. Glue 7 to the closed end of 8 to make the Sepulchre.

Further Assembly: Glue the steps to the front of the Shrine like in the photograph. Glue 4 to the end of 2 to make a corner and glue 6 into the corner.

Glue the Sepulchre between 9 and 1, running along 1. Similarly, glue 10 so that it runs along 2.

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The best way to use the flamer template is to carefully cut it out from the page and glue it onto card to make it a bit more sturdy. Any sort of card will do, a corn flakes box, (or any other cereal box), is perfect for the job.

THE IMMOLATOR

The Immolator Flame Tank is the standard battle tank of the Adeptus Sororitas, and it is unique to their organisation. In addition to having troop carrying capacity, on account of being built around a standard Rhino chassis, the Immolator gets its name from its special, turret mounted twin heavy flamer. This rather unusual weapon has been the downfall of many an invading force repelled by the efforts of the Ecclesiarchy. It can be fired in two different ways giving different effects on the battlefield. The enemy can either be targeted with a tightly focused beam which uses a single heavy flamer template and hits models underneath it twice, or as a wide spread hitting more models once, illustrated by the template shown on this page.





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EW ZEALAND PRICES NEW ZEALAND PRICES NEW ZEALAND

'Green is mean, and in this month's edition of White Dwarf we're taking a look at how several Warlords have been getting on with their Epic 40,000 Ork armies. We ask them about their favourite detachments, what they like painting most, and how their forces have been performing on the battlefield.'



GREEN

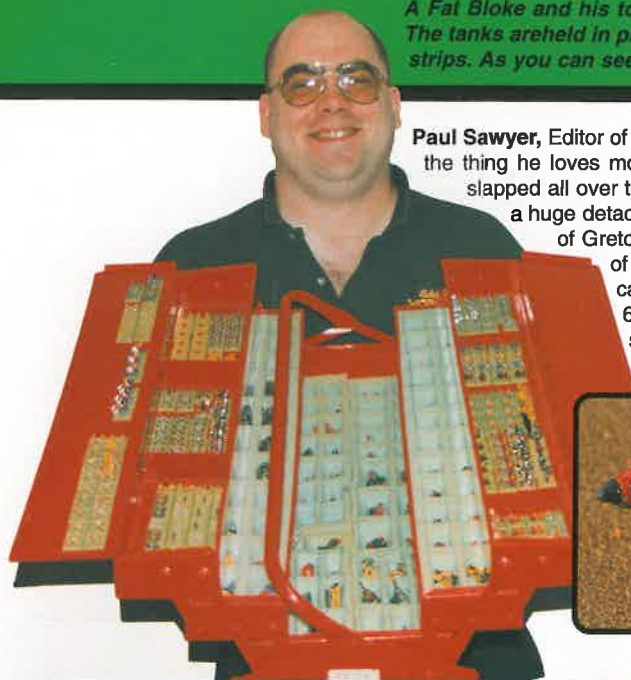
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THIS IS MEAN!

By Adrian Wood

A Fat Bloke and his tool box! Paul carries his massive army around in his big red tool box. The tanks are held in place with foam and his Orks on square bases are held on with magnetic strips. As you can see, Paul's army is vast but he's still got even more Orks to paint!



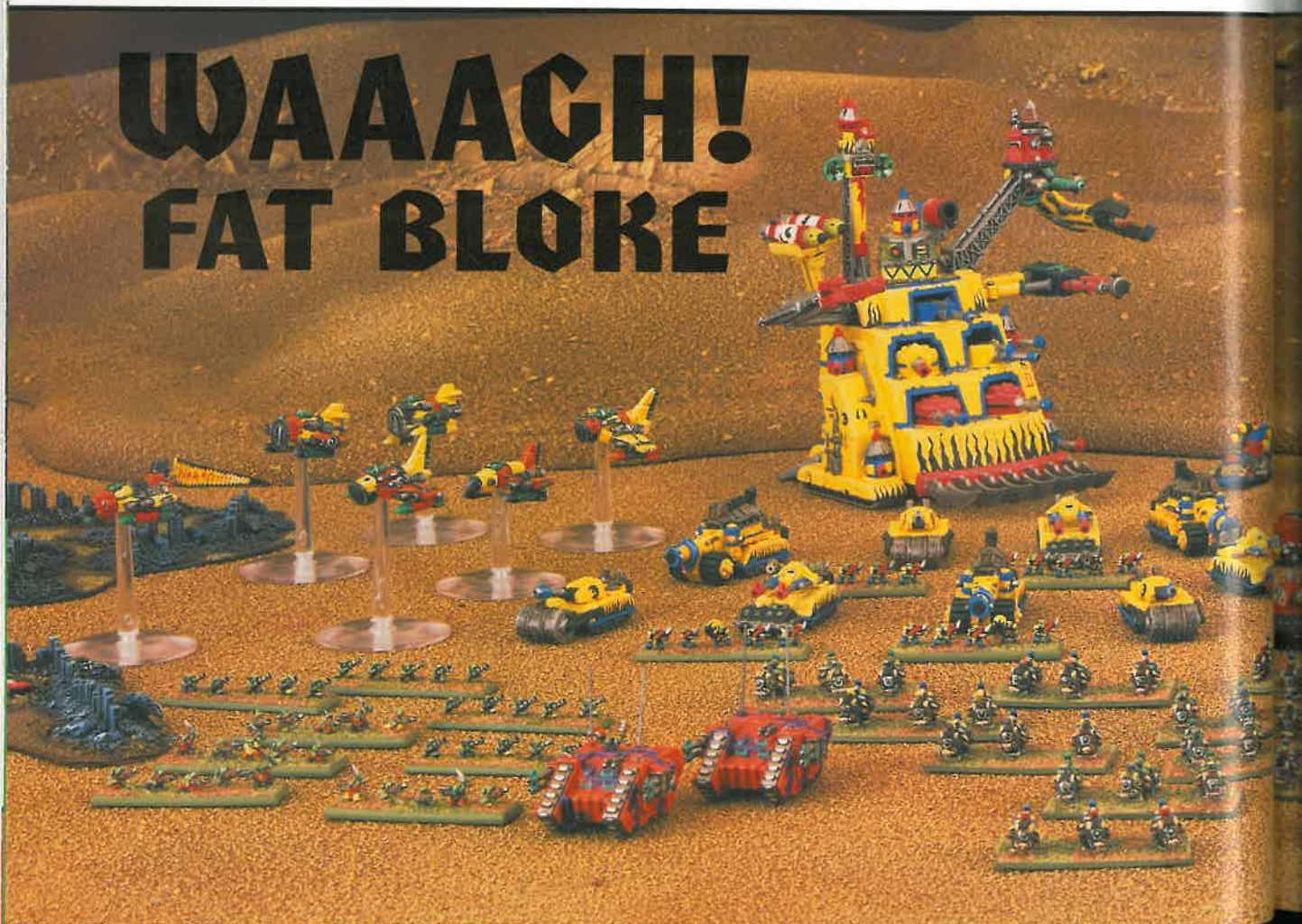
Paul Sawyer, Editor of the Citadel Journal, has been playing Orks in Epic battles for years. He says the thing he loves most about Orks is their unpredictability. "You either win hands down or get slapped all over the battlefield," speaks the voice of experience. Paul's core force consists of a huge detachment of Boarboyz, backed up with several smaller Kults of Speed and lots of Gretchin and Palsa Rokkits. His detachment of Fighta-Bommerz destroyed three of Jake Thornton's nine Land Raiders in one deadly ground attack. He now calls them the "Lucky Sixes" because Land Raiders have an armour rating of 6+. As you can see, Paul prefers to design each of his detachments around a specific purpose – this makes them easier to handle on the tabletop.



MODELLING ORKS

Paul has spent quite a few hours modelling and converting his army, and the troops he's making on the new Epic bases are no exception. These conversions include using springs to erratically propel some of his Stormboyz skywards and making a crazy Cyboar for his Boarboyz command unit. "I see the Ork hordes as a rag-tag collection of unique vehicles," he says, "and try to convert as many as possible."

WAAAGH! FAT BLOKE



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Paul also uses lots of older models and parts from the vast Citadel Miniatures back catalogue. By using some of these older metal miniatures he's created the rag-tag looking army he fondly talks about, but all painted to an incredible army standard.

TERRAIN

As Paul already has an enormous Ork horde he's taken the opportunity to get into terrain modelling, an aspect of the hobby he thoroughly enjoys. He set about making up some of the small wall sections that you get on the Epic 40K bases sprue. He added some sand and flock as well as destroyed tanks and the odd dead Space Marine (hurrah!) and there you have it, some great looking terrain that takes next to no time to make.

PAINTING ORKS

Paul's been painting for years, in fact he considers himself more of a painter than a gamer. He tends to use black to undercoat his Orks as it lends depth to the models but will use white if they are Bad Moons for instance. When it comes to painting metal on his models, Paul uses his own method, "Instead of just drybrushing metal paint onto a black undercoat I prefer to paint a base colour of Boltgun Metal, shaded with Armour Wash and highlighted with Mithril Silver. I then add a watered down Brown Ink wash to create a rusted look to the models. I also like to cover my Ork vehicles in transfers, glyphs and sigils."

Although Paul's army is huge he still has much more he wants to do. "As well as rebasing my infantry with the brilliant new Epic bases, I'm currently working on a Goff Mega-Gargant with every inch covered in deadly close combat weapons and a large detachment of captured or traded Imperial vehicles that have been suitably kustomized by the Blood Axes."



THE FAT BLOKE SPEAKS...

Paul has three very simple tactical tips for using Orks which work well against any opponent.

1. Always take Gargants, any size will do, as they attract enemy fire away from the Ork warbands and are dead shooty too.
2. Palsa! Palsa! Palsa! Palsa! Rokkits, like all disrupt weapons, are really underrated. Any weapon that puts more Blast markers on the enemy on a roll of 4+ can only be good. Blast markers drastically effect an enemy detachment's ability to shoot, move and affects army morale as well.
3. Get stuck in! "If you want to skulk around at the back of the battlefield then collect an Imperial Guard army instead!"



WAAAGH!

Andy Chambers collected his army for a specific reason. When he and his mates decided they wanted to start playing the Piscina Campaign, which we reported on a year ago, (see White Dwarf 199) in Epic 40,000 they also swapped sides. Andy, who has been fighting with his Iron Warriors Chaos Space Marines decided to build up an Ork Waaagh based loosely on his opponent Slim's army, who himself now has a Chaos Space Marine army. At the moment Andy is playing with a whole campaign system for fighting Epic 40,000 battles, which we'll let

you into soon I'm sure. Andy's first task with his Ork force was to revamp his Ork army. He began by painting a load of models first, but couldn't make up his mind about the detachment composition. Then he began to put his detachments together, giving each one some kind of theme.

MODELLING DA BOYZ

Andy had a very strong image in his mind about how he wanted his army to look. Each battlewagon was converted and, like Paul Sawyer, he used a lot of older models from the



ANDY'S ORKY TACTICS

I asked Andy for some sagely advice on Ork tactics and was surprised by his response. "I'm still refining my tactics and my army to suit my style of play.

Broadly, I subscribe to the Green Wave theory of how to use Orks as described by Andy Kettlewell last issue (mass together and stay together to overwhelm the enemy with numbers)," he continued. "I'm trying to use quite small Kults of Speed (100-200 points) in conjunction with my warbands, holding them back behind the front line before sallying out with them when the time is ripe to encircle an opponent or break up

an incoming assault with a firefight. Hiding out behind the warbands stops the kults getting vapourised by enemy fire too early in the game and means they are still fresh when they get committed. I suspect I need to get more battlewagons carrying Boyz to make this really work as the Speed Freaks I'm using at the moment can rarely make successful assaults against enemy detachments.

I have found (to my cost) that Gargants need the support of shooty warbands if they run up against enemy war engines like Warlord Titans. This is partly because the infantry can fire before the war engines and plonk a few Blast markers on the enemy. More importantly if the infantry use overwatch orders

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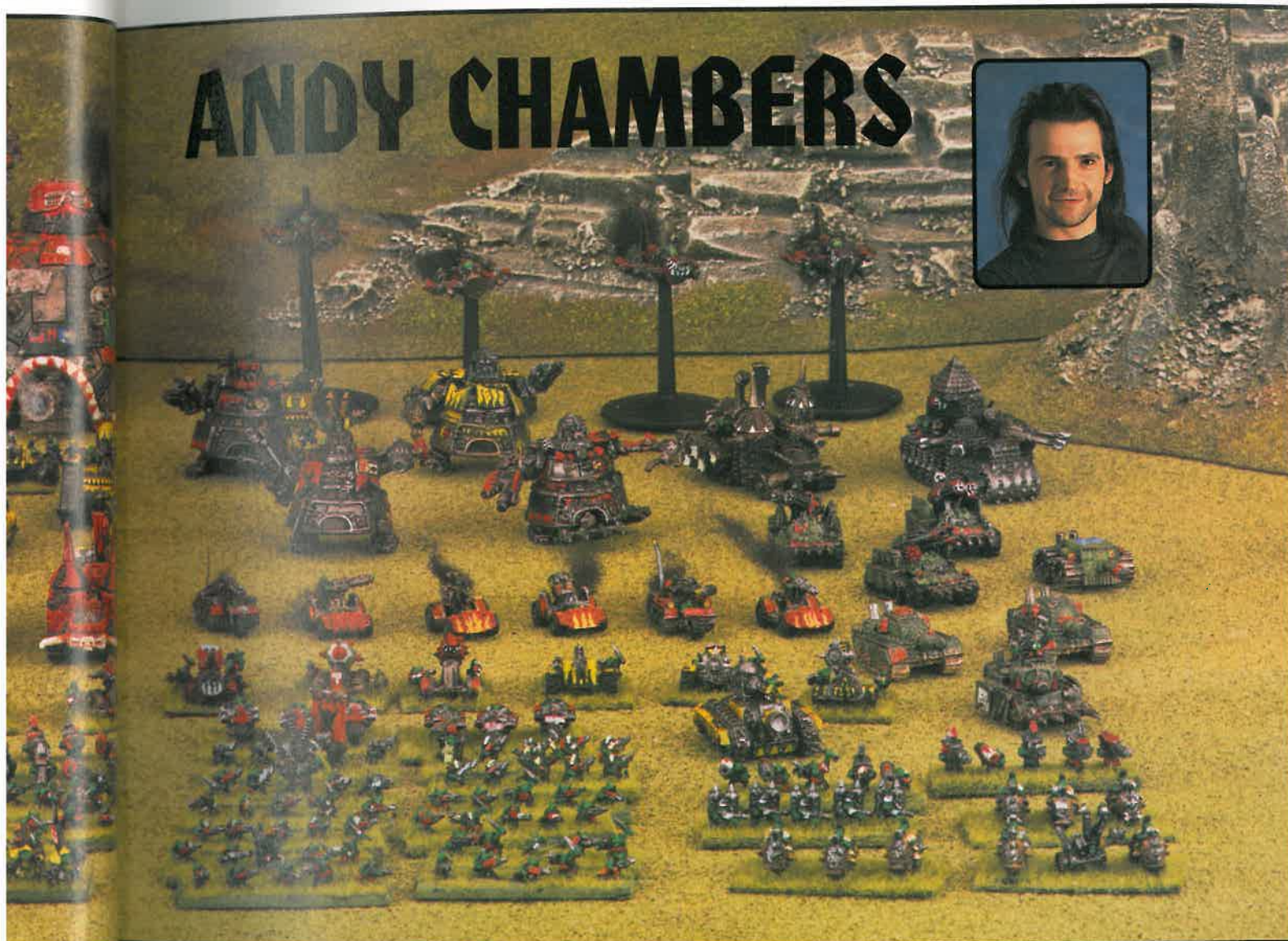
about how he
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Ork back-catalogue to make his army look rag-tag. Even as I write this he is converting some Imperial vehicles into Ork battlewagons. Andy got a lot of inspiration from looking at other people's armies. He converted his Shooty Boyz heavy weapons, making all manner of heavy bolters, lascannons and autocannons, etc. Some of his sprues of Orks were old and slightly damaged and his Nobz often didn't have banner poles. However this turned out to be a blessing in disguise as a Nob unit with some of the Nobz without back banners looks really good. Time to get the clippers out I think!

PAINTING

Andy's painting style was also inspired by someone else's efforts. "When I saw Waaagh! Grishnak I decided to paint my Orks the same kind of way. Start out with a black undercoat, then dawb a mix of Tin Bitz and Boltgun Metal paint all over it. Then you can paint either red or yellow directly over the metal, which works really well. I also left some armour plates in bare metal. With flames and other markings painted on in either Skull White or Chaos Black, I finished off the battlewagons with ork glyphs from the Ork Warbike transfer sheet."

ANDY CHAMBERS



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they get to re-roll misses – which is vitally important if you want to get hits on Armour 6 targets. All too often I've unleashed a storm of fire against a Warlord Titan and scored a miserable one or two hits on ten dice, but with re-rolls this can easily become three or four hits and weaken their shields to a point where the Gargants can inflict some damage. Against opposing infantry or tanks the warbands can concentrate on moving up using assault orders while the Gargant's firepower and plethora of super heavy weapons pound the enemy into the dirt.

The warbands themselves are designed to be able to fight independently if need be because so many scenarios place

parts of your army in reserve. This means they usually include some big guns and/or Pulsa Rokkits for support and some Nobz, Skarboyz, Boarboyz or Stormboyz for fighting in assaults. Whether this jack-of-all-trades approach is really worthwhile remains to be seen, but I think it's a good idea as long as the warbands don't get too big and diverse trying to cover every eventuality. I'd like to expand the army to include another Great Gargant and some warbands mounted on battlewagons for extra mobility, and I would also like to try out a Boyz/Dreadnoughts/Squigoths warband at some point. My personal pet hates are Land Raiders and massed enemy barrage artillery."

WAAAGH! GRISHNAK - KULT OF SPEED

ADRIAN WOOD

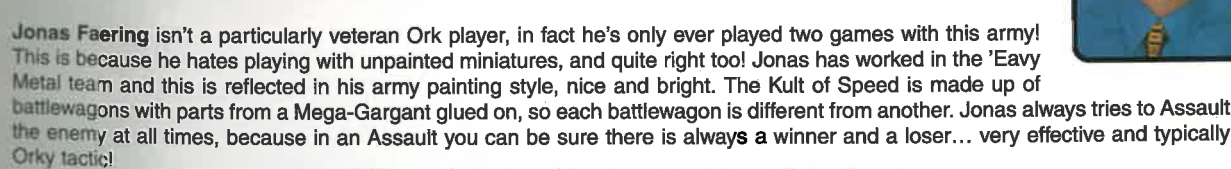


Adrian: Collecting and fighting with a brand new army is really exciting. It has to be said though that when I decided to collect a small points value Epic Ork army I was a little mystified where to start. Everyone I talked to had good advice but it was Robin Dews who suggested that I base my detachments on my Warhammer 40,000 Ork army, Waaagh! Grishnak.

This seemed like a great plan and I began to organise my Waaagh into detachments, approximately 200 to 300 points strong. These detachments were small enough to be manoeuvrable but large enough to take a pounding without being rendered useless in a fight. With an Ork Warband representing the core of my foot troops led by Grishnak, I added three Kults of Speed, two consisting of battlewagons and one with Warbikes and Speed Freaks. In battle the force is dead shooty, able to blast the enemy to pieces from a distance, inflicting large casualties. The battlewagons make the horde hard enough to send my opponent's detachments retreating from the assault in tatters.

I decided to paint my army in a very dark moody style. The models were undercoated black, then drybrushed with Boltgun Metal. I then built up the red armour first using Warlock Purple, then Crimson Gore, and Blood Red, varying the degree of colour from one model to another. I have also used this darker, moodier look on my new 40K Orks as well.





The image displays three examples of the 'Battalion Board' from the Star Wars: The Clone Wars board game. Each board is a complex grid used to manage a player's army, showing unit counts, costs, and various statistics.

