

WHITE DWARF

223

July

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NZ \$11.95

**LEGION OF
THE DAMNED!**

**NEW BLOOD
BOWL TEAMS!**

**TALE OF FOUR
GAMERS BATTLE
REPORT!**

**EPIC 40,000
CHAOS ARMY!**

**MORDHEIM -
CITY OF THE
DAMNED!**

**WARHAMMER
SIEGE PREVIEW!**

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**FREE
INSIDE!
ORK BAR-ROOM
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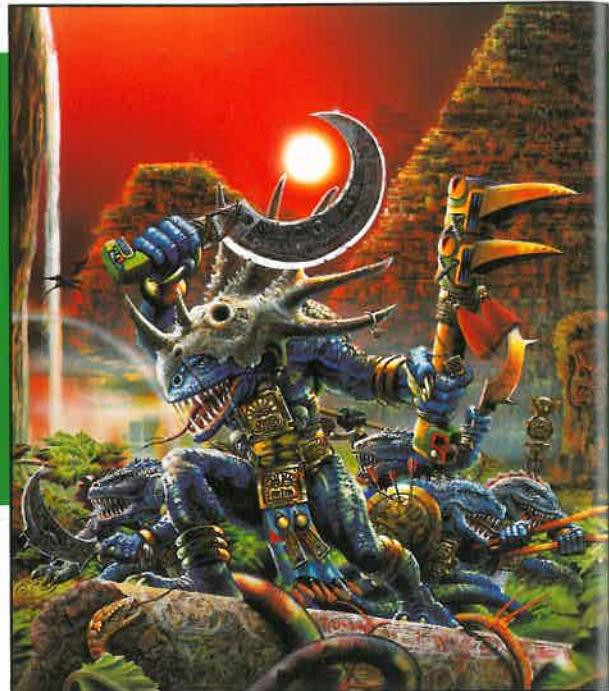
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FREE GAME! BREWHOUSE BASH!

Orky bar brawl mayhem on page 41!



WHITE DWARF

CONTENTS

SAURUS TEMPLE GUARD COVER

By Geoff Taylor.

GAMES WORKSHOP NEWS 4

More top secret, behind-the-scenes info from arch spy Dave Taylor.

OZ GOLDEN DEMON '98 29

It's time to start putting together and painting your winning entry for our inaugural Games Workshop Australia painting competitions!

HOW TO PAINT 70

How to paint your new Soldiers of the Empire regiment.

GAMES WORKSHOP STORES 60

Find out where your closest Games Workshop store is, and when they have Games Night!. Not only that but there's all the latest info about what's going on in our stores around the country.

MAIL ORDER 103

Here are the very best deals on all the latest Citadel miniatures from Mail Order. Check out the retinue and squad deals too!

WARHAMMER

The Game of Fantasy Battles

In a dark, war-torn fantasy world, mighty armies clash to decide the fate of huge, imperilled realms. Armoured warriors march implacably, led by fearless heroes. Terrifying monsters fly high overhead, ready to dive down on the enemy. Devastating machines of war shatter the opposing battlelines. Clouds of arrows darken the sky, swords clash against shields, and bloody banners rise at last in proclamation of victory! With Warhammer you become a fearless General – painting and assembling mighty fantasy armies to do battle on the tabletop.



WHAT IS A WARGAME?

11

If you are reading this issue of White Dwarf, chances are you've seen a game in your local Games Workshop store. But what if you've never seen a wargame before? This article looks at what wargaming and Warhammer in particular are all about.

WARHAMMER REGIMENTS

19

We take another look at the Warhammer Regiments boxed sets and take a peep at future releases.

CITY OF THE DAMNED

34

Mad Finn Tuomas Pirinen has been feverishly penning a new Warhammer skirmish game using around 10-15 models on each side!



Lizardmen besiege an Orc fortress, whilst the Orcs throw everything they have right back at 'em!

ONCE MORE INTO THE BREACH

45

Siege engines and boiling oil, these are the ingredients of the new Warhammer Siege book. Nigel Stillman gives us the low down...

EMPIRE ARMY

53

Gary Warriner shows off his prized Empire army and explains his more unusual troops, regiments and tactics.

CALL OF THE WILD

73

Dave Taylor has been out of his cage for too long! He's been raving on about 'herdstones' and 'siege towers'. Maybe it's got something to do with his new Beastman army?

FOUR GAMERS BATTLE REPORT

86

For the last article in our Tale of Four Gamers series (sniff...), Jervis organised a mini-tournament, ending in a huge battle that pits Paul's Beastmen allied with Roy's Skaven against the two Richards' Bretonnians and Wood Elves.

Product Code: 60249999223



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WARHAMMER 40,000

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

In the Warhammer 40,000 game you command savage, futuristic warriors armed with the deadliest close combat weapons imaginable and guns of such power that they can stop a mighty battle tank in its tracks!



Legion of the Damned
Brother Marine Blaaster

LEGION OF THE DAMNED 25

They appear from nowhere to fight for the forces of the Imperium. The origins of the Legion of the Damned are shrouded in mystery and their combat prowess is unequalled amongst the Emperor's finest.

BATTLE FOR FORT HERESY 50

What can four guys do with one week, sixty bulkheads, and a lot of imagination? Well turn to page 34 to find out what our Sydney store has built!



BEASTS OF STEEL 60

Just when you thought it was safe to return to the battlefield, Shannon and the other guys from our Melbourne store show you how to quickly bolster your tank companies.



NECROMUNDA



**BATTLE FOR SURVIVAL IN
THE NIGHTMARE UNDERCITY**

Necromunda is a tabletop skirmish game where players control rival gangs of warriors battling each other for supremacy in a dark underworld of anarchy and violence.

NECROMUNDA

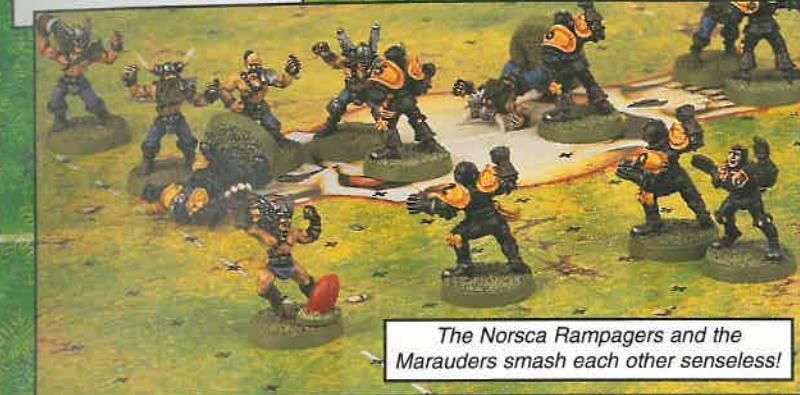
84

With the re-release of Necromunda this month as a hardback book, we look back at all the articles that have been published in past White Dwarfs.

A mighty roar fills the stadium as the players take to the field! The starting whistle is blown and the football is kicked... The game of Blood Bowl has begun!

BLOOD BOWL

THE GAME OF FANTASY FOOTBALL



The Norsca Rampagers and the Marauders smash each other senseless!

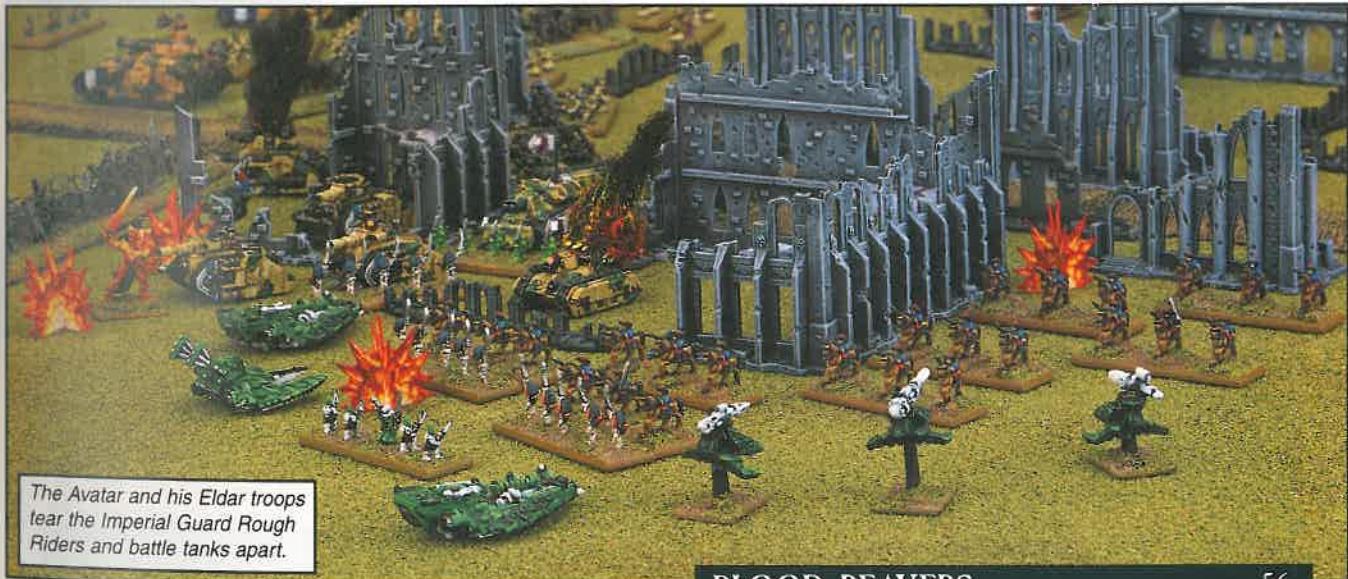
BEER AIN'T EVERYTHING.
IT'S THE ONLY THING! 81

Beer! Beer! Beer! The Norsca Rampagers Norse Blood Bowl team are here to cause untold mayhem on the Blood Bowl pitch. Their ultra-violent and action-packed league history is recorded here by our special match reporter Jervis Johnson! Also featured are the Marauders human Blood Bowl team.

WARHAMMER® EPIC 40,000

MASSIVE ARMIES CLASH
IN THE 41ST MILLENNIUM

In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines unleash untold destruction across the ravaged battlefields of the 41st millennium. As the commander of huge detachments of troops and tanks you must defeat your opponent with cunning and sheer ferocity!



The Avatar and his Eldar troops tear the Imperial Guard Rough Riders and battle tanks apart.



Bloodletters



Chaos Cultists
with Demagogue

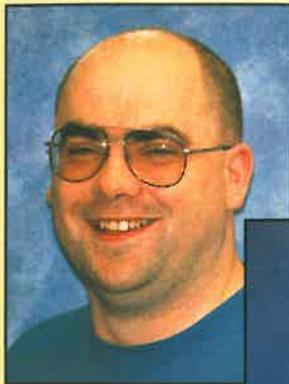
BLOOD REAVERS

56

Gav Thorpe describes this new Chaos army and its blood-soaked history. As well as giving away useful tactical hints and tips for using all the different detachments in combat, he also takes a look at how to expand the army with the addition of the terrible Daemon Engines.

WHITE DWARF

THE WHITE DWARF BLOKES



Paul Sawyer:
Fat Bloke
(Oh, and Editor)



Adrian Wood:
Grand Warlord



Graham Davey:
Thin Bloke



Andrew 'The
Beard' Sharman:



Nick Davis:
New Bloke



Dave Taylor:
Who is this guy?

If you recognize any of these men,
contact your local police station at once.

SOAPBOX!



Dave Haysom has
been finding out
why most of the
gamers he knows
don't have painted
armies...

After reading the little bit last month about writing your own Soapbox, I decided to give it a go myself – and so here it is.

A while ago, my friends and I were discussing Dave Cain's article in issue 221. The discussion went onto beardiness, and from there on to having a painted army. We all agreed that having a painted army was one of the best parts of the hobby – but hardly any of us actually had a painted army. A squad or two, and perhaps the odd character or vehicle, but that was it. After asking around some more people, this was the case for almost everyone. Why?

The most common reply was that they liked every model painted to perfection, even the lowliest foot trooper. If it wasn't perfect, they didn't like it. I have called this common disease 'Eavy Metal Syndrome, and it can be picked up by staring at pages of studio miniatures for too long.

The other problem is timidity – people are apprehensive to paint up any major characters, vehicles or important squads, as they are worried that they will mess the whole thing up, and regret it.

The new 'Eavy Metal 'How to Paint...' pages are definitely helping to combat these problems, with step by step guides to painting models to a good standard, that we can hope to achieve.

I know you've heard this countless times before, but I'm going to say it again anyway – well painted models, combined with good looking scenery make any battle far more enjoyable.

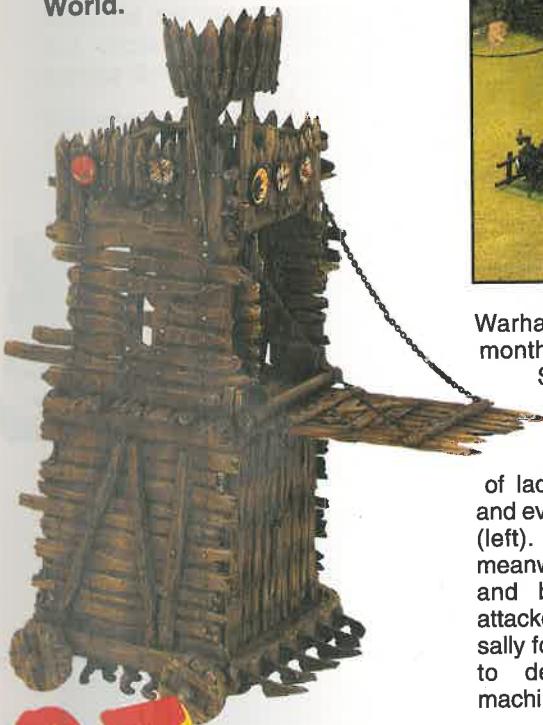
Dave

Get yourself on the Soapbox!

Do you feel passionately about some aspect of Games Workshop gaming? Why not let everyone know! Send us up to 500 words, and include your photo and signature. You never know, we may even read it!

BRETONNIANS BESIEGED

Messengers have galloped for two days to bring news of an attack by the devious Skaven on a mighty Bretonnian castle. Valiant men-at-arms are defending the walls in a desperate attempt to hold out until reinforcements arrive. Similar attacks have been reported right across the Old World.



Warhammer Siege is out next month, so in this issue Nigel Stillman fills us in on this exciting new development for Warhammer players.

Siege covers the use of ladders, battering rams and even huge siege towers (left). The defenders meanwhile can drop rocks and boiling oil on their attackers, or may decide to sally forth through the gates to destroy enemy war machines.

Below is an early design for part of the plastic Warhammer Fortress that will be released around the same time. Ring Mail Order on (02) 9829 6111 for more details.



OZ GAMES DAY & GOLDEN DEMON '98

Games Day, the biggest event in the Games Workshop calendar, is finally here in Australia.

This year's inaugural event is on Sunday 27th September at Darling Harbour, Sydney, and tickets are going to sell out, so get yours now! More details elsewhere this issue.



Above: Last years crowd in Birmingham, just before the doors open.

Left: A huge participation game, there may be some of these in Oz.

Below: The hard-fought Golden Demon painting competition is bound to attract a lot of attention.



NEWS

WARHAMMER®

This month's Warhammer releases:

Fantasy Swarms (Plastic boxed set)	\$17.95
Serpent Swarm (Five models per blister)	\$11.95

CHAOS

Azazel (Metal boxed set)	\$49.95
Chaos Warrior Halberdiers (Warhammer Regiment)	\$34.95

EMPIRE

Empire Soldiers (Warhammer Regiment)	\$34.95
Empire War Altar (Metal boxed set)	\$54.95



This month's Warhammer 40,000 release:

SPACE MARINES

Legion of the Damned (Metal boxed set)	\$59.95
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IMPERIAL GUARD

Tallarn Rough Riders (One model per blister)	\$11.95
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This month's Epic 40,000 release:

CHAOS

Epic Chaos Army (Boxed army deal)	Watch this space!
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This month's Blood Bowl releases:

Norse team (Metal boxed set)	\$49.95
Human team (Metal boxed set)	\$49.95



This month's Necromunda releases

Necromunda (Hardback book)	\$69.95
Orlock Gang (Plastic boxed set)	\$17.95
Goliath Gang (Plastic boxed set)	\$17.95



Warhammer Monthly 5
Inferno 7

\$4.95
\$9.95

OTHER STUFF!

Green Stuff (Modelling putty)

Just ask us!

GANG WAR

BRUTAL CHAINSMORD SLAYING

From Broken Stump to Ash Falls, renewed fighting has broken out between gangs from the rival houses of the hive as well as the reviled Outlanders. Hired Guns have been upping their prices, Bounty Hunters are on the move and many gang leaders have wound up with a big price on their heads.



Necromunda is re-released this month in the form of a hardback book. This includes the Rulebook, Sourcebook and Outlanders book from the original boxed set and supplement, along with a complete catalogue of all the Necromunda miniatures



Van Saar Leader with plasma pistol and chainsword



Escher Ganger with plasma pistol and club

available. In other words, everything you need to play battles in the Underhive, all in one hefty tome.

The plastic Orlock and Goliath models that were originally found in the Necromunda boxed game will now be available as separate boxed sets.



SPACE MARINES SIGHTED ON MOON

LEGION OF THE DAMNED SPACE MARINES SAVE IMPERIAL MOON KRONAL VII FROM ORK ASSAULT

Mysterious, ghostly Space Marines saved the day when a surprise Ork attack threatened to overrun an Imperial mining settlement on the moon Kronal VII in the Ephlar System.

Eye-witnesses claimed that the Marines "appeared from nowhere", that they were "covered in fire and bones" and were "completely silent." As yet no Space Marine Chapter has claimed responsibility for this intervention, and rumours are spreading that the spectral Marines were in fact the fabled Legion of the Damned.

The Legion of the Damned boxed set started out as a training exercise for our Trainee Miniature Designers, converting existing Marine models

by adding flames, skulls, bones etc. However, the results were so impressive that we couldn't resist casting them up for release. Look out later in White Dwarf for the rules, background and loads of ideas about gaming with and painting the new models. Don't miss WD224 – there are more Legion of the Damned miniatures on the way, plus something a bit special!



Sculpting the Legion of the Damned Space Marine sergeant.



WHITE DWARF COMPETITION



The character of Cypher in the Chaos Codex was inspired by a particular actor in a particular film. We've got a year's subscription to White Dwarf to give away to the first person who can tell us the name of the actor and the name of the film. Entries should be sent, on a postcard, to White Dwarf, Games Workshop HQ, PO Box 576, Ingleburn, NSW, 1890.

LITTLE GREEN MEN! 'GREEN STUFF' HITS THE STORES

Released in blister packs this month is the special modelling putty 'Green Stuff'.

Green Stuff is the medium in which the GW miniature designers sculpt all our models. Even if you're not a budding Jes Goodwin or Brian Nelson, it is also excellent for filling gaps in multi-part kits or adding small details. You get what looks like blue and yellow plasticine, which must be kneaded together thoroughly, until it is green. Then you have about an hour to mould it into shape before it sets hard.

Right: Some of Michael Perry's latest models, still at the 'green' stage.



Basic body shapes made out of green stuff, known as 'armatures', ready to be turned into finished models.



NEWS

GALLOPING TALLARNS



TALLARN ROUGH RIDERS DEPLOYED IN DESERT BATTLE

Refugees from the desert world Hyphestra XIV, which is currently under attack by Space Marines of the Traitor Legions, report that the Tallarn Imperial Guard regiment leading the defence have started using cavalry as fast strike troops.

Although the use of horses is more commonly associated with Attilan regiments, these Tallarn 'Rough Riders' are reportedly highly effective, charging into combat, using their hunting lances to punch through the power armour of the Chaos Space Marines.

New models available this month!



THEY'RE EVERYWHERE! PLAGUES OF TINY CREATURES RAVAGE ARMIES



Serpent swarm

Swarms of tiny, vicious creatures have been causing havoc amongst the armies of the Old World. Biting, clawing and nibbling, they can overcome a man with sheer weight of numbers.

Out this month are the Serpent swarm (metal models in a blister pack) and Bat, Rat and Spider swarms plus a Snotling base (plastic models in a boxed set). Each type of swarm has its

own advantage: Serpents have a poisonous bite (+1 Strength), Bats can fly (crossing obstacles and units), Rats are fast and only cost half the points for Skaven armies and Spiders are so small that they can crawl into armour, to attack ignoring armour saving throws. Snotlings are much cheaper to recruit and they mimic the actions of the nearest unit (they are too stupid to think for themselves)!



Bat swarm



Snotling base



Rat swarm



Spider swarm



LAST STAND!

Hemmed in on all sides, these brave Space Marines stand firm against the armoured might of the Waaghmach.

Recently some of the guys from our Adelaide and Marion stores took time out for a massive 40K battle of Good versus Evil, and you thought you were insane!

QUICKIES

- Need some reinforcements for your Warhammer army? The Dogs of War will gladly fight alongside your troops – if you pay them enough! More news next month.

CHAOS INCURSION

THREAT TO THE IMPERIUM

A vile Chaos army, known only as the Blood Reavers, has been rampaging across the galaxy, devastating Imperial planets and sweeping aside all attempts to stop it.

An awesome Epic Chaos Army boxed set is released



Chaos Land Raider

this month, complete with loads of new models, which, as you can see, are very spiky! There is also a new plastic sprue for all your Chaos Space Marines, Daemons, Cultists, etc.

Later in this issue we take a closer look at the Blood Reaver's army, its history and how to use it as an effective fighting force on the battlefield.



Chaos Rhinos



Plaguebearers

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Black Library's First Birthday!

Yes it's true, the Black Library is one year old, and what an exciting first year it has been. So just in case you have been trapped in a warp storm for the last twelve months, here's what we've been up to...



INFERNO!

Inferno! is the publication that started it all, and we've seen six rip-roaring issues of this magazine. With its mix of gritty short stories, comic strips, illustrations and features, you can rely on Inferno! to provide you with hours of gripping reading from the worlds of Warhammer and Warhammer 40,000.