Left Board: DA BANGMOTH ORK BATTLE FORTRESS

- Attachment Name:** DA BANGMOTH ORK BATTLE FORTRESS
- Attachment Cost:** 65
- Attachment Type:** BATTLE FORTRESS
- Attachment Stats:** 1, 3, 4, 6, 7, 9, 10
- Attachment Abilities:** BATTLEWAGON 25, 45, 1, 2, 5+; BANGMOTH 30, 30, 1, 1, 4+

Middle Board: DROGON'S FAST BOYZ KULT OF SPEED

- Attachment Name:** DROGON'S FAST BOYZ KULT OF SPEED
- Attachment Cost:** 54
- Attachment Type:** BOYZ
- Attachment Stats:** 1, 3, 4, 6, 7, 9, 10
- Attachment Abilities:** BATTLEWAGON 25, 45, 1, 2, 5+; BOYZ MOB 30, 30, 1, 1, 4+; SPEEDSTA 30, 30, 1, 1, 6+

Right Board: EPIC 40,000

- Attachment Name:** EPIC 40,000
- Attachment Cost:** 905
- Attachment Type:** BATTLE FORTRESS
- Attachment Stats:** 1, 3, 4, 6, 7, 9, 10
- Attachment Abilities:** BATTLEWAGON 25, 45, 1, 2, 5+; BANGMOTH 30, 30, 1, 1, 4+; SPEEDSTA 30, 30, 1, 1, 6+

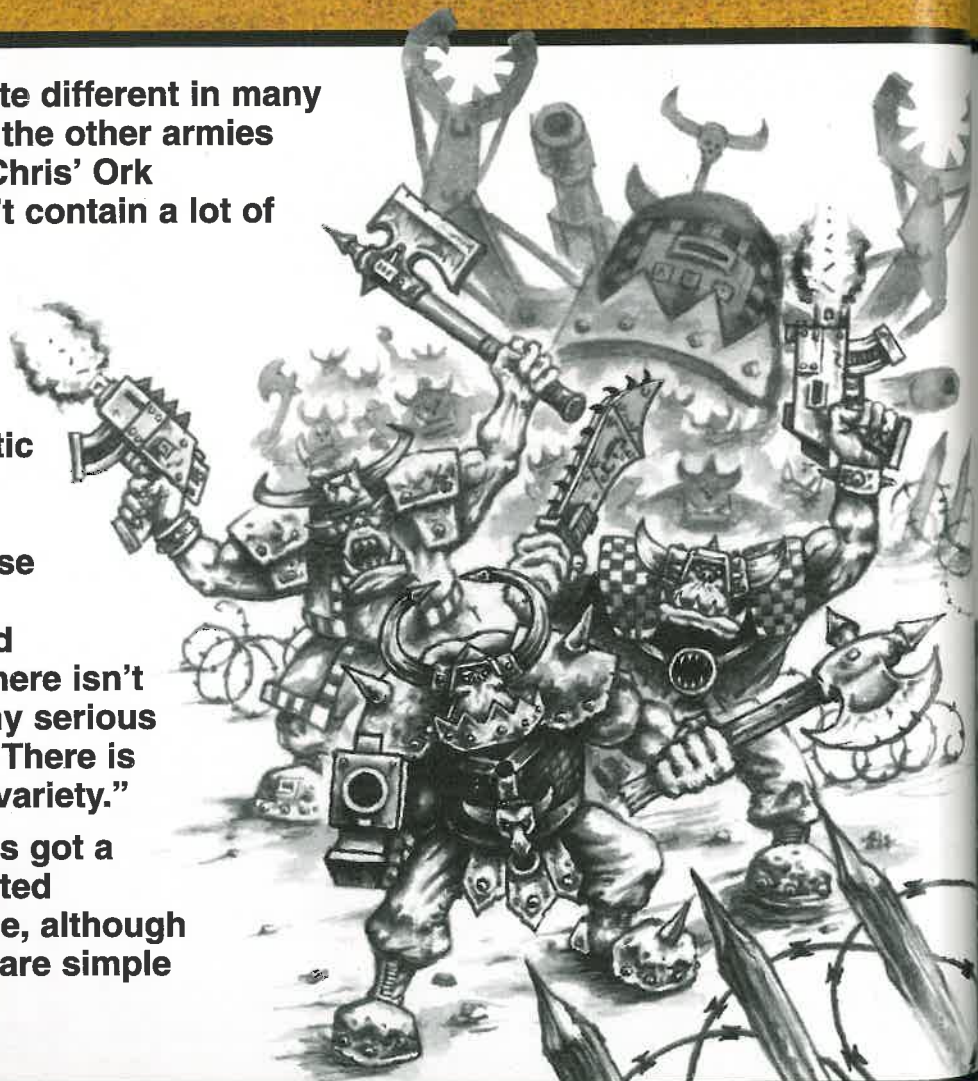


CHRIS HARBOR CH



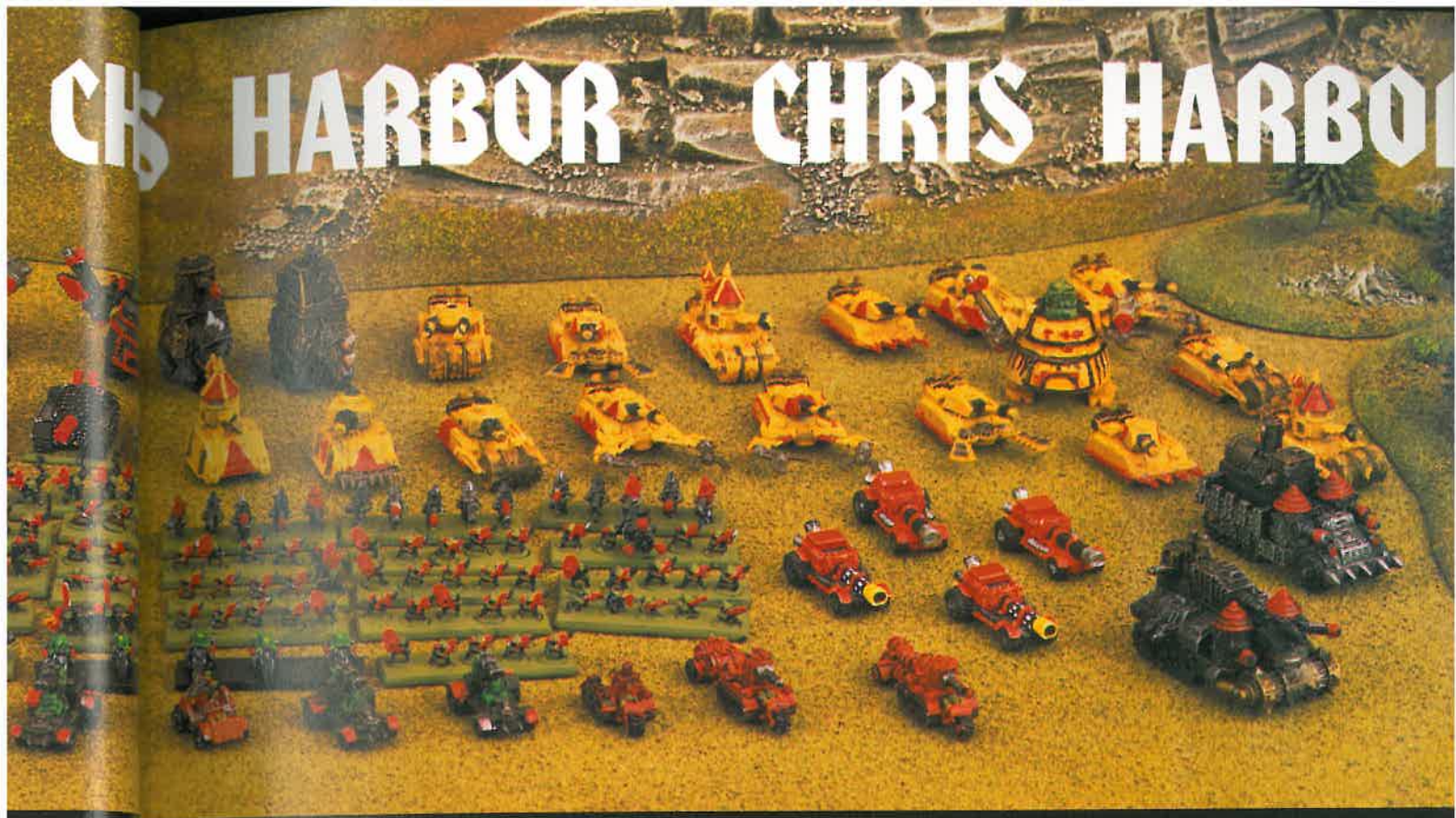
Chris' army is quite different in many respects. Unlike the other armies we've looked at, Chris' Ork detachments don't contain a lot of conversions as such, "Radio aerials are about as far as I'll go really. The Ork range of plastic battlewagons has such a diverse assortment of close combat weapons, turrets, rollers and battleclaws that there isn't any need to do any serious conversion work. There is already plenty of variety."

However Chris has got a number of converted Rhinos in his force, although once again these are simple turret swaps.



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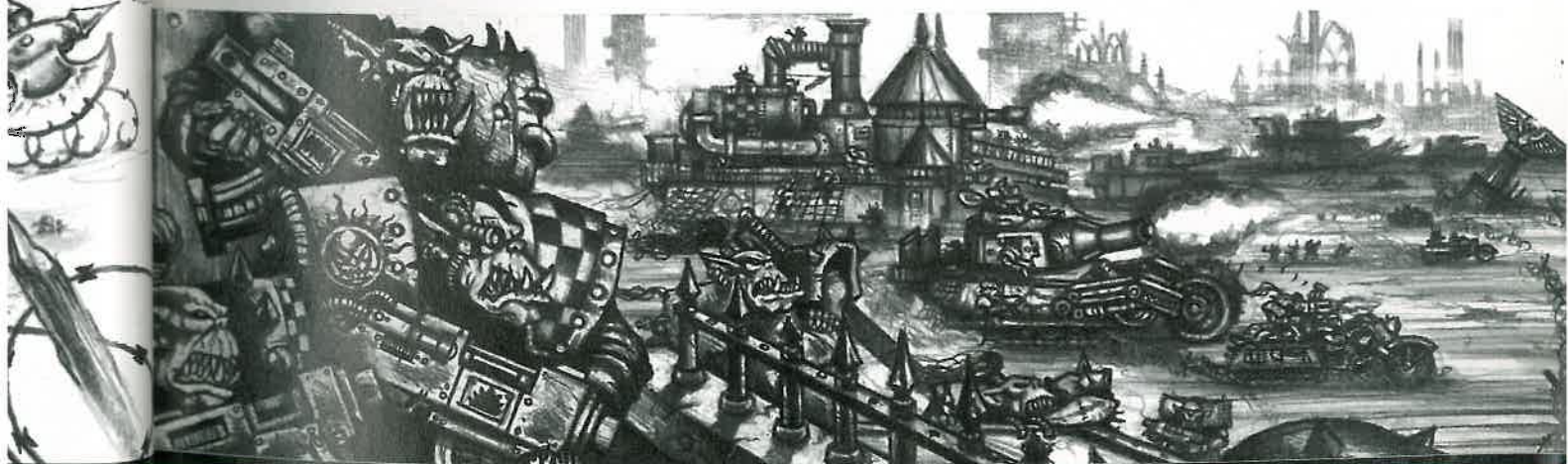
Everyone seems to have a different idea of how Epic tanks and troops should be painted and Chris is no exception. To begin with his troops are sprayed with a black undercoat first then a second, lighter undercoat of white adds some easy shading. He then paints on all the details, the guns, Ork skin, and shoulder pads, which are really easy to pick out. When he paints tanks, Chris uses an even crazier technique. He uses car sprays to colour up his tanks and then applies a wash of Citadel ink to shade them and matt down the colour. Chris picks out the roofs and turrets in a contrasting colour, in the case of his yellow/sand coloured battlewagons this is red. Citadel transfers finish off the models. Like many of the Ork generals I've talked to Chris uses a lot of old Ork miniatures. Unlike the Imperial range of tanks the Ork range can be freely and easily mixed within detachments to create a disorganised looking Ork army.

"How about this for a great idea. Chris has glued his Blast markers to pennies for extra strength and stability!"

How does his army perform on the battlefield? "Orks are tactically challenged. They don't have flyers, drop pods or large flying transport vehicles to get them to the enemy fast so they tend to have one tactic, rumbling forward in a huge cloud of dust. Objectives can be a bit of a problem, depending on what they are. Some work better for Orks than others.

For instance, when I was playing against Paul Robins a while back my eighteen strong Kult of Speed had to race over a bridge in order to acquire two Capture objectives. Unfortunately Paul's Basilisks on the other side blasted them apart, leaving about four models left! (Speaking of dust clouds by the way, I quite like the idea of making a huge modelled dust cloud to cover the advance of the army. The enemy just wouldn't be able to see what was coming, now that would be nasty! Ha! Ha! That is if he'd let me of course.)

I also find that Battle Fortresses work better for me instead of Gargants. They are cheaper you get three or four Fortresses for your points, rather than investing all of it in a single large target that can easily be blasted apart by sustained firepower."



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NOW THAT WE'VE SEEN THESE GREAT LOOKING ARMIES, I THOUGHT IT WOULD BE A GOOD IDEA TO PICK OUT THE MOST INTERESTING DETACHMENT FROM EACH. THESE SHOULD GIVE YOU LOTS OF IDEAS FOR YOUR OWN MIGHTY WAA-ORK!



Firstly, my Waaagh! Grishnak detachment is the only warband in the army, the rest are Kults of Speed, full of battlewagons and warbikes. This is an example of how you can base your Epic 40,000 army on your Warhammer 40,000 force, and even expand it, as I have done. It contains six units of Shooty Boyz, three units each of Boyz, Gretchin and Nobzmobs as well as the legendary Grishnak himself and is worth 217 points.



In contrast to my warband, Jonas' Bigtooth detachment is a Waaagh seriously tooled up for close combat. It includes single units of Stormboyz, Nobz and Kommandos with four units of skarboyz. The force is backed up by three Dreadnoughts, two Stompas and two battlewagons! Truly this is a close combat monster detachment at 385 points.



Unlike both mine and Jonas' detachments, Andy's Nazdreg's Bommas is a multi-role detachment, which is the style he really prefers. As well as Nazdreg himself, seven units of Nobz take care of business in close combat whilst five big gunz and two Pula Rokkits blast the enemy from a distance. As you can see, a much more all round fighting detachment at 236 points.



Kommandos, Boyz, Skarboyz, Stompas, battlewagons Nobz, Stormboyz, Gretchin, you name it, Chris will build a truly huge detachment out of it! Chris prefers really big 500 point detachments with a broad spread of different troops in them. This idea comes from his complete Ultramarines chapter that he's made in Epic scale. "I'm so used to fighting with complete companies that my Waaagh just has to be as immense in size!"



A 195 points Kult of Speed! This detachment is just part of Paul Sawyer's massive Ork army. It features new models as well as classic Orky vehicles taken from Mail Order's vast range of Epic miniatures.

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WARHAMMER

EPIC 40,000

ORKS
WAA-GRODSNIK'S WHEEL OF DETH

DA WHEELZ OF DETH

If you are still having trouble choosing your detachments, or you want a different way to collect a force, it's worthwhile mentioning the new Epic 40,000 boxed army, Waa-Grodsnik's Wheel of Deth. This boxed set has everything you'll need to start off a great Kult of Speed including two Battle Fortresses, a Gargant and metal objective models all featured in last month's White Dwarf. There is also a 16 page booklet written by Gav Thorpe describing Waa-Grodsnik as well as a great guide to collecting an Epic 40,000 Ork army. It's priced £45 and is an excellent starting point for an army.



GARGANT DETHSTOMPA

WEAPON TABLE

Weapon	Range	Damage	Notes
Ballista	24"	1D6	Can be used as a siege weapon.
Heavy Bolter	24"	1D6	Can be used as a siege weapon.
Light Bolter	24"	1D6	Can be used as a siege weapon.

CRITICAL DAMAGE TABLE

Roll	Effect
1-2	1D6
3-4	1D6
5-6	1D6

CATAPULTORIC DAMAGE TABLE

Roll	Effect
1-2	1D6
3-4	1D6
5-6	1D6

WAAAGH THE ORKS!

ORKS

The Orks are a race of... (text continues)

ORKS

The Orks are a race of... (text continues)

WAAAGH THE ORKS!

ORKS

The Orks are a race of... (text continues)

ORKS

The Orks are a race of... (text continues)

ORK BATTLE FORTRESS

WEAPON TABLE

Weapon	Range	Damage	Notes
Ballista	24"	1D6	Can be used as a siege weapon.
Heavy Bolter	24"	1D6	Can be used as a siege weapon.
Light Bolter	24"	1D6	Can be used as a siege weapon.

CRITICAL DAMAGE TABLE

Roll	Effect
1-2	1D6
3-4	1D6
5-6	1D6

CATAPULTORIC DAMAGE TABLE

Roll	Effect
1-2	1D6
3-4	1D6
5-6	1D6



GAMES RINGWOOD



Pictured here are some of the hordes of manic gamers descending upon the Ringwood Grand Opening, determined to recruit ferocious new warriors for their upcoming battles.

Is this your face circled on the right? Contact Ringwood store for a special Grand Opening prize.



*Above: The calm exterior of the Ringwood Store, seconds before the assault of the plundering hordes!
Below: Many frothing loonies cry out as a flock of killer White Dwarfs swoops down from the skies.*

Below: And you thought you were keen! These two eager gamers were first in the door after arriving at 2am, seven hours before the opening time. No wonder he can't hold his White Dwarf the right way up!



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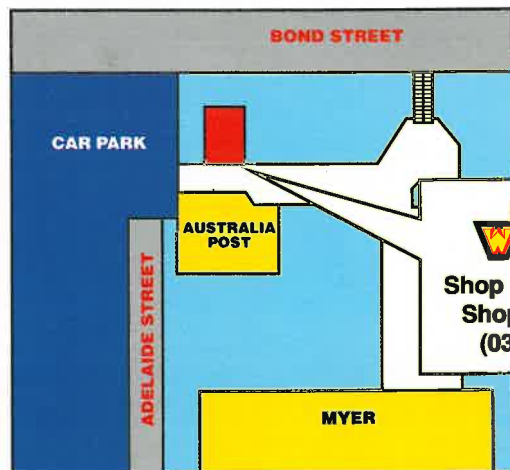
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Above: Limitless enthusiasm and a great set of lungs helped this frother lead his fellow gamers in countless battle cries and keep everyone entertained (deafened).
Below: Waaaaaaaaaaaaaaaaaagh!



Above: Some of the lucky prize winners holding aloft their autographed treasures: Tim Livingstone (Wood Elves), Peter Conversano (Ultramarines) and Tom Frost (White Dwarf 207)
Below: Don't forget Games Night every Friday Night and there are loads of other events happening, so check out Ringwood!