WARHAMMER MONTHLY

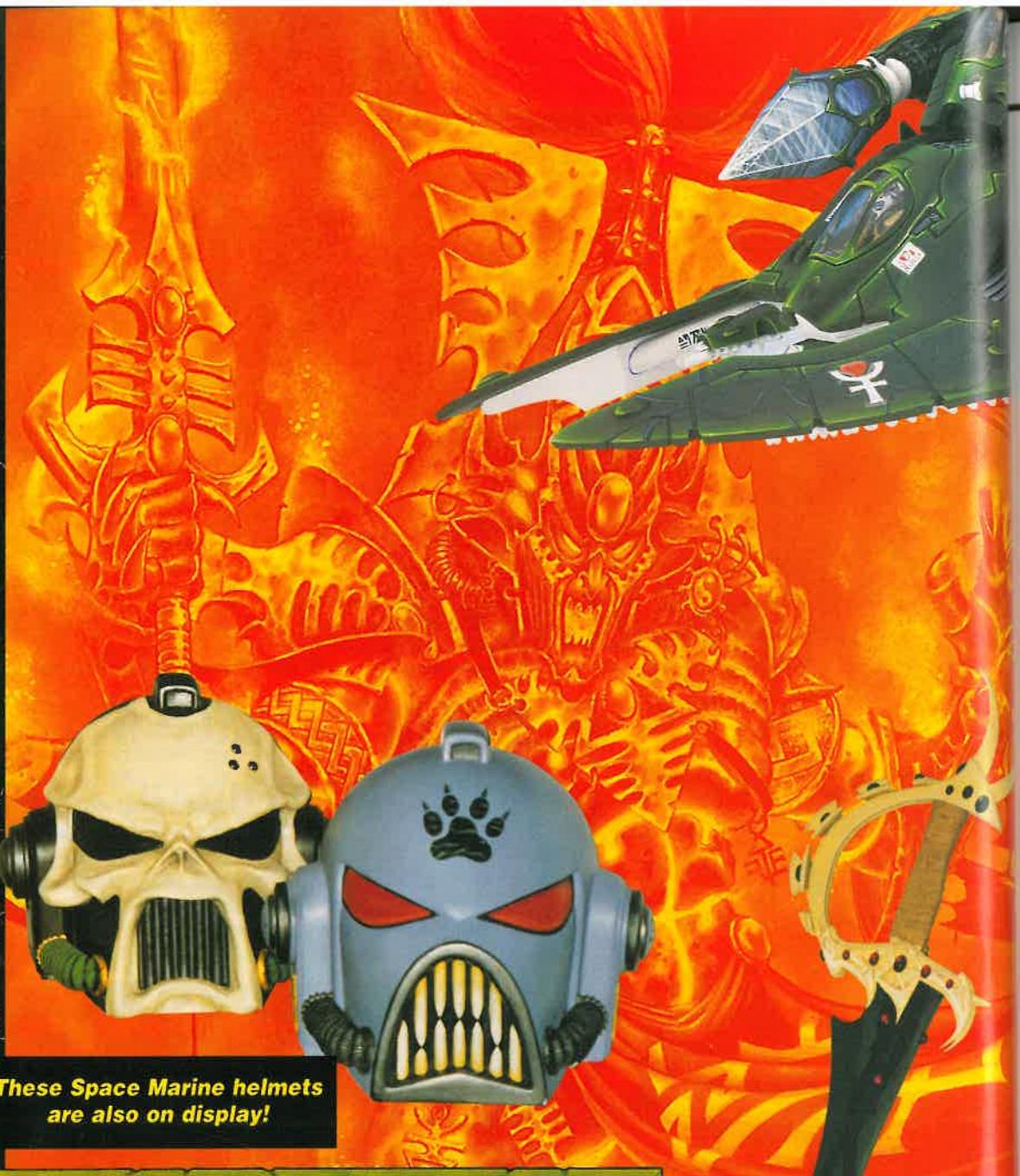
Warhammer Monthly is the Games Workshop action comic, and we know loads of you can't wait to get your hands on Issue 5. Fortunately we have managed to get hold of a pre-release copy here at White Dwarf and we have something exciting to report...

With Issue 5 featuring the penultimate episode of the awesome Titan comic strip, the Black Library is running a competition so you can win your very own model Warlord Titan. Designed by miniature sculptor Dave Andrews, all this splendid model kit requires is assembly and a lick of paint, and you'll have your very own Imperius Dictatio. You can even use Simon Coleby's brilliant cover painting as a colour guide! Check out Issue 5 and you could be a winner.

THE CITADEL JOURNAL

Don't forget the Citadel Journal, written by you, the hardcore hobbyist. Each issue is full of new house rules, scenarios, modelling ideas, campaigns, tactics for winning games and so on, all written by you lot out there. So if you want to liven up your games, find an interesting set of suggestions or just see what everyone's up to, then check out the latest Citadel Journal.

DEFENCE OF CERBERUS III . DEFENCE OF



**These Space Marine helmets
are also on display!**

**It has been foreseen that the forces of
Space Wolf Lord Kyrl Grimblood, preparing
to return to Fenris after a successful campaign
in the Eye of Terror, must not leave the
Imperial world of Cerberus III.**

**ALL ARE TO PREPARE FOR BATTLE
The battle shall be joined at
GAMES WORKSHOP AUCKLAND**

Saturday 18th July.

**Be present to stop the Space Wolves'
return to Fenris and recover stolen
artefacts from the Black Library.**

**Finely recreated by Matt
Weaver, this Eldar
Howling Banshee power
sword is one of the
Black Library artefacts
that are accompanying
this Roadshow.**

WARHAMMER

WHAT IS A WARGAME?

So, you've picked up this magazine for the first time and have liked what you've seen, but really want to know what this wargaming lark is all about. Well don't despair – over the next few pages we'll give you a whistle-stop tour of what a wargame involves. We'll also point you in the right direction for your next step on the blood-splattered road to glory...

A wargame is nothing less than a battle between entire model armies of mighty warriors. The battle is fought by two players, each controlling a painted miniature army, complete with regiments of infantry and cavalry, monsters and fearsome war machines!

Of course, you can't fight a battle without troops, which, in our case, are represented by models about an

inch (30mm) high. Model armies, just like real armies, contain different kinds of troops and are commanded by valiant generals. Some of the armies you can collect are formed of men, such as the gallant warriors of the Empire or the chivalrous Bretonnians. Other armies consist of monsters or inhuman creatures such as the ancient race of Elves, the grim Dwarfs, evil green-skinned Orcs and the terrifying Undead.



by Matt
Eldar
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FIGHTING A WARGAME

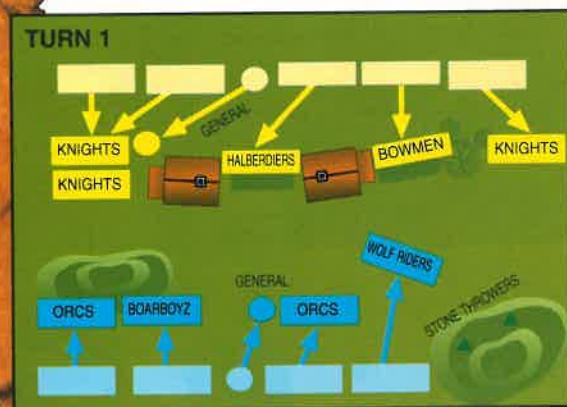
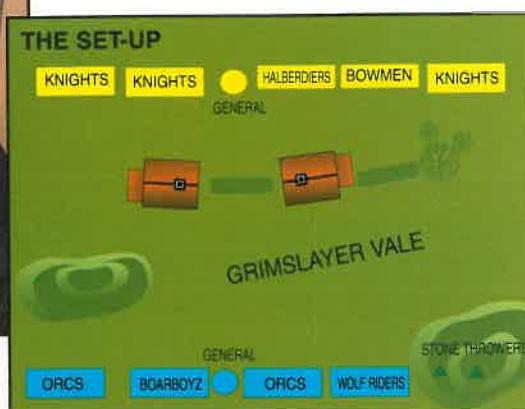
A game will last for an hour or more depending on how big your armies are, and can quite easily last all day if you want to field massive hordes. Indeed, some players like to pool their collections specifically to fight massive

battles that stretch over a whole weekend. However, most battles will last an hour or so and can be completed in an afternoon or a leisurely evening.

Below you can see two players, Hadyn Lockie and Martin Howells, about to



Set-up. The Bretonnians (yellow) and the Orcs (blue) line up ready for battle on opposite sides of the table.



Turn 1. Both armies advance towards each other. The Bretonnians move round the buildings and the wood, while the Orcs have to negotiate the hills.

TURN 1

The players each roll a dice to see who goes first and Lord Goldenhelm wins the first turn by rolling the highest score – a good start! The Bretonnian host moves swiftly into action, sunlight glittering off their polished armour as the Knights move around the village. Realising its value as a defensive position, Lord Goldenhelm detaches a regiment of archers to occupy Grimslayer Vale. "Let the enemy come and we will shoot

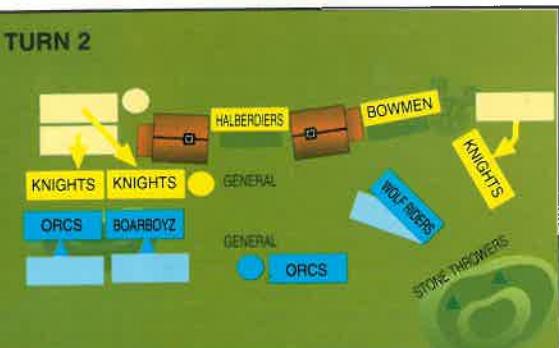
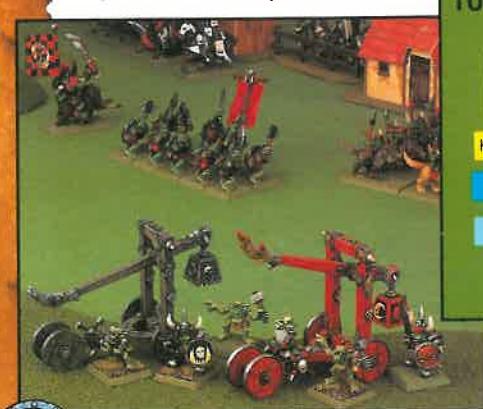
them down like dogs!" proclaims the Bretonnian Lord.

The Orcs are undaunted by their enemy's taunts. They begin their first turn by moving steadily towards the enemy centre. Huge and brutal Orc Warriors advance relentlessly, their iron blades eager to hack and stab. Beside them wolf cavalry bound forward, each snarling wolf carrying a sinister Goblin warrior into battle, but the Wolf riders are not fast enough to reach their enemy before the turn ends. The war machines are pushed forwards over the hill by their burly Orc crew.

TURN 2

Lord Goldenhelm begins his second turn unsure what to do next... Should he attack the Orc line or hold his position and rely on his superior bowfire to see off his enemy? He decides to hold his position and let fire. Fortunately his brave

archers do not let him down, loosing their steel-tipped arrows against the Goblin wolf riders ranging towards Grimslayer Vale. The closest Goblins fall dead with white fletched arrows sticking



Turn 2. The Bretonnian foot troops take up defensible positions in cover, while the rest of the two armies continue to move toward each other.

in their throats. The Bretonnians let up a cheer but it is the end of their turn and now they must face the anger of the Orcs!

Grishnak is confident at the start of his second turn, for his troops are now in position to open up with their own missiles and wreak havoc upon the Bretonnians. But Grishnak is to be disappointed – his stone throwing engines land their huge missiles short of their targets and the Bretonnians jeer rudely at their efforts. The Wolf riders shoot with their bows but their black-fletched arrows bounce off the superior armour of the Bretonnian Knights. Grishnak's turn is over and he can only await the Bretonnians' onslaught.

TURN 3

Sensing victory Lord Goldenhelm orders his Knights to attack the remaining Goblin Wolf riders while the rest of his force advances rapidly. The Knights charge with a mighty roar, the Wolf riders scream with fury and their wolves howl and snarl. Lances splinter, blades flash red in the sunlight, and the Goblins are driven away in rout. Mercilessly the Knights press forward, pursuing the enemy and cutting them down until not one Goblin is left alive!

Without stopping the Knights advance their attack, smashing into a regiment of Orcs. It is a great setback for the Orcs who have lost all the troops on their right flank, exposing the rest of the army to attack from the front and side! But Lord Goldenhelm's turn is over and he knows Grishnak is not finished yet!

Things look pretty bad for the Orc army, but Grishnak is too experienced a warrior

to give up quite yet. With an especially loud bellow the Orc Warlord plunges into the fight against the Knights. Elsewhere Orc warriors advance swiftly against the Bretonnian cavalry, purposely ignoring the threat from the village. The green-skinned horde smashes into the Knights, sending steel-tipped spears and knightly helms flying in all directions.

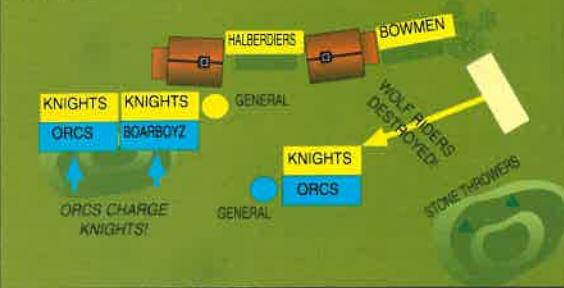
To make matters worse for the Bretonnians the Orc stone throwing engines open up against the infantry sheltering in the village. Stones as big

as a Troll's head land thunderously amongst the Bretonnian ranks, smashing into a thousand deadly pieces. Things are starting to look bad for Lord Goldenhelm.



Turn 3. On the right flank, the Knights gallop round the wood, and charge into the approaching Wolf riders. The Goblin unit is destroyed, and the Knights charge on to attack the nearest Orc regiment.

TURN 3



TURN 4

The Bretonnian Knights reel before the assault of the Orc infantry and Boar riders, but knightly gallantry manages to gain the upper hand. Seeing their enemy's resistance the Orc infantry lose heart and turn to flee, but they are too slow, and the Knights cut them down as they run. The Boar riders are far more dangerous opponents! Blood flows on both sides but neither is prepared to give ground, and Lord Goldenhelm himself slays two Orc Boar riders.

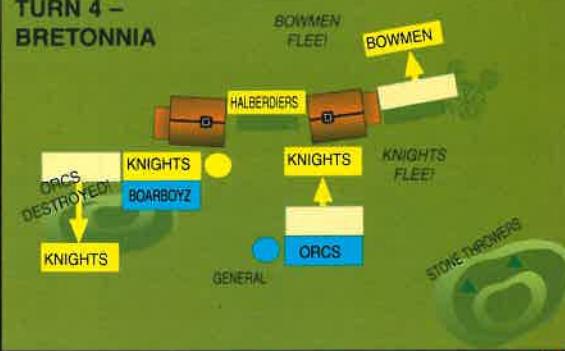
Meanwhile on the other flank Grishnak and his Orcs fight savagely, proving more than a match for the Bretonnian Knights who break and flee, galloping back towards their own lines as fast as they can. The Bretonnian archers, seeing their Knights run, are dismayed. They panic and turn to flee, convinced that they have lost the battle. At the end of the Bretonnians' final turn things look pretty even, and it remains to be seen what Grishnak can do to win the day.

The Orcs are too far from the battle to do anything but Grishnak rides a War Boar and can move faster than a mere foot-slogger. Abandoning the Orcs, Grishnak charges into the battle, crying out for Lord Goldenhelm to come and face him if he dares! The Bretonnian Lord is far too proud to refuse such a challenge

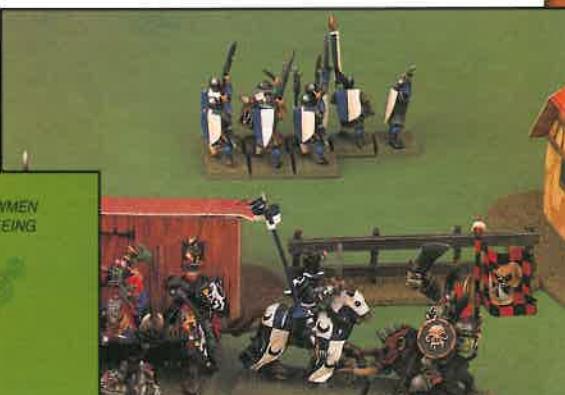
and a ferocious combat ensues. Alas, Lord Goldenhelm's pride becomes his downfall, as Grishnak's mighty axe cleaves the Bretonnian General in two. Appalled but undaunted the Knights fight on. Many men and Orcs fall but neither side gives way. The Bretonnian Halberdiers are not so brave: the sight of their Lord's death proves too much for them, and they turn to run away.

As the battle ends the Bretonnian army is mostly fleeing in rout, but two units of Knights still remain to fight on. The Orcs too are badly mauled, but with his opposite number dead at his feet Grishnak roars his triumph! It is victory... just... but victory none-the-less.

TURN 4 – BRETONNIA

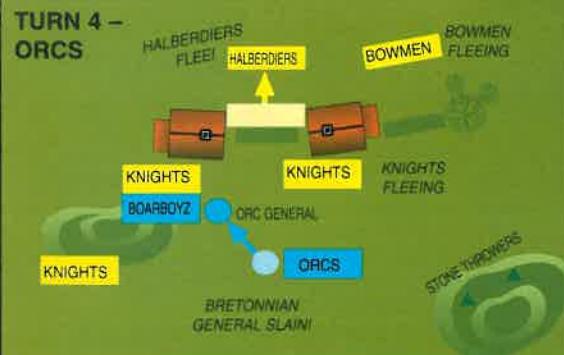


Turn 4 – Bretonnia. On the left flank of the battle, a great combat breaks out between the two squadrons of mounted Knights and the Orcs. The Orc Boarboyz hold their ground, but the other Orc regiment is destroyed.



Turn 4 – Orcs. Grishnak challenges Lord Goldenhelm to mortal combat – and wins! Dismayed by the loss of their leader, the Bretonnian Halberdiers flee.

TURN 4 – ORCS



COLLECTING AN ARMY

By purchasing and painting one unit of troops at a time, you'll soon see your army grow into an impressive force. You'll find some example armies at the end of this book, which are all roughly the same size, and you could use these as a guide to start your own collection. We've included an army for every Warhammer race, already organised into units ready for battle.

CHOOSING AN ARMY

The first thing to do is decide which army you want to collect. Different races have different troop types, fighting skills and technological assets. The human troops of the Empire, for instance, make great use of cannons and war machines in their armies, while Wood Elves make use of mounted bowmen and can enlist the aid of sylvan creatures like Treemen and Dryads.

We hope you'll be inspired by the photographs in this book. If you live near a Games Workshop store go down and have a look at the painted models they'll have there. All Games Workshop store staff are keen gamers themselves, so they'll be happy to give you advice.

ARMIES OF THE WARHAMMER WORLD

High Elves	The Empire
Orcs & Goblins	Lizardmen
Wood Elves	Skaven
The Undead	Dwarfs
Dark Elves	Bretonnia
Chaos Dwarfs	Chaos

WARHAMMER ARMY BOOKS

Once you've chosen your army, you'll want to know more about it, how it fights, and what special models it can include. You'll find all this and more besides in the Warhammer Armies supplement for your army. Each army book tells you about the history of the race, describes the different troop types and any special rules they might have, and contains an army list.

The army list is the most important part of the book because it tells you how many and what sort of troops you can

have in your army. While you can always make choices about how you compose your force, certain combinations or numbers of troops may be restricted. This is to preserve the character of the different armies, and to ensure a balanced selection. An army that consisted entirely of war machines or large monsters wouldn't give you or your opponent much choice of tactics.

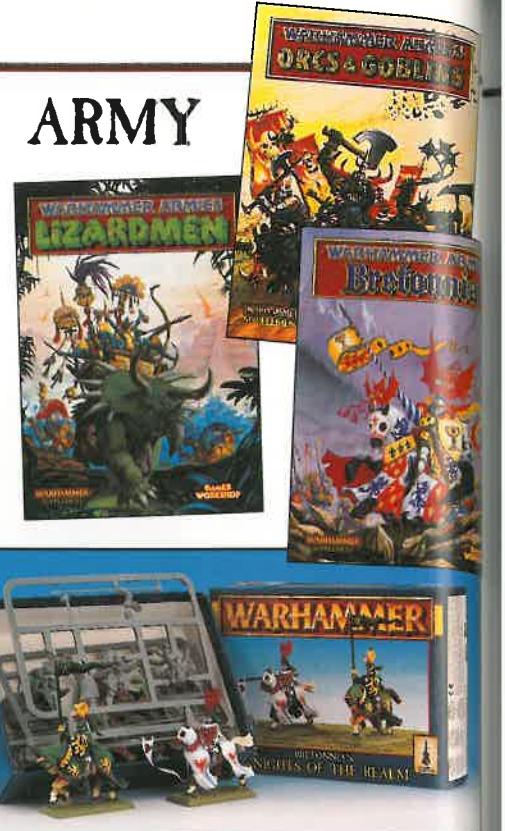
Within the selections that are allowed, the army lists are very flexible. It's unlikely that any two players would ever pick precisely the same combination of troops.

COLLECTING TROOPS

Most players start by buying a few models and painting them without worrying too much about points values or what they are. This gives you a flavour of the army, and by adding sufficient models to make a regiment, enough to play a modest game.

By adding more regiments, as well as war machines, heroes, wizards and other special models your army will soon grow bigger. How big your collection grows is up to you!

If you have more troops than you need for a battle, this gives you the opportunity to 'tailor' your force to suit your opponent. Some troops are particularly effective against others. The High Elf repeater bolt thrower is great at cutting down enemies who attack in large regiments such as Skaven and Goblins, for example.



The boxed sets of plastic Citadel Miniatures are ideal for building up your core units, and just one or two boxes will contain enough troops for a small regiment. As plastic miniatures are a bit cheaper than metal ones it's a sensible way to buy the bulk of your army.

CORE UNITS

Although it's tempting to start an army with the general, we find it's better to go for one or two 'core units' first. 'Core units' are the standard infantry or cavalry that every army has in abundance – Orc Warriors, High Elf spearmen and archers, Skaven Clanrats, etc.



When you've got your core units, you might want a few more exotic troops like war machines, monsters and some heroes. From left to right: Stegadon with Skink riders from the Lizardman army, Goblin wolf chariot and High Elf dragon rider.