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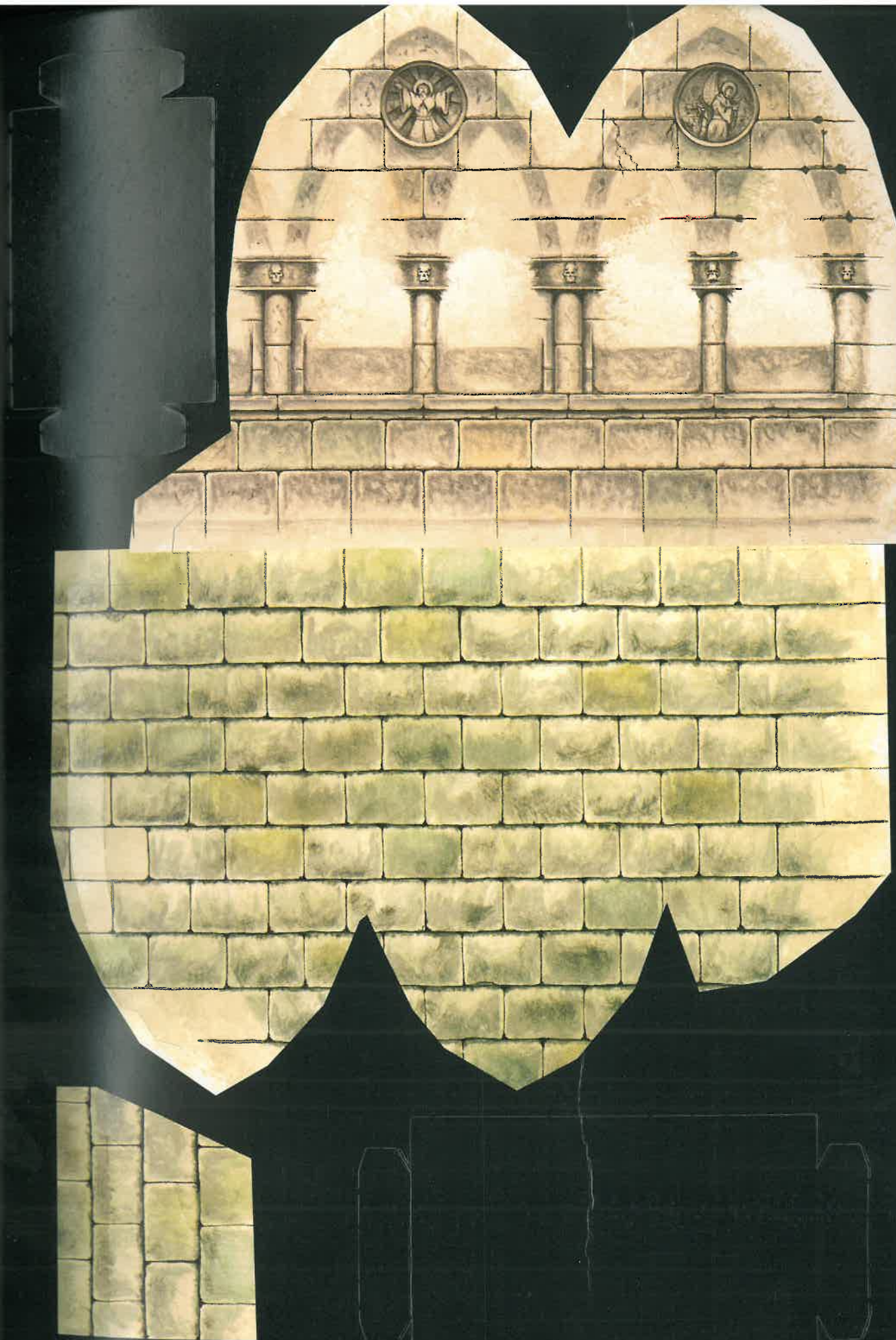
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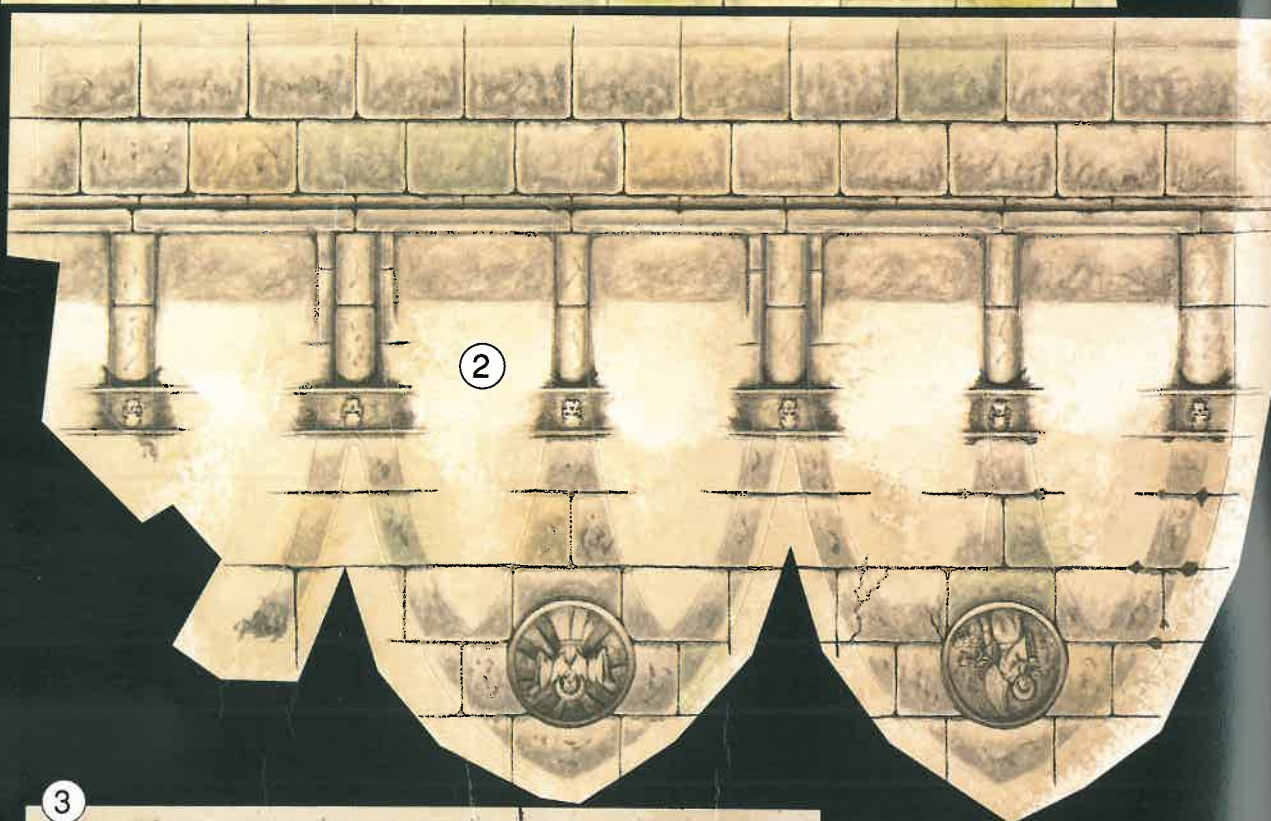
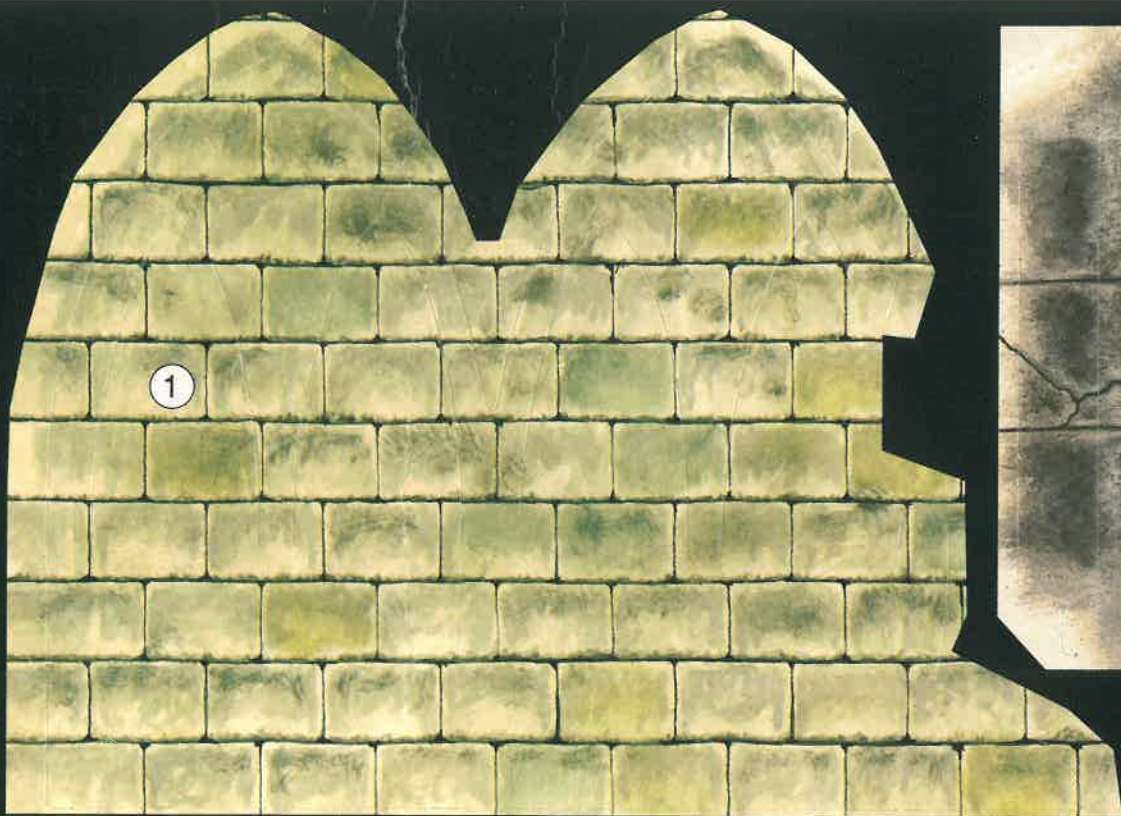
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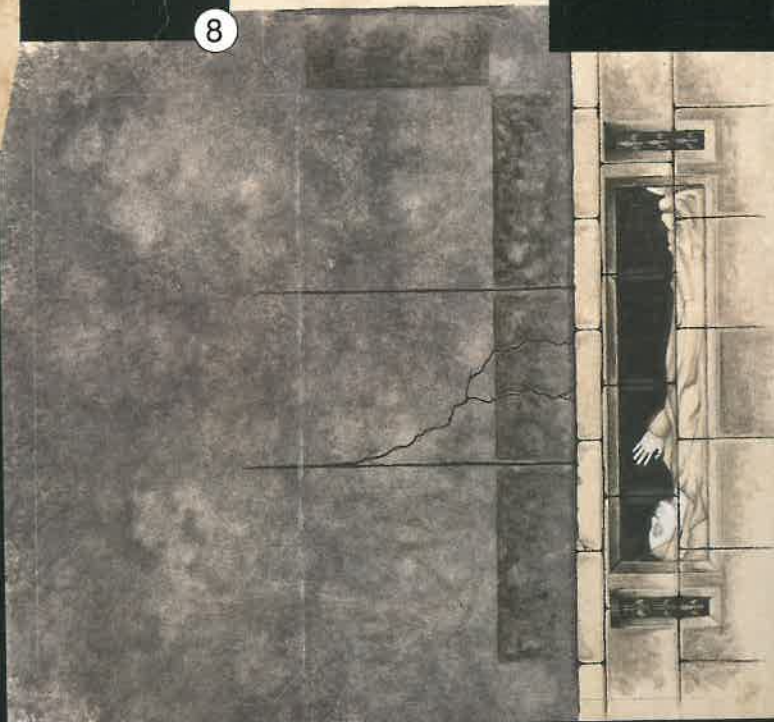
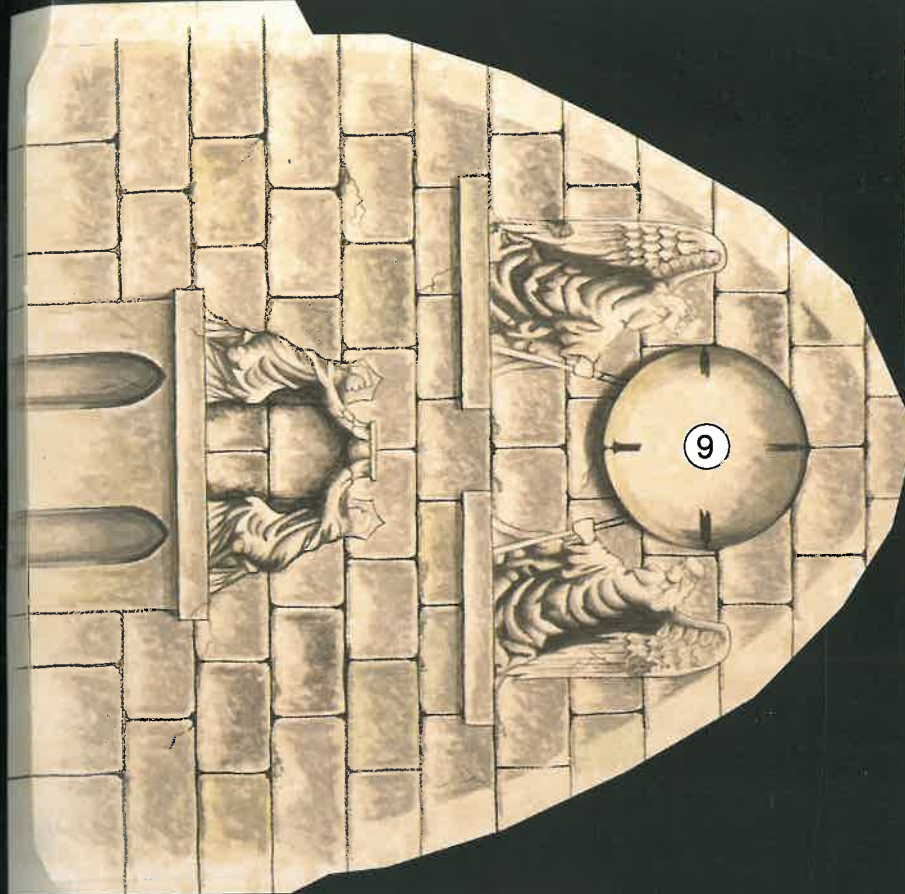
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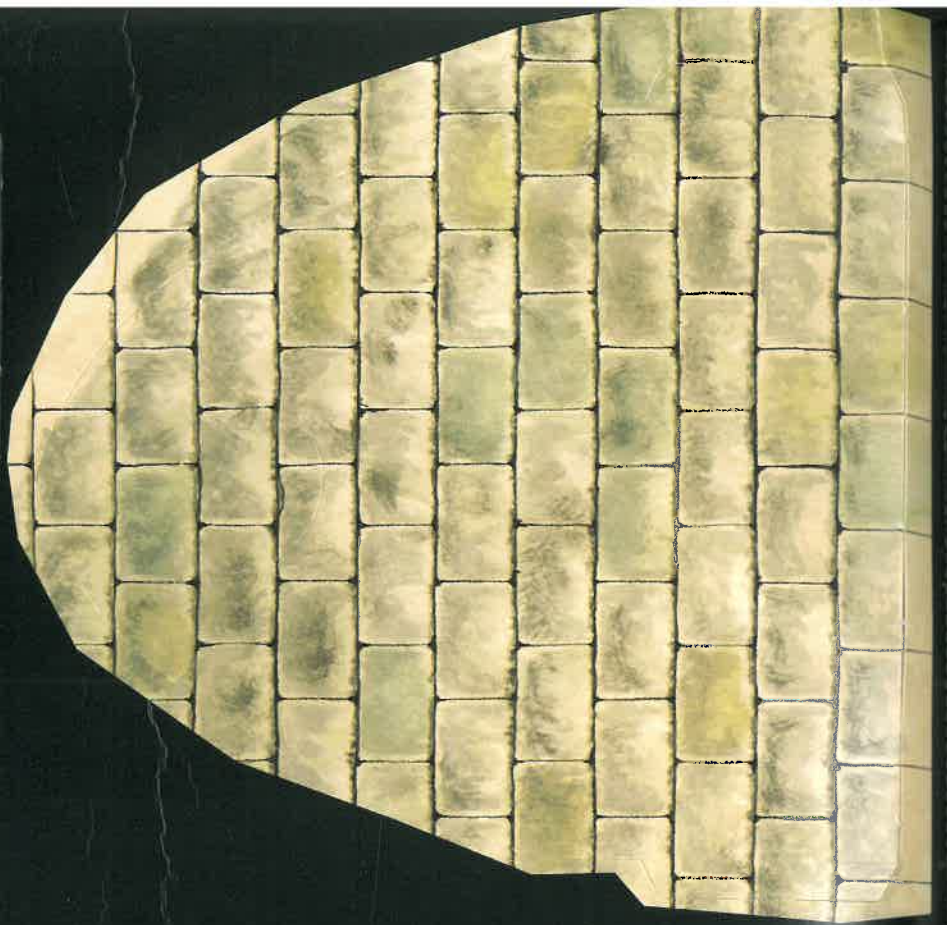
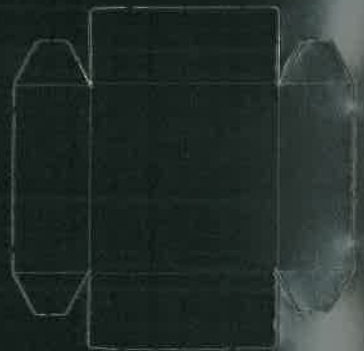
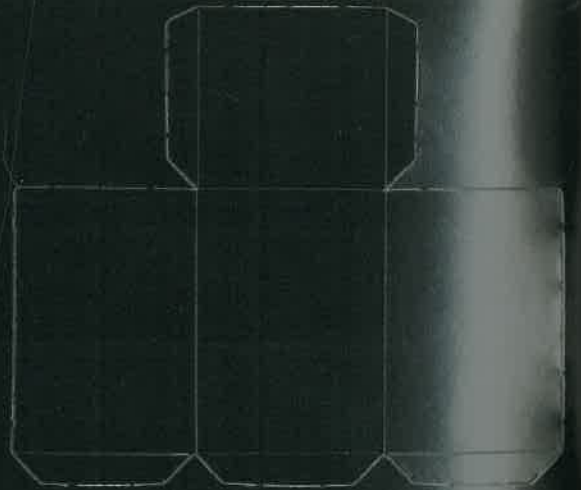
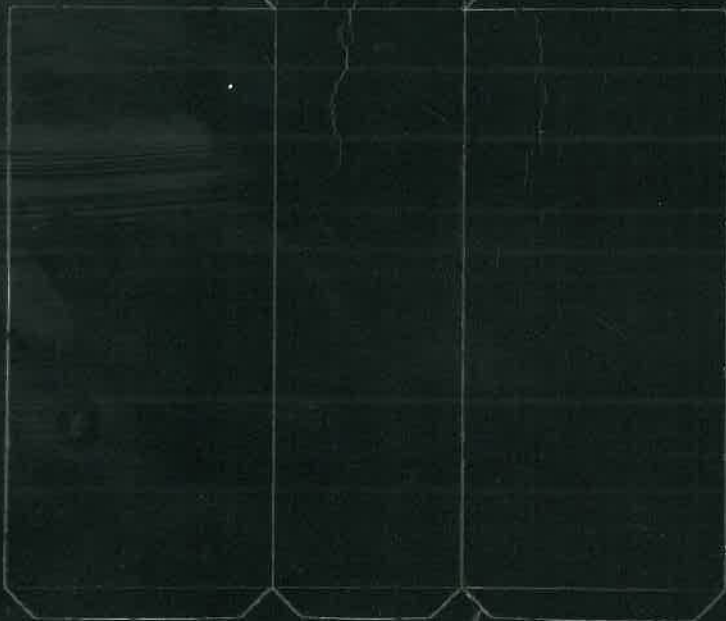
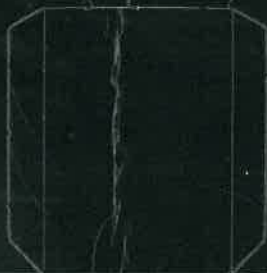
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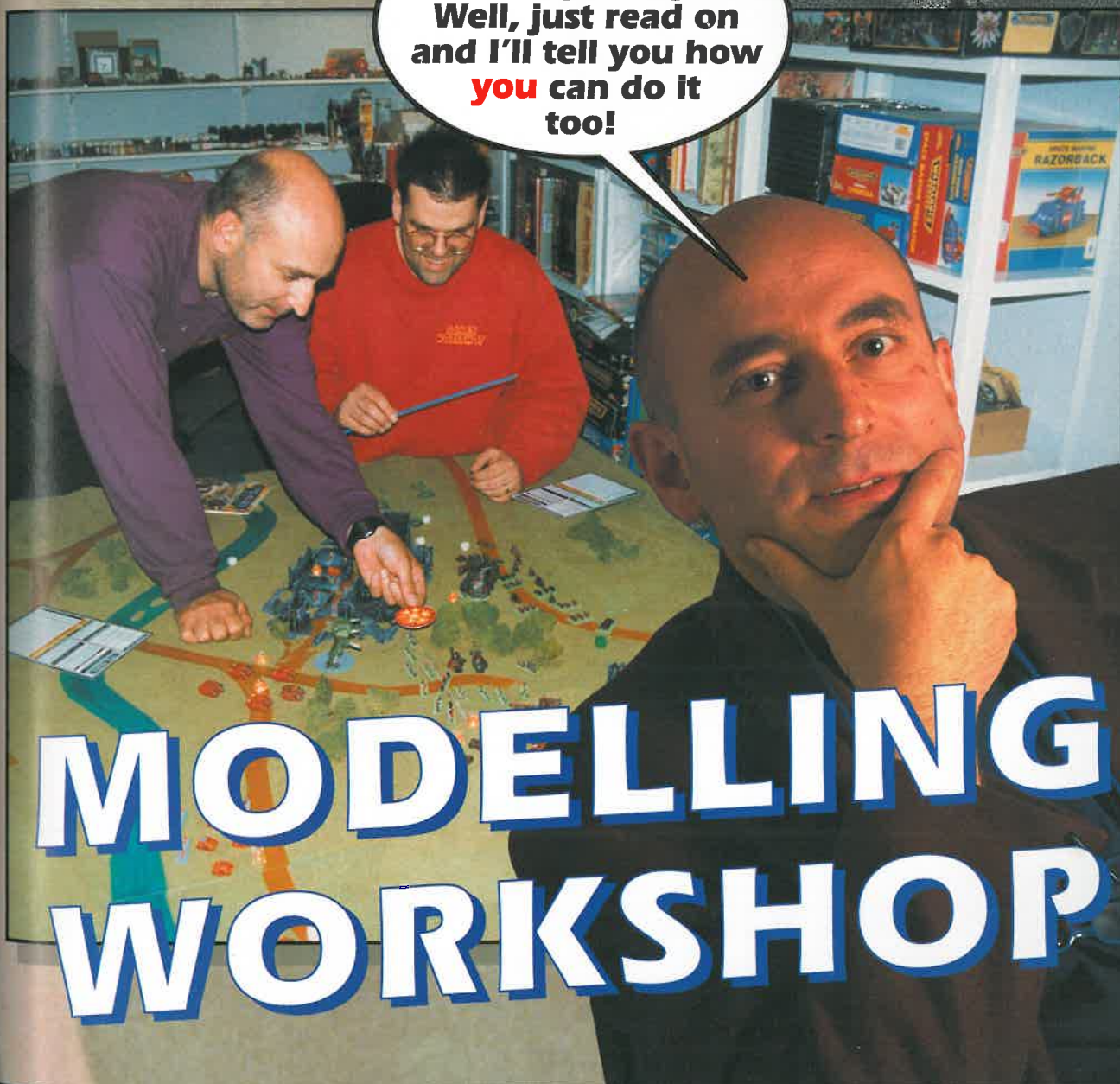




Hi! Robin Dews
here again with some
more crazy terrain ideas.
This time I've made...

**64 square feet of
terrain for under
Forty Pounds!**

Impossible
I hear you cry?
Well, just read on
and I'll tell you how
you can do it
too!



**MODELLING
WORKSHOP**



Adrian and Robin pose remorselessly for the camera in a desperate attempt to look like they are playing a game.

More madness!

A couple of issues of White Dwarf back, I explained how the release of the new Epic 40,000 game had inspired me to create a new set of modular terrain boards over which to fight my battles. Lots of you have written in to say how much you enjoyed the article (thanks in particular to Matthew Prentice) and so I decided to develop the terrain project a little further.

Although the fully modelled terrain looks fantastic, for most people it is simply too difficult to store unless you have access to a large garage, a fully set-up games room or are a member of a games club or wargaming group that meets regularly in a hall with storage space. I now store all my "Ash Waste" terrain at the Design Studio, which is fine if you have a Design Studio available, but most of the time I also have to work within the confines of the available space. At

home, I have a room that I use for fighting battles in, but it also has to double up as a painting area as well as providing storage for my ever growing collection of games and books. I therefore wanted to make myself some new terrain that I could store flat, (under a bed, up against a wall, or tucked behind a wardrobe), that would provide me with a good variety of set-ups and be relatively straight forward and cheap to build. Very few people have an unlimited budget for their hobby and given the choice, many people would prefer to spend their hard earned cash on additional models for their armies rather than shelling out time, money and effort on making terrain. However I am a bit of a terrain nut and for me, the look of a nicely modelled landscape does truly bring the battle to life.

With all this in mind, I therefore set out with the triple aims of building a brand new gaming set-up that would provide me with a minimum of 32 square feet of playing area (the equivalent of an 8'x4' table top), that could be easily stored away behind a bed or wardrobe) and would cost less than £40 (US\$60).

I decided from the outset that I wanted to make the terrain modular and construct it out of four 2'x4' boards. This approach would instantly solve the problem of storage, as it is much easier to find the space to keep four 2'x4' sheets of timber than a single 8'x4' board. Because I wanted to stack the boards flat on top of each other I had to rule out constructing any terrain features other than roads and rivers onto the boards. All of the hills, woods and buildings would have to be modelled separately and placed on top of the boards each time I played a game. I didn't mind this too much as it would also provide me with more variety in my set-ups.

I'm currently playing loads of Epic games and really like the way in which the rules for moving on roads provide an important additional tactical element to the game. They also reinforce the scale of Epic battles by linking different parts of the battlefield together and providing points of interest for the placement of objectives. As anyone who has ever read any material on historical wars and campaigns will know, battles are rarely, if ever, fought on an open field. Occasionally, particularly in ancient battles, opposing armies would engage each other simply for the purpose of forcing a decisive encounter, but most of the time armies meet and fight because of the need to capture and hold other kinds of objectives, for example, river crossings, road junctions or for the possession of important towns and cities (however this is an aside to which I will return in a future article).

The plan therefore was to create four 2'x4' terrain boards, that were marked out with rivers and roads that would all link together in a 'realistic' way whichever way the boards were placed. With all this in mind I headed off down to my local DIY store to see what I could find.

As I wanted the boards to be stackable, they would need to be tough which pretty much ruled out polystyrene as a material - it's simply too fragile. I therefore decided to buy 4 sheets of 2'x4' chipboard (approximately 1/2" or 12mm thick) at the cost of £1.25 (US\$2.00) as my base material. Chipboard is a compressed composite of wood shavings and glue which is both tough and cheap. If you are using long lengths of it (more than about 6') it will generally need battens screwed underneath to support it, but for our 2'x4' sheets this is simply not necessary. Almost all DIY or hardware stores sell this type of material. Most often they supply it in 8'x4' sheets, but will usually be more than happy to cut it down into 4 2'x4' sheets for you before you leave the store.

Having already built a set of ash waste boards, I decided that I wanted this to be a more classical "green fields" terrain. My next purchase therefore was a tin of Homebase Cactus Green paint. Many DIY stores now have a paint mixer machine where you can choose a colour from a wide range and they will mix it up for you there and then. I have found that Homebase Cactus Green is a very good match for Citadel Goblin Green and is very useful for painting large areas of terrain. The paint cost me an additional £8.00 (US \$12.00) While I was at the store, I also brought a single sheet of polystyrene foam insulating board to make some hills with. This cost me a further £1.25.

The only other materials I used for the project were about 500ml of PVA glue (4 bottles of Citadel PVA should do the trick) – £5.00.

Eight bags of Citadel green flock (£16), although you can equally well use sand to texture your boards before you paint them.

A pot of Citadel Snakebite Leather and a pot of Vermin Fur to mark on the roads. I also used a mix of all the old blue, green and turquoise paint I had in my collection to paint the rivers (£1.25 each).