PAINTING YOUR MODELS

Although you don't have to play Warhammer with painted models, there's nothing to match the sight of two painted armies facing each other on the table-top. Some people paint their models quite simply so they can start

gaming straight away, while for others painting miniatures becomes a satisfying pastime in itself. Most gamers, though, fall between these two extremes, and paint models to a standard they feel comfortable with, but which allows

them to finish their armies relatively quickly. After all, you can always spend a little more time and attention on special models like the army general.

You don't need much equipment to get started – one or two brushes, some paint, glue, a modelling knife, and, of course, some models!

Brushes

You will need artists' brushes (the sort that come to a point). Start off with a size 1 and a size 3; you can always buy some smaller and larger brushes later. Citadel 'detail' and 'base coat' brushes are ideal.



Glue

You will need superglue for metal models, and polystyrene cement for plastic models.



Model

This is a plastic model – a Bretonnian bowman – but you can also buy metal ones.



Paint

Although you can use almost any paint, the paint that is designed specially for models, like Citadel Colour, is best. When you have all the basic colours (black, white, yellow, blue, red, brown, silver & flesh) you can add whatever other colours take your fancy.



Modelling Knife

The sort of modelling knife that has a retractable blade is the safest and easiest to use.

You will need to set up a 'painting area' before you start. A table or desk next to a window is best, so you can paint in natural daylight. Spread a thick layer of newspaper on the table to protect the surface in case you have an accident.



You'll need to find a few more bits and pieces of equipment too – a jar to put the water in, some kitchen paper to wipe your brushes on, and an old plate or a plastic palette to mix paint on.

Before you start painting a model, it will need a little preparation. First check the model for 'flash', the fine mould lines that are left over from the casting process, and trim them off carefully with

the modelling knife or a needle file. Next, glue the model into its slottabase.

Just one more thing to do now – paint on an undercoat. This is a thin layer of white paint that seals the metal or plastic of the model, and gives you a better surface to paint on. You can skip this stage if you like, but you'll find it much easier to paint models if you do undercoat them first. A good way to undercoat models is to spray them with white paint designed specifically for this purpose (like Citadel Matt White undercoat).

Now you are ready to paint! Just paint each area of your model in an appropriate colour. If you were painting an Orc or a Goblin, for example, a good start would be to paint all his skin green. If you'd chosen a human, you would paint his hands and face in a flesh-coloured paint.

Paint each area of your model, being as neat as you can. If you make a mistake, you can always paint over it. Wait for each area to dry before painting a fresh colour next to it, or the two colours may run together.



It's best not to use the paint straight from the pot, as it can be too thick. Take some of the colour you want to use from the pot with a brush and put it onto your palette. You can then thin it down with a little water, or even mix in another paint to get a new colour. Remember to wash your brush each time you change colours, or you could end up with a rather muddy set of paints!



FIGHTING A BATTLE

An elaborate or expensive set-up is not required to play a wargame. That doesn't mean that most hardened gamers don't aspire to create their own specially equipped games room! In this ideal environment the wargames table can be left permanently in place, battles can be abandoned and resumed at any time without having to clear away, and ranks of models can be displayed safely upon shelves.

For most of us the chances of dedicating an entire room to our hobby are slim. There are simply too many demands upon our living space to indulge such a luxury. That doesn't mean we can't enjoy a perfectly satisfactory wargame however, although we may have to make sure our games are fought over the course of an evening or afternoon, and that model armies and terrain can be safely stowed away after use.



Veteran games players Michael and Alan Perry have created this lavish table-top battlefield.

THE BATTLEFIELD

Imagine you and your opponent wish to fight a battle. Aside from the opposing armies themselves the most obvious requirement is for somewhere to play the game - a battlefield! What is needed is a flat and sturdy surface of reasonable size. An area about 3' by 4' will do at a pinch, although it will be immediately apparent that bigger armies require more space in which to fight. The most readily available battlefield is the floor, and there is nothing wrong with clearing some space and crawling about on hands and knees in pursuit of victory. A further advantage is that should you drop a model it is unlikely to come to any harm, models plummeting from a table are not always so lucky!

Although the floor is the most readily available playing surface, there are plenty of alternatives which are almost as simple to arrange. You might be

fortunate enough to have a suitable kitchen table or large desk.

On the other hand, and with just a little more effort, it is possible to buy a sheet of stiff board which affords a very satisfactory surface and which can be placed over a bed or on top of a small table to increase its playing area. Such a board can be stored on its side against a wall, under a bed, or behind a wardrobe when not in use.



A dining room table is ideal for fighting Warhammer battles. The green table cloth protects the surface from scratches, and acts as an instant grassy plain.

important Imperial envoy, the dead rise from their graves to take over a lonely town, sombre Dwarf gold miners are attacked by marauding goblins as they bring supplies into the mountains... and so on!

The most straightforward kind of battle is a clash between two advancing armies, both spoiling for a fight, perhaps the one invading the territory of the other. We call this a 'Pitched Battle' - a battle where two forces of roughly equal size face each other over an open battlefield.

On the right you can see a map showing one way of arranging the scenery for an encounter. You can, of course, arrange the scenery any way you like, changing the layout every time you play to represent a different location. A good way of laying out the scenery is for each player to position one feature at a time, or for one player to place the scenery whilst his opponent chooses which side his army will start. It doesn't much matter how you set up your battlefield - but you should endeavour to make sure the layout is reasonably balanced and doesn't favour one side over the other.

THE ARMIES

Once the battlefield is complete to the satisfaction of both players it is time to deploy the armies. It is assumed at this point that players have armies of roughly equal size and ability, so that

SETTING UP THE BATTLE

When it comes to setting up the battlefield you might choose to represent some action you have seen in a favourite film or TV series, or which you have read about. Or you could invent a suitable plot that throws your armies together in battle: an ambush upon an



Piles of books can be placed under the cloth to create hills.

the battle will be a fair contest. In the Warhammer Armies supplements players are presented with a means of calculating the 'points value' of their individual troops, so that opposing armies can be worked out to a constant points total. However, such niceties need not worry us to start with – so long as both forces are of roughly equal size what does it matter? You can always swap sides and play again, and besides, wargaming is not a cut-throat competition but an entertaining hobby where the splendour of the contest is every bit as important as who wins and loses.

For the sake of argument let us suppose that our two generals have armies of Bretonnians and Goblins respectively. The Bretonnians have gallant Knights plus some longbowmen and spearmen.

DEPLOYMENT

Setting the armies up ready for battle is called *deployment*. How you arrange your forces is important because where your various troops start from will determine your tactics and may well decide which side wins or loses. For this reason it is important that one player does not gain an unfair advantage by watching the enemy deploy and simply setting his troops up in the most advantageous positions to counter them. In reality generals must make their plans and stick to them, and rarely have the opportunity to change their minds once a battle has begun.

One side deploys along this edge

The other side deploys along this edge

Ideally the forces should begin at least 24" away from each other, so if your table is 36" wide you would be advised to set up no more than 6" away from the table edge, for example.

Once the first player has deployed a regiment his opponent deploys one of his, then the first player positions a further regiment, then the second player again, and so on until all the regiments have been deployed. If you find that one player has many more regiments than the other it is advisable that he begins to deploy first, as this will help to even things up. In any case, once one army is entirely deployed any remaining regiments can be positioned on the other side and the game is ready to begin!

As an aside, it is a simple matter to vary the way the armies set up, allowing some troops to deploy at the table sides or 'flanks', or others to begin in the centre of the battlefield perhaps as a vanguard or a lone defending force that

your army must rescue from the foe. Similarly, some forces could be kept off the table altogether and introduced as 'reinforcements' at some later stage of the game, but such things can be left to the players to improvise for themselves.



Two armies deployed and ready for battle

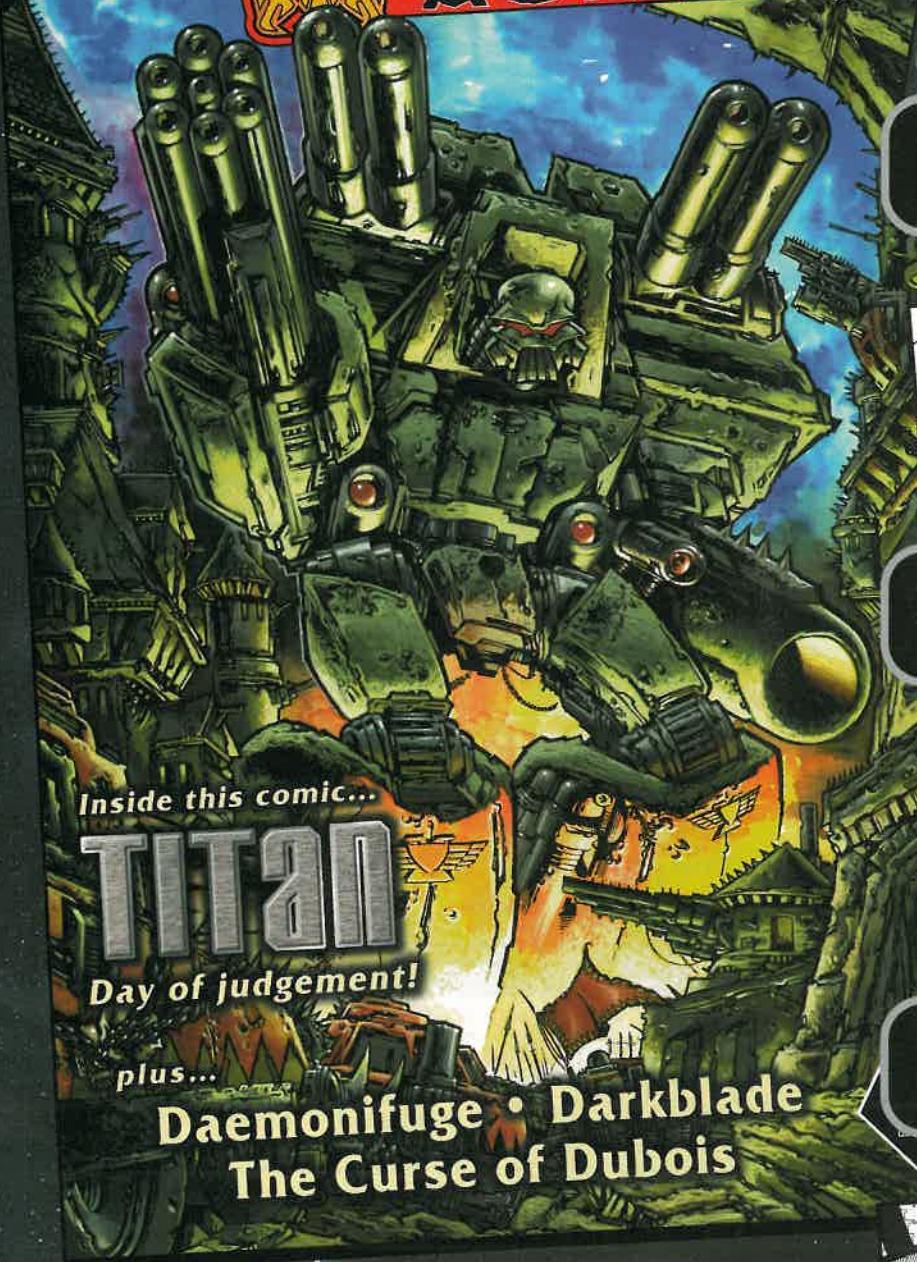
In a pitched battle the armies are deployed on opposing table sides. Each player rolls a dice and the player who rolls the highest score must place one of his regiments along his table edge. It is usual to say that regiments should be positioned no further than 6" or perhaps 12" from the table's edge, but this depends on how wide your table is.

The Goblins have several large units of ragged green-skinned Goblin warriors, plus wolf-riding Goblin cavalry, and some lumbering Trolls. There are fewer Bretonnians than Goblins, but this doesn't concern us because we know from experience that Bretonnian Knights are far better opponents than scrawny Goblins!

Hopefully the last few pages will have imparted to you the basics of a wargame and you'll be eager to test your mettle on the battlefield. A number of options are open to you at this point: pop in to one of our stores and ask for a demo game, visit one of our many GW clubs or get your hands on one of GW's wargames. So, whether you want to captain a force of valiant Space Marines on the battlefields of the 41st Millennium or lead a horde of rotting Undead, laying waste to the Warhammer world, the choice is yours! Check out the rest of this magazine for more wargaming ideas and happy gaming!

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REGIMENTS

The Soldiers of the Empire Regiment boxed set is the third of the new range of Warhammer Regiments to be released. We delve deeper into the idea behind the Regiments and a take a look at what is looming on the horizon...

Games Workshop have been producing plastic models and kits for many years but we think the new range of Warhammer Regiments are right up there with the best things we've ever produced. Each set will provide the Warhammer player (novice or veteran alike) with a complete regiment to start collecting an army or to add to an existing force.

The idea behind the new Regiment sets was quite simple. Our aim was to provide the army collector with a complete regiment in a box. For instance, the new Soldiers of the Empire Regiment boxed set contains 16 models including hero, standard bearer and drummer, but the number of models in each set will vary according to the race and troop type.

We wanted the miniatures themselves to be as good as we could possibly make them so we designed them as kits enabling us to cram loads of detail onto

the models. This also gives you a fantastic selection of optional parts and variants. As no serious Warhammer general would consider taking to the field of battle without each regiment's command models we've therefore included white metal parts to convert three of the basic plastic models into a musician, a standard bearer and a leader.

As we decided to make the models in the regiments as kits, there is an almost infinite number of ways to assemble them. The Soldiers of the Empire, for example, have 28,672 possible variants on each sprue (or so I'm told by Anthony Bath, whose life is so empty that he has the time to work dull stuff like this out – *Fat Bloke*). We've also sneaked little extras onto the sprues like hats, swords, a water bottle and armour plates in the Soldiers of the Empire set and a skull, cloak, scabbard and the mandatory Chaos Spiky Bits in the Chaos Warriors set. These are great for simple

conversions and customising your models. This means that not only do all the models in the regiment have a unique character, but you can put together two or three different looking Regiments from the same set. This isn't an accident as we hope that the new Regiment sets will become the most popular way for Warhammer generals to recruit forces for their armies.

The first of the new range of Regiments were the Chaos Warriors, followed by the awesome Chaos Knights. This month we've released the Soldiers of the Empire, which can be assembled as Halberdiers or Swordsmen; and there are many more on the way as you can see opposite.

At the very least, there will be a Regiment set for each of the armies in the Warhammer world, and probably more like three or four, so watch this space!



SOLDIERS OF THE EMPIRE



This new boxed set contains a complete Warhammer Regiment of 16 multi-part Soldiers of the Empire. The models can be assembled as either halberdiers or swordsmen. Each sprue is jam-packed with variants, including four different leg designs, four types of body, seven heads, eight right and eight left arm designs (each right arm carries a different weapon). In addition to this there are feathers, a sheathed sword, hats, water bottles, a selection of very useful armour plates and a sprue containing three shield designs. White metal pieces are also included for the command group (leader, standard bearer and drummer).



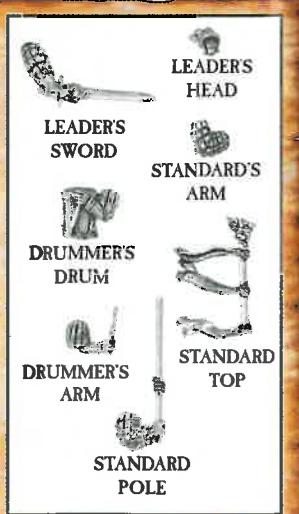
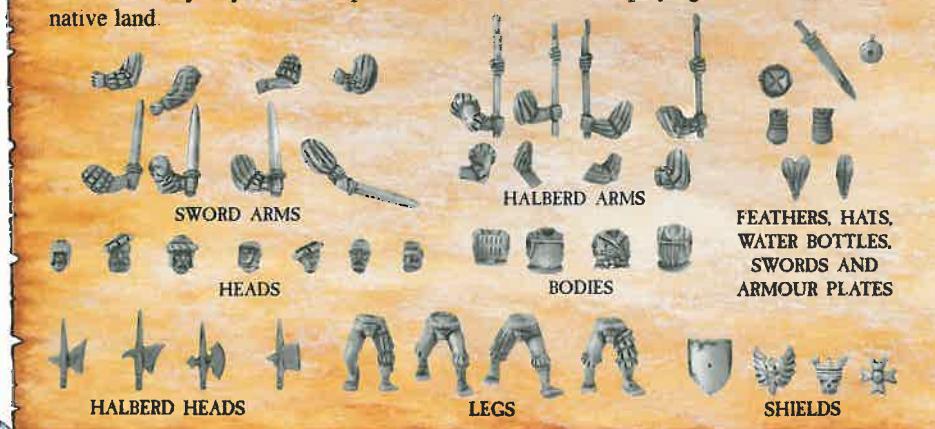
Altdorf

Talabheim

The uniforms of the models above have been painted in the colours of a couple of the Empire's provinces and city states.



The Empire is the most powerful realm in the Old World. In the forefront of its armies march large regiments of Halberdiers and Swordsmen. These disciplined warriors are raised in every city state and province, their uniforms displaying the colours of their native land.



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COMING SOON!

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Night Goblin with spear



Skaven



Night Goblin Archer



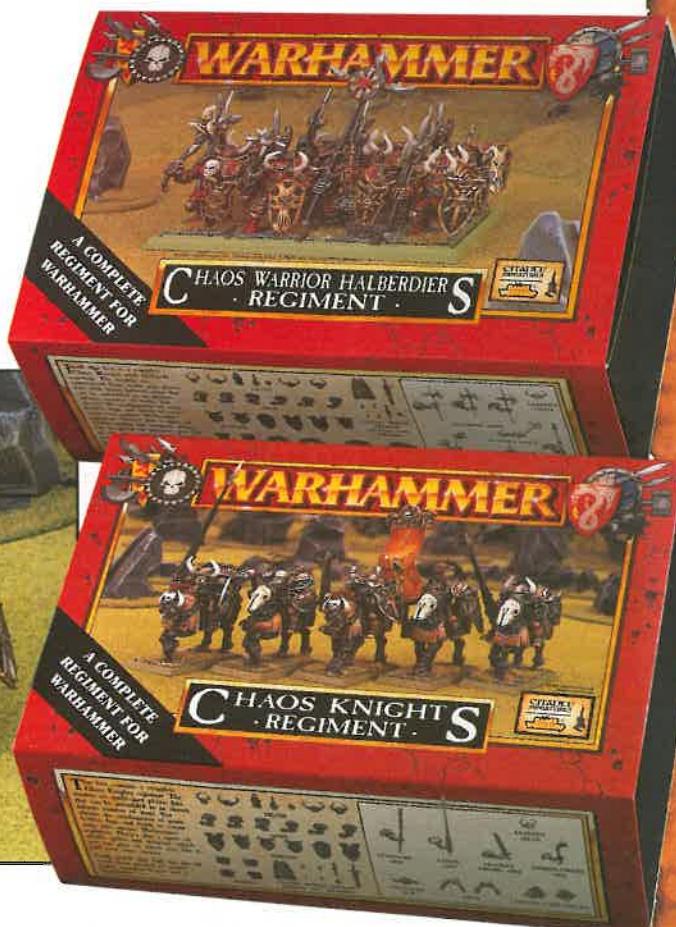
Skaven

As we speak, the miniature designers are putting the finishing touches to a number of new sets. There is a Night Goblin Regiment which can be assembled as bowmen or spearmen, a Skaven Clanrat Regiment and the amazing new Skeleton Warriors which are well on the way. Keep your eyes on White Dwarf for news of these new sets.

Next month we will be releasing another Warhammer Regiment – Chaos Warrior Halberdiers. Check out next issue for the full details. In the mean time here's a photo of the models for you to salivate over!



CHAOS WARRIOR HALBERDIERS



RD

In the time of Sigmar, the Emperor's armies helped the Dwarfs drive back a massive Orc invasion culminating in the destruction of the Orc army at the Battle of Black Fire Pass. As a token of gratitude King Kurgan Ironbeard set the Runesmith Alaric the Mad to work upon twelve rune swords, one for each of the chieftains who commanded Sigmar's armies. Each blade was forged from a single nugget of gromril, worked under the light of the full moon, fired by the breath of the Dragon Snarkul the Red, and tempered in the blood of daemons. These weapons are the Runefangs of the Empire, treasured heirlooms of the Elector Counts.



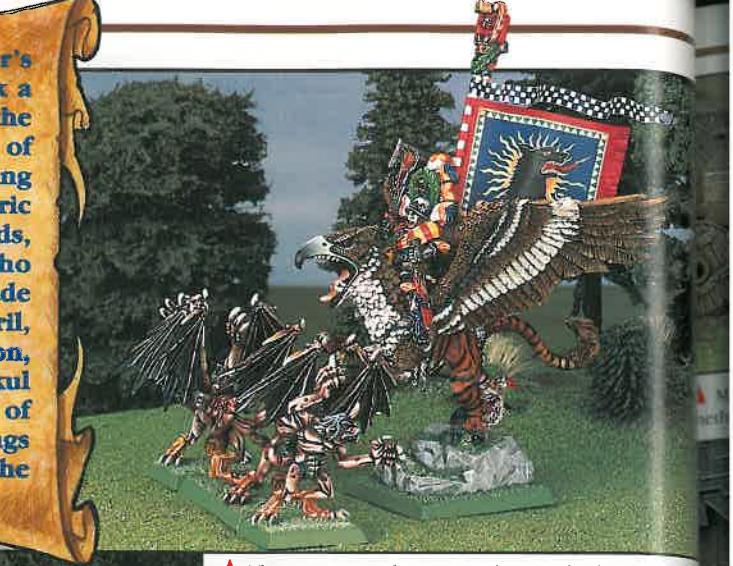
▲ The Knights of the White Wolf are warriors of Middenheim, the City of the White Wolf, and just one of the Knightly Orders of the Empire.



▲ Halflings from the lands of the Moot are not the world's greatest soldiers but they are competent bowmen and good at working their way quickly through woods.



▲ Inventor and founder of the Imperial Engineering School, Leonardo Miragliano created twelve steam tanks before his death. The secrets of their construction died with him.



▲ The Emperor Karl Franz is as heroic a leader as any of his forebears. Where possible he commands his armies in person, riding atop his Griffon Deathclaw.

▼ Grand Theogonist Volkmar rides to battle on the War Altar of Sigmar. He carries with him the favour of the patron god of the Empire.