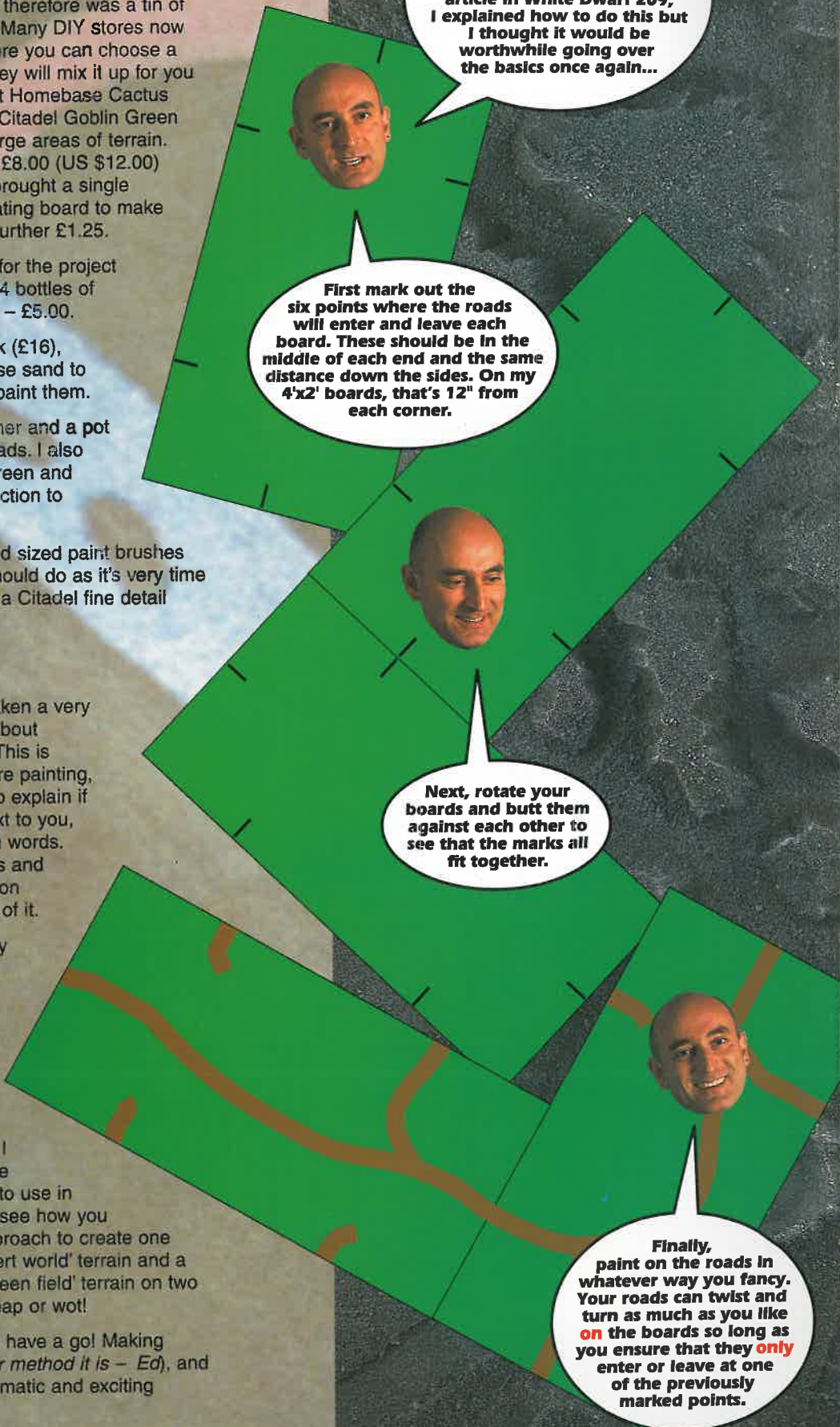
You'll also need a couple of good sized paint brushes – a 2" or 3" decorators brush should do as it's very time consuming to make terrain with a Citadel fine detail brush!

'Ere we go...

On the following pages we've taken a very visual approach to how I went about building this new set of terrain. This is because modelling, like miniature painting, is something that is very easy to explain if the person is standing there next to you, but the very devil to put down in words. However if you follow the photos and captions and use a bit of common sense, you'll soon get the hang of it.

During the course of building my terrain boards, I decided half-way through to double-side them. This means that I can flip each board over and get a different set-up (it also means that you get a whacking 64 square feet of playing area for a little extra effort!). I did this largely so that I could include some rivers on the boards, which I might not want to use in every game. However, you can see how you could use this double-sided approach to create one set of Warhammer 40,000 'desert world' terrain and a complete set of Warhammer 'green field' terrain on two sides of the same boards – cheap or wot!

All I can add is get stuck in and have a go! Making terrain is fun, cheap (using your method it is – Ed), and I think it makes for far more dramatic and exciting war games.



The trick with roads on modular terrain is of course getting them to match up with the rest of the boards. In my original article in White Dwarf 209, I explained how to do this but I thought it would be worthwhile going over the basics once again...

First mark out the six points where the roads will enter and leave each board. These should be in the middle of each end and the same distance down the sides. On my 4'x2' boards, that's 12" from each corner.

Next, rotate your boards and butt them against each other to see that the marks all fit together.

Finally, paint on the roads in whatever way you fancy. Your roads can twist and turn as much as you like on the boards so long as you ensure that they **only** enter or leave at one of the previously marked points.

Lets get going...

1 Freshly back from the DIY store, I now have four 2'x4' sheets of chipboard, green paint, PVA glue, some packets of flock and a couple of pots of Citadel paint.

2 Having read through Robin's hastily typed

instructions, Steve sets out to prove that it really can be done! He starts by covering his tabletop with newspaper and then getting down to work with his paintbrush and the tin of green paint. All four boards were painted in this way and then left to dry. He then flipped them over and painted the other sides to produce a massive 64 square feet of playing area!



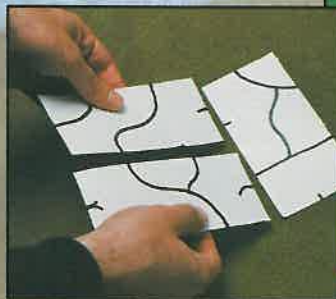
3 A close up of Steve's brush in action... Go man go!



4 Before you get started, give some thought to what colour you want to paint your boards. Although Steve painted his terrain green, you may prefer to paint them grey, brown, pink or any other colour (well maybe not pink!) depending upon whether you are playing Warhammer, Warhammer 40,000 or Epic and what kind of terrain your batties will be fought over. You could also choose to paint the two sides different colours to represent different landscapes. Its entirely up to you!

5 Finally, when all of the boards were thoroughly dry, Steve began to paint on the roads and rivers. When I made my set of boards, I first cut out some 2"x4" paper rectangles and pencilled a network of roads and rivers onto them. Once I'd arrived at a sensible plan and was sure that everything joined together even when rotated, I used them as a guide to work from when I painted onto the boards.

Not all of your roads have to extend all of the way across the board. The only important thing to remember is that they should enter and leave at the same six fixed points. As soon as you start putting your boards together you'll find that roads that just stop after 2 or 3 inches are very useful as the focus point for a set of buildings, an abandoned mine, or other terrain.



6

Another shot of Steve's arm in action. I first painted my roads in **Snakebite Leather**. But they looked a bit flat with only one colour so I added **Vermin Fur** to make them look muddy. If you wanted you could just give them a sand texture or simply drybrush over the chipboard which has enough of a surface to pick up the highlights.



7

Here Steve is painting on a river. All of the same principles apply as to the roads etc. make sure they enter and leave the boards at identical points, but let them twist and turn as much as you like within the boards. Notice how he hasn't taken the road all the way up to the river. This allows you to later place a bridge model over the crossing, or leave it as a ford. You can even place a bridge and then blow it up during the game and replace it with a finely modelled ruin which is the best fun of all!



8

Now that you've finished painting on the roads and rivers, its time to get sticky!

You'll find that your work has created a series of small areas on each board that are bounded by the roads and rivers. Thin down your PVA glue with water until it has the consistency of milk and then brush it over one of these areas. Immediately pour on a generous amount of flock and put it aside to dry. If you work on three or four boards at the same time, you'll find that by the time you've worked on the last one, the first is ready for another area. Don't rush this. Be patient and take your time. As each board dries, pour the flock back into a bag or box ready for the next section.

You could of course instead of flock, use sand, sawdust or any other fine material to surface your boards or not do this stage at all. It's your choice!



Building it all up...

Of course, making the terrain boards is only half the story. There are three other scenic items that no self-respecting wargamer should be without and these are buildings, hills and woods. In the photos of my terrain boards, you'll see that I've also modelled up the buildings from the Epic 40,000 game and created some wooded sections and hills that I painted and flocked in the same way as the game boards so that they would fit in with the overall look of the landscape. This was very easy to do and so here we go again in eight simple stages.



2 The next job was to begin to build up the ruins. I wanted to create the look of a ruined fortress on each piece and simply glued the plastic buildings from the Epic 40,000 game in place with PVA. You can order more ruins from Mail Order if you want.



4 Once everything is dry and settled, simply spray the whole base with Black undercoat and then drybrush first with Shadow Grey followed by a final highlight of Skull White. Use a big soft brush and build up the highlights slowly, taking your time.



I decided to base the buildings from my Epic 40,000 game onto pieces of stiff card for four simple reasons. First of all, it looks good as you can model up the base with sand and gravel to create the effect of rubble. Secondly, it makes the pieces more robust and less likely to get damaged. Thirdly, by adding in bits of road and flocking the edges they tie more closely in with the rest of the terrain. Finally, I like to play a house rule that says if your model is on the terrain piece, then it gets the benefit of any cover conferred by that terrain. Having the woods and buildings mounted on card makes this very clear and avoids the "Those infantry aren't in the woods!" type of argument.



1 First of all, I cut out a piece of card in the shape of a table tennis bat. This was so that I could later paint the 'handle' with the same brown paint as the roads and it would blend in nicely. I also sliced the edges of my card at an angle with a sharp Stanley knife. This provides a nicely bevelled edge so that the base will blend in well with the surface of the terrain boards.



3 The third stage was to brush PVA mixed with water around the edges of the ruins and then pour on some rough sand to represent fallen rubble and masonry. Leave this to settle for a few minutes and then pour off the excess and leave the model to dry.

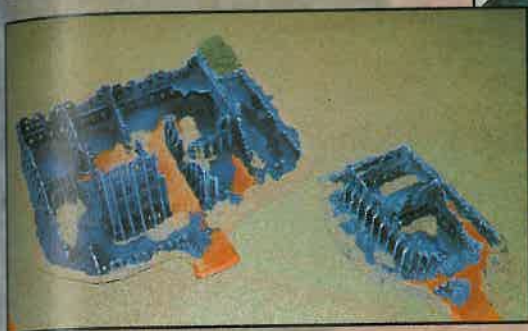
Note: Once the glue has dried, you must paint over the rubble again with a further coat of PVA mixed with water and a drop of washing up liquid. (washing up liquid breaks the surface tension and allows the glue/water mix to flow around the grains of sand) in order to seal the surface. If you don't do this, then as soon as you start to drybrush your model, the sand will begin to come off! Once you've finished, leave the model to dry overnight.



Bish, bosh! bish, bosh! – see that brush go!

5

To finish off the pieces, I painted the road in the same Snakebite Leather/Vermin Fur combination I'd used for the roads on the main terrain boards and then flocked around the edges by painting them with PVA and pouring on the flock.



Its getting very hilly in here...

6

Hills were the next thing and dead easy they were too. You can of course simply go along to a Games Workshop store and buy a few, but being a creative sort of chap, I like to make my own! I used a 'hot wire' polystyrene cutter to form the basic shape of the hill before painting it in the same Cactus Green as the rest of the terrain and then once again flocking it with PVA. You can hack out a decent hill shape with a sharp knife, but do take care. Always cut away from yourself and work on several thicknesses of paper. Cutting polystyrene with a knife also makes a horrible mess so I would advise working out of doors if possible.



How to make a hill in four easy stages...

1. (Left) Cut out shape with hot wire cutter.
2. (Below) Paint your hill green.
3. (Right) Brush the newly greened hill all over with PVA glue.
4. (Below right) Flock it!



And woody too...

7

By now you should pretty much be getting the hang of this approach and so knocking up a few woods? – It's easy mate!



Once again, I cut out a rough shape in card and then painted it green (Cactus Green of course!). Citadel make some great little miniature trees but for Epic scale games I prefer the look of lichen. This is a modelling material that you can buy from model railway and hobby stores. It consists of an actual organic lichen that has been picked and then dyed green and looks great as miniature trees. Once the paint was dry, I cut the lichen with a pair of scissors so that it had a roughly flat edge and then glued the material down to the board with PVA. Repeat this as

many times as you like until you build up a credible looking wood and then leave it to dry. You can then finish off by flocking the whole base and bingo! You have an Epic wood.





Well
that's about it...
Adrian is standing
over my shoulder saying
"When are you going to
finish this article then?"
So I'd better
end here!

I hope that this has shown you a cheerful and entertaining approach to making gaming terrain, because it really is both easy and a lot of fun. Of course when we did the article, we had to go back and re-make some of the pieces so that we could photograph them being built stage-by-stage, but everything was built as you see it with only the listed materials and no special techniques or tricks.

The terrain you see above, is now being used by me almost every week and I've fought some great battles over it (in fact Andy Chambers is coming round tomorrow night to seek his revenge for my defeat of his Orks last month!). As I said in the intro, all of the pieces are also all double sided, so that I can flip them over and create even more variations and my next project is to see if I can use a jigsaw to cut shapes out of sheets of chipboard to create some wide valleys... I'll let you know how it goes!



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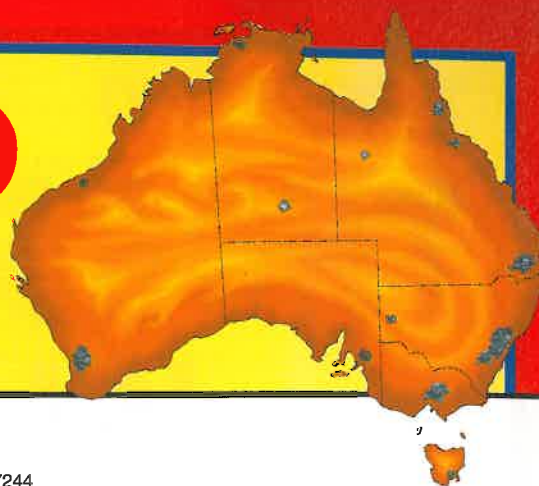
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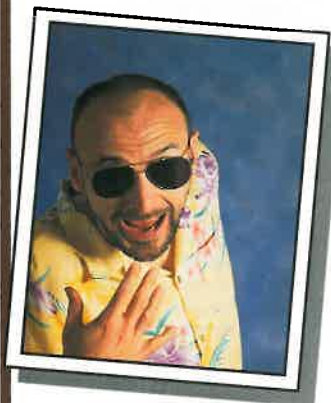
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RETURN TO

THORSKINSON'S ISLAND

PART 2



By Rick Priestley

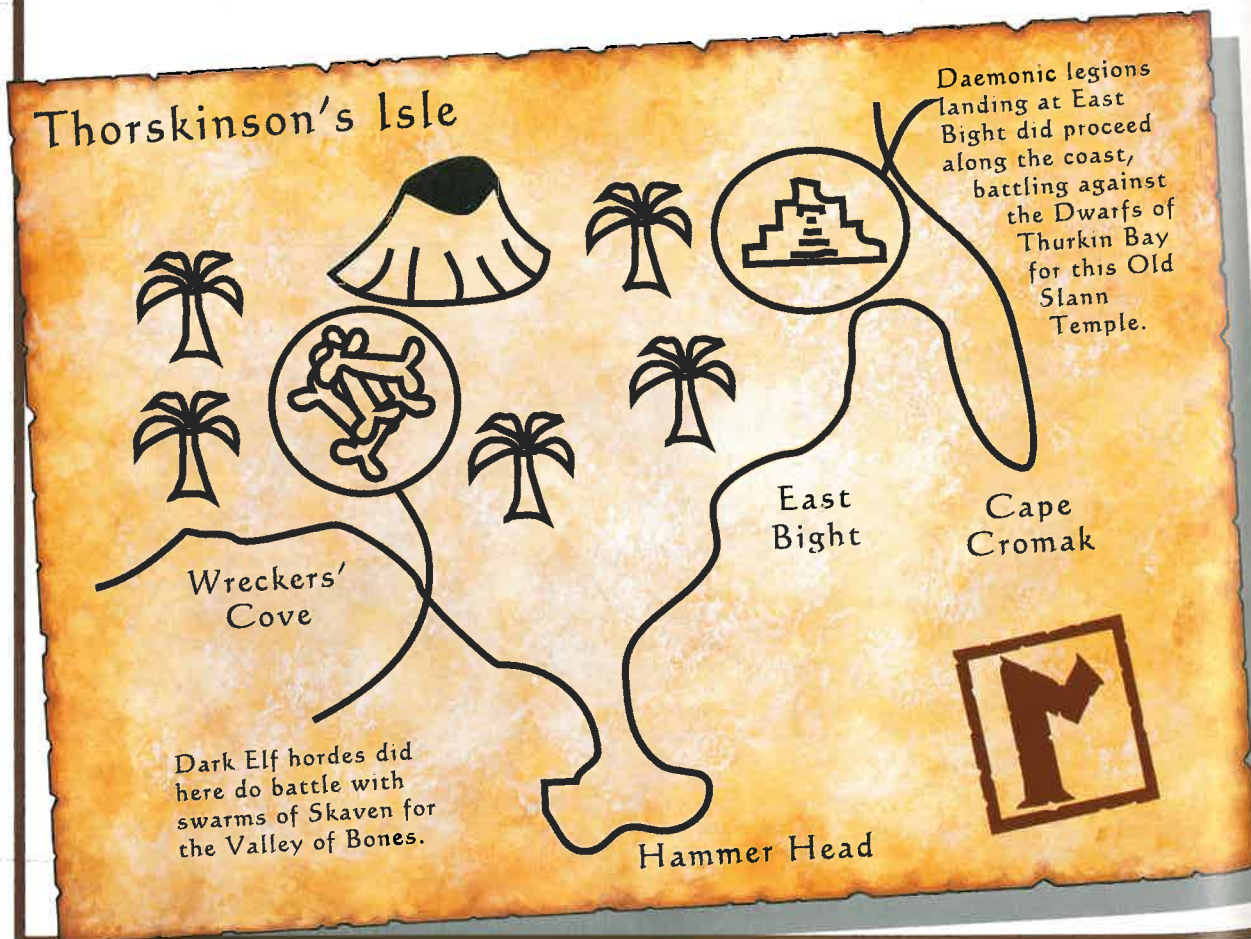
Welcome to the second part of our summer campaign feature, *Return to Thorskinson's Island*! Last month we kicked off with a summary of the rules for fighting the campaign and the first round objectives. This month we draw the first round games to a close, and in the Chronicle we set out the objectives for the second round.

FUNNY GOINGS ON

As you will doubtlessly recall, the first round divided the players into three groups – namely *Goldstrike on Black Thunder Mountain*, *Exploration Inland*, and *Search for Ancient Ruins*. My players dutifully signed up for the various groups. This proved entertaining in itself, with everyone trying to avoid being in the same group as the daemon Italian Warhammer players David Costa and Alessio Cavatore! As it turned out David plumbed for the Goldstrike and managed to win every game he played...!

WORKING OUT RESULTS

I asked my players to keep track of the games they fought, whether they won, lost or drew, and who they played. The



first round was drawn to a close at a convenient moment and I calculated who had won each group by awarding points as follows:

A win – 3 points for the first victory against a player this round.

A second win against the same player – 1 point.

A third or subsequent win against the same player – 1/2 point.

A draw – 1 point if you haven't already scored points off that player this round, otherwise nothing.

Defeat – nothing.

PLAY OFFS

I then arranged for the two highest scoring players in each group to play off for a special territory. These games involved a few special rules as described below, with the winner earning the unique territory for that group.

In the case of my first group, *Goldstrike on Black Thunder Mountain*, there was only one player who managed to score points... namely the ferocious David Costa. This is a tribute to David, who bravely fought against and defeated every contender in his group! Sadly, none of his rivals managed to get it together to fight anyone else, so no other players scored any points. I therefore decided to award David the special territory straight-out, without a play off. This was the *Black Thunder Mountain Gold Mine* described on the following page.

In the case of the other groups there were clear pairs of contenders for the prize territory. In the second group, assistant games developer Iain Compton and figure painter Rich Baker outshone their rivals, whilst in the third group design manager Alan Merrett and "scan man" Owen Crisp finished well ahead of the rest of the field.

Of course, it's not impossible to find several players on level pegging, in which case I'd have favoured players fighting more games over those fighting fewer games – a system I prefer as it means that even losing a game can actually do you some good.

ARRANGING THE PLAY OFFS

The play off games were arranged as follows. In the case of the *Black Thunder Mountain Goldmine* I awarded the territory to David Costa as none of his rivals scored any

points. However, I've included the full play off rules for the territory for the benefit of players following the campaign.

ON WITH THE SECOND ROUND

Players who need to take part in play offs should preferably complete these before proceeding to the second round. Otherwise all players are now free to take part in round two of the campaign! If new players wish to join in they can do so now or at any stage simply by generating three territories as described in last month's issue.

In the second round the players have two options, either to pursue the inland routes to the island's centre or explore the ominously named Phantom Gorge. These are covered in this month's *Island Chronicle*.



GROUP 1 - Goldstrike!

As rival armies clash in the region of Black Thunder Mountain, two contenders emerge as claimants for its lordship. The two players who scored highest in their first round games must play each other to decide who claims the territory, together with its rich seam of gold. Set up a game in the rocky region around Black Thunder Mountain. Use at least three hills and add D6 extra hills to represent the hilly uplands around the mountain. Do not use any other scenery. Otherwise the game is a pitched battle as described in the Warhammer Battle Book. No territory is staked in this game – whoever wins automatically takes possession of the *Black Thunder Mountain Mine*.



Black Thunder Mountain Mine – The income from the mine allows the owning player to include 1 magic item worth up to 100 points in his army in a comparable way to *Trade Routes*, *Silver Mines* and *Gold Mines*. In addition, each time you play a game in the future roll a D6 after you have fought. On the roll of a 6 you have struck more gold (hurrah!) and can add 1 extra magic item worth up to 100 points. The *Black Thunder Mountain Mine* can therefore entitle you to include 1, 2, 3 or even more magic items – the more games you play the greater will be its potential. However, you can never be entitled to more than 6 magic items. Once you have 6 items the mine automatically runs out after your next game, and the territory must then be discarded.