▼ Fine cannons are made in the workshops of Nuln, the foremost armory in the Empire.

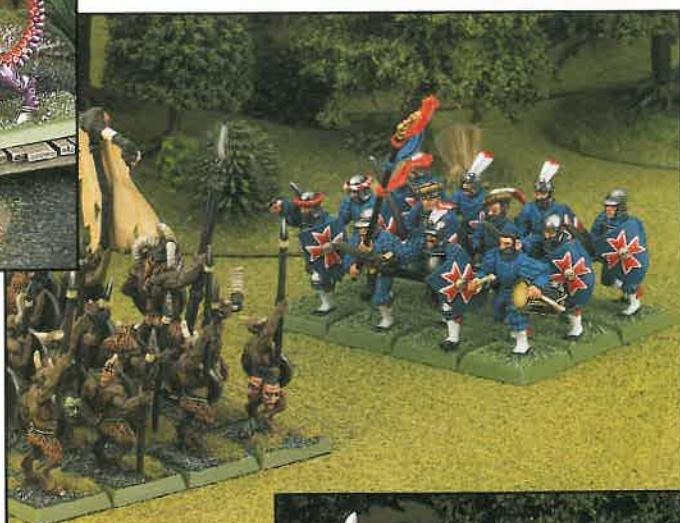


▼ The core of the Empire's armies consists of solid infantry blocks, halberdiers, spearmen and swordsmen, supported by missile troops such as archers, crossbowmen or hand-gunners.





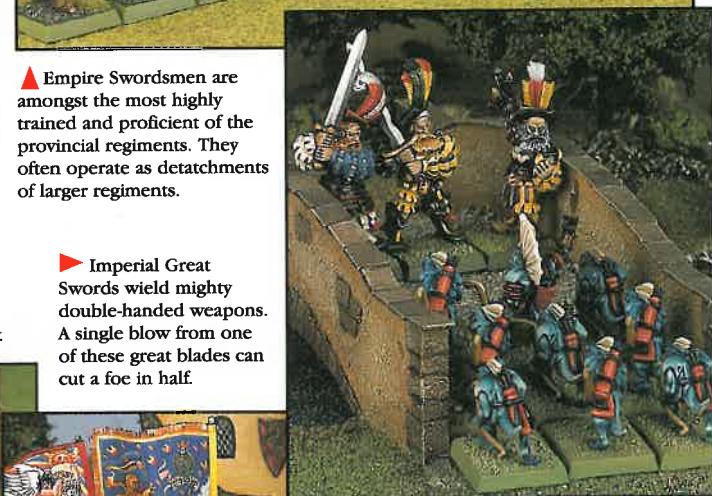
▲ Multiple-barrelled cannons are called Helblasters and the method of their manufacture remains a closely guarded secret.



▲ Empire Swordsman are amongst the most highly trained and proficient of the provincial regiments. They often operate as detachments of larger regiments.



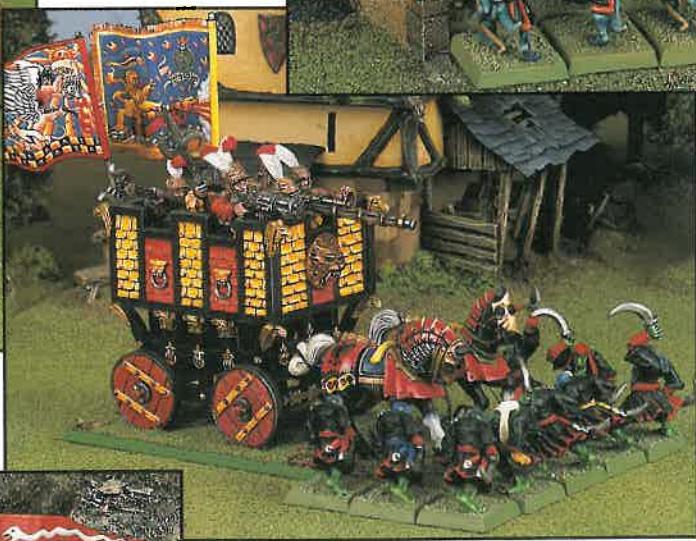
▲ The Knights Panther are one of the oldest of the Knightly Orders, their panther skin cloaks derive from skins taken during the wars against Araby.



► Imperial Great Swords wield mighty double-handed weapons. A single blow from one of these great blades can cut a foe in half.



▲ The Reiksguard Knights are the bodyguards and personal troops of the Emperor. It is a great honour for a young noble to serve in their ranks, and many of the greatest men in the Empire fought in the Reiksguard in their youth.



▲ The War Wagon is a towering device developed from armoured wagons favoured by settlers on the broad plains of the Border Princes. In battle it acts as a mobile fortress.



▲ The Winged Lancers of Kislev come from a far northern realm whose leader, the Tzarin Katarin, provides the Emperor with troops in return for his own support against Chaos.

It is not the mighty Great Cannons that give the armies of the Empire their strength, not the fierce warhorses, the battle wizards or even the armour and swords. It is the men of the Empire themselves that ensure the realm will never be conquered.

Of course, having a cannon or two can't hurt!

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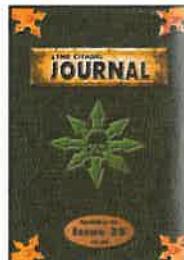
NOT MANY LEFT!



BUMPER ISSUE featuring Grunin's Marauders story, Space Hulk comic strip, *The True Story of Erik the Lost* by Ralph Horsley, the first story of *Gaunt's Ghosts* by Dan Abnett, plus loads of illustrations and more...

Featuring stunning cover from Mark Gibbons, *The Dead Among Us*, a sinister story from James Wallis, more of Ralph Horsley's illustrated features, intrigue and chaos from Andras Millward with *Unthinking Justice* and more...

Another stunning Necromunda story from Alex Hammond, the second installment of Dan Abnett's *Gaunt's Ghosts*, plus finally an inkling of a plot becomes apparent in *Obvious Tactics* and much more...



Genestealers in Necromunda! Citadel Journal interviews ace sculptors Michael and Alan Perry, How to run a 40K campaign, Dok Butcha, Tips 'n' Tactics, plus embarrassing pictures of Rick Priestley!

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The Legion of the Damned

This month, from the cold darkness of the warp, come the Space Marines of the Legion of the Damned. Read on for the latest sighting of these strange warriors, who have appeared on countless battlefields to defend humanity from its enemies...

If all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. The Inquisitors of Terra have amassed dozens of reports describing the inexplicable manifestation of these otherworldly warriors upon battlefields where the warriors of mankind battle without hope against impossible odds. By all accounts their aspect is frightening and bizarre, a ghostly apparition of warriors from some bygone era or a time yet to come when all is lost.

They appear in the guise of the Emperor's finest, Space Marines, like and yet unlike the proud Chapters which guard humanity from the ravages of heretics and alien invaders.

Their armour is black as midnight and marked with symbols of death and damnation; skulls grin cheerlessly from helm and boltgun, bones twist amidst the flames of purgatory.

The Legion comes unannounced and unlooked for. Wreathed in spectral fury they descend upon the foes of mankind, battling them without outcry or war-shout until the enemy is scattered and the day is saved. Equally mysteriously they vanish again once victory is won, disappearing back to whatever hellish realm they came from. Are they the Emperor's will made manifest? Or some dire creation of a more mysterious force? None can say.

Legionary Jursk laughed coldly as he opened fire with his bolter. A handful of the weakling guardsmen were punched off their feet by the explosive shells and the rest retreated through a bulkhead. As he strode down the corridor, Jursk looked around for other targets. There were none. The blind fools of the Imperium were fleeing the wrath of the Alpha Legion like Cruxian Ethergats deserting a crippled starship. Directing two of his squad to follow the guardsmen who had run away, Jursk led the rest of his squad further into the Hive city. The Chaos Space Marine was almost breathless in anticipation of the carnage to come.

As the squad advanced across an open plaza, its buttressed walls rising far above their heads, desultory lasgun fire glanced harmlessly off their power armour. A hail of bolter fire soon silenced all resistance. As he continued forward, Jursk was gripped by the strangest of sensations. For a mere moment it seemed as if time had slowed, something had twisted or shifted reality. Where half a second before there had been no opposition, there now came a squad of Space Marines. Their armour was adorned with symbols of death and fire and at first Jursk took them to be fellow servants of the Dark Gods. Then the newcomers opened fire, a salvo of bolts slamming into the Chaos Marines, smashing through Brug's armour and hurling him to the floor in a spray of crimson. As Jursk and his men headed towards what little cover existed, they returned fire.

Through the intense firefight, the enemy squad advanced. Working himself into a better firing position, Jursk was stunned to see that no enemy dead littered the floor. Confused, he fired the contents of a whole magazine into one of the advancing figures, sending shards of armour spinning away, knocking the Space Marine flat onto his back. When he looked again, there was no sign of the

felled warrior. The mysterious Marines charged; there was no battle cry as they stormed forward in unnerving silence. Jursk narrowly fended off a blow from a chainsword, the whirling teeth chewing through the barrel of his bolter. With a grunt, he thrust his opponent back and looked around. Only he and Charak remained. Cursing the gods who had brought him to this place, Jursk threw himself at the deadly warriors surrounding him.

Lieutenant Gaspor looked around in amazement. Everywhere the Chaos renegades lay dead, their armour torn and shattered as if by some unimaginably murderous force. Of the horror that had brought them to their doom, there was no sign...



The Legion of the Damned

Certainly not a Codex Chapter, the origins of the Legion of the Damned have been lost in the sands of time. These mysterious Space Marines are one of the great mysteries of the galaxy. Appearing from nowhere, their presence can turn the course of a battle or be the spark required to win a great victory.

No one knows what summons the Legion of the Damned and the Imperial Tarot can predict their coming only with great difficulty. The Space Marines of the Legion of the Damned eschew any formal uniform or heraldry. All wear black armour bizarrely patterned with bones, skulls and flames, but no two Marines appear to have the same markings. Nothing is known of the Legion's higher organisation or if indeed it has any. Certainly no Captains or Apothecaries or the like are known for the Legion of the Damned.

The Doomed One, Sergeant



Brother Marine Blaastor



Brother Marine Annihilor



Brother Marine Drokar



Brother Marine Skel



Brother Marine Mhorkar



Brother Marine Skultror



Brother Marine Krom



Brother Marine Bonar



Brother Marine Ruttar

Painting the Bones & Flames

We have painted the shoulder pads as an example, but this method can be used wherever the flames and skulls are.



1. Paint or spray your shoulder pads black.



2. Pick out the skulls with Bestial Brown and paint the flames with Fiery Orange. You may need to apply more than one coat of the Fiery Orange to achieve a flat colour.



3. Paint the skulls with Bleached Bone leaving the Bestial Brown in the recesses. The flames are painted Golden Yellow, leaving a little Fiery Orange at the bottom of the shoulder pad.

Legion of the Damned

390 points per squad

If you wish, your Imperial army may include a single squad of the Legion of the Damned. The Legion of the Damned is a mysterious and unexplained occurrence. In times of great adversity the Legion will come to the aid of Imperial forces in battle, turning defeat into victory, and even protecting the Imperium from some terrible catastrophe. Afterwards the Legion vanishes, leaving no trace of their presence or clues as to their origin.

If you include a squad of the Legion of the Damned in your army then the points cost comes from your Squads allowance in the normal way. The Legion of the Damned are Space Marines, and all the Space Marine rules apply.

	M	WS	BS	S	T	W	I	A	Ld
Marine	4	5	5	4	4	1	5	1	8

SQUAD. The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS. Bolter, bolt pistol and frag grenades. The Sergeant is also armed with a chainsword which replaces his bolter.

ARMOUR. Power armour (3+ save).

WARGEAR. One model may replace his bolter with a heavy bolter at a cost of 15 points.

One model may replace his bolter with a flamer at a cost of 9 points.

The entire squad may be equipped with krak grenades at a cost of 30 points.

SPECIAL RULES

Leadership: The Legion of the Damned will always ignore any Leadership test it is called upon to make. They cannot therefore be broken, and are not affected by the Psychology rules in any way.

Fear: The Legion of the Damned cause fear as described in the Psychology section of the Warhammer 40,000 rulebook.

Legion of the Damned: The squad cannot be led or joined by other character models and cannot benefit from re-rolls or bonuses due to the army commander, standards, etc. In effect, the Legion of the Damned fights alongside but not as part of your force.



By the Emperor's wisdom, the truth has been revealed to me! They are the lost ones, the spirits of the Fire Hawks lost in the warp. They are back from the dead to wreak vengeance on the enemies of mankind!

From the diary of Scribe Historicus Malarey, charged with heresy, awaiting execution.

Sergeant Centurius



This is the limited edition figure from the world-wide Apocalypse 100 weekend we held over two years ago. Those of you that are lucky enough to own him will know all about his abilities and the infamous Animus Malorum, an ancient, deadly relic in the shape of skull. Check out White Dwarf 195 for his full details.

For those of you who missed this event, the rules for the Animus Malorum are shown below. You can give this item of wargear to one of your Legion of the Damned sergeants.

The Animus Malorum costs 35 points. It is an ancient relic taking the form a skull whose eyes blaze with light when its power is unleashed.

During the Psychic phase the power of the Animus Malorum may be targeted at a single living enemy model within 12". You may use between 1 and 3 Force cards to power the skull. Roll a D6 for every Force card used. If the result is more than the target's Ld value then its soul is sucked from its body – the model is dead regardless of Wounds or armour. If the target is killed then you may resurrect a dead Legion of the Damned model, placed within normal unit coherency. This may not be used to increase the unit beyond its original size. The power of the skull may be Nullified like a psychic power, requiring a 4+ to successfully nullify.



+++DOWNLOAD COMPLETE+++
 +++LEGION OF THE DAMNED
 HISTORICAL LIBER+++
 REF:LD650093533
 RESEARCH HISTORICOS:
 Scribe Malarey
 'Facts are a light in
 the darkness.'
 TAROT MATRIX:
 The Hand of death serves
 humanity.
 HISTORICAL LIBER:
 ++++9967986.M41+++
 Orks attacked and
 annihilated in Jakol-tal
 system by mysterious
 power armoured figures.
 Naval patrols in the
 sector are reinforced.
 ++++3628987.M41+++
 Inbound Frigate
 Emperor's Light avoids a
 collision with an out-
 going unidentified Space
 Marine Battle barge at
 the Cift Warp gate.
 Emperor's Light finds
 wreckage of an Eldar
 pirate fleet within the
 Cift system.
 ++++2562589.M41+++
 An imperial research
 outpost on Gembor III
 is attacked by Chaos
 raiders. Interrogated
 survivors claim they
 were saved by Space
 Marines that appeared
 from nowhere and then
 vanished once the battle
 was won. Survivors held
 for further questioning.
 +++File sealed by
 Inquisition+++
 ++++990122494.M41+++
 Ultramarine Chief
 Librarian Figurine
 reports that Ork raiders
 are repulsed with the
 aid of black-armoured
 Space Marines.
 ++++42373195.M41+++
 Hive world Terrus saved
 from a Tyranid attack by
 Space Marines whose
 armour was decorated
 with skulls and flames.
 ++++562122497.M41+++
 Adeptus Explorator team
 on Cobal IV report
 attack by Machine
 Warriors. Survivors
 insist they were aided
 by mysterious, black-
 armoured Space Marines.
 No evidence of
 aggressors or Marines
 found to corroborate
 story. Explorator team
 removed for testing.
 +++File sealed by
 Inquisition+++
 +++Press **U** to continue
 liber+++

The Legion of the Damned is a very flexible force, able to react to any situation and it can strengthen your army's weaknesses. With Space Marines they form a tough veteran squad. For the Imperial Guard they make the ideal assault force – with heavy armour and a high WS they will win most combats in the first round when they charge! The Sisters of Battle benefit from the Legion's BS and the Marines make an ideal backup in close combat for the more fragile Seraphim squads.

Of course the mysterious Legion of the Damned themselves suggest several scenarios. Just look at some of their appearances in the Imperium. You could have an out-numbered Imperial army in a defensive position. The game could last for 6 turns and starting with the second turn the Legion of the Damned appear on die roll of 4+, 2D6 inches away in a random direction from Imperial army. At the end of the game the Imperial player must have one of his defending units with less than 50% casualties (the Legion don't count) or the enemy wins.

Or perhaps the Legion of the Damned appear in a large Ork camp in the dead of night and the Ork player must roll each turn for each of his units, needing a 5+ to wake them up. The Ork player wins if all the Marines are killed, the Legion player wins if all the Orks are killed or routed. There are hundreds of scenarios you can use the Legion in. Why not write in and tell us a few of your own scenario ideas?

It doesn't stop there – we have already mentioned Sergeant Centurius, a Legion special character. What if there was an army of the Damned, two or three squads with a Commander, a Land Speeder for support and maybe even a Dreadnought...



Legion of the Damned repel a Tyranid attack on an Imperial Guard position.



Know of
 Emperor's
 Tarot and
 knowledge of its
 many
 and mysterious
 servants.

GAMES WORKSHOP®

PRESENTS

GAMESDAY GOLDEN DEMON 98

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*Know ye of the
Emperor's
Tarot and know
ye of his many
and mysterious
servants*

GOLDEN DEMON '98



This year marks the inaugural Australian Golden Demon Awards where painters and modellers across the country can enter into the three competitions we will run at Australian Games Day towards the end of September.

The first competition is Golden Demon: our premier painting event. Again this year there are ten Golden Demon categories to challenge your painting skills. The Youngbloods competition caters for the under 14s. And finally there is the Open Competition in which the best of the best (including GW staff!) lock horns to find the most remarkable model or display.

Here are a few important hints and tips to help you on your way. Probably the most important tip is about your choice of miniatures. Don't choose a model purely because it's the latest release, or because it's from a currently fashionable army.

Pick something which you really want to paint regardless of whether it is an old or new miniature. You will make a much better job of it if you have genuine enthusiasm for the project rather than just trying to please.

The next point to bear in mind is don't neglect your bases. The temptation is to break your back over the miniatures themselves, whilst only paying lip service to

the look of the base. The fact is, a good base, finished with a little care and attention, really sets off the model on it and greatly enhances your chances of winning (don't obscure it with a mass of detail though as this will definitely detract from the miniature itself).

Don't try to enter loads of categories, as this will give you more time and focus your concentration on the models at hand. Concentrate instead on two or three categories and do what you're best at. If you like vehicles enter the Warhammer 40,000 Vehicle category or if you're mad for characters then enter the Single Miniatures category.

When painting units or groups of multiple figures, it's important that they should look coherent. Try and be consistent with colour schemes of groups of models. This will guarantee they are more visually striking than groups painted with two or more colour schemes.

As a final point, it is worth personalising your models, particularly if you are intending to enter one of the single miniature categories. A miniature comprising a lot of neat conversion work, hand painted banners and modelled detail is in with a good chance. Just look at the work done by last year's Slayer Sword winner, Adrian Wink!

Well that's it for advice, good luck!



Mark Boardley's Shadow Falcon Space Marines won 2nd place in the 1997 Warhammer 40,000 Squad category.



2nd place in the 1997 Necromunda Gang category went to Michael Jacobsen's Escher Gang "The Mean Babes".

Adrian Wink
1st place Warhammer Single Miniature and
1997 Slayer Sword Winner –
Orc Warlord mounted on boar

"The look of the base is almost as important as the miniature! A well finished base, carefully highlighted and decorated, can create a setting for a miniature, sometimes as well as a diorama can!"



This is the inaugural Australian Golden Demon Slayer Sword



Neil Langdown's Wardancer command group achieved 1st place in the 1997 Warhammer Command Group category



category.



Babes".

AUSTRALIAN Golden Demon Competition '98

1. Best Warhammer 40,000 Single Miniature

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

2. Best Warhammer 40,000 Squad

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

3. Best Large Warhammer 40,000 Model

This category is open to single Warhammer 40,000 vehicle, Dreadnought, War Walker or Monster (large models on 40mm x 40mm or 50mm x 50mm bases) models. This category also includes individual small vehicles like Bikes if appropriate to the model and the army, eg Eldar character on a Jetbike or Space Marine Chaplain on a Bike.

4. Best Warhammer Single Miniature

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

5. Best Warhammer Command Group

Entries for this category consist of four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for

single miniatures). Your entry must include a Standard Bearer, a Musician, and a Champion for a single regiment plus an Army General or a Wizard.

6. Best Large Warhammer Model

This category is open to Warhammer monsters on 40mm x 40mm or 50mm x 50mm standard bases. This covers Hydras, Dragons and you may include a ridden monster if you wish eg: Orc Wyvern, High Elf Pegasus, etc. This category also includes War Machines and the appropriate number of crew members eg: Dwarf Organ Gun with 3 Dwarf crew.

7. Best Necromunda Gang, Gorkamorka Mob or Blood Bowl Team

Entries for this category consist of 4-12 models in the case of Necromunda gangs, 1-2 vehicles (except for Muties) along with 4-8 other models for Gorkamorka mobs, and 12 players for a Blood Bowl team. All models must be presented on their standard gaming bases.

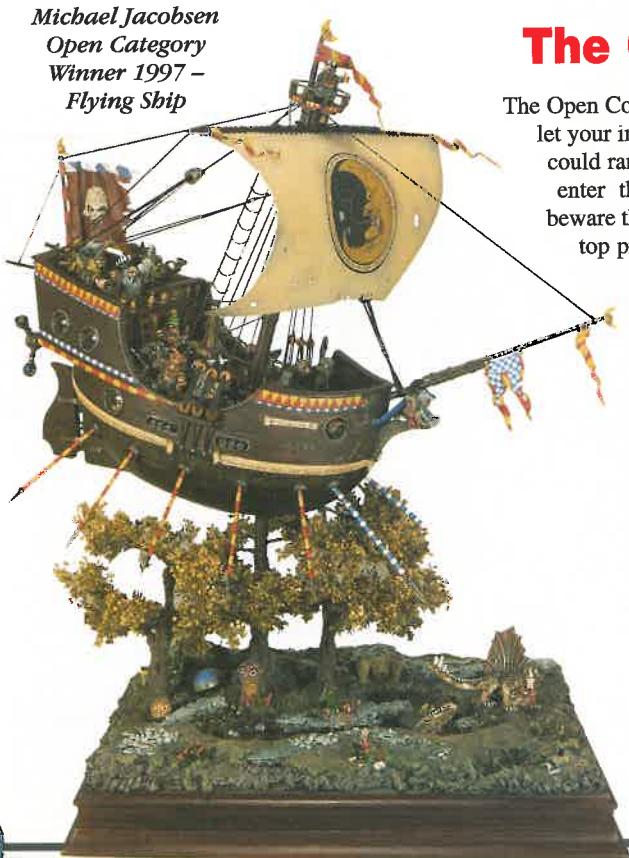
8. Best Epic 40,000 Battleforce

This category's entries should be made up of an Epic 40,000 force consisting of one or more Detachments of models. There should be no more than 2 Titans/Gargants, 10 vehicles or War Engines and no more than 20 units of infantry or bikes.