GROUP 2 - Storms Subside

The top two armies make it through to the upland plateau of Thorskinson's Island by means of a steep sided valley littered with bones. The two rival players must fight a battle to determine who will control the Valley of Bones. Set up a game across a completely open tabletop – the short sides represent the cliff-edges and are impassable. Otherwise the game is a pitched battle as described in the Warhammer Battle Book. No territory is staked in this game – the player who wins the game takes possession of the *Valley of Bones*.

The Valley of Bones – The valley is one of the routes to the upland plateau of Thorskinson's Island. The player who controls the valley adds 3D6x10 points to his army points value. Roll once you have conquered the valley to establish its worth. Furthermore, because of the unparalleled access it offers, if in future games you stake the valley and win you are permitted to exchange any one of your other territories for a new randomly generated territory. Do this after normal territory acquisitions and changes are complete.

GROUP 3 - Ancient Ruins

Two rival armies confront each other over the ancient ruins of an *Old Slann Temple*. The two top players in the group must fight a battle to establish who will control the Old Slann Temple. Set up the game with a large area of ruins in the centre and D6 woods to be placed within 12" of the table edge (this represents a jungle clearing with the temple in the middle). Otherwise the game is a pitched battle as described in the Warhammer Battle Book. No territory is staked in this game - the winner takes possession of the *Old Slann Temple*.

Special Rule - place a sacrificial altar or something similar in the exact dead centre of the tabletop (you can just use a large stone to represent the altar if you don't have a suitable piece of terrain). This represents the focal point of the temple's power. Any wizard model within 3" of the this point at the start of his turn rolls a D6 and takes that many power cards - these are a bonus and are added to the player's hand that turn. In addition, a wizard who is within 3" of the altar and also the closest wizard to it at the end of the game may take 1 extra Winds of Magic card in all subsequent games until such time as he is slain or until the territory



changes hands. During each magic phase, after dealing Winds of Magic cards as normal, simply deal the wizard one additional card. Note that this card is usable only by the wizard in question, and is not available to any other wizards in the army. Dwarf Runesmiths are counted as wizards for these purposes, as are units of daemonic troops that can normally cast spells.

Old Slann Temple - The temple is a source of hidden magic. The player who controls it can include up to 5 magic items, each worth up to 50 points, in his army.



The Thorskinson's Island Chronicle

Being a report of the rumours and discoveries made upon the island, compiled for the benefit of adventurous lords in their search for wealth, sorcerous devices, and worldly power. Price one shilling.



There are two different reports currently circulating. One is the discovery of a mysterious gorge, the other a more general report of jungle trails revealed following recent storms. Each player may choose to investigate one report this month.

Report 1 - Phantom Gorge! It is rumoured that Dwarf adventurers have uncovered a secret gorge, a massive cleft deep in the bed-rock of Thorskinson's Island. The gorge is said to be haunted by soul-sucking monsters, but that is just the sort of thing gold-greedy Dwarfs would say isn't it! The word is that the gorge is nothing less than the gateway to the fabled ruined Lizardman city of Xhezeutotzit. Players brave enough to do so can search for the Phantom Gorge.

Report 2 - Jungle Trails. Recent storms have revealed numerous trails

into the jungle. Anyone can explore these trails inland towards the volcanic plateau.

Each player can choose to pursue either one of these reports by informing the Controller that he wishes to do so. Any players who pursue the same report can fight each other over the course of the month, playing as many battles as

they wish against the same or different opponents. This represents the competing armies clashing as they race towards their objective. Territories are staked and won for each battle as described in the Warhammer Battle Book. Players must keep track of how many games they win against which opponents, as the player who wins the most battles for each report will gain a special territory, or uncover a unique reward, or learn something to his future advantage as described in the next Island Chronicle.

CONTROLLERS' NOTES

These notes are intended as a guide for the Campaign Controller but it does not matter if players read them... they are not secret as such! See last month's notes for

general comments regarding the number of players in the campaign, how to tailor the objectives to suit the size of your own gaming group, special characters, and coping with allies.

Overall Winners

Within each objective group, the player who wins the most games overall is deemed the victor. Points will be awarded in the manner described for the first round results. The effect this has on the progress of the campaign will be revealed in the next Island Chronicle.

Number of Territories

The total number of territories a player can hold is limited to 12 territories - but the controller can make this more or less as you please. The general rule is that the more territories you allow the greater the difference between the best and

worst armies, and the harder it is for players to join in as the campaign progresses.

Fighting Battles

Players are free to decide for themselves which of the Battle Scenarios from the Warhammer Battles Book to fight. Players usually opt for the straight Pitched Battle in my experience, but that's entirely up to them at this stage.

Elites and Veterans

Remember, all the elite and veteran rules in Warhammer apply so players must keep track of their troops' progress from battle to battle. This has already thrown up a few notable heroes and dangerous regiments in our campaign - insist that your players give characters original and entertaining names before allowing them bonuses!

Don't Forget

As controller you are bound by only one rule - whatever you say goes! As such you can change or improvise rules governing the campaign, and may need to make interpretations for the players in some cases.





NEW RULES FOR EVENTS!

One of the things I enjoy about being Controller is the opportunity to inflict entertaining events upon players who have innocently signed up for my campaign. Of course, you don't have to adopt this in your own campaign, you can always ignore it altogether if you wish... such is the power of the Controller!

The idea behind Events is to make the campaign more like a real place, where misfortune can suddenly strike a player out of the blue. The Events are not necessarily too dangerous, but they are certainly inconvenient and a considerable source of amusement for players who are not directly affected!

HOW EVENTS WORK

Events are triggered from the Territory chart and work like this. After a game the players randomly generate one new

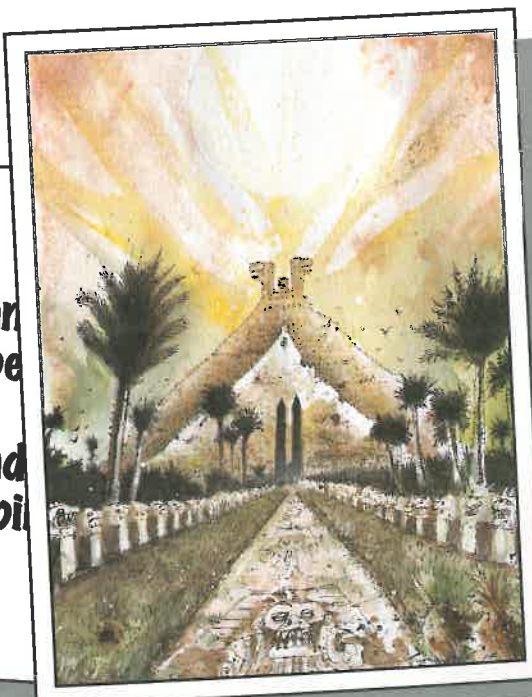
territory as normal. However, if the roll is a double there is a chance that an Event has occurred. Note that this makes no difference to the territory rolled and that the players must continue to re-allocate territory before sorting out events. Once territory has been allocated both players roll a D6. If either player rolls a 6 then an event happens to the other player. So, if player A rolls a 6 and player B a 5, player B must roll for an event. If both players roll a 6 then the scores cancel out so roll again.

Events are rolled using 2D6 on the following Events chart. Note that events can only be generated following a battle – not when a player generates his initial three territories. If you generate an event which does not affect you because you do not have the territories concerned then you escape without penalty.

Dear Father,
Despite an
uncomfortable encounter
with Arabian pirates,
arrived at the island safely.
Journeyed inland, but have
so far been unable to find
any baboons. Will be most
disappointed if this
situation continues.

Your son
Wilhelm

Aldebran
56 Empe
Hergig
Hochland
The Empi



EVENTS CHART

2 – Plague!

Your territory has been stricken by a deadly disease. This is a highly contagious condition in which the victim breaks out in festering sores, raves insanely for a week about biscuits, and finally expires noisily in a dyspeptic fit. This is known as the Dwarf Plague because other races ascribe its origins to a group of demented Dwarf Miners recently arrived on the island. Dwarfs, however, refer to the condition as Grungni's Revenge for reasons which remain unexplained. All armies are affected by the plague except for the Undead who must roll another event instead.

Roll a D6 for each settlement you hold. Villages are destroyed on the roll of a 4 or more. Towns are reduced to villages on the roll of a 6. In addition, you must abandon one other territory of your choice. Destroyed villages and abandoned territories are lost forever. If the plague leaves you with less than 3 territories you must immediately abandon all your territories, giving up the area to the plague, and generate three new territories from scratch – you migrate to a new site away from the plague.

3 – Pirates

Arabian Pirates attack the island, looting shrines, assaulting temples, and carrying off booty from sacred sites! None are safe from their evil predations and your people hide in terror whilst the rampaging corsairs have a high old time at your expense.

Roll a D6 for each Wizard's Tower in your territory. On the roll of a 4 or more the Wizard's Tower is looted and destroyed. Also, roll a D6 for each Sacred Grove, Shrine, and Temple. On the roll of a 6 the territory is reduced to a Wizard's Tower. Any destroyed territory is lost forever. If this leaves you with less than 3 territories you must abandon all your remaining territories and generate three new ones from scratch – you have been driven away from your lands by pirate raids.

4 – Bandits

Wild bands of Skink bandits appear out of the jungle and attack your trade routes, roads, bridges and passes, looting and burning before vanishing back into the island's interior. Their persistent raids make it impossible to use your main communication highways.

Roll a D6 for each trade route, road, bridge, or pass in your territory. On the roll of a 4+ it is rendered untenable and must be abandoned. Abandoned territories are lost forever. If this leaves you with less than 3 territories you must abandon all your remaining territories and generate three new ones from scratch – you have been driven away from your lands by the raiders.

5 – Fire!

Fire breaks out in one of your towns reducing it to smouldering ashes. If you have no towns, one of your villages is burned to the ground instead. Once burned the settlement contributes nothing towards your army, but you must retain the territory and may attempt to rebuild it. You cannot stake the burned settlement in a game. After each subsequent game roll a D6 and add +1 if you won the battle. On the score of 6+ the settlement is immediately rebuilt and counts as normal from then on.

6 – Mine Exhausted

One of your Silver or Gold Mines is exhausted and must be abandoned. If you have several mines then you may choose which you will abandon. If this leaves you with less than three territories then you must move elsewhere, abandoning your remaining territories and generating three new ones.

7 – Scandal

Scurrilous rumours of your past dealings reach the ears of your troops casting doubts upon your honesty, moral integrity, and ability to lead. These rumours are, of course, nothing but a pack of lies invented by jealous rivals (honest... would I lie to you?) but the affront to your pride caused by these unjust yarns still smarts... especially the one about the goat and the three legged stool.

ART (Roll 2D6)

Until these stories are scotched the morale of your army is severely affected and your General must fight with a Leadership penalty of -1. Furthermore your General loses any General's Victory Bonus he may be due, and cannot earn another until he has put a stop to the scandal. The only way to end the scandal is to win a victory – so the next time you win a battle the scandal is ended and your army's faith restored.

Tropical Storms – 8

Tropical storms lash your lands reducing roads and other routes to mud and driving your people to the shelter of their homes. It becomes almost impossible to direct your armies, with troops bogged down by the tropical storms and supplies sodden by the rain.

The next battle you fight you are unable to use any of your roads, bridges or passes. Any bonuses from these territories are ignored and they may not be staked in the battle.

Rebellion – 9

Yes... your people really are revolting! Rebellion and insurrection are rife throughout your land. People are unhappy with taxes, conscription, enforced labour, the occasional living sacrifice, or whatever perfectly reasonably conditions you have imposed upon them for their own good. The ingrates have seized one of your settlements and proclaimed their independence.

Rebels have seized one of your towns or, if you have no towns, a village. The settlement remains part of your territory but contributes nothing towards your army. You cannot stake the rebel settlement in a game. The only way to end the rebellion is to win games. If you win a game then the rebellion in one settlement is put down, if you have several revolting settlements then village revolts are always put down before those in towns. However, if you lose a game then the revolt spreads to another town or, if there are no other towns, to a village. This means it is possible for a rebellion to spread and take over all your settlements if you are a particularly unsuccessful general. Once all settlements have been returned to your rule the insurrection is over and no further rebellion rolls are required.

Earthquake – 10

An earthquake shakes Thorskinson's Island causing widespread destruction. Sadly for you the most severely affected area lies within your territory where your Temple is toppled to the ground and destroyed. If you have no Temple then the earthquake destroys one of your Shrines, if you have no Shrines a Sacred Grove is destroyed, and if you have no Sacred Grove a Wizard's Tower. If this results in you having less than three territories then you must abandon the ruins of your land and move elsewhere, losing your remaining territories and generating three new ones instead.

Volcanic Eruption – 11

At the centre of Thorskinson's Island lie numerous active volcanoes whose smouldering tops can be seen over the dense green jungle. One of these volcanoes erupts spewing molten lava, ash and other unpleasantness over one of your towns. Your town is destroyed, buried beneath tons of lava and ash. If you have no towns then a random territory is destroyed instead! If the eruption leaves you with less than three territories then you must abandon your remaining territories and start again from scratch by generating three new ones – you have been driven away by the volcanoes.

Hurricane – 12

Being a tropical island Thorskinson's Island is fraught with hazards of which hurricanes are one of the worst. A devastating hurricane rips indiscriminately through the island leaving much of your territory in ruins. Roll a D6 for each territory you hold. On the roll of a 6 the territory is destroyed, flattened by the hurricane, buried beneath mud-slides, or flooded by pouring rain. If you are lucky enough to avoid losing territory to the hurricane then the last item rolled is automatically a failure... in other words you will always lose 1 territory come what may so be careful not to leave your best territory until last. If the hurricane leaves you with less than three territories then you must abandon your remaining territories and start again from scratch by generating three new ones – you have been driven away by the hurricane.



PAUL SMITH'S WOOD ELF HOST

Arrayed below is Games Workshop artist Paul Smith's Wood Elf campaign army. Paul used a limited palette of colours, and a single spiral device to give the army a unified overall appearance. All the models are based around the same green and white colour scheme – you'll even notice that it's the same tone of green used throughout, from Orion's skin to the cloaks of the Archers. Paul has painted everything over a black undercoat, even the characters, for speed. This also gives a more brooding feel to the army – Paul wanted his army to look darker and more savage than the traditional Elven image (don't forget to check out the tartan trousers on the Wardancers – they're Paul's favourite bit!).

The model to the right is Paul's general. Paul is particularly fond of the snow leopard pattern on the hindquarters of the Griffon. This seemed much more appropriate for a Wood Elf army. To the left is a converted Wood Elf Mage, using a Chaos Beastmen standard for the head, a plastic Saurus sickle, and loads more besides!





To the right is Orion, the Wood Elf King in the Woods. Paul paints more involved models like this in between painting regiments, to give him an incentive to finish the regiment!



Above is Paul's Wood Elf Chariot conversion. This came about largely as a response to the requirements of the campaign. Paul's army had not been doing very well, losing all three of his first battles, and needed something that could do some serious damage. It remains to be seen whether this latest development to his army will work or not...



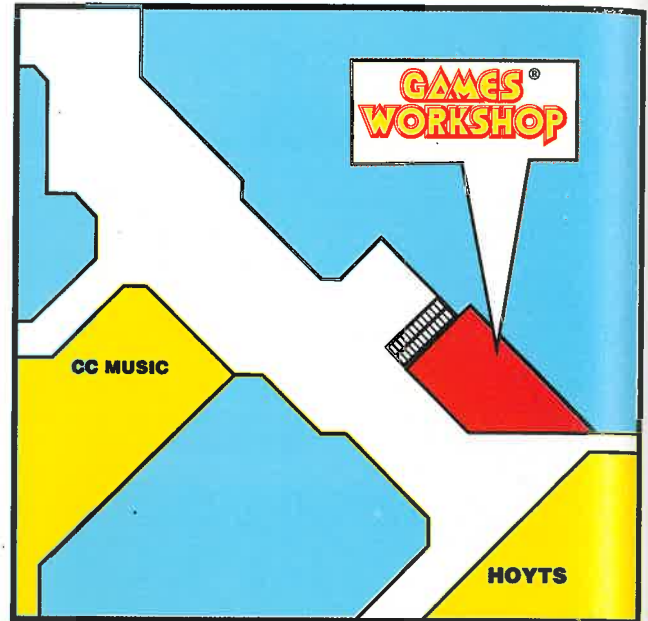
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• GOLDEN DEMON •

Phoenix Lord
By Neil Thomason



Banelord Titan
By Marcus Riley



This page shows just a small selection of the winning entries throughout the ages. So, do you think you've got what it takes to have your work join this hall of fame? If so, then fill in the form at the end of this article.



Vernin Lord
By Andrew Daborn



Night Goblin Command Group
By Barry Lees

Wolf Priest
By Neil Thomason



Daemon Slayer
By Robin Hemsall





I love the Golden Demon painting competition, always have done! For me it's the highlight of the Games Workshop year. When else do you have the opportunity to get a close-up look at some of the finest painted and converted models from

all across the world in one place and at one time? I've been going along for eight years now and I'm always impressed by the increasingly high standard of the entries, it just seems to get better from year to year.

Report by GW Photographer
Anthony Bath

MATT'S BIG DAY OUT

In 1995 Matt Parkes won the Golden Demon Slayer Sword, the prize awarded to the outright winner of the entire competition. Since then he has joined the Design Studio's 'Eavy Metal team, so I decided to talk to him about his winning diorama and asked him to cast his mind back to the day itself...

"When I was first thinking about the diorama I definitely wanted to do something that was fresh and new, not to use anything that I'd seen before and at the time the Imperial Guard and Landspeeder models were both fairly new. I

really liked the Catachan Jungle Fighters so this formed the basic idea; a Landspeeder crashed in the jungle with crewmen under attack. I didn't want to over confuse it with too much narrative, the priority was purely aesthetic, to make it look great. The next thing was to decide upon the enemy and this was easy – Orks. I reckon they're one of the most characterful and dynamic races in 40K. Orky terrain is also very easy to make!"

"The first thing I had to do with the model was hollow out the wooden base to create the depth for the water, the ground was built up with Milliput modelling putty and then the wooden platforms were built using balsa wood. The tree in the centre is simply a small twig and this helps to give the diorama a sense of height that balances off the platforms. In fact all the materials used are really simple things; balsa, paper, Milliput, brush bristles and plastic rods, nothing too technical.

"It's very important to ensure a connection and interaction between the figures,"

After the base was done it was time to work on the models themselves. With a piece like this it's very important to ensure a connection and interaction between the figures, that they are looking at each other or at least doing something relevant. Luckily there were no really major conversions just a few bends and tweaks.

The part I really put the most effort and work into was the super detailed personal touches, this is what will make your model stand out from others, after the quality of its painting and composition. Once everything was put together, the models painted and on the base, it was finally finished after three months worth of evening's work!



I was really very happy with the diorama when it was finished, I knew that it was good and that I had done as well as I could but I didn't have any expectations of how it might do. This was the first year I had entered so it was a pretty exciting day, I'd been to the early Games Days before, but never as a competitor.

After registering at 9 o'clock I had to spend the whole day trying not to think about it too much. I played a few games and bought some of the new releases, but spent a lot of the time chewing my nails down to the bone! At last it was time for the judging, and having seen the other entries I wasn't too confident. Three entries from each of the categories were selected and put into the winners cabinet and I was amazed to find mine was one of them. Whatever else happened from then on I was happy enough to be in the top three. When they announced the order I was astounded to find out I was in first place, this was incredible. I was walking away from the stage ready to go home with a grin on my face when they finally declared the Slayer Sword winner. I can't explain the



"I can't explain the feeling when that happened, though I remember grabbing the sword as fast as I could in case they changed their minds."

feeling when that happened, though I remember grabbing the sword as fast as I could in case they changed their minds. In fact the only problem I had on the whole day was persuading British Rail to let me on the train with a 7 foot sword!"



The embattled Catachans

So there you have it. Matt's Big Day Out at Golden Demon '95. After winning the best Necromunda gang at last year's event he applied for a figure painting position at the Games Workshop Design Studio and has now been here for 7 months. In fact there are several numbers of the 'Eavy Metal Team who have been discovered through this competition.

However, like all contests in life, winning is not what it is all about. Entering into the Golden Demon competition is about taking part and feeling that you are participating in the whole event. So grab those brushes and get those figures painted and who knows, soon it might be you I'll be talking to about the winning model!

GAMESDAY & GOLDEN DEMON 97

Entry
Number

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Address

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Category Name Category Number

Description of entry

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Category Number

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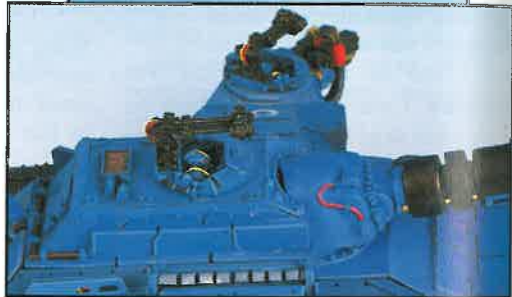


Our first Black Library Tour continues this month, featuring the mighty Thunderhawk Gunship!

The Thunderhawks, deadly Space Marine assault vehicles, provide the Space Marines with such a fast response rate that enemy counter-attacks are often stifled in their infancy.

The Thunderhawk Gunships are landing at the following stores this month:

2nd-3rd	Greensborough
9th-10th	Chatswood
16th-17th	Castle Hill.



Above: Detail of the exhausts, wing gunners, and the battle cannon gunner.

Above Left: This massive assault vehicle takes to the skies!

Below: The Thunderhawk has landed!



WARHAMMER GRAND TOURNAMENT

It's been quite a while since my last J Files, which is a shame really, because I rather like writing long, rambling, articles to explain why we do things the way we do at Games Workshop. So, when the White Dwarf team started hassling me to write an article about the upcoming 1997 Grand Tournament, I thought I'd kill two birds with one stone and write a J Files article explaining the reasoning behind the Tournament special rules and army list limitations that I'll be using at this year's Grand Tournament.

Before I get down to the nitty-gritty details of exactly what dreadful restrictions I've come up with to torment the players this year, I'd like to spend a little bit of time explaining why special rules and limitations are important, and also why they should change from tournament to tournament.

with an army that... erm, how can I put this... let's just say an army that makes very 'creative' use of the flexibility of the army lists. I'm sure you know the kind of thing I mean, for example the player that takes four or more Pulkas Rokkits for his 1500 point 40K Ork army, or includes half a dozen repeater bolt throwers in a 2000 point Warhammer High Elf army (both true examples, by the way).