9. Battle Scene

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

Michael Jacobsen
Open Category
Winner 1997 –
Flying Ship



The Open Competition '98

The Open Competition is quite literally that – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry, so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, so beware that the competition will be very stiff, with everyone coveting the top prize! Remember that no matter how wild your entry, the judges will be looking for well-painted and well-modelled miniatures. You are allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.

HOW TO ENTER

1. Make a separate copy of the entry form opposite (or cut this one out) for each of your entries. You have our permission to photocopy the form opposite
2. Decide which competition/category you wish to enter and mark it on the entry form.
3. Fill in the rest of the form in block capitals.
4. Bring these forms with you when you register the models on the day of competition. Note: We won't be able to accept models without these forms so don't forget them!

GOLDEN DEMON '98 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1998 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 20th of September 1998. All entries must be picked up on the day of the event at the specified times by the entrant in person.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

The Young Bloods Competition '98

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

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



Redemptor Kyrrinov, Arch-Confessor, the 1997 Winner of the Young Bloods Category, by Laurie Clark

GAMESDAY & GOLDEN DEMON '98

Entry
Number

For official use only

OFFICIAL ENTRY FORM

Please fill in a separate entry form for each entry

Name

Address

Postcode

Telephone Number

Category Name

Category Number

Description of entry

FOR OFFICIAL USE ONLY

Category Number

1	2	3	4	5	6	7	8	9	10	YB	OC
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GAMES
WORKSHOP

CITY OF THE DAMNED

A Warhammer Skirmish Campaign



Tuomas Pirinen

By *Tuomas Pirinen*. New art by *John Wigley*.

Welcome to the City of the Damned! In this new series of articles I will be detailing a new project we are working on, along with experimental rules and game ideas. This should prove entertaining and give you an insight into how we develop our games. Hopefully in the future we can do this with several new projects as we work on them. Of course this all depends on what YOU think about the idea. So if you like this sort of article, write in and tell us!

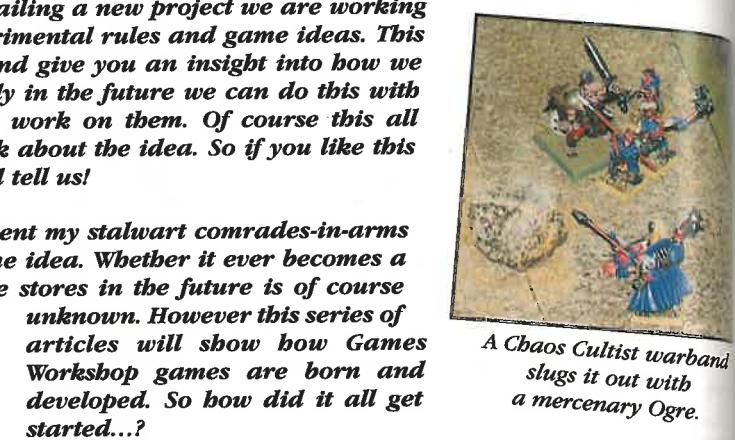
Let's get down to business then. At the moment my stalwart comrades-in-arms here in the Studio are busy with a new game idea. Whether it ever becomes a finished game in its own right and hits the stores in the future is of course unknown. However this series of articles will show how Games Workshop games are born and developed. So how did it all get started...?

MORDHEIM

There was a time when it seemed like the Empire itself was dying. Torn by a terrible civil war, the realm of Sigmar had fallen into anarchy and chaos. Come now to those dark and terrible days when the struggle for the throne of the Emperor divided brother from brother.

Fires burn in the tomb-cold night, as bounty-hunters and ruthless mercenaries search for Wyrdstones amidst the ruins of the eastern city of Mordheim. All that is left of a once-proud city is blackened ruins, devastated by a comet from the sky. And when the vigilance of the authorities lapses, the traitors and Chaos worshippers gather. Corpses stir as practitioners of the forbidden art of Necromancy emerge from their hiding places.

The people of Mordheim pray for Lord Sigmar to deliver them from this horror, but these are dark times when Chaos is ascendant and walks abroad across the heaths and hills, corrupting those who fall easily into temptation. There is dark under the sun.



A Chaos Cultist warband slugs it out with a mercenary Ogre.



Witch Hunter



IN THE BEGINNING...

As those who read my Soapbox in White Dwarf 221 know, I've been experimenting a lot with small-scale Warhammer battles lately. First we played a few battles using the rules for skirmishing from the Warhammer rulebook, but after a few games our warriors had developed their own characters and personalities. We had grown fond of them and wanted some continuity in our battles so I decided that I would write rules for a skirmish-style Warhammer game.

With these outlandish thoughts in my head, I sat down with Rick Priestley, the author of Warhammer, and proposed my plan. We both agreed that doing such a skirmish game would be brilliant fun! But first we needed a setting for the battles, an exciting, fascinating place where skirmishes could take place. We came up with a dark, ruined city in a remote corner of the Empire, devastated in a catastrophic disaster. Thus was born Mordheim, the City of the Damned – the setting for our game.

The background is often the first thing developed for a new army book, game or supplement, and for me personally, it is the most important part of our games. The rich and detailed world where the Warhammer games are set has been developed for over fifteen years, and now it is one of the most evolved of all fantasy worlds. It supplies a writer with a virtually inexhaustible source of ideas, and continues to inspire our artists and miniature designers. It is my love of the Old World and its strange and fascinating inhabitants which led me to play Warhammer in the first place. So flipping through my army books I found a suitable place and time for our city. I knew that once the background sounded right, everything else would follow. Throughout this article you can read the catastrophic history of Mordheim.



Nick Davis' Marienburg warband prepares for battle.

EMPIRE IN FLAMES

It is the year 2000 of our lord Sigmar, and the Empire is in flames. The once-proud realm of the Emperors has fallen into anarchy and intermittent civil war. Centuries of disunity and rivalry has weakened the Empire and demoralised its people.

The Elector Counts have fought for control of the Imperial throne for centuries, and inevitably their ceaseless wars have disrupted the administration of the provinces. Rebellions and famine are the norm in the stricken lands of the Empire.

Now four ambitious and ruthless nobles have declared themselves as the rightful Emperor. The counts of Marienburg, Middenheim, Talabecland and Reikland all have a claim to the throne and none of them are willing to back down. So armies march on the roads as men struggle for worldly power. For many the world collapses as ruthless soldiers burn harvests and murder men whose only crime is to live in the wrong province.

For the common folk of the Empire it seems that the end of the world is nigh. A thousand redemptionist cults have sprung up throughout the land. Doom-laden flagellants travel from place to place preaching the coming twilight of the gods and spreading a message of universal destruction. Led by the maniac called Johan Cabal, these fanatics have grown powerful indeed.

As the power of the Electors has waned, the rich merchants of the Empire have grown to fill the power vacuum. The Merchants Guild now almost rivals the nobles in power. Larger towns have become prosperous under the leadership of the Burgomeisters, elected from the mercantile classes and other wealthy citizens. The Merchants Guild has even gone so far as to recruit its own troops.

When the times are desperate, men turn to the last hope: the Cult of Sigmar has grown powerful as men flock to the temples and shrines in hopes of salvation. But even the faithful of Sigmar are not safe. Despite the ancient laws which outlaw the use of sorcery and witchcraft, more and more wizards are reported to the Cult of Sigmar each day. Though the Order of Witch Hunters prosecute all manner of wizards and magicians tirelessly, and many a man has lost his life in the purifying flames, the use of magic persists.

But as people flock to the shrines of Sigmar, the Dark Gods grow in power, too. More and more men turn to the worship of the ancient gods of Chaos, the eldritch deities who thirst for the end of the world. Young innocents are stolen from the streets and sacrificed in horrible ways to satisfy the bloodthirsty gods of Chaos. Truly it is a dark time.

RULES, RULES, AND MORE RULES...

After writing a rough storyline for the City of the Damned, I started experimenting with new game mechanics which would be better suited for dealing with battles between small groups of warriors. Soon I came up with rough rules for fighting skirmishes in the Warhammer world. Though the game system is firmly based on Warhammer, there is much more detail, as one might expect from a game which concentrates on individual warriors instead of whole regiments and armies! The combat system has become more evolved, with critical hits and special rules for equipment such as duelling pistols, bucklers, helmets and so on. In this way each warrior becomes an individual, with his own history and personality, as opposed to being just another miniature.

The biggest difference compared to the standard Warhammer game is of course that all of the warriors fight and act more or less as individuals – though staying close to your leader always helps! You have to make every move carefully and decide whether it is better to run or shoot your bow, take cover from enemy arrows or charge forward.



Tuomas explains a new rule to Anthony Bath.

As warriors fight battles and adventure in the dark alleys and ruinous palaces of Mordheim, they gain experience and become more powerful and skilled. They accumulate new equipment, treasures and gold, and fortify their encampment against raids.

A good game needs interesting heroes and villains, so I developed rules and background for several warbands. In the vastness of the ruined city of Mordheim, Dwarf fortune-seekers, Witch Hunters and Mercenaries fight with possessed Chaos Cultists, the revolting Undead, vile Skaven and, of course, each other. Each of the warbands has its own unique agenda, a motivation as to why they have come to fight in this desolate place. All I needed now was a few playtesters to start fighting it out in the City of the Damned.



Tuomas has devised an entire campaign set in the city of Mordheim, for us to try out the new rules. Being as mad as a fish he has even built a scale model of the city for us to explore as we try to uncover the dark secrets that it bides.





CITY OF THE DAMNED



Outside the stormy politics and wars of the Empire lies the eastern province of Ostermark. For the most part Ostermark has remained apart from the squabbles and internal wars of the nobles. From time immemorial, the Counts of the von Raukov line have held their court in Mordheim, the capital of Ostermark. It is a fair city built on the banks of the River Stir. The people of Mordheim have become famous for their role as negotiators of peace between the rival nobles of the Empire, and the folk of Mordheim pray ceaselessly for Sigmar to deliver the Empire in its hour of need.

And indeed, exactly two millennia after the birth of Sigmar, a sign appeared in the night sky above Mordheim. A twin-tailed comet, the ancient symbol of the patron god of the Empire was seen amongst the multitude of stars. Surely this was the sign from Sigmar that the faithful had been praying for? Ignoring the dire warnings of seers and the oracles of the Shrine of Sigmar, the men of Mordheim gathered in the streets to rejoice the second coming of Sigmar, and the end of all strife in the Empire.

As the meteor plummeted ever downwards, the ecstasy of the crowds grew. Then, after a week of joy and heady rejoicing, the meteor struck the city, sending up a huge column of flames several miles high. The comet exploded with a titanic cracking noise. The sky burned red as blood, and a huge crater, one hundred yards across, appeared where a prosperous district of Mordheim had once been, forever blighting the capital of Ostermark. Shards of glowing, red-hot stone rained upon the city. Those who died immediately were lucky. Many others were permanently crippled and forced to live the rest of their days in miserable half-existence.

It was as if the Dark Gods had played a cruel joke on the poor folk of Mordheim, for all their hopes had been shattered and the promise of the salvation of Sigmar had proved to be an empty one. In one terrible night of fire and destruction, three quarters of Mordheim's population perished. The city was ruined, its buildings and palaces shattered, its warehouses and stores consumed by fire. The Count of Ostermark perished in the cataclysm, along with his family and most of his high-ranking officers. But the worst was yet to come.

A perpetual darkness settled over the city. Few rays of light penetrated the thick black cloud swept up by the plummeting meteor and the burning houses. In the chaos that followed murders and madness became more and more common. The Sigmarite priests warned that many men and women were being possessed by the Daemons of the dark, and whispered that an evil entity had come to the city with the comet and now hungered for the blood of men. Indeed it seemed that their predictions were true. More and more young disappeared each night. Mutations of the newly-born became commonplace.

The militia of Ostermark broke into small groups which became mercenaries, brigands or worse. As central authority collapsed, the rule of the strong became the norm. Soon walking in the streets of Mordheim meant swift and cruel death. The men of Mordheim had no-one to turn to for help. The few remaining citizens left the devastated city, and founded several villages around their ancient capital, waiting for better times when they could reclaim their homes. Soon the whole of Mordheim became a ruined city, populated only by the most desperate of the common folk. The mad-eyed Chaos cultists, mutants, Orcs and Beastmen which had come from the surrounding forests to claim these ruins of civilisation held sway, turning Mordheim into a vast battlefield.



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STONES OF POWER

But as the refugees from Mordheim flooded to Ostermark and other provinces of the Empire, some of them brought pieces of the meteor which had ruined their homes. Magical occurrences were connected with these shards. It was said that the meteorite that had struck Mordheim was no ordinary rock, but a shard from the dark circle of Morrsieb, the black moon which circles the Warhammer World.

Pieces of the meteor which glowed in the dark were bought by alchemists and curious nobles and were taken to all corners of the Empire. Soon rumours started to circulate in Ostermark. It was said that these Stones had power to heal the sick, turn base metals into gold and allow men to work miracles. First the men of the Empire laughed at such tall tales, claiming them to be the stories of lunatics and charlatans. But when Boris von Hafmann, the personal alchemist of Grand Prince Dietmar of Reikland, succeeded turning lead into gold by using a piece of the meteorite, the legend was born.

While the learned professors of the University of Nuln disclaimed all such rumours, the word spread like plague across the Empire. Eventually it reached the ears of the would-be Emperors. Such power promised an easy way to win the civil war and ascend to the throne of the Empire. Any one of these nobles would have willingly sent his armies to conquer Ostermark, except that any such attempts were swiftly blocked by the others. But the claimants of the throne would not

give up so easily. Fetching a price of one thousand gold crowns for each ounce of the 'Wyrdstone', the shards of the meteor suddenly became the most valuable gemstones in the Old World.

Soon a virtual flood of mercenary warbands were headed for Mordheim. The first of the fortune-seekers were careless and consequently very few returned. Sorties into the city were suicidally dangerous, and faced bitter resistance from the cultists, mutants and monsters which attacked the fortune seekers with unspeakable ferocity. The men also fought each other, attempting to gain the priceless meteoric stones for themselves. Even former friends turned on each other with the savagery of wild animals. It seemed that the polluted air of Mordheim turned even the most stoic and iron-willed men into bloodthirsty savages.

The survivors told what had become of the beautiful city of Mordheim. The ruins were scenes of savage battles and gruesome sacrifices to dark gods. The bestial Chaos Cultists gave a foretaste of what the world would be like under the dominion of Chaos. The sun was but a blood-red disc in the sky, for Mordheim rested under the eternal dark of the black meteor-dust cloud. It was even said that Skaven, the evil ratmen, had been seen scuttling in the darkness.

In a very short time Mordheim acquired a grim reputation throughout the Empire. It was said that to enter the gargoyle-guarded gates of Mordheim was to enter the very gates of death. But the prize offered for the Wyrdstone by the rival Imperial claimants was huge. A small piece of this stone was worth many times its own weight in gold, and desperate men could start their lives all over again with just few shards. And during this age of poverty and strife, desperate men were abundant. Countless men, Dwarfs, Ogres, Halflings and even a few Elves took up arms, donned armour and headed to Ostermark.

Now Mordheim is a city where death lurks behind every corner, danger fills all the shadowy alleys and ruined, labyrinthine streets. Death comes quickly here, in guises and forms too horrible to contemplate. Yet the promise of riches lures the avaricious as a candle lures moths, and thus more and more warriors come to the City of the Damned. Fortune seekers, zealots, madmen and mercenaries, the twisting streets and catacombs of Mordheim engulf them all, and the shadows claim them for their own.



A Vampire with his foul minions.

SPREAD THE WORD!

When I announced my plans for the game, all the staff at the Studio were gripped with excitement! All over the place you can now see people converting their own warbands and preparing for the battles to come.

Everyone is looking forward to the forthcoming campaign where they can test their mettle and try to solve the mystery of Mordheim (or so they say - I reckon they just want to bludgeon their opponents and get rich!).

In the coming months I will describe how the project is going, and I will also let you in on some of the rules I am developing. Examples of warbands, rules for developing your warriors, some scenarios, etc. will allow you to play skirmish scale games with your Warhammer miniatures...

See you next month.

Tuomas

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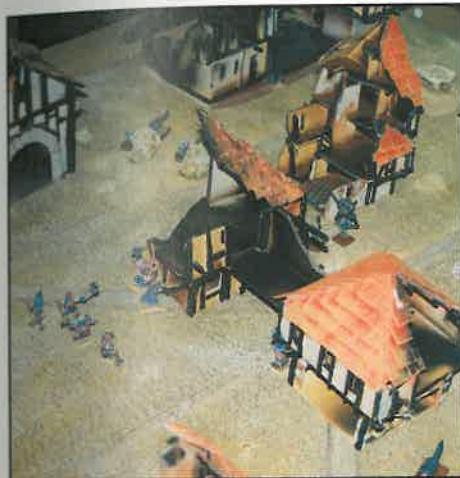
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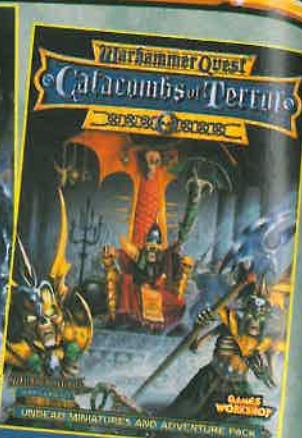


You only need line of sight to the enemy, Jim - you don't have to be able to smell them too!



There are lots of different encounters that can take place in Mordheim, as well as more unusual adventures cooked up specially by Tuomas. For instance, Elissa, the beautiful daughter of Burgomeister Gotthard von Helsturm was recently kidnapped by Paul Sawyer's Possessed Chaos Cultists. She was to be sacrificed to Tzeentch on Geheimnisnacht, to gain favour with the Chaos god. Jim Butler's Marienburger mercenaries attacked the Possessed Cultists and, after much bard fighting, rescued the maiden before her soul was lost to Tzeentch. The Possessed have now placed a handsome bounty on the Marienburger leader's head...

Warhammer Quest



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



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**GAMES
WORKSHOP**

BREWHOUSE BASH!

OR "OI! WHO D'YA FINK YUR LOOKIN' AT!"

Ork bar brawl mayhem by Alan Merrett, Robin Dews, Paul Sawyer, Gordon Davidson and Jim Butler.

There are two things that all Orks love, a pint of fungus beer and a good punch up! Now both are combined in the Brewhouse Bash game. Will you be the last Ork standing or will you get pounded into the floor by your mates?

IT'S EVERY ORK FOR HIMSELF!

The Brewhouse Bash is a game for any number of players, in fact we've found that the more players you have, the rowdier and more fun it gets! The object of the game is simple – you are quietly sitting in a bar enjoying your fungus beer when a fight breaks out. Being an Ork, you simply can't resist joinin' in and so a massive scrap develops. The game ends when all but one of the Orks have slumped unconscious to the floor, leaving the last Ork standing as the winner!

SETTING UP

First of all you'll have to press out all of the card components. These are the two halves of the game board, the 'chairs', 'bottles' and the stand-up Orks. You'll need to stick the card

Orks together so that they stand up. Of course we've only included these so that sad people who don't have any Ork models in their collection can play the game. Really you want to get your nicely painted Orks and use them instead – it's much more fun! Actually if you want to be really mean, give all of your mates the cardboard ones and use a proper model yourself! In order to play the game, you'll also need a few D6s, pens and some paper to note down your Ork's Wounds and other stuff.

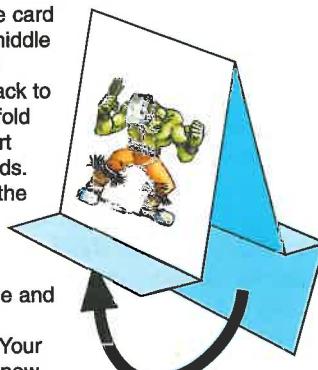
Place the two halves of the board together (tape them if you like) on a flat surface. Place the twelve wooden stools anywhere you like on the game board. Near to the tables is a good idea, but it doesn't matter too much. Place the twelve bottles anywhere you like on the bar or the tables.

Next you need to allocate Wounds and Skills to every Ork in the game. Each Ork starts with a random number of Wounds. This represents the amount of bashin' they can take before they slump unconscious to the floor. Roll D3 + 3 Wounds for each Ork and note this down on a piece of paper. (Yes we know that there's no such thing as a D3! Simply roll a normal D6 and a result of a 1 or 2 = 1, a 3 or 4 = 2 and a 5 or 6 = 3!)

The lads get into the spirit of the game as another Ork hits the deck. In this game, the more players there are, the better!



First fold the card Ork in the middle so that both sides are back to back. Next fold the two short tabs outwards. Finally fold the long tab under the two tabs to make a base and glue it with Superglue. Your card Ork is now ready for trouble!



Each player then rolls on the Bashin' Skills table. This gives each Ork a special ability that he can use to beat up other Orks and ensure his own survival in the brawl. Roll a D6 for each Ork in the game and make a note of their skill next to their Wounds. The effects of these Skills are described below.

BASHIN' SKILLS TABLE

D6	Skill	Summary of Effect
1	Weep like a weedy Grot!	Can't be bashed during the next turn
2	I'm dead 'ard	Avoids being knocked down on a 4+
3	Oil! Come 'ere!	Can move another Ork up to 3 squares
4	Did you spill my pint?	+1 if used with a 'Bash' attack
5	Pick up an' throw	Pick up and throw an Ork on a 4+
6	Poke in da eye	Only gets one action next turn

Each player then rolls a D6 to see who moves first. The player with the highest roll gets to place their Ork first, anywhere on the blue floor area, followed by the next player clockwise round the table and so on. Once all of the Orks have been placed, the player who rolled highest gets to move first and the bashin' begins!



ACTIONS

During their turn, each player can either perform two Actions, or make one Action and use their Skill. You can perform these in any order and can repeat the same Action twice if you like, but you cannot use your Skill more than once during a single turn. The following Actions are possible:

MOVE

A player may move their model up to 3 squares. You can move in any direction including diagonally, but cannot pass through the thick black walls.

If you want to jump up onto the bar, a table, or any other object, roll a D6. On anything but a 1 you succeed. If you fail this roll, the Move Action ends in the square next to the obstacle.

STAND UP

If you've been bashed to the floor by another player, it takes a Stand Up action to shake your head clear and stagger back to your feet.

CRAWL ALONG THE FLOOR

An action for cowardly Grots. You crawl along the floor on your hands and knees for one square. This is the only Action you can perform while on the floor.

PICK UP CHAIR

If you are in a square with a chair in it, you can pick it up. Place the chair on top of the model to show that it is being carried. You can't make Bash or Pile On actions if you are carrying a chair!



THROW CHAIR

If you are carrying a chair, you can throw it up to D6 squares. If this reaches another Ork then the chair has broken over his head – make a roll on the Bash table and remove the counter. If the chair lands in an empty square, then it breaks to bits and is removed from the game.



PICK UP BOTTLE

If you start or end an action in a square with a bottle in it, you can pick it up. If you are carrying a bottle when you make a Bash or Pile On attack, you get a +1 to your dice roll. Each bottle can only be used once before it breaks and the counter is discarded.



BASH

If you are standing next to another Ork you can take a swing at him. Roll on the Bash Table and apply the result immediately. If you are standing on a table, a crate, the bar or another object and attacking someone on the floor, you can add +1 to your dice roll. If your opponent is at a higher elevation and you are on the floor, you get a -1 to your roll (obviously, you can't reach to bash someone who is on the balcony)!

BASH TABLE - ROLL A D6

1-2	Oooof! No effect, you swing wildly at thin air!
3-4	Bash! You knock your opponent to the ground. Lie the model down in the square where you hit him.
5-6	Put the boot in! You knock your opponent to the floor and kick him when he's down! Lie the model down as above, and knock off a Wound.

DIVIN' LEAP

This action enables you to leap up to D3 + 1 squares if you are standing on a table, the bar, or any other object. If you are suicidal enough to want to leap from the balcony, you can jump up to D6+1 squares. If you land on another Ork, you cause an immediate 'Pile On' attack. Resolve the attack and then move yourself to any adjacent, vacant square. Leaping from the balcony also causes double wounds to yourself or the poor unfortunate beneath you, as the case may be!

PILE ON

If you are standing next to an Ork who is already lying on the floor, then you can Pile On. This is a far more vicious attack than a Bash as you are kicking someone who is already down! You can also make a Pile On attack if you make a Divin' Leap. As we've already noted, if you are insane enough to want to make a Divin' Leap from the balcony, then any Wound result on the Pile On table causes double damage to you or your opponent.

PILE ON TABLE - ROLL A D6

- 1 Ouch! You get a knee in the danglies. You are knocked down and take a wound!
- 2-5 Put the boot in! You steam in on the hapless Ork with boots flying. They lose a Wound. If you've just performed a Divin' Leap or been Thrown then they are also knocked down.
- 6 Give 'em a kicking! Same as above but causes two Wounds.

slump unconscious to the floor. On each subsequent turn, roll a D6. On a roll of a 6, you stagger to your feet and start shouting "Come on then, I'll 'ave ya! I'll take you all on!" You can carry on fighting and moving normally, but only have one Wound. As soon as you take another hit, you will once again slide into unconsciousness until you roll another 6!



Unconscious models block the square in which they are in, like any other obstacle. You need to roll anything but a 1 to move over them.

ENDING THE GAME

The game ends when there is only one Ork still standing! Da winner!

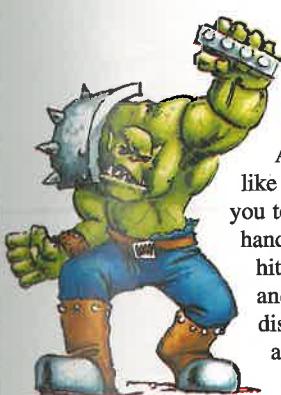
Everyone then staggers to the bar, orders more fungus beer and it all starts again!

If you want to play the campaign version of the game, then the winning player gets two rolls on the skill table next time, cos they are 'arder! Easy innit!

HAVING NO MORE WOUNDS

Eventually, after being kicked and pummelled by your best mates, your Ork will have no Wounds left and at this point, you

SKILL DESCRIPTIONS



1) WEEP LIKE A WEEDY GROT!

Although distasteful, the 'Weep like a weedy Grot' ability enables you to fall to your knees, press your hands to your ears, crying "Don't hit me! Don't hit me!" So pitiable and outright sickening is this display that no Ork is allowed to attack you until your next turn. Place your model face down.

2) I'M DEAD 'ARD, ME!

You have the uncanny ability to stay on your feet despite being punched, kicked or having chairs thrown at you! Roll a D6 every time you receive a knock down result on the Bash or Pile On tables. On a 4+ you manage to stay on your feet, although Wounds are applied normally!

3) OI! COME 'ERE!

'Oi come 'ere!' allows you to move any other model up to three squares using the normal rules. If you want them to climb on an obstacle they must first pass a normal test by rolling anything but a 1 on a D6!

4) DID YOU SPILL MY PINT?

Enraged by the fact that someone has spilled your fungus beer, you roam the bar room looking for the git who knocked your arm. You must combine this skill with a Bash or Pile On Action in a single attack, and so cannot do anything else for that turn. 'Did you spill my pint' allows you to add +1 to your Bash or Pile On dice roll!

5) PICK UP AND THROW!

If you are standing adjacent to another Ork you can attempt to pick up and throw them across the room! Roll a D6. On a roll of a 4,5, or 6 you manage to pick them up. You can now throw them D3 squares. If they land in a square without another model in it, roll on the Bash table to see the effect as they crash to the floor. If they land on another model, roll on the Pile On table and apply the result as normal.

6) PORE IN THE EYE!

Quick before he turns his head! Jab him in the eye with your fingers! Yeah go on, it feels nice and squishy in there, scrabble around a bit! Your opponent howls in fury and cries like a baby Grot. With tears streaming from their eyes, they can only make one Action in their next turn.

PAINTS & INKS



The new Warhammer and Warhammer 40,000 paint sets are in the shops now. Both sets include a brush, a selection of nine paints, five plastic Citadel Miniatures to paint, plus a handy guide about painting Citadel Miniatures.

Although put together specially for the beginner in mind, each set represents a great selection of core colours for all painters.

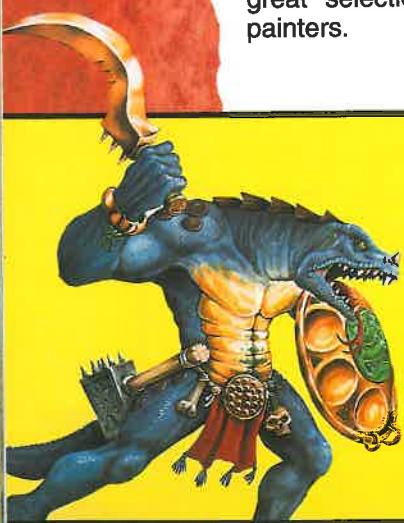
They also herald the release of a complete new 75 colour range of Citadel paints. For the last year, Mike McVey and members of the Games Workshop painting team have been testing and developing them, concentrating on their colour, covering properties, drying time and durability. Now what we consider to be the best acrylic miniature paints in the world are ready for you to use. Over the page is a full breakdown of all the new colours, arranged for ease of highlighting and shading.

WARHAMMER PAINT SET

- Blood Red
- Bestial Brown
- Enchanted Blue
- Two Paint Brushes
- An introductory guide to painting Citadel Miniatures
- Skull White
- Sunburst Yellow
- Elf Flesh
- Five plastic Lizardman Saurus warriors
- Chaos Black
- Goblin Green
- Chainmail

WARHAMMER 40,000 PAINT SET

- Blood Red
- Snakebite Leather
- Ultramarines Blue
- Two Paint Brushes
- An introductory guide to painting Citadel Miniatures
- Skull White
- Bad Moon Yellow
- Bronzed Flesh
- Five plastic Space Marines
- Chaos Black
- Dark Angels Green
- Boltgun Metal



WARHAMMER

SIEGE

ONCE MORE INTO THE BREACH

by Nigel Stillman

With the release next month of the Warhammer Siege book, army generals are going to be faced with the greatest of challenges. Written by Tuomas Pirinen and Nigel Stillman, it allows armies to defend fortifications with rocks and boiling oil or to attack using siege towers and battering rams. We've been brave enough to loosen Nigel's restraining straps and let him at a computer just long enough for him to spill the beans about this exciting new development...



Nigel Stillman

Nigel: In so many of the great sagas of war and conflict, whether in the distant past, myth & legend or the turmoil of the Warhammer world, the heroic struggle reaches its climax in an epic siege. One side is surrounded, the troops facing their final doom, knowing that only their sturdy defences and determination to survive against all the odds have any chance of saving them. The other side know that only a wall stands between them and final victory, when all the spoils will be theirs. But what walls they are! The besiegers must summon all their courage, all their cunning, attacking in every way from every side, again and again, without stopping to count the cost, or lose the last and most decisive battle!



A vast Orc and Goblin horde assaults the walls of an Empire border fortress. As the garrison within struggles to repel the attack, the Orcs and Goblins storm the walls with ladders and a siege tower.

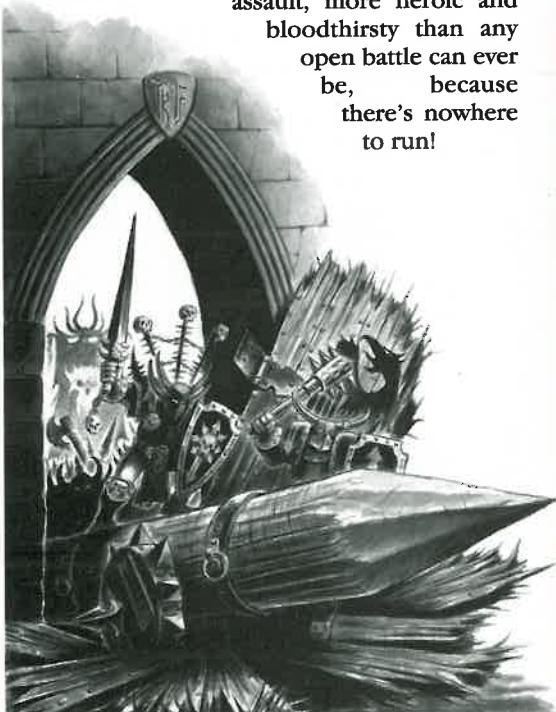


▲ Orc Boarboyz sally forth to engage enemy Lizardmen before they can storm the main gates.

Nigel: The arts of fortification and siegework are a vital part of warfare and the open battle (as we know and love it in games of Warhammer) is only half the picture. No general would neglect this most important aspect of warfare, and neither shall we! Sieges are every bit as exciting as open battles, and pose completely new challenges, everything from designing the perfect fortress to finding a way into it. Every siege is in fact a cluster of battles from minor skirmishes to an all-out assault, more heroic and bloodthirsty than any open battle can ever be, because there's nowhere to run!



▲ These sections of Orc fortress have been constructed entirely from balsa wood. However, this was simply because we had lots of balsa wood scrap lying around from other modelling projects. The advantage with making Orc fortifications is that they are crude, ramshackle affairs that are patched together from all manner of old junk the Orks can find lying around.



▲ Bretonnian knights sally forth against a besieging army of Dark Elves.



▲ The defenders of a ruined Lizardman temple-city are besieged by a High Elf army.



◀ A Beastman warband emerges from the forest to attack a well prepared Bretonnian castle.

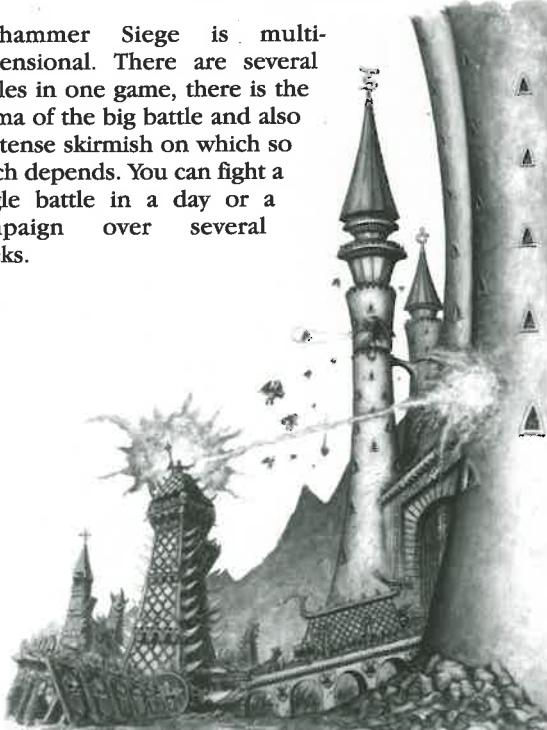
Nigel Stillman ▶ and Tuomas Pirinen play Warhammer Siege using the Lizardman fortress.



Nigel: Warhammer Siege gives you the rules and describes the methods for breaking and holding castles, city walls or whatever. If you want to construct your own impregnable fortress and try out your ingenious schemes for fortification, then why not? There is a section devoted to modelling forts and descriptions of the styles of fortification found in the Warhammer world, from the crude stake forts of the Orcs to the tapering towers of Elfdom. How to make siege towers and other devices to confound attacker or defender is also explained. Here is an opportunity to tackle the most ambitious modelling projects of all!

Warhammer Siege describes several scenarios which lead up to the final assault. Each is a battle in its own right, but with potential consequences for the last battle. These can be played on their own as intriguing tactical problems, or in sequence as a siege campaign. Some scenarios require only a few men on each side but are just as exciting as a big battle. Can the supply convoy break through the siege lines? Will infiltrators get over or under the walls? Perhaps probing attacks will find the weak spot in the defences? Will reinforcements get through? Why stay inside waiting for the end when you can sally out and burn those infernal siege engines?

Warhammer Siege is multi-dimensional. There are several battles in one game, there is the drama of the big battle and also the tense skirmish on which so much depends. You can fight a single battle in a day or a campaign over several weeks.



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SIEGE EQUIPMENT

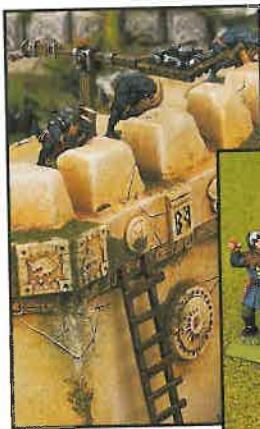
Siege equipment is essential for gaining the upper hand. No castle defence would be complete without a pile of rocks or cauldron of boiling oil waiting on the battlements to be tipped over approaching attackers!



► The log ram is the ideal weapon for a besieging general on a tight budget and is really easy to make. All you need is a piece of balsa wood, a thick twig or even a pencil.

▼ Battering rams are larger, more destructive versions of the log ram. The head of this ram is actually a plastic warboar head. The rest of this model is made from strips of balsa wood.

▼ Rock droppers.



▼ A wooden mantlet for protecting archers. This one was made from scraps of balsa wood.



▼ Empire soldiers storm from their siege tower onto the battlements of a crude Orc fortress.

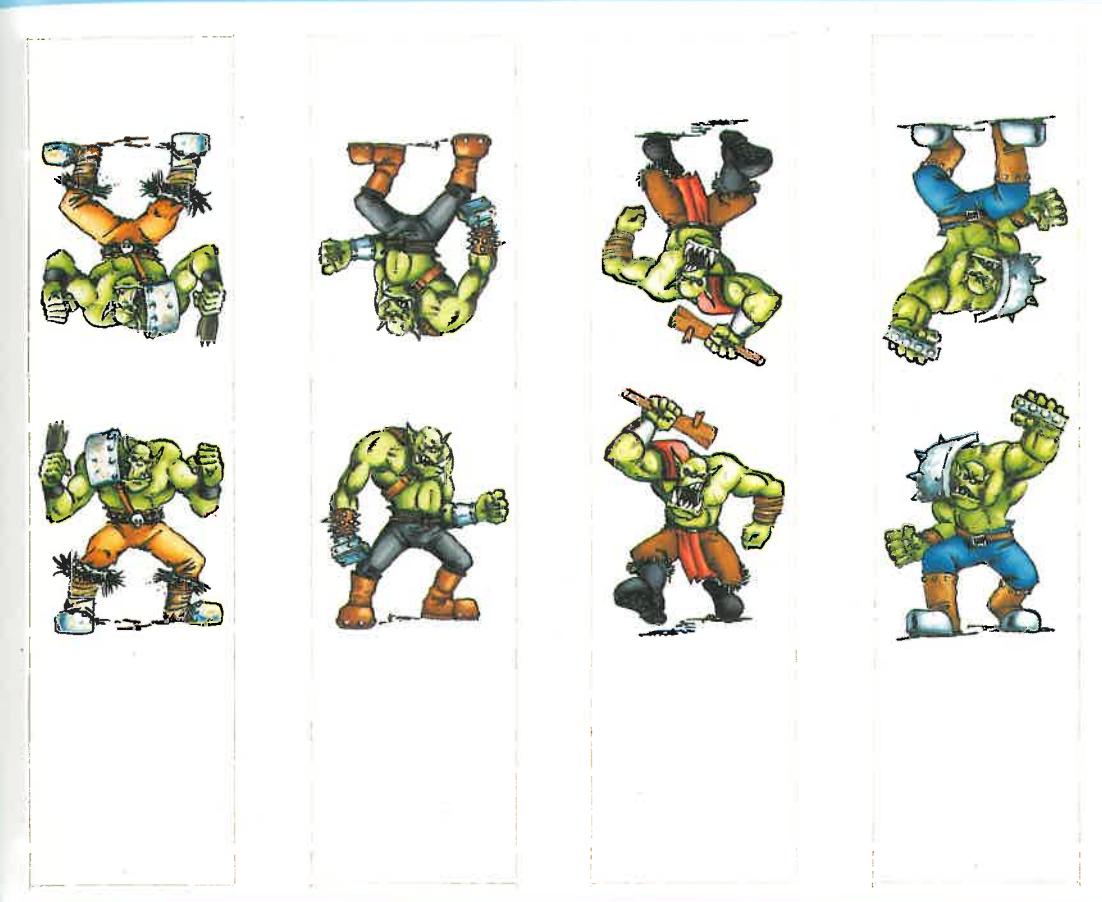


Nigel: To storm a fortress, assault troops must get over or through the walls. The ramparts will be solid, high and held by determined defenders. One way to attack is to rush the walls with scaling ladders. A regiment can carry several of these and quickly hurl them against the walls. Then the bravest swarm up the ladders and leap over the battlements in an effort to overwhelm the defenders who must fight desperately to hold the wall, hurl attackers from the ramparts and throw down the ladders. Once a section of wall is captured by attackers, more can climb up the ladders to reinforce them and the fortress is in danger of being captured.

Even better than scaling ladders are the colossal siege towers. Protected with timber cladding, the tower rumbles up to the wall, looms over the battlements and the ramp slams down onto the ramparts. The assault troops surge out in overwhelming numbers to attack the defenders. In the top of the tower, missile troops shoot at the defenders in support. In the lower portion of the tower a mighty battering ram can be positioned. This is heaved against the doors or the walls in order to smash a breach through the defences. Siege towers are hard to resist. They must be attacked with fire and the assault troops beaten back with steely determination.