Now don't get me wrong, I see absolutely nothing wrong with this kind of thing when it's done against a regular opponent who will get the opportunity to have his revenge in another battle. In fact, playing in this way against a regular opponent can be a lot of fun, a bit like a game of paper/scissors/stone with each player coming up with a new combination of troops, characters, and wargear or magic items with which to

battle being decided by a cunning combination of things from the army list before the game even starts! I think this provides for a much more satisfying game in a situation like a tournament, and more importantly, it's far less frustrating for the players. This is very important to me, because my primary reason for running tournaments at all is to get players together so that they can have a fun time and meet others that share the same interests – I don't want anyone to go away with 'a bad taste in their mouth' if I can possibly avoid it.

However, this isn't the only reason I use special rules and limitations. What I'm also trying to do is come up with a new 'puzzle' for players to solve...

Although I do my best to ensure that players have an easy-going and fun time at any of the



With the annual Warhammer Grand Tournament once again fast approaching, Jervis reopens his enigmatic 'J Files' to give the run down on the limits and restrictions he'll be imposing this year.

'You do your best to come up with the best possible army and tactics'

Special rules and army list limitations are important in a tournament, because a tournament is not a 'normal' gaming environment. Instead of playing a casual game against a regular opponent in your home or at your local club or Games Workshop store, you'll be facing a player you've never met before and asked to fight a battle to a conclusion in two and a half hours or less. The pressure can be intense, especially if you meet an opponent who has come up

crush their erstwhile opponent. However, what can be a lot of fun against a regular opponent tends to be viewed as very bad sportsmanship in the context of a tournament, and quite rightly too!

This then is the main reason that I include special rules and army list limitations in the tournaments I run. What I'm trying to do is provide an environment where strategy and tactics over the course of several turns will decide who wins, rather than the

tournaments I run, it doesn't change the fact that at the end of the day (or weekend) every tournament will only have one winner. Exactly how you go about winning the tournament can be seen as being a bit like solving a puzzle. You do your best to come up with the best possible army and tactics, while staying within limits imposed by the tournament rules. The player that best solves this 'puzzle' will win the event. Note that this year's 'puzzle' is going to be particularly difficult. Not only

am I going to impose the army restrictions I've given here, but I've also come up with a number of alternative scenarios that will be used on the day.

Bearing this in mind, I've tried to set up Games Workshop tournaments so that, in order to win, a player needs to

Which brings me to my final point. If I left the tournament special rules and army list limitations the same for every tournament, then players would soon start to learn how to solve the 'puzzle'. This would mean that the test of the tournament would be reduced. There would be a

'extreme' armies that rely on outlandish tactics in order to win. In order to do this it's easiest to apply restrictions on what a player is allowed to take from an army list. These restrictions are called 'limitations'. For example, a common limitation is to say that players may not use any Special Characters. And here

the 5th magic level is gained from a magic item (like the Book of Nagash).

Greater Daemons are counted as being Special Characters in this tournament, so only one may be taken, and no other Special Characters may be taken if a Greater Daemon is included in an army. Note that in this case the 3 Wound rule does not apply.

Total Power is barred. If the card is drawn from the spell deck, discard it and draw a replacement.

No allies are allowed.

No more than 1000 points may be spent on scarce troops & items (see below).

The Limitations for the Warhammer 40,000 Tournament are:

No more than 1,500 points may be spent on the army.

Instead of your usual army commander, you may choose any character or individual with at least 2 Wounds to lead your force. This simulates an upper echelon hero being given command of a small task force with a specific mission.

Armies may include one Special Character. However, Special Characters with 3 or more Wounds may not be chosen. Bjorn the Fell-handed and Fabius Bile count as having 3+ Wounds for the purpose of this rule. Any Special Character must be taken 'as is' and cannot swap or change equipment or wargear.

'Most of the players I talk to are searching for the perfect army'

come up with a solid combination of tactics, game knowledge, painting and army selection. In other words, I'm trying to test a player in his overall ability in the Games Workshop hobby, rather than just at his ability to win games. Now, although any special rules or army list limitations I come up with will have little or no effect on the tournament points a player may earn for painting or game knowledge, they do have a profound effect on his army selection.

This then is why I look on these things as a puzzle that I set the players. In fact, you can look at almost any game of Warhammer or 40K in this way – most of the players I talk to are searching for the 'perfect army' which will win every battle it takes part in! It's exactly because players are doing this all the time that I think that special rules and army limitations are so important to a tournament. By changing the parameters by which an army can be chosen and used, you confront players with a whole new set of problems to solve. The ability to solve this puzzle is what makes for a great tournament player – combined with a charming personality, an ability to paint like a god and a complete understanding of the background and rules, these are what make for a tournament winner too!

chance that somebody could be shown, or read up, how to win, which is not what I want at all. After all, great generals are noted for their innovation, their ability to think quickly and cope with sudden changes of fortune, to make do with the resources they have available, and to come up with a new plan at the drop of a hat. It is therefore only fitting that the winner of the Grand Tournament should need these virtues as well!

Because of this it is very important that the special rules and army list limitations that apply to a tournament are in a constant state of flux, and never remain the same for too long. If you're thinking of setting up a tournament yourself (and I very much hope that some readers will feel inspired to do so), then this is well worth bearing in mind... In other words, if you set up a tournament of your own, then come up with your own set of special rules and army list limitations instead of just copying mine, as this will give the players in your tournament a real test. It's also a whole lot of fun!

But enough waffle and explanation – what exactly are the special rules and limitations I've come up with for the '97 Grand Tournament I hear you cry...

As I've already mentioned, the purpose of army list limitations is to try and cut down on a player's ability to create

are the limitations I'll be using at this year's Grand Tournament...

The limitations for the Warhammer tournament are:

No more than 2,000 points may be spent on the army.

Armies may include one Special Character. However, Special Characters with 3 or more Wounds may not be chosen. Special Characters that come in 'teams' count as a single Special Character for the purpose of this rule so long as no individual character has 3 or more Wounds. Characters riding monsters may be taken, no matter how many Wounds their mount may have, as long as the character does not have 3 or more Wounds. Any Special Character must be chosen 'as is' and cannot swap or change equipment, magic items or mounts.

Wizards with a magic level of 5 may not be used, even if



Imperial Assassins and Chaos Greater Daemons are counted as being Special Characters in this tournament, so only one may be taken, and no other Special Characters may be taken if an Assassin/Greater Daemon is included in an army. Note that in these cases the 3 Wound limit does not apply.

There will be no psychic phase! You can still field a Psyker if you want to, and they still gain strength bonuses for force weapons, but there will be no rebate for the psychic powers they can't use. Zoanthropes and similar troops that have psychic abilities (not powers) which are normally used during the psychic phase can use these abilities in the shooting phase instead. However they cannot 'boost' their powers with additional force cards.

No allies are allowed, with the exception that Space Marine and Imperial Guard armies may include Assassins or Sisters of Battle as allies.

on. I hope that this will make for more closely balanced and tactically demanding games, rather than the whole battle being decided when a 'super-character' dies on the roll of a dice. In order to do this I've limited the amount of points that players are allowed to spend on 'scarce' troops to 1000 points in the Warhammer tournament and 750 points in the 40K tournament. Players must add up the total points value of all of the scarce troops and items in their army, and the total must not exceed the limit. In order to monitor this at the tournament, players will be required to list the total points value of all of the scarce troops and items they've included in their army, and we'll double-check the values for the leaders just to make sure! Note that characters includes the points value of any equipment or special abilities such as Knightly Virtues or Exarch powers, etc.

I've got a feeling that this rule will affect Eldar armies more than any other, as it



to hear what readers have to say about the choice of scarce troops and items, and if they think there is anything that should have been added to the list!

Scarce troops and items are defined as the following...

For Warhammer: All characters and magic items, and any monster, war engine or chariot that costs over 50 points (after upgrades etc).

For Warhammer 40,000: All characters, allies, and wargear, and any single vehicle or support weapon

'I want to try and make players spend most of their points on 'ordinary' rank and file troops, rather than maxing out on characters, war machines, tanks and so on'

No more than 750 points may be spent on scarce troops & items (see below).

Space Marine armies are allowed to field five man Battle Squads (see below).

Strategy cards, the Tyrannid event table, and mission cards will not be used.

For this tournament I want to try and make players spend most of their points on 'ordinary' rank and file troops, rather than maxing out on characters, war machines, tanks and so

will severely limit their ability to take lots of powerful Exarchs and skimmers all in the same army. As they will also be affected more by the 'no psychic phase' rule than other armies, I anticipate a bunch of hate mail from irate Eldar generals. However, they should remember that they no longer have to take a Farseer or Avatar as the commander of the army, as any character with 2 or more Wounds can command in the 40K tournament, so things aren't that bad! In any case, I'd be very interested

that costs over 50 points (after upgrades etc).

If any member of a unit is scarce, then count the full points value of the whole unit against the number of points that can be spent on scarce units and items. For example, if a Lizardman Stegadon includes additional Skink crewman, the points for the Skinks are counted against the points that can be spent on scarce units and items, since the Skinks are part of the same unit as the Stegadon, which is itself scarce.

If the Eldar have done well in tournaments so far, it's been noticeable that the Space Marines have done rather badly. The general consensus of opinion about this is that the Space Marine army lists are not as flexible as those for other races. This, combined with the high cost of Space Marine units in a 1500 point army, means that they can't be 'fine tuned' to suit a player's style of play to nearly the same extent as other armies.

In order to try and alleviate this problem, I'm allowing Space Marine armies to purchase five man Battle Squads at half the points cost of normal ten man squads. Weapon options are not cut in half, so the full range of options allowed to the original unit are allowed to the Battle Squad, it being assumed that these are the remnants of a full sized squad and so they could have held on to all of the squad's weapons. So, for example, a Tactical Battle Squad would cost 150 points and would include five Space Marines, one of whom may be a sergeant, one of whom may have a special weapon, and one of whom may have a heavy weapon. Note that you can only split up ten man units, you can't split up Terminators, Long Fangs and so on.

'I get the feeling that there must be a Wizard somewhere that does nothing except churn the things out!'

Having (I hope!) forced players to take lots of rank and file troops, and helped out the Space Marines, I also wanted to try to do something about stopping the use of 'common' magic items and wargear. What I wanted to deal with was the way that certain magic items in Warhammer, or items of wargear in 40K, seem to crop up in almost

every game. For example, in Warhammer the *Black Amulet* is so common I get the feeling that there must be a Wizard somewhere that does nothing except churn the things out! I also wanted players to be a bit more imaginative in their choice of items, rather than picking the same old things again and again.

In order to achieve this I've come up with the 'Veto Rule'. The idea of the rule is really very simple. At the start of a battle, before either side deploys, each player must lay out all of their magic item and wargear cards in a row, so that their opponent can see them. The opponent is then allowed to veto up to two of the cards. However, each card that he vetoes gives his opponent 1 victory point. So, if you vetoed two cards, then your opponent would start the battle already having earned 2 victory points!

Vetoed cards are put to one side and may not be used during the game. On the other hand, the character using them does not include the points value of the item when working out victory points if he is slain. For example, a character worth (say) 150 points who had a 50 point magic item vetoed, would count as being worth

only 100 points for working out victory points.

Note that you don't know who will be carrying the cards at the point that you veto them. Also note that players are not allowed to 'swap' cards around amongst their characters after some of them have been vetoed. This should mean that certain common combinations of



cards will be very vulnerable to having one card vetoed, making the other next to useless. For example, a popular combination of cards in Chaos armies is the *Helm of Many Eyes* (always strike first) and the *Executioner's Axe* (kills automatically on a to hit roll of 6). By vetoing the axe, the helm is rendered pretty much pointless! On the other hand, I'm hoping that this rule will encourage players to try and come up with clever new combinations of items, where the individual cards look pretty innocuous, but when combined they create a deadly effect. The trick will be to come up with a combo your opponent won't be likely to spot. Note that many of the magic items carried by Special Characters are heirlooms, and therefore

powers given to a single character, or the runes embossed on a single item. Opposing players will be allowed to use their veto on these instead of on other cards, if they wish. Note that Bretonnian players only have to list the powers given to characters - regiments can't have their virtues cancelled by a veto!

Another thing I wanted to do was to try and down-play the importance of moving first or second in Warhammer and Warhammer 40,000. In either game, there are certain times when getting to move first, or getting to move second, can give a powerful advantage to one side or the other. This is ok, but what's not so good is that the choice as to who gets the first move is, more often than not, determined by a single dice roll. The thought that the winner of a tournament might be decided by the single roll of a dice was not something I was very happy about, so I came up with the following alternative method of deciding who gets the first move.

In the Grand Tournament, after both sides have deployed, each player will be required to secretly write down if they want to move first or second, and how many victory points they will bid in order to do so. Players can bid any number of victory points from 0 to 10. For example, a player might secretly write down "Move second, 3 victory points", meaning that he's willing to

cannot be vetoed since they do not appear as cards.

Linking to the rule above, I'm going to require Dwarf, Bretonnian, Tyranid and Eldar players to make cards for the Rune items, character Knightly Virtues, Biomorphs and Eldar Exarch powers they'll be taking. Each card will need to list the virtues or Exarch

give up 3 victory points at the end of the game in order to move second.

After both players have recorded their bid, then both bids are revealed. If one player wants to go first and

encourages players to work out units that have a points value that remains below a certain break point. For example, in Warhammer, a 199 point unit will only give up 1 victory point, while a

whole new set of limitations and special rules. After all, I wouldn't want players to have too easy a time of it, now would I... (sound of evil laughter slowly recedes into the distance).

'Next year's tournament will have a whole new set of limitations and special rules'

the other second, then that is exactly what happens – the player that recorded 'Move First' gets the first turn, and the player that recorded 'Move Second' gets the second turn. What's more, neither player has to give up any victory points. On the other hand, if both players want to move at the same time (ie both want to go first, or both want to go second), then the bids must be compared. The player that bid the most gets the move he wanted, but his opponent gets the victory points that were bid. If both players want to move at the same time and bid the same amount, then the normal rules for determining who goes first will apply.

For example, two players both want to move first. One bids 2 victory points, the other 4 victory points. The player that bid 4 points gets the first move, but his opponent gets 4 victory points. Note that the player that made the lower bid does not give away any victory points!

There was one last thing that I really wanted to sort out for this year's Grand Tournament, and that was the way that the victory point system works. Currently in both Warhammer and 40K, the points you score for killing the enemy are worked out by taking the points value of an enemy unit and dividing by about 100. The result gives the number of victory points scored.

This causes problems sometimes, because it

200 point unit will give away 2. The same kind of thing happens in 40K – a unit worth 99 points will not give up any victory points if reduced to half strength, while a unit worth 101 points will give up 1 victory point if reduced to half strength.

In order to get round this I'm going to change the victory point system for Warhammer and Warhammer 40,000 so that units give up victory points equal to their true points value, rather than the value divided by 100 (or whatever). Returning to the examples from Warhammer above, this means that the 199 point unit will give up 199 victory points if destroyed, while the 200 point unit will give 200 points. To keep things balanced I've multiplied the victory points for things like capturing standards, etc, to keep them in line with the new values for killing units. Note that this means that the points paid for vetoing items and bidding for the first turn have been multiplied up as well (I know, I know, I tell you about a new rule and then change it in the very same article!)

And there you have it, this year's set of special rules and army list limitations for the Grand Tournament. I hope that they will make for an even more enjoyable weekend for the players, while at the same time providing an enjoyable 'puzzle' for them to solve. This said, there is one thing I'm absolutely certain about, which is that next year's tournament will have a



TORNEO NAZIONALE DI WARHAMMER



Vodka swilling, cow eating barbarian of the north, Tuomas Pirinen tells us about his travels to the far off land of Tilea. With him went two companions, veteran mercenary and traveller Nigel Stillman, and Tilean cultural advisor Luca Bernabei. The Italian National Warhammer Tournament is what they found...

Far, far away, in the sunny and beautiful land of Tilea, it is a tradition that the greatest generals gather each year to find out the foremost champion amongst their number. This meeting is known as the Italian National Tournament, and is now being held for the fifth year running. Word of this great gathering travelled to the distant, cold and damp island of Albion, where the Games Workshop team was hard at work.

And so it was that myself, Nigel Stillman, and Luca Bernabei heard that we would be heading to Genova. In preparation we studied game rules long and hard in the Games Workshop scriptoriums, fully aware that the questions and queries of the Italian gamers would tax our memory to the fullest. We packed our bags with new Army books, unreleased models, and scenery, and headed to the airport to catch a plane to Tilea.

Landing in Milan, we were greeted by two members of the 'Blues Brothers' chain of games stores, Alberto and Luca (it is my theory that roughly 50% of all Italians are called Luca). Having been driven from Milan to Genova by our

hosts faster than anyone I have ever known, we were taken to the Star Hotel where the tournament would be taking place.

Next morning, it was the big day. The tournament was fought in five rounds, with roughly three hours allocated to each battle. The games were fought over two days, testing the skill, luck and endurance of the participants to the fullest. As the battles raged all around us, we judged armies, solved rules disputes, and (of course) ate large quantities of excellent Italian food.

The principle task for the three of us at the tournament was to award points for army composition. There were up to 20 points to be awarded, which represented 20% of the total points which could be gained. And so we set about examining the 120 army rosters, which took up the greater part of the two days, along with judging the best presented army and acting as umpires to interpret rules in unusual situations.

It takes skill to choose an army to fight in a tournament, armed and equipped so as to give it the best possible

chance of victory, while at the same time not only looking good, but truly representing the realm or race to which it belongs. It is in fact, part of the art of the game to be able to do this and those who do it well deserve some consideration in tournament points. The points we awarded ranged from 3 to 18 out of 20, reflecting the great diversity among the army rosters we looked at. After the judging, many players asked us what makes for a well chosen army and so I will now summarise what our thoughts were on this, so anyone thinking of entering a tournament take note!

We saw all kinds of roster sheets varying from a few notes on a small piece of paper to carefully made scrolls which were an impressive work of art in themselves. The most impressive and imaginative roster scrolls gained 2 or 3 points just for their excellent presentation!

Every army has at least one troop type which may be considered as the 'core' of the army. These are the troops with good fighting qualities which would be raised most quickly and

easily by the general before the battle. In a truly realistic army, you would expect to see at least one unit of such

troop types in them. We became concerned that the Skaven did not seem to be breeding enough Clanrats!

Generals', where the commanders of the two armies fought a duel to the death. It was a closely run thing, but in

It is my theory that roughly 50% of all Italians are named Luca!

troops, so we always awarded points for the presence of core troops in the army.

In a tournament you can expect to encounter characters equipped with the most awesome magic items they are allowed to have, so no one can really be blamed for coming prepared with their own favourite artefacts to redress the balance. We awarded points for those who had been more imaginative in their choices, since there were many magic items which would make an army equally powerful. We also deducted points if the magic items did not seem to fit the army, so for example a Wood Elf general riding a Warhawk and armed with the *Executioner's Axe* would be a very unlikely Wood Elf general indeed!

A real army would be a balanced force containing a variety of troops and characters typical of the realm or race it represents. It would need to be so that it could fight effectively in any situation in which it might find itself. We awarded points for well balanced armies with a reasonable variety of

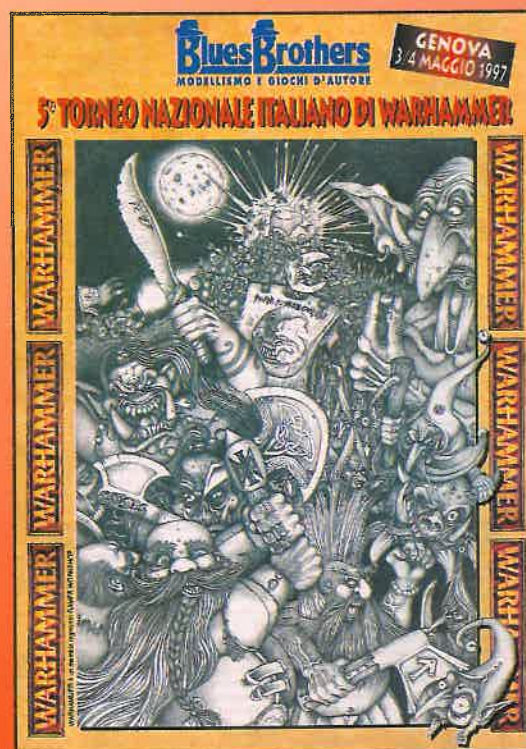
Our other task was to choose the best painted army. But it was more than just painting that we needed to take into account, with so many armies displaying imaginative model conversions, sculpted bases and awesome banners. It was really a choice of the overall most impressive army in the tournament!

The winner was an awesome and striking Dark Elf army. This was not only well painted in an unusual but distinctive colour scheme, but also had amazingly sculpted bases and an overwhelming array of spectacular banners. The army presented a stunning sight even from several tables distance! It is good when a tournament army is exciting to look at, aspiring to be a work of art as well as a battle winning force.

In the end two Generals, Andrea Oliverio and Aloisi Gianni, were left with exactly the same number of Victory Points! The overall winner was then determined by 'the Challenge of the

the end the Vampire Lord of Aloisi vanquished the Wood Elf general.

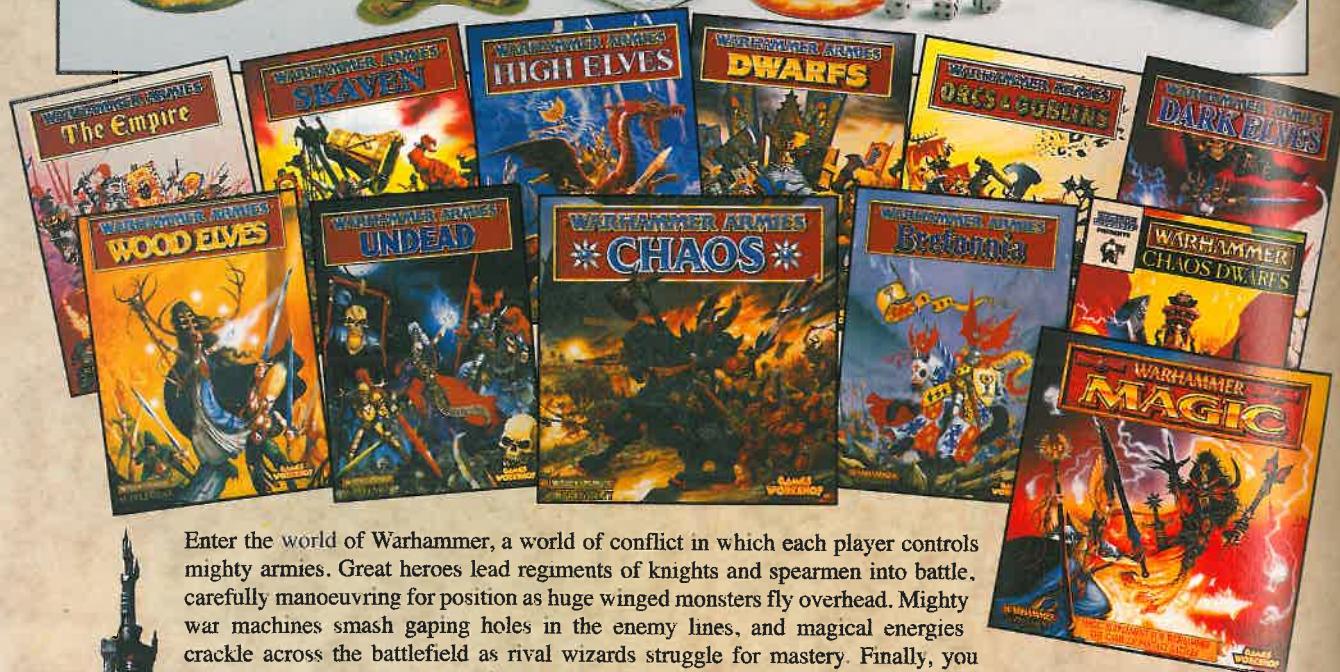
All in all I have to say that the standard of gaming was very high indeed! A team made up of the five top Italian players will travel to England to compete in the Grand Tournament in August. It remains to be seen whether or not the Italians will be able to take first place again this year. Their team will be truly formidable, so watch out Warhammer generals, the gauntlet is thrown!