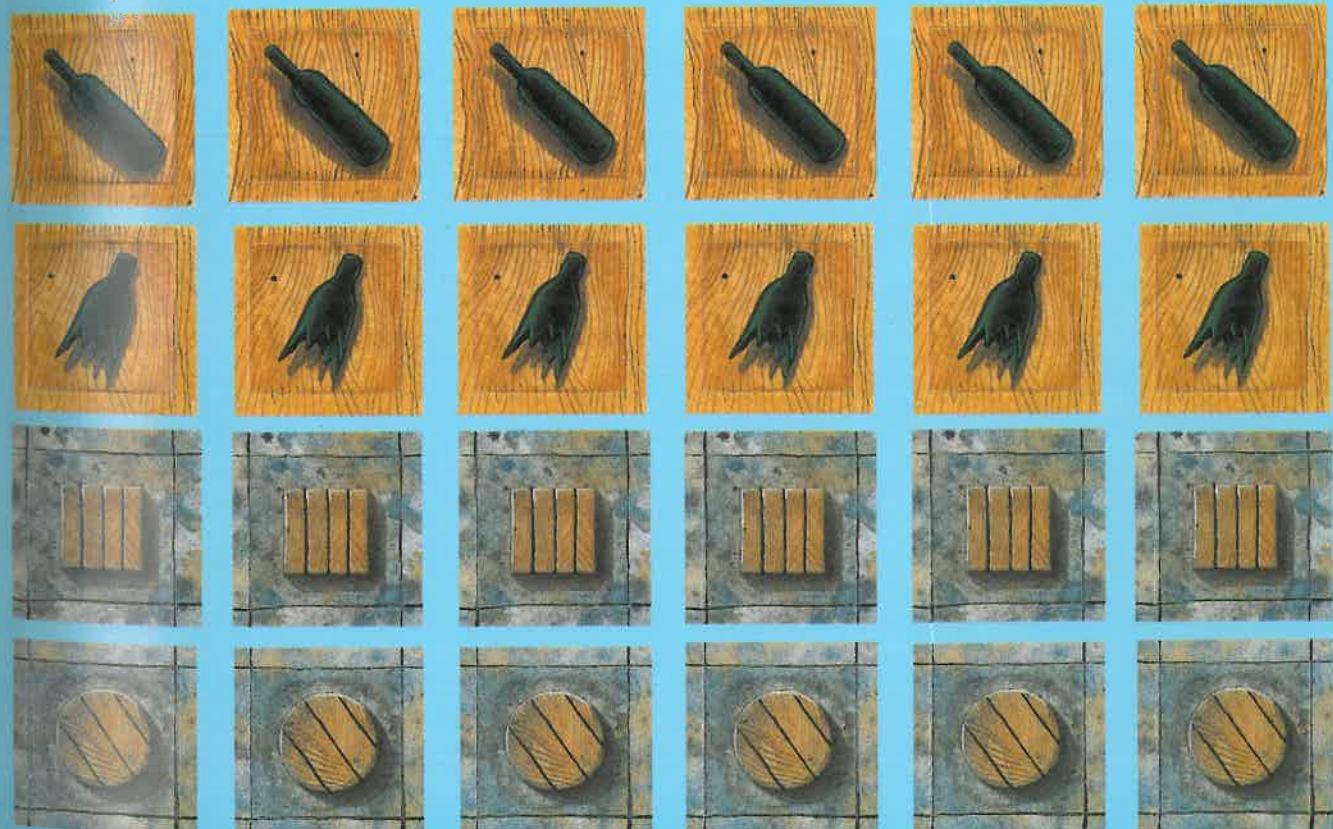
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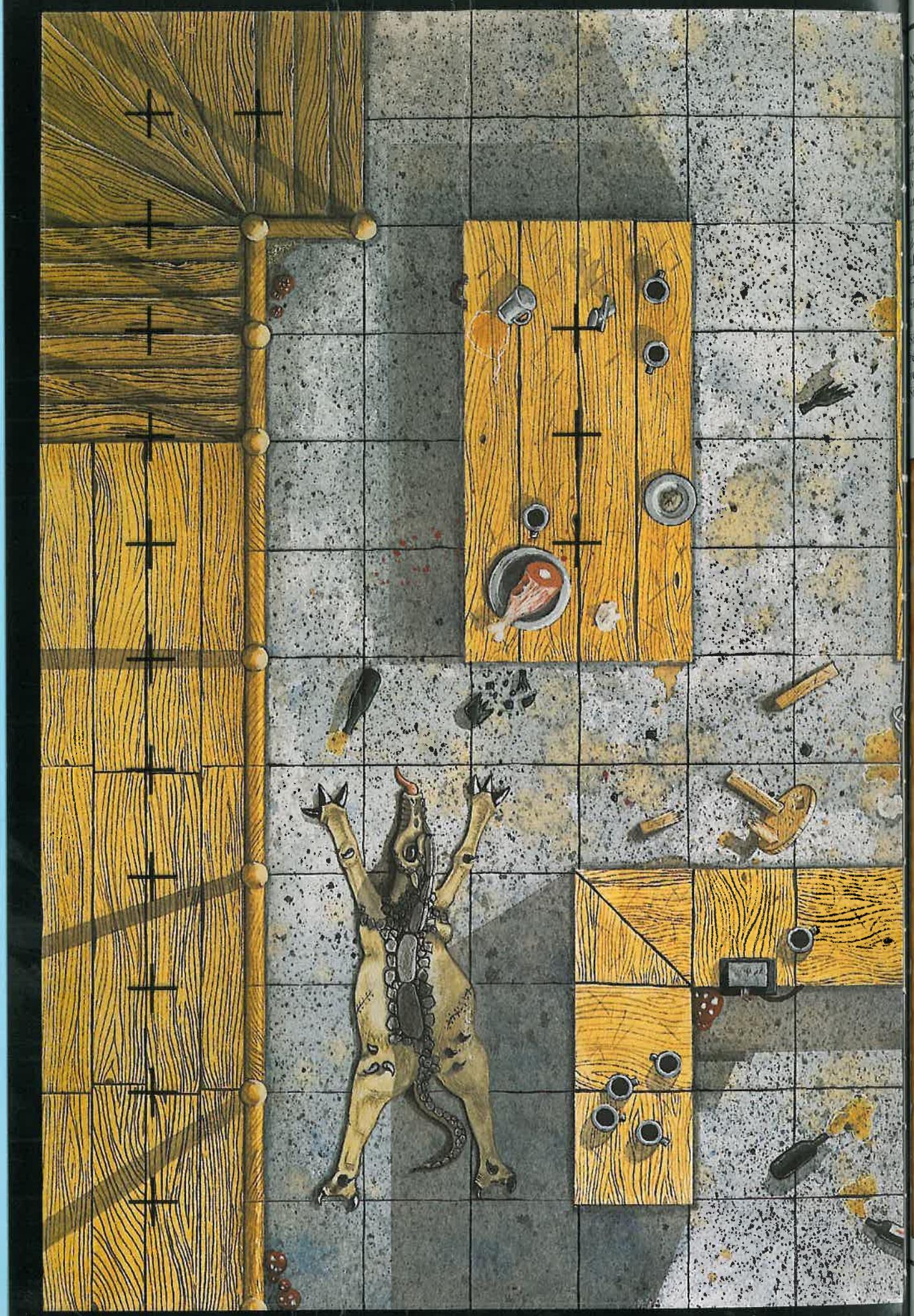
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gel: Siege perfectly complements Warhammer and opens up a whole new aspect of warfare in the Warhammer world. It will appeal especially to those modellers eager to build a stronghold for their army to defend, or perhaps a siege train of invincible war engines and massed artillery to demolish the castles of their opponents. Siege includes plenty of useful advice on such modelling projects, using very basic methods and materials as well as more advanced techniques.

here are rules covering all the aspects of siegework and defence, enabling you to plan long and bitter sieges and all-out assaults. Even small forces will allow for an exciting and hard fought game.

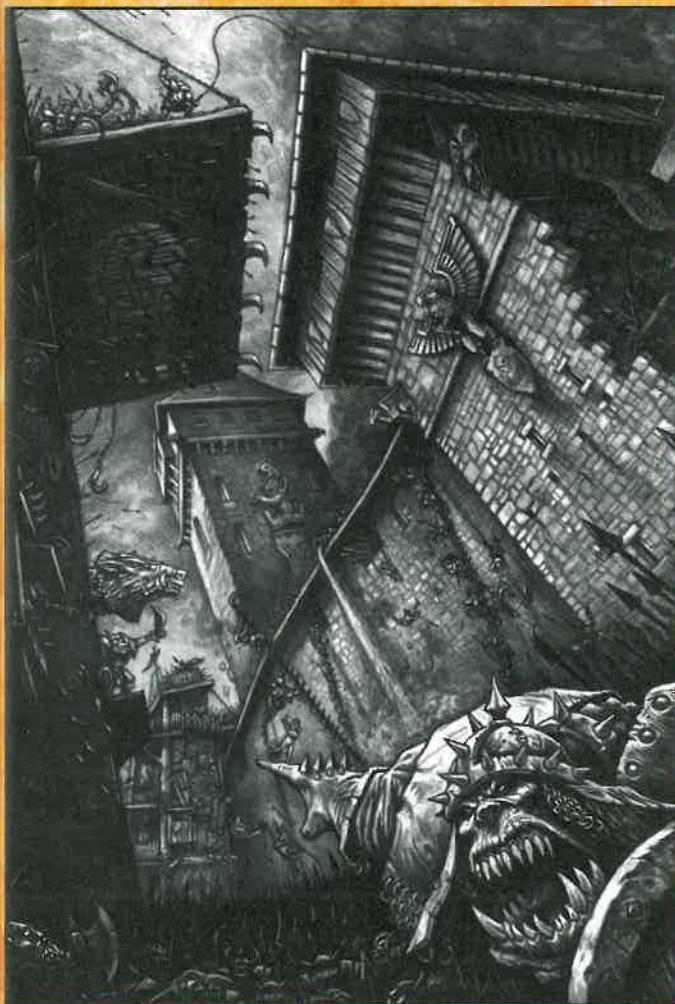
Siege has several scenarios which can run together into a campaign. Together with Warhammer Fantasy Battle, Siege equips you for whatever events the campaign may require. Now when you win a great battle and pursue your foe to their stronghold, just consult Warhammer Siege and prepare for the assault.

Several of the scenarios allow you to use very small bands of models in tactically challenging situations with unusual deployment and terrain. Quite apart from playing these as part of a campaign, they make good, fast, small games in their own right, quite different from a set piece battle.

Siege doesn't lack intriguing background information either. It reveals a new aspect to the Warhammer world. The castles and strongholds of all the most warlike races are described. Yes, even Wood Elves, Skaven and Lizardmen build strong fortresses. Have you ever wondered what they are like? Take a look at Siege – the answers are there for all to see...

Nigel

Next Issue...



WARHAMMER SIEGE

BATTLE REPORT

Brutal Orc Warlord Gordon Davidson readies his green horde for an all out attack on Tuomas Pirinen's brave Empire defenders as they attempt to stave off the attack on his Imperial stronghold.

The two commanders will be fighting a number of battles which culminate in an all-out assault by the greenskins.

To aid his vast Orc horde, Gordon is hurriedly painting siege equipment which he hopes will help him to victory. Tuomas has used low cunning by bullying the 'Eavy Metal team to paint up a brand new Empire force, which will incorporate the new Empire Soldiers Warhammer Regiment.

Neither of these players pull any punches when playing Warhammer, so it promises to be a bloody affair...

Don't miss White Dwarf 224 to find out the outcome of this titanic conflict!

THE BATTLE FOR FORT HERESY

As the last screams of the dead and dying faded away an unnatural stillness descended on the store. The "Defence of Cerberus III" had been decided, the speed and technology of the infernal Eldar had won through. Dispirited and defeated the Space Wolf Space Marines continued to battle until Kryl Grimblood could escape, ensuring that the Eldar payed dearly for this delay.

"So Sean, what do we do next week?" came the booming voice of resident Ogre and full-time staffer Rod.

This unexpected question from Rod caused me to start thunking (this is similar to thinking but quicker and requires no logic or consideration of consequences).

"How about weee... build aaaa... piece ovvvv.... scenery." I said with no expectations of any response, as Paul (our other full-timer and full-blooded Skaven slave) and Grant (the real manager and Greater Daemon of VCR instruction manuals) were busy discussing Blood Bowl and how it is often the cause of deep thinking leading to insanity.

"ave to be big it would!" boomed Rod through twenty miles of fringe.

"Yesss,yesss," squeaked Paul "Bigger, bigger than this lot, lot." Paul squeaked once more while he waved his tail towards some scattered Space Wolves.

So was born Fort Heresy!

It was then that the wise and venerable Daemon Grant spoke in the slithered tongue of Chaos, " The savage ones will not return for scenery alone my children..."

His silken voice was repugent to our ears, but in this he was correcta huge battle was compulsory!

So was born The Battle for Fort Heresy!!!!

Fort Heresy
File Alpha:
Sean Jones
Position:
Trainee
Manager: S002



Fort Heresy
File Beta:
Grant Peacey
Position:
Veteran
Sergeant



Fort Heresy
File Gamma:
Rod McKay
Position:
Full-time
Staffer



Fort Heresy
File Delta:
Paul Wehbe
Position:
Full-time
Staffer





File Scan: M410356 ZZFH1.25

Fort Heresy, an old Rogue Trader outpost situated on planet lost, until recently, in a small warp storm, had not been heard from in over two centuries, but recent raids by renegade Chaos Marines, mercenary Eldar and Imperial Guard deserters had signalled that it was once again a flourishing pit of evil. The time had come to remove this cancer from the Imperium.

A 4'x3' piece of masonite served as the base for the fort. Built by all four staff, the base was cut into quarters with each staff member responsible for a section. The only restriction? Each staff member had to match wall sections with the one connected to the



File Scan: M410356 ZZFH1.26

next fort section. This gave Fort Heresy a unified look to its perimeter. The outpost took three days to complete with staff working on it in the store. Lots of helpful customer advice led to some great advancements.

Although the finished work used no pre-made buildings (like the awesome Imperial Command Tower) it did, however, include over sixty bulkheads, plenty of gubbinz bags and Warhammer accessory parts as well as two bags of modelling sand and a heap of black undercoat spray.



File Scan: M410356 ZZFH1.35

The battle itself attracted forty aspiring generals with a huge variety of miniatures and armies.

The first battle was dominated by superior Chaos tactics, moving swiftly into the fort the Chaos heretics were quick to knock it down. Trapped, advance Allied elements inside the fort were cut off from reinforcements. Marine commanders could only desperately seek cover and listen to the screams of the dying as the Chaos Lord ordered his forces to take no prisoners.

Tragedy at the atrocities committed inside the fort by the foul abominations the Imperial forces started the second game with ferocity unmatched by the overconfident heretics. The Chaos Lord, lifted by his initial victory, deployed many of his forces outside the walls, in an attempt



File Scan: M410356 ZZFH1.43

to repel assault forces or as a counter strike force? We shall never know, for none survived the onslaught that followed.

The thunderous roar of Leman Russ engines soon drowned the war cries of the Khorne Berserkers as fire rained upon the outpost. The gates were torn asunder by massed firepower allowing access to the armoured tanks of the Imperium. The ashes of the dead and the stench of burnt flesh filled the air as Inferno cannons doused the traitors with the Emperor's cleansing flame. Fort Heresy soon became a living hell for the forces of darkness.

As the haze of battle cleared and the screams of the wounded were silenced, it became clear that Fort Heresy had been cleansed. The forces of the Imperium had eradicated the taint of Chaos and other foul alien creatures.

Fort Heresy can be seen in our Sydney store. Why not race in and ask the guys how they made it? Not only are they planning to use the fort again next school holidays but their next project is a huge Beastman stockade (4'x3') made from the ruins of a deserted Empire outpost so they can have a huge game of Warhammer....



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AUSTRALIA**

and ask for an application form before it's too late!

WARHAMMER

GARY WARRINER'S EMPIRE ARMY

Gary works in our Newcastle store and you will remember his Dark Angels army from last issue's White Dwarf, in the Games Workshop Stores section. This is the first army that Gary collected and he's been totally addicted to the Empire ever since. Read on...



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The whole force is a whopping 8,000 points and Gary just picks smaller armies from it. As you can see it contains everything you could possibly want in an Empire army. Gary says "I'll always keep it and will continue to expand it with new

Empire regiments as they come out." The main feature of Gary's army is the numerous infantry regiments as well as lots of Dwarfs and Halflings.

He doesn't have that many knights or war engines in comparison, but as he says, "I want to get more Great Cannons and Steam Tanks, particularly after seeing last month's 'Call To Arms' battle report. All those Cannons, that's what the Empire army is all about!"

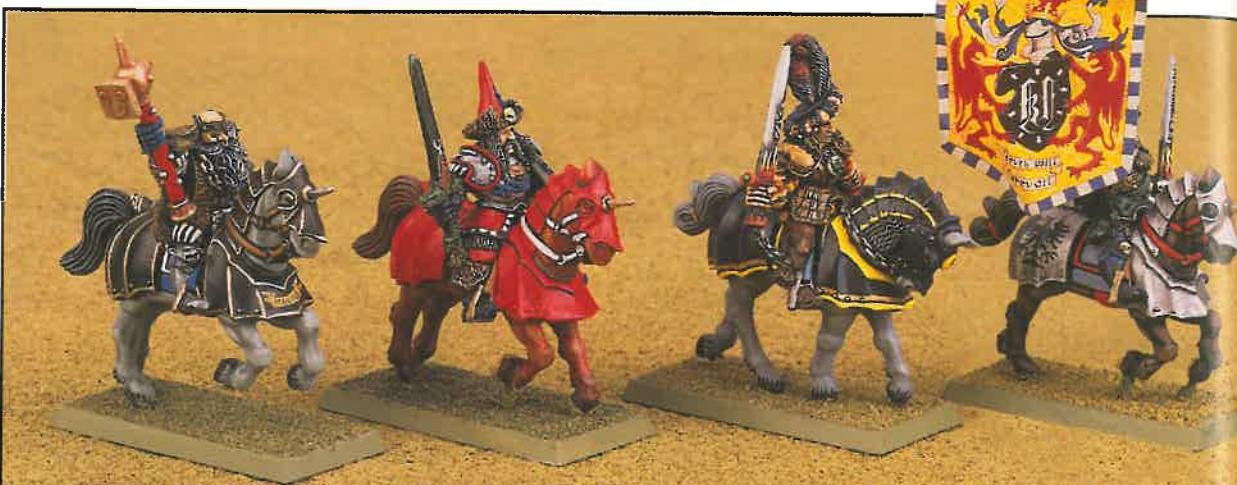


▲ The Ice Queen model is really simple to make, Gary just glued her onto the back of a bear. Gary uses the Ice Queen to lead his regiment of Winged Lancers.

▲ The Winged Lancers are Gary's favourite cavalry models. The wings on their backs are the most striking feature of the models.

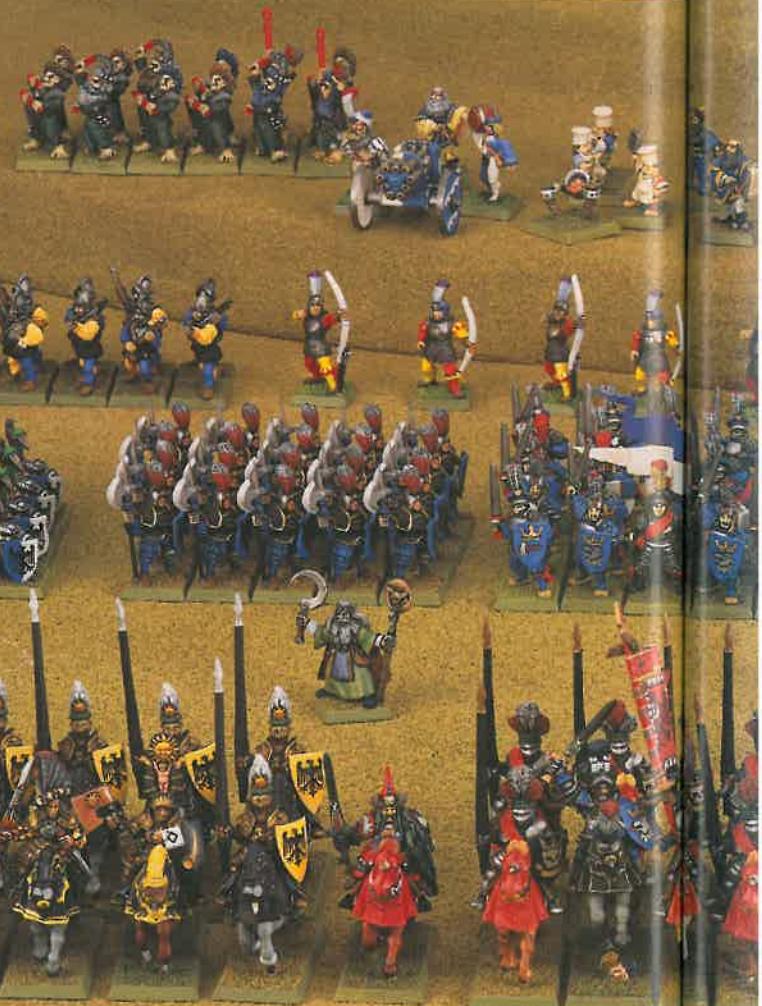
Gary swears by the Detachment rule. Many people prefer to have separate units with their own champions but Gary likes this particular formation. "I've a large regiment of Swordsmen with smaller regiments of Spearmen and Halberdiers attached to it. Both detachments benefit from the Leadership of the Swordsmen regiment's Champion as well as any Magic Items

he has. This formation is unstoppable when it attacks the flank of an enemy army. It's a powerful combination of three quite different regiments."



▲ Gary says about Empire Heroes, "Any unit with an Empire Hero leading it really stands out on the battlefield."

The army contains almost every regimental type that an Empire army can have, especially the foot troops. In particular, Gary likes his units of Dwarfs, Flagellants and Halflings. Notice the large regiment of Swordsmen in the centre, with Spearmen and Halberdiers as detachments on either side.

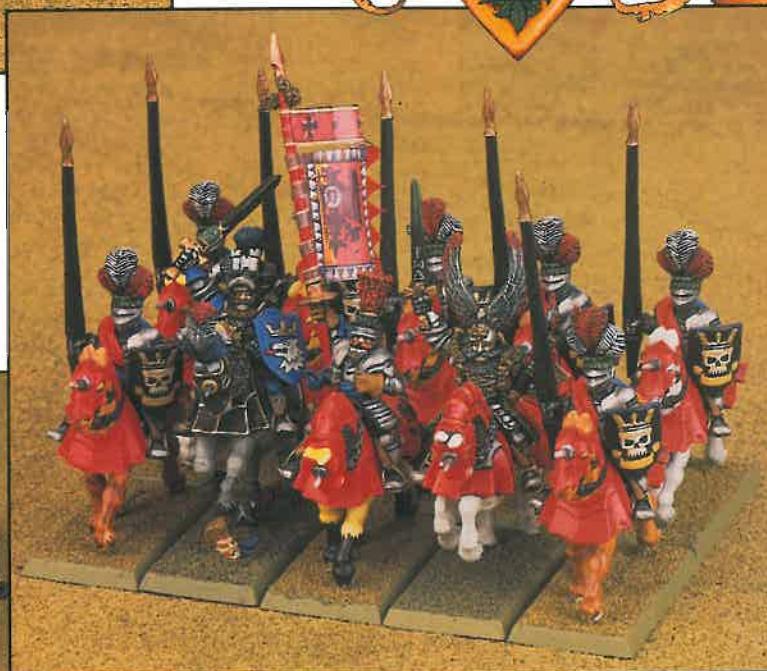


the flank



Gary always fields the Reiksguard both on foot and mounted. "The idea of Karl Franz sending his own personal guard to smash the enemy in his name is one in the eye to the opposing General!"

Although the Winged Lancers are his favourite unit, the Reiksguard is Gary's main cavalry unit. They are hard as nails. With Reiksmarshall Captain Kurt Helborg leading them, they can take on most elite units and win.



EPIC 40,000

BLOOD REAVERS

By Gav Thorpe

From the Eye of Terror comes a deadly new threat to the Imperium, the dreaded Blood Reavers Chaos army. Take a look inside the latest Epic 40,000 army box if you dare...



Danmigar with troops from both the Corpsebringers and Doomswords detachments.



Chaos Space Marine Rhinos.



"A great storm of darkness will descend upon Baliaxis Maior. A tide of destruction will sweep from the Citadels of the Great Ones and purge the naive usurpers who serve the Lost Emperor. The Blood Reavers will come, with death and misery as their companions. The faithful will rise from their hiding places to avenge the persecutions heaped upon them. The despair of the unbelievers will bring forth the immortal minions of the Dark Masters. Great will be the slaughter, most pleasing will be the malaise of death, triumphant will be the forces of Chaos!"