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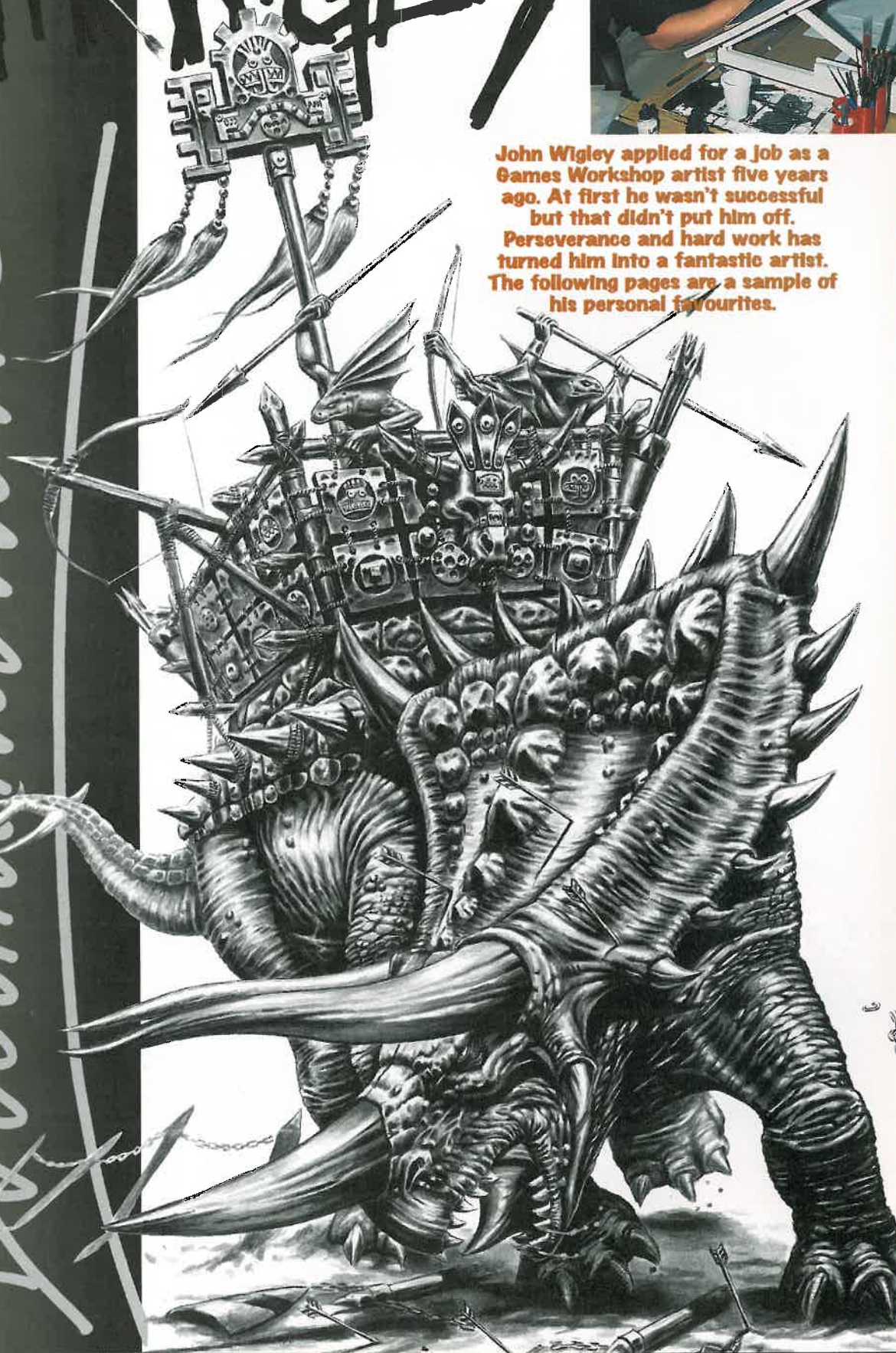
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John Wigley

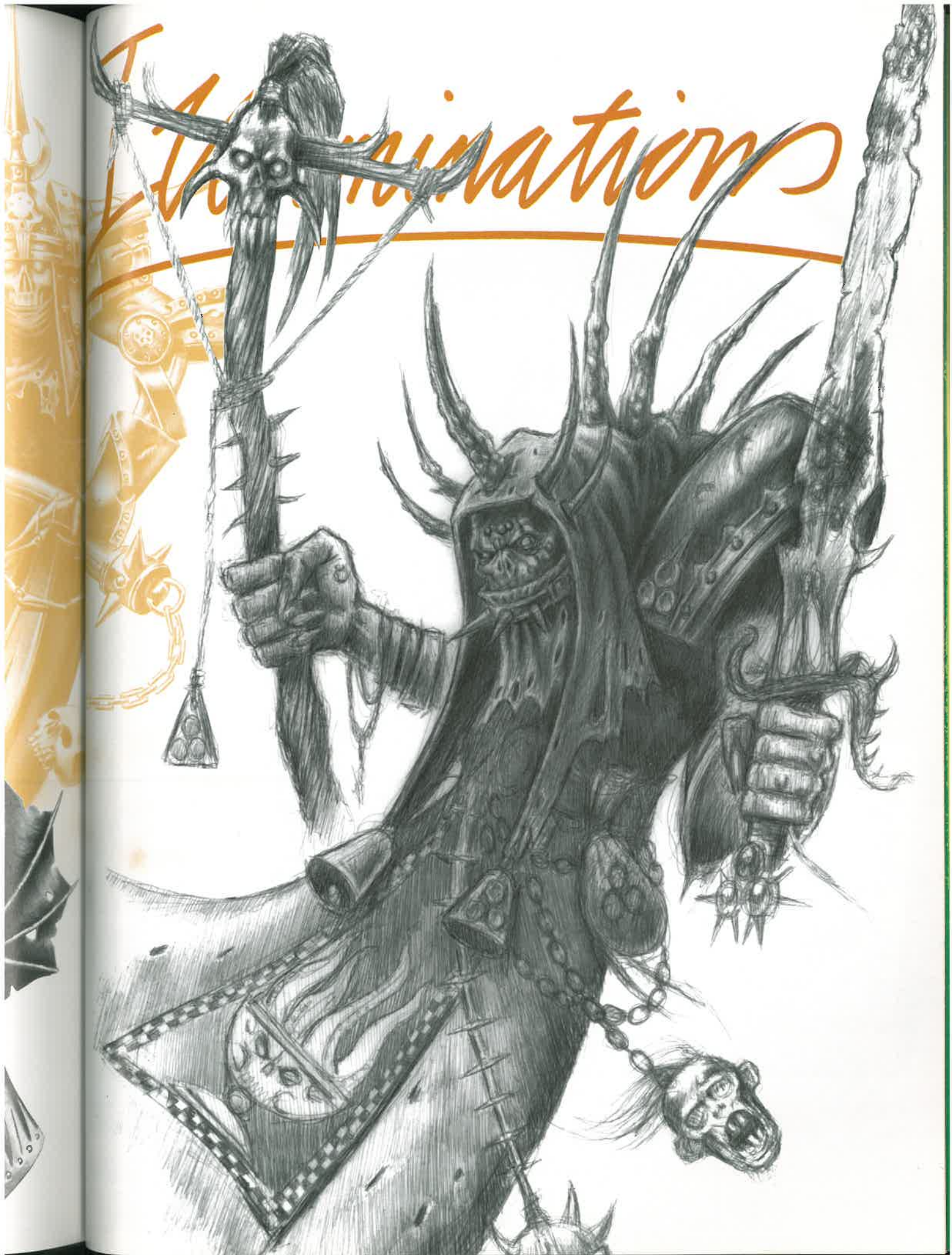


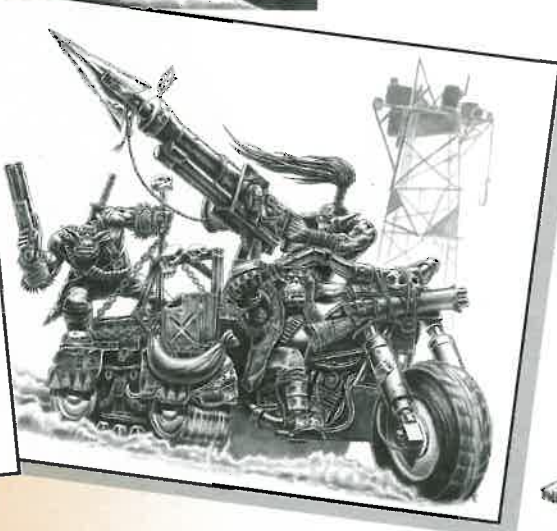
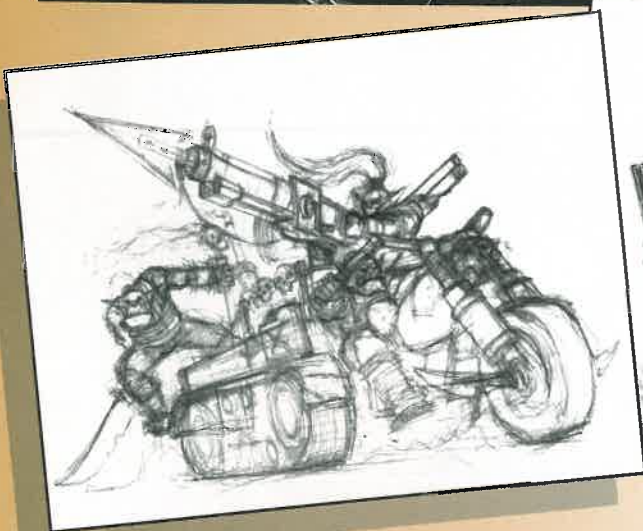
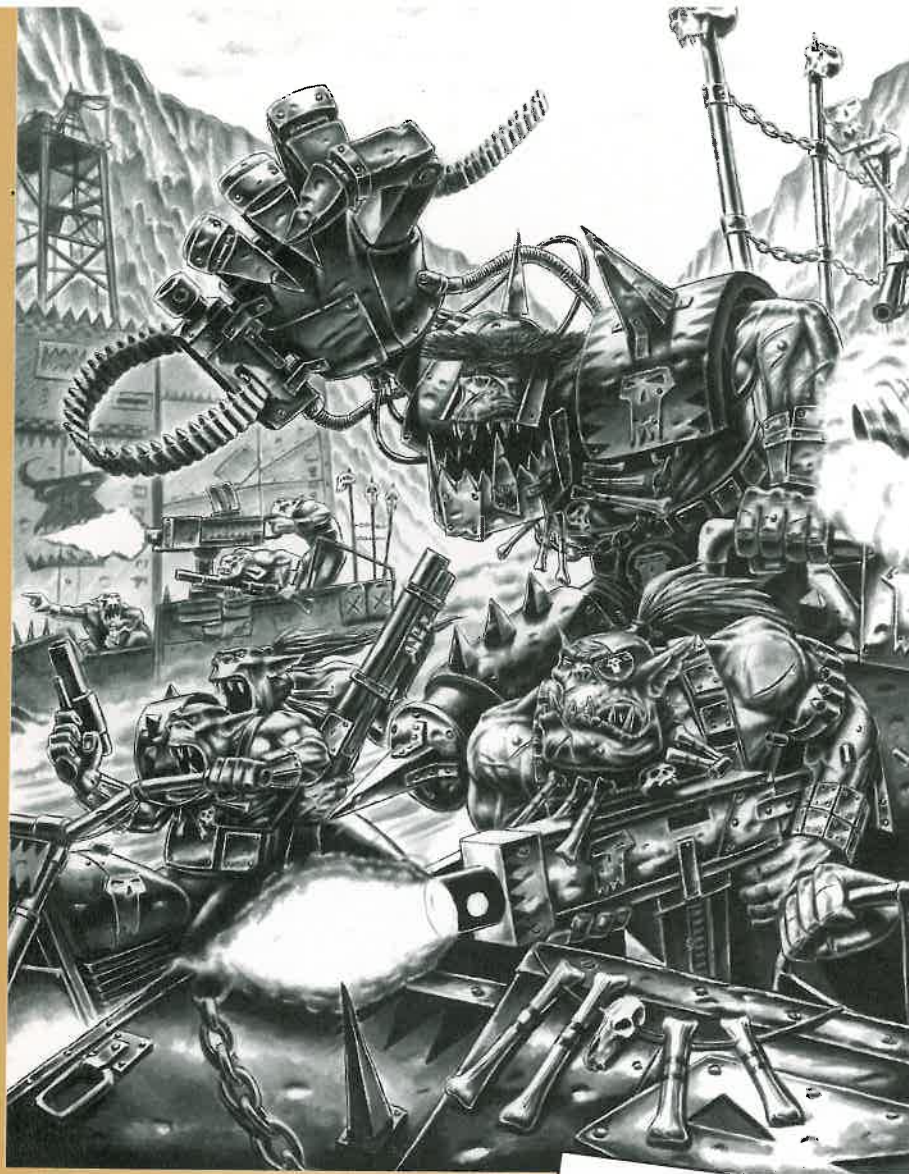
John Wigley applied for a job as a Games Workshop artist five years ago. At first he wasn't successful but that didn't put him off. Perseverance and hard work has turned him into a fantastic artist. The following pages are a sample of his personal favourites.

Terminator



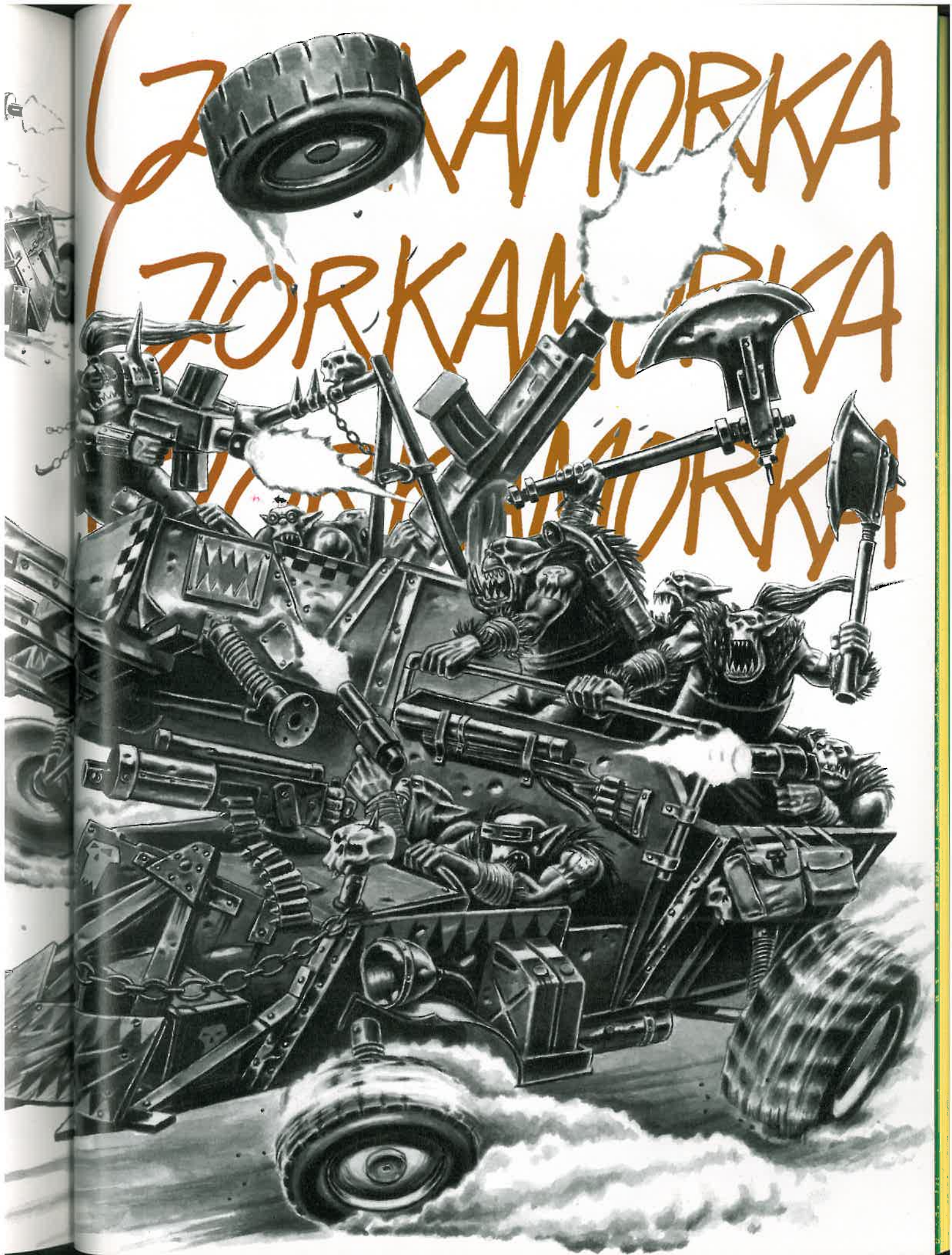


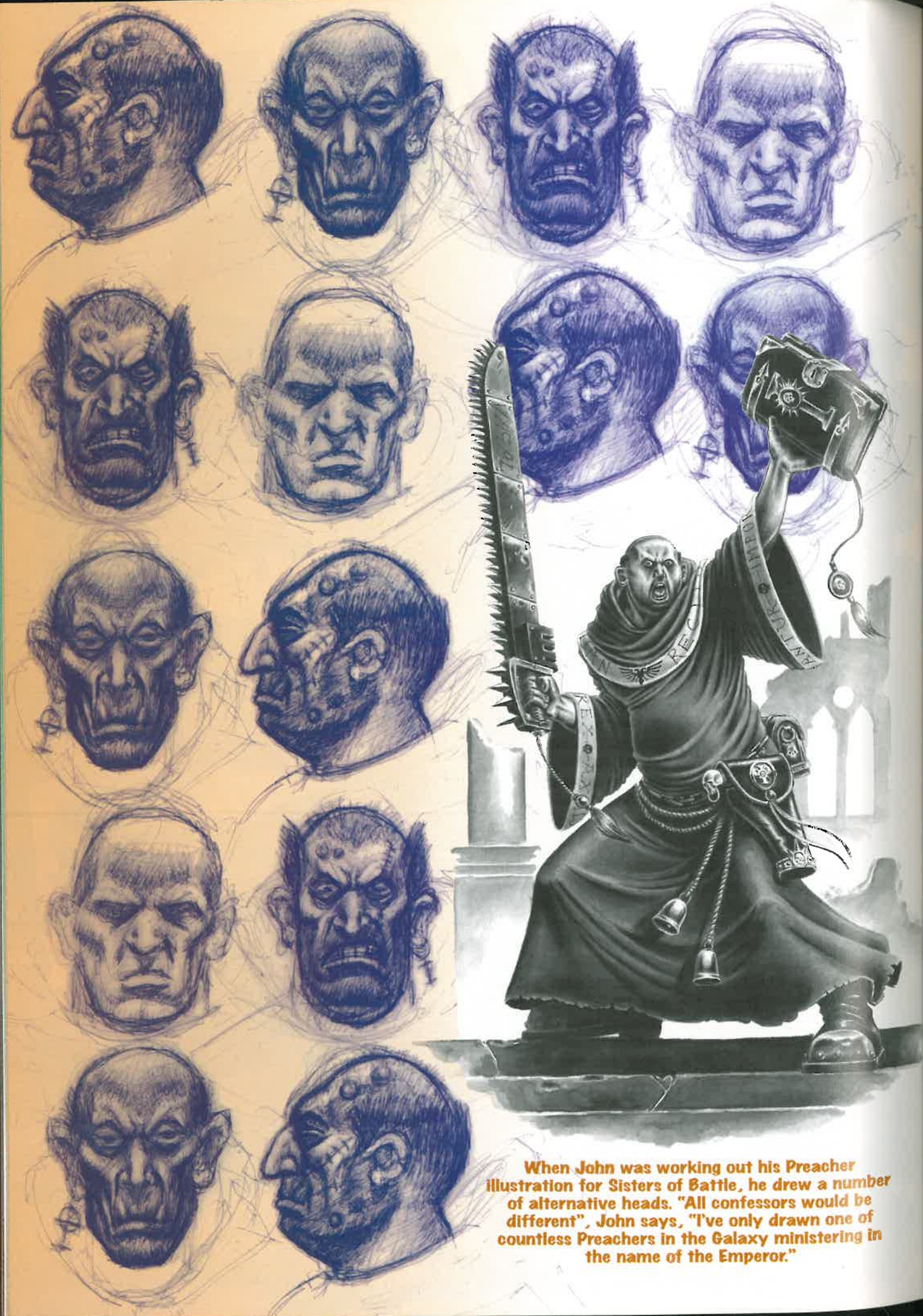




Above you can see another of John's sketches with the finished piece beside it. John rarely keeps a preliminary sketch once he has completed a picture.

"It would be easy for me to say that the Mad Max movies were an influence on my artwork for Gorkamorka. Actually they weren't. The main image in my head was of Orks riding around on buggies. What would they do? They'd drive 'round like raving nutters, shooting at their enemies and crashing into their buggies!"





When John was working out his Preacher illustration for Sisters of Battle, he drew a number of alternative heads. "All confessors would be different", John says, "I've only drawn one of countless Preachers in the Galaxy ministering in the name of the Emperor."

Redemptor Kyrinob Arch-Confessor



This drawing comes from the new Codex Sisters of Battle. "I had been given the finished green (the original sculpture from which we cast our miniatures) that had just been completed by sculptor Brian Nelson. I didn't want to handle the green too much so I got the pose right and then looked to the green in order to get the fine details right. I also used some Valhallan models for reference as well as a picture of some forked lightning."



WARHAMMER

40,000

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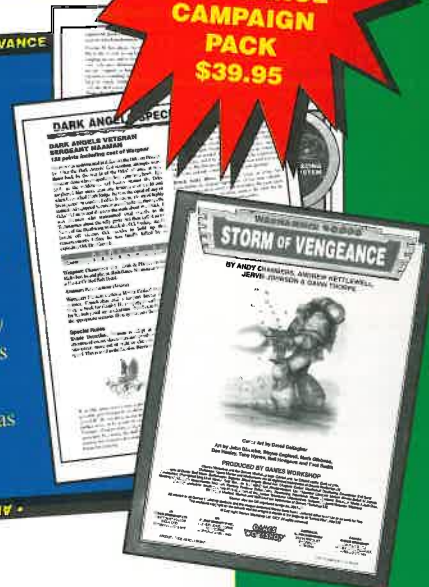
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BAT SWARM Consists of 5 models on a base	\$11.95

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ORION KING IN THE WOODS Boxed set contains 1 model.	\$39.95
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GLADE GUARD	\$14.95 for 3
GLADE GUARD COMMAND GROUP	\$13.95
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BRETONNIAN HERO ON PEGASUS



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WARHAMMER 40,000

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NEW! SISTERS OF BATTLE POSTER	\$19.95
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SISTERS OF BATTLE

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SISTERS OF BATTLE SERAPHIM



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WARHAMMER EPIC 40,000

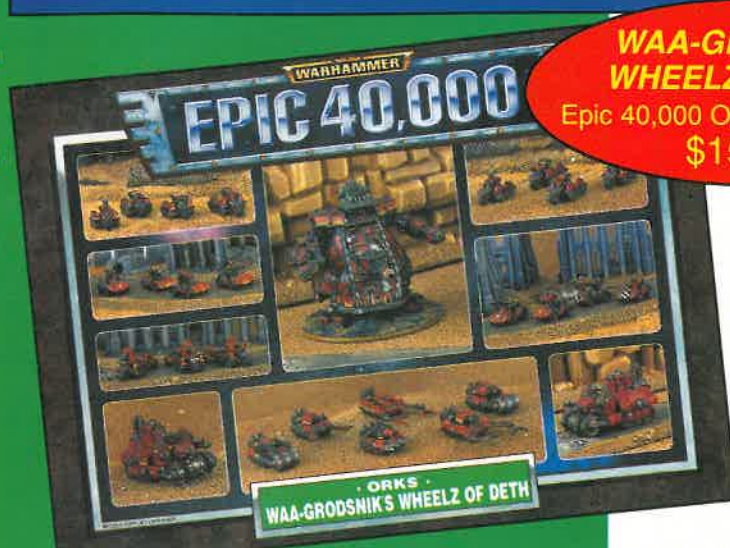
EPIC 40,000 BOXED GAME	\$119.95
NEW! WAA-GRODSNIKS WHEELZ OF DETH Boxed set contains one Epic Ork army.	\$150.00
GREAT GARGANT (boxed set)	\$44.95
WARLORD TITAN (boxed set)	\$44.95
ELDAR WAR HOST (boxed set)	\$17.95
ORK BATTLEWAGONS (boxed set)	\$17.95
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SPACE HULK BOXED GAME	\$119.95
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MAIL ORDER ARMY DEALS

Last month our Mail Order Trolls put together some excellent army deals for both Warhammer and Epic 40,000. This month the Trollz are featuring Games Workshop artist Paul Smith's Wood Elves. Full details of this brilliantly painted army can be found in the article starting on page 68. These offers are great for starting a new army, expanding your existing forces, or getting a complete army all in one go!



WAA-GRODSNIKS WHEELZ OF DETH.

Epic 40,000 Ork army boxed set
\$150.00

As well as Paul Smith's brilliant Wood Elf army, this month also sees the release of the Epic 40,000 Ork army boxed set. This set contains all you need to create a rock hard Epic Ork force. Staying with the Orky theme, don't forget to read the ace "GREEN IS MEAN" article starting on page 34. After all the phonez boyz might be able to help you to put together some of the converted vehicles in the photographs!



Warm afternoon sunlight dimmed and then darkened as – moving with the skill of a born poacher – he penetrated further into the forest. Nothing disturbed the silence except for the occasional bird call, so why did he have the wierd feeling he was being watched...

The forest realm of Athel Loren is home to many creatures. Sharing their existence within this verdant enclave are the Wood Elves. As a race they have a deep and abiding reverence for their forest home and will move with a savage fury to defend it against all who would defile its secrets.

Paul's army consists of:

- Wood Elf general on an Elven steed
- Wood Elf Mage on a unicorn
- 16 Wood Elf bowmen
- 12 Glade Guard
- 8 Wood Elf wardancers
- 5 Dryads
- 5 Glade Riders on Elven steeds
- 1 Treeman

**Mail Order deal price for
Paul's Wood Elves is
\$320.90
including
POSTAGE AND
HANDLING**

SISTERS OF BATTLE™

IMMOLATOR



IMMOLATOR GUNNER
010800501



**IMMOLATOR HEAVY FLAMER
RIGHT SIDE**
010800502



**IMMOLATOR HEAVY FLAMER
LEFT SIDE**
010800503



IMMOLATOR TURRET BASE
010800504



IMMOLATOR FRONT HATCH 1
010800505



IMMOLATOR FRONT HATCH 2
010800506



IMMOLATOR SIDE HATCH
010800507



IMMOLATOR UPPER TURRET BASE
010800508



IMMOLATOR BLAST SHIELD
010800509

A COMPLETE IMMOLATOR CONSISTS OF:

- 2 x RHINO CHASSIS SPRUES
- 2 x RHINO TRACK SPRUES
- 1 x IMMOLATOR GUNNER
- 1 x IMMOLATOR HEAVY FLAMER RIGHT SIDE
- 1 x IMMOLATOR HEAVY FLAMER LEFT SIDE
- 1 x IMMOLATOR TURRET BASE
- 1 x IMMOLATOR FRONT HATCH 1
- 1 x IMMOLATOR FRONT HATCH 2
- 2 x IMMOLATOR SIDE HATCHES
- 1 x IMMOLATOR UPPER TURRET BASE
- 1 x IMMOLATOR BLAST SHIELD
- 1 x IMMOLATOR TRANSFER SHEET

Designed by Jes Goodwin

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SISTERS OF BATTLE™

SISTERS OF BATTLE



**SISTER SUPERIOR WITH
POWER SWORD AND BOLTER**
010800402



SISTER OF BATTLE 1
010800403



SISTER OF BATTLE 2
010800404



SISTER OF BATTLE 3
010800405



SISTER OF BATTLE 4
010800407



SISTER OF BATTLE WITH FLAMER
010800406



SISTER OF BATTLE WITH MELTA GUN
010800802



SISTERS OF BATTLE BACKPACK
010800401



**A COMPLETE SISTER OF BATTLE
CONSISTS OF:**
1 x SISTER OF BATTLE
1 x SISTER OF BATTLE BACKPACK



SISTERS OF BATTLE SQUAD

SISTERS OF BATTLE™

CANONESS



CANONESS BODY
010800902



CANONESS ICON
010800903



SISTERS OF BATTLE BACK PACK
010800401



CANONESS

A COMPLETE CANONESS
CONSISTS OF:
1 x CANONESS BODY
1 x CANONESS ICON
1 x SISTERS OF BATTLE
BACK PACK

BATTLE SISTER WITH HEAVY FLAMER



BATTLE SISTER WITH
HEAVY FLAMER BODY
010800701



SISTERS OF BATTLE
HEAVY FLAMER
010800702



SISTERS OF BATTLE
HEAVY FLAMER BACK PACK
010800703



BATTLE SISTER WITH
HEAVY FLAMER

A COMPLETE BATTLE SISTER WITH HEAVY
FLAMER CONSISTS OF:
1 x BATTLE SISTER WITH HEAVY FLAMER BODY
1 x SISTERS OF BATTLE HEAVY FLAMER
1 x SISTERS OF BATTLE HEAVY FLAMER
BACK PACK

BATTLE SISTER WITH HEAVY BOLTER



BATTLE SISTER WITH
HEAVY BOLTER BODY
010800602



SISTERS OF BATTLE
HEAVY BOLTER
010800603



SISTERS OF BATTLE
BACK PACK
010800401



BATTLE SISTER WITH
HEAVY BOLTER

A COMPLETE BATTLE SISTER WITH
HEAVY BOLTER CONSISTS OF:
1 x BATTLE SISTER WITH
HEAVY BOLTER BODY
1 x SISTERS OF BATTLE
HEAVY BOLTER
1 x SISTERS OF BATTLE BACK PACK



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SISTERS OF BATTLE™

SISTERS OF BATTLE SERAPHIM



**SERAPHIM SISTER SUPERIOR WITH
PLASMA PISTOL AND POWER SWORD**
010801003



**SERAPHIM WITH
HAND FLAMERS**
010801005



SERAPHIM 1
010801002



SERAPHIM 2
010801004



SERAPHIM JUMP PACK
010801001

**A COMPLETE SISTERS OF BATTLE
SERAPHIM CONSISTS OF:**
1 x SISTERS OF BATTLE SERAPHIM
1 x SISTERS OF BATTLE SERAPHIM
JUMP PACK



SERAPHIM SQUAD

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SISTERS OF BATTLE™

REDEMPTOR KYRINOV, ARCH-CONFESSOR



REDEMPTOR KYRINOV BODY
010801101



MACE OF VALAAN
010801102

A COMPLETE REDEMPTOR
KYRINOV, ARCH-CONFESSOR
CONSISTS OF:
1 x REDEMPTOR KYRINOV BODY
1 x MACE OF VALAAN



REDEMPTOR KYRINOV,
ARCH-CONFESSOR

IMPERIAL MISSIONARIES



IMPERIAL MISSIONARY 1 BODY
010801201



IMPERIAL MISSIONARY 2 BODY
010801204



IMPERIAL MISSIONARY
CHAIN SWORD
010801202



IMPERIAL MISSIONARY
BACK PACK 1
010801203



IMPERIAL MISSIONARY
BACK PACK 2
010801205



IMPERIAL MISSIONARY 1



IMPERIAL MISSIONARY 2

A COMPLETE IMPERIAL MISSIONARY 1
CONSISTS OF:
1 x IMPERIAL MISSIONARY 1 BODY
1 x IMPERIAL MISSIONARY BACK PACK 1
1 x IMPERIAL MISSIONARY CHAIN SWORD

A COMPLETE IMPERIAL MISSIONARY 2
CONSISTS OF:
1 x IMPERIAL MISSIONARY 2 BODY
1 x IMPERIAL MISSIONARY BACK PACK 2



Designed by Brian Nelson

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HIGH ELVES

SWORDMASTERS OF HOETH COMMAND



**SWORDMASTER OF HOETH
STANDARD BEARER**
021005101



**SWORDMASTER OF HOETH
HORN BLOWER**
021005102

SWORDMASTERS OF HOETH CHAMPION



**SWORDMASTER OF HOETH
CHAMPION**
021005001

SWORDMASTERS OF HOETH



**SWORDMASTER
OF HOETH 1**
021004901



**SWORDMASTER
OF HOETH 2**
021004902



**SWORDMASTER
OF HOETH 3**
021004903



**SWORDMASTER
OF HOETH 4**
021004904



**SWORDMASTER
OF HOETH 5**
021004905



**SWORDMASTER
OF HOETH 6**
021004906



**SWORDMASTER
OF HOETH 7**
021004907



**SWORDMASTER
OF HOETH 8**
021004908



**SWORDMASTER
OF HOETH 9**
021004909

WOOD ELVES

ORION, KING IN THE WOODS



ORION, KING IN THE WOODS



ORION'S HEAD
020400302



ORION'S CLOAK
020400303



ORION'S HORN
020400306



SPEAR HEAD
020400304



ORION'S BODY
020400301

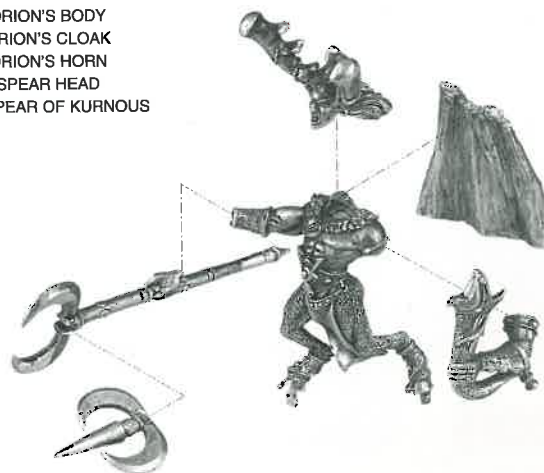


THE SPEAR OF KURNOUS
020400305

A COMPLETED ORION, KING IN THE WOODS

CONSISTS OF:

- 1 x ORION'S HEAD
- 1 x ORION'S BODY
- 1 x ORION'S CLOAK
- 1 x ORION'S HORN
- 1 x SPEAR HEAD
- 1 x THE SPEAR OF KURNOUS



Designed by Gary Morley

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WOOD ELVES

DRYADS



DRYAD 1
020402001



DRYAD 2
020402002



DRYAD 3
020402003



DRYAD 4
020402004



DRYAD 5
020402005



DRYAD 6
020402006



DRYAD 7
020402007



DRYAD 8
020402008

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WOOD ELVES

GLADE GUARD



GLADE GUARD 1
020402301



GLADE GUARD 2
020402302



GLADE GUARD 3
020402303



GLADE GUARD 4
020402304



GLADE GUARD 5
020402305



GLADE GUARD 6
020402306



GLADE GUARD 7
020402307



GLADE GUARD 8
020402308



GLADE GUARD 9
020402309



GLADE GUARD 10
020402310



GLADE GUARD 11
020402311



GLADE GUARD 12
020402312

A COMPLETE GLADE GUARD
CONSISTS OF:
1 x GLADE GUARD
1 x PLASTIC ELF SHIELD



PLASTIC ELF SHIELD SPRUE
101635



GLADE GUARD

Designed by Aly Morrison

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UNDEAD

WIGHTS ON SKELETON STEEDS



MOUNTED WIGHT BODY 1
020702701



MOUNTED WIGHT BODY 2
020702702



MOUNTED WIGHT BODY 3
020702703



MOUNTED WIGHT BODY 4
020702704



MOUNTED WIGHT SPEAR 1
020702705



MOUNTED WIGHT SPEAR 2
020702706



MOUNTED WIGHT SPEAR 3
020702707



MOUNTED WIGHT SPEAR 4
020702708



MOUNTED WIGHT SHIELD 1
020702709



MOUNTED WIGHT SHIELD 2
020702710



MOUNTED WIGHT SWORD
020702711

A COMPLETE WIGHT ON SKELETON STEED CONSISTS OF:

- 1 x MOUNTED WIGHT BODY
- 1 x MOUNTED WIGHT SPEAR
- 1 x MOUNTED WIGHT SHIELD
- 1 x MOUNTED WIGHT SWORD
- 1 x PLASTIC SKELETON STEED



WIGHTS ON SKELETON STEEDS

Designed by Aly Morrison

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UNDEAD

WIGHTS ON SKELETON STEEDS COMMAND



**MOUNTED WIGHT
STANDARD BEARER**
020703401



**MOUNTED WIGHT
HORN BLOWER**
020703501



MOUNTED WIGHT HORN
020703502



**MOUNTED WIGHT
CHAMPION**
020703301



**MOUNTED WIGHT STANDARD
BEARER BANNER POLE**
020703403



MOUNTED WIGHT SWORD
020702711

**MOUNTED WIGHT STANDARD
BEARER HELMET WINGS**
020703402



**RIGHT HELMET
WING**



**LEFT HELMET
WING**



MOUNTED WIGHT SHIELD 1
020702709



**MOUNTED WIGHT STANDARD BEARER
BANNER TOP**
020703404



MOUNTED WIGHT SHIELD 2
020702710

A COMPLETED WIGHT STANDARD BEARER ON SKELETON STEED CONSISTS OF:

- 1 x MOUNTED WIGHT STANDARD BEARER
- 1 x MOUNTED WIGHT BANNER POLE
- 1 x MOUNTED WIGHT BANNER TOP
- 1 x SET OF MOUNTED WIGHT HELMET WINGS
- 1 x MOUNTED WIGHT SHIELD
- 1 x MOUNTED WIGHT SWORD
- 1 x PLASTIC SKELETON STEED

A COMPLETED WIGHT CHAMPION ON SKELETON STEED CONSISTS OF:

- 1 x MOUNTED WIGHT CHAMPION
- 1 x MOUNTED WIGHT SHIELD
- 1 x MOUNTED WIGHT SWORD
- 1 x PLASTIC SKELETON STEED

A COMPLETED WIGHT HORN BLOWER ON SKELETON STEED CONSISTS OF:

- 1 x MOUNTED WIGHT HORN BLOWER
- 1 x MOUNTED WIGHT HORN
- 1 x MOUNTED WIGHT SHIELD
- 1 x MOUNTED WIGHT SWORD
- 1 x PLASTIC SKELETON STEED



WIGHTS ON SKELETON STEEDS COMMAND

Designed by Aly Morrison

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LIZARDMEN

SAURUS WARRIORS



BODY 1
020800401



BODY 2
020800402



BODY 3
020800403



BODY 4
020800404



SCYTHE
020800406



SPIKE
020800405



PICK
020800407

**A COMPLETED SAURUS
WARRIOR CONSISTS OF:**
1 x BODY
1 x ARM
1 x SAURUS SHIELD SPRUE



SPEAR 1
020800805



SPEAR 2
020800806



SPEAR 3
020800807



SPEAR 4
020800808



A COMPLETED SAURUS WARRIOR



SAURUS SHIELD SPRUE 1
102811



SAURUS SHIELD SPRUE 2
102811

LIZARD SWARM



LIZARD 1
020801301



LIZARD 2
020801302



LIZARD 3
020801303



LIZARD 4
020801304



LIZARD 5
020801305

**A COMPLETED LIZARD
SWARM CONSISTS OF:**
5 x LIZARDS



LIZARD SWARM



Saurus designed by Alan Perry, Lizard Swarm designed by Trish Morrison

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LIZARDMEN

SAURUS COMMAND GROUP



SAURUS CHAMPION 1
020800501



SAURUS CHAMPION 2
020800509



SAURUS STANDARD BEARER 1
020801510



SAURUS STANDARD BEARER 2
020801504



SAURUS MUSICIAN 1
020801512



SAURUS MUSICIAN 2
020801507



SAURUS STANDARD
020801511



SAURUS STANDARD 2
020801505



SAURUS CHAMPION ARM 1
020800503



SAURUS CHAMPION ARM 2
020800502



SAURUS STANDARD BEARER ARM
020801506



SAURUS MUSICIAN ARM
020801508

A COMPLETED SAURUS CHAMPION 1 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION ARM 1
1 x SAURUS CHAMPION ARM 2
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS CHAMPION 2 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION ARM 1
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS MUSICIAN CONSISTS OF:
1 x SAURUS MUSICIAN
1 x SAURUS MUSICIAN ARM

A COMPLETED SAURUS STANDARD BEARER CONSISTS OF:
1 x SAURUS STANDARD BEARER
1 x SAURUS STANDARD BEARER ARM
1 x SAURUS STANDARD



SAURUS CHAMPION



SAURUS MUSICIAN



SAURUS STANDARD BEARER

Designed by Alan Perry

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BRETONNIA

HERO ON PEGASUS



HERO ON PEGASUS
UPPER BODY
020303701



HERO ON PEGASUS LEGS
020303703



HERO ON PEGASUS
LANCE ARM
020303707



HERO ON PEGASUS
SWORD ARM
020303702



HERO ON PEGASUS



PEGASUS RIGHT SIDE
020303705



PEGASUS LEFT SIDE
020303706



PEGASUS HEAD
020303704



PEGASUS RIGHT WING
020400808



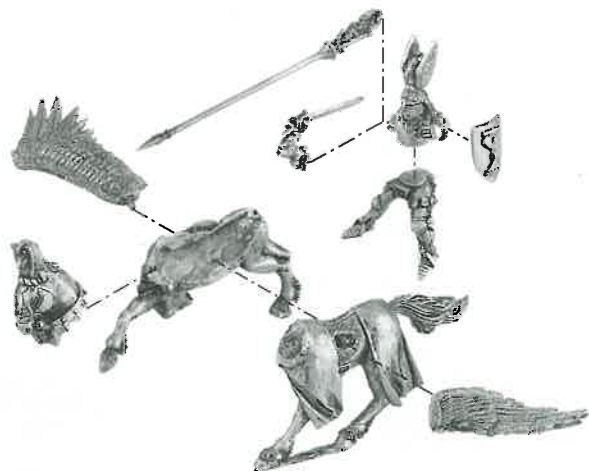
PEGASUS LEFT WING
020400807



HERO ON PEGASUS
GRAIL SHIELD
020303708

A COMPLETE HERO ON PEGASUS CONSISTS OF:

- 1 x HERO ON PEGASUS UPPER BODY
- 1 x HERO ON PEGASUS LEGS
- 1 x HERO ON PEGASUS LANCE ARM OR SWORD ARM
- 1 x HERO ON PEGASUS GRAIL SHIELD
- 1 x PEGASUS RIGHT SIDE
- 1 x PEGASUS LEFT SIDE
- 1 x PEGASUS HEAD
- 1 x PEGASUS RIGHT WING
- 1 x PEGASUS LEFT WING



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NICK DAVIS' GRAND ARMY OF QUEMI-TOTL

Nick Davis works in our Design Studio and has been collecting his army for about 9 months and is adding more and more units all the time. He found ideas for paint schemes from White Dwarf and Dinosaur books from his local Library, and started painting his big regiments first to give his army a strong centre. He has also done a few conversions for his army, the most impressive of which is his double decker

Stegodon which was inspired by the Snotling Pumpwagon!

While playing with his Lizardman army Nick has developed many tactics, most of which revolve around his large Saurus units and his two Stegadons. He normally uses Skinks as skirmishers to protect his army's flanks and has found that Salamanders make excellent mobile guns for picking off enemy heavy cavalry. Using these tactics

Nick has had many victories, the most impressive of which came against the Undead where the Lizardman's morale kept them in the fight, but he has found the Dwarfs very hard to tackle.

Of course, an army is never finished, and Nick has plans to paint another four units including another big regiment of Saurus, a Slann Mage Lord and another Stegodon! You can never have enough models!