Constanze the Prophetess, burned as Heretic
6875356.M38

Danmigar's Blood Reavers were a large force of Chaos Raiders who broke through the Imperium's cordon around the Eye of Terror in the 38th millennium. Four worlds were devastated by Danmigar's horde before it was finally halted on Baliaxis Maior by Space Marines from the Black Consuls Chapter. The Chaos Space Marines under Danmigar's command were reinforced by Chaos followers from the secret Cult of Octavius, which held sway over the

One of the best ways to collect Epic armies is to buy an army box with an Epic 40,000 force inside. The box contains all the miniatures and vehicles you need to begin to put together a force and comes complete with an army history, detachment cards and tactical hints and tips. You can build up the detachments that come in the box as you buy more tanks and troops or you can create your own detachments to add on to the army. There are already Epic army boxes for Space Marines, Orks, Eldar and Imperial Guard. The new Chaos army box, Danmigar's Blood Reavers, is now available. The army is based around Chaos Space Marines, supported by a few armoured vehicles, and detachments of Daemons and Cultists.

THE CORPSEBRINGERS

The mainstay of the Blood Reavers is Danmigar's personal retinue of Chaos Space Marines from the Black Legion. They possess the bulk of the force's firepower and provide supporting fire while the rest of the Chaos army moves in to crush the enemy in assault. The Corpsebringers have Rhinos and a Land Raider to carry across them across the battlefield, allowing them to take a good position from which to pour fire onto the enemy, backed up by the guns of Predator battle tanks. Danmigar has been joined by one of the mysterious Sorcerers of the Thousand Sons. Quite why Chabal Akra lends his aid to the Chaos Lord will never be known, but it is quite likely to be in response to some arcane and twisted plan of his Chaos God, Tzeentch.

scattered villages found throughout Baliaxis Maior's mountainous region. A Sorcerer of Tzeentch, Chabal Akra of the Thousand Sons, opened a great rift in space from which poured hideous daemons of all the Chaos Gods. Although momentarily thrown back by this surprise assault, the Black Consuls fought back ferociously, relying upon the superiority of their armoured vehicles to pound the Chaos host as it approached. A small force of Chaos Marines dedicated to Khorne managed to smash through the armoured line of the Black Consuls, breaking free to rampage through the town of Turicum, perpetrating a massacre of thousands of unarmed Imperial citizens before the Emperor's Space Marines could divert forces to stop the carnage.

While the Cultists of Octavius threw themselves at the Space Marines in a suicidal attack, Danmigar advanced steadily across the foothills, concentrating the firepower of his force on the Black Consuls' tanks and transports. Utilising what cover they could, the Chaos Space Marines managed to eliminate many of the Predators and Land Raiders that were firing against them. With their heavy support destroyed, the Black Consuls prepared to face the assault of the Blood Reavers...

CONQUERING THE GALAXY!



Chaos
daemon
engines of
Slaanesh



The Blood Reavers are quite a small force, which gives you plenty of opportunity for expansion and personalisation. To bring the army up to 1,000 points, you could add another set of the Chaos infantry plastic sprue to the existing detachments, providing extra units of Chaos Marines, Noise Marines, Daemons, Berzerkers and Cultists. In particular, the Dread Servants and Harbingers of Anarchy can do with being twice their current sizes, which will give them enough punch to act independently of each other. If you are feeling a bit creative, you can also add some vehicles to the Cultists, by using Imperial Guard tanks and modelling on Chaos spiky-bits, painting them with daubed slogans proclaiming the true Gods of Chaos and so on. Of particular use would be some Demolisher support tanks, to lend some really heavy firepower to a firefight or assault involving the Cultists.

Another option is to take one or two Chaos Armoured detachments. There are many types of Chaos Engines available from Games Workshop Mail Order, while more Land Raiders, Predators and Chaos Marines in Rhinos would give you a swift and potent Chaos Space Marine Armoured detachment that could take on the best enemy tanks and give them a good pounding. A good way of getting your Daemons into assault range in relative safety is to use the mighty Plague Tower of Nurgle to rumble slowly across the battlefield, shells bouncing off its armoured walls.



Firelord of Tzeentch

You may like to upgrade Danmigar to a Warmaster as part of a Supreme Commander detachment, with a Terminator bodyguard, leaving the position of Lord of the Corpsebringers to someone else (possibly Chabal Akra), or use a Chaos Terminator as Supreme Commander to change the army to a Black Crusade led by the dread-inspiring Abaddon, Warmaster of the Black Legion! There are many, many strategies you can pursue from this starting point, and by playing a few games you will learn which you find the most successful and appealing.

May Terror be your partner, Misery your consort, Death your servant. Let the souls of the misguided pave your path to glory!



Mail Order has all those extra models that you'll be wanting to get to flesh out your Chaos army. From Chaos Daemon Engines of Slaanesh to Nurgle Plague Towers, Silver Towers of Tzeentch and all sorts of Chaos artillery. Give the Trollz a call on 0115 91 40000 to find out the full list.



The Harbingers of Anarchy supported by Nurgle Daemon Engines and two huge Plague Towers.



USING THE BLOOD REAVERS

With half the army in the Berzerker and Daemon detachments, it is important to close in on the enemy as soon as possible and start making assaults. Each of the detachments is fairly small and so it is important that you combine their efforts on the battlefield. The Berzerkers in particular must be used carefully – their speed, compared to the Daemons, can mean they race ahead of the main army, straight into the teeth of the enemy's guns and assault troops! The Daemons can have difficulty getting across the battlefield into combat, which is where the Cult of Octavius comes in. Try to push forward with the Cult as fast as possible, Marching if necessary, to present them as a target to the enemy and to harass the end of their battleline. While this diverts the enemy's attention, get stuck in with the Harbingers of Anarchy, Dread Servants and the Doomswords.

When you attack with these detachments, make sure the Berzerkers and Bloodletters in particular get into contact with the enemy. This is because these units have the *rampage* special ability, which allows you to roll two dice when rolling for casualties. This means that even if you win by only a narrow margin, you can inflict horrendous casualties. Of course, there is a downside. If you lose the combat, troops with rampage cannot retreat and so are automatically destroyed – better make sure you win! Winning isn't as hard as it seems – Daemons and Berzerkers units have Assault 4 each, so getting them all into contact (along with Baldus Maim) will give you a massive 62 Assault value! Add the fact that you have 4 units of Plague Bearers and Daemonettes which are psykers so, unless you're fighting against a well-prepared Eldar or Tyranid detachment, you'll probably be getting the +1 Assault bonus for having more psykers than the enemy. It is pretty essential for the two Daemon detachments to work together except against really vulnerable foes, because they just don't have the strength to go toe-to-toe with a larger detachment. Generally it'll be best for the Bloodswords and the Daemons to work in combination, though they can take on small enemy detachments on their own, particularly vehicles, Guardians and Imperial Guard, who have a relatively low Assault value.

There's nothing better for an assault than to make sure the target is softened up beforehand, with a couple of blast markers to reduce their defensive fire and to give your assault troops bonuses in the assault. This is where the Corpsebringers come in. As mentioned briefly in their description, the Corpsebringers can use their transport vehicles to race across the battlefield and take up a good firing position. From here they can settle onto Overwatch and lay down a barrage of fire from the Land Raider (use it to take out commanders, support tanks and other units which will be dangerous when you assault), Predators and Noise Marines. The Corpsebringers are a good defensive formation against fast, fragile armies like Eldar, where they can provide a deterrent against enemy attacks on one side of your line, forcing the enemy to combat your Daemons and Berzerkers.

Although the Cult of Octavius is mainly a diversion, they can prove handy reinforcements in a firefight or assault if one of your main assault detachments gets caught on its own – if nothing else, having an extra 8 units, each adding +1 or +2 to your Assault value, never hurts.



The Doomswords detachment supported by the massed firepower and close combat might of Daemon Engines of Khorne.

THE DOOMSWORDS

Dedicated to Khorne – the Chaos God of War – the Doomswords excel at close-quarter fighting. While the Corpsebringers are better staying back and shooting at the enemy, the Doomswords are a magnificent assault unit. The troops are all Khorne Berserkers, including the dreaded Terminators.

With their transport

vehicles, they are able to take the fight to the enemy, butchering them in close combat. The Doomswords are led by the Chaos Lord Baldus Maim

but, unlike the Corpsebringers, the Doomswords have no Sorcerer. Khorne despises all magic as cowardly trickery, and his followers would never accompany such a spellcaster! The Doomswords are a compact, hard-hitting detachment that can navigate through terrain without too much difficulty.

HARBINGERS OF ANARCHY AND DREAD SERVANTS

Brought across the ethereal void between realities, the Daemons of these detachments have come to prey upon the flesh and souls of the living. Daemons are another troop type which is good in assaults – in fact they have no ranged attacks at all! Due to the enmity between their Patron Gods, daemons of Tzeentch will not fight alongside daemons of Khorne, and daemons of Slaanesh will not fight with daemons of Nurgle. For this reason the different Daemons fight as two detachments, the Harbingers of Anarchy and Dread Servants.



Bloodletters



Plaguebearers

CULT OF OCTAVIUS

The final detachment is made up of the rag-tag hordes who adhered to the heretical Cult of Octavius. These cultists have been joined by Beastmen who they have been sheltering in the desolate mountains away from the prying eyes of the Emperor's servants. Cultists are thrown into the front lines to distract the enemy, lend support in firefights and generally harass the opposing army while your main units deal out the serious damage.



BEASTS OF STEEL!

OR "HOW TO PAINT YOUR TANKS REALLY FAST!"

Shannon explains how you can also paint tanks 'real quick':

"To paint the store's tanks with a three-colour camouflage I used spray cans. The sprays I chose were Black undercoat, White undercoat, Shadow Grey spray, and Matt Varnish, as well as paints from the Warhammer 40,000 paint set."

STEP 1.

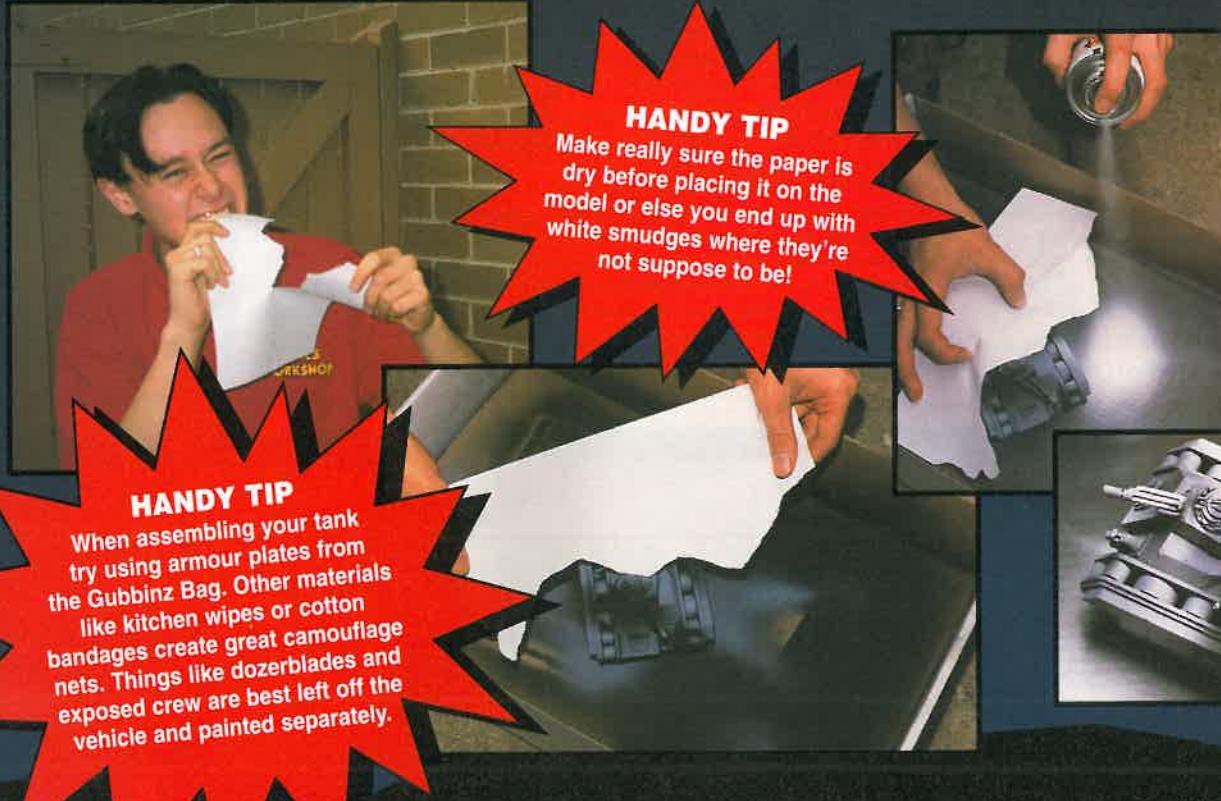
Assemble your tank or tanks but don't put the tracks on yet (the more tanks you assemble at the same time the faster and easier it is overall).

Give them an even undercoat with Black. It's important to cover the entire model, no grey bits, as this coat will still show through after the final stages.

STEP 2.

The Shadow Grey camouflage pattern comes next. Start the spray off the vehicle and draw it across in an eyed up stroke. The idea is to add areas of grey, not to basecoat this is in entire tank. A little artistic license will be required to achieve the desired effect.

It's best to spray with two or more light even coats rather than one heavy one. This avoids drips and flooding details.



From left to right: a Hellhound Firethower, a Griffon Mortar, a Basilisk Artillery Tank, a Demolisher Siege Tank and a Leman Russ Battle Tank.



During the last school holidays Games Workshop stores around the country ran some awesome Tank Battles on their Games Nights.

The Melbourne store's armies were a little light on tanks, and even though gamers were urged to bring in their own vehicles the staff felt that the more tanks available the more devastating and enjoyable the action would be for those who joined the fray.

Shannon Boh boldly suggested that a force of half a dozen Imperial Guard tanks be added. With less than a week until the battle initial reaction from the team was to roll on the floor in fits of laughter. When Shannon then explained a way it could be done in two days the store quickly turned into a tank production workshop to rival the Adeptus Mechanicus Forges of Mars.

STEP 3.

The third step is to create the white streaks. I take a piece of paper and tear a jagged pattern through the middle. You end up with two pieces with matching jags! (you'll see why this is important later). Take one side and place it over the tank. Spray with White undercoat along the paper's edge. The aim is to not spray the tank directly. It's the overspray from the edge of the paper that gives the pattern. The closer to paper is to the tank the sharper the pattern you get. This step is repeated a couple of times, that's why you have two halves of paper, using one half while the other dries.

STEP 4

With the spraying complete it's time to detail the tank by adding tracks, transfers and squad markings.

I use Brown wash watered down to pick out rusted areas while the tracks still on the sprue and other black patches are painted Boltgun Metal... this makes it look like the paint has worn down to bare metal.

Once the tracks are glued in place and dozerblades attached I then drybrush Snakebite Leather along the bottom of the hull and over the tracks. This gives the impression that the tank has seen recent duty and is still covered in mud.

HANDY TIP

To make applying transfers really simple and hardware paint a thin layer of watered down PVA glue to the area where the transfer is to be placed. Slide the transfer into place and gently push out any air bubbles. Add another layer of PVA over the top. This stops the transfers from cracking when they dry and will stop them bubbling when spraying with varnish.



Hopefully this article has made the prospect of painting large numbers of vehicles a little less daunting. The total time that it took to paint 1 Leman Russ, 1 Demolisher, 2 Leman Russ, 1 Basilisk, and 1 Griffon for the store was two days, by using this guide you can churn out vehicles by the thousands, and conquer your own Forge World.

The Melbourne Store's new Imperial tanks are painted to fit in with its Valhallan Ice-World force.

Now that sprays are also available in Bestial Brown, Bubonic Brown, Goblin Green and Boltgun Metal, a wide range of camouflage designs are possible. Here are a few ideas:

Jungle Camouflage:
Base with Black, then spray Dark Angels green and Goblin green.

Desert: Base with Black, then spray Bubonic Brown and Skull White or Bestial Brown and Bubonic Brown.

Urban: Base with Black and then Shadow Grey

Snow: Base with Shadow Grey, the Skull White and Dark Angels or Goblin Green.

Just remember it doesn't have to stop at Imperial Guard tanks. Why not try Gorkamorka trukks in Black and Bubonic brown, or Epic 40,000 Titans in camouflage.



GAMES WORKSHOPS



The Games Workshop hobby gives endless hours of enjoyment and good plain fun to all those who take part. It's all about playing tabletop battles using armies represented by painted, scale models. These miniatures are bought, assembled, carefully painted and arrayed into regiments or squads. Each player may pick their army from a huge variety of troop types, in order to suit their own battle tactics. Perhaps you've heard players chattering away enthusiastically about an incredible shot made by one of their troops, that turned the tide of a battle, or a heroic action that bought them victory. Maybe you have even seen a game being played, with players moving models around and throwing lots of dice.

A Games Workshop store is the perfect place to get started playing some battles.

The staff are always happy to answer your questions and will take you through an introductory game. It is also a place where players of all abilities can get together to learn new tactics for their favourite armies or pick up painting and modelling tips. So if you have questions about any aspect of the hobby or would like to introduce a friend who's interested, call in at your local Games Workshop store now!

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HOLIDAYS HOLIDAYS HOLIDAYS H

GAMES WORKSHOP

Our school holiday events are on again! For details of all the painting, modelling and gaming that will be going on go to one of our stores and join in.

QUEENSLAND:

June 20th - July 6th

VICTORIA:

June 27th - July 12th

NEW SOUTH WALES:

July 4th - July 19th

SOUTH AUSTRALIA:

July 4th - July 19th

AUSTRALIAN CAPITAL TERRITORY:

July 4th - July 19th

and

NEW ZEALAND:

July 4th - July 19th



HOLIDAYS HOLIDAYS HOLIDAYS HOLIDAYS HOLIDAYS

SUGGESTION #43:
NEVER LET
GENESTEALERS
GET THIS
CLOSE

AUSTRALIAN STOCKISTS

All of these stores stock a range of Games Workshop games and Citadel miniatures.
 If you have difficulty in obtaining any particular games or models then our
 Mail Order service will be happy to help!

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HOW TO BUILD & PAINT YOUR SOLDIERS OF THE EMPIRE WARHAMMER REGIMENT

This article is aimed at helping beginners. More experienced painters may also pick up a few useful tips as many of the points discussed will be of help whatever models you decide to paint. We've only used the colours that are available in the Warhammer Paint set, so if you have this set the only other equipment you'll need are clippers, a modelling knife and/or file, flock and glue.

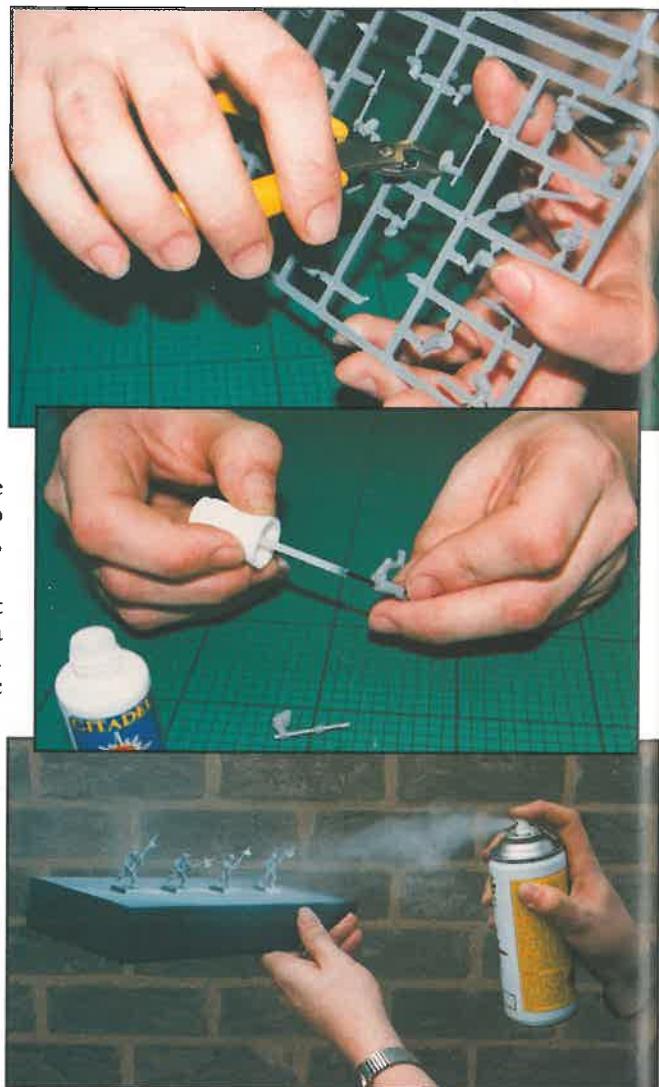
1. PREPARATION

The first job is to remove the models from the sprue. This is best done with a pair of clippers, as you are less likely to break any of the more delicate components. You'll see that you can make up the models with either swords or halberds. We've chosen to make the soldiers into Halberdiers here, but if you want to make them into Swordsmen, most of the advice that follows still applies.

Most gamers find it best to work on several models at once, as it is quicker, and gives the glue or paint time to dry. For example, if you glue the heads on five models, the head on the first one will be nicely stuck and won't fall off when you come to put the arms on the body. Some people like to work on a whole unit at once, but this can be a bit daunting. We chose to work on the unit in two lots of eight, as it seemed like a manageable number, but you could work on more or less if you wish.

After we had clipped off enough parts to make eight Halberdiers, we cleaned off any mould lines with a small file, and checked that the parts actually fitted. One of the great things about the new plastic Warhammer Regiments is that you can really put a great deal of life into a unit by the way you pose the models. The first lot of models we made up were for the front ranks of the unit so we wanted them to have their halberds held forward ready to hack at their foes! The legs, bodies and heads were stuck together first, and then the models were stuck onto their bases (polystyrene cement is best for sticking plastic models together). The arms were glued on next and finally the halberd blades were stuck into place. When assembling regiments of miniatures, it's a good idea to keep ranking the models up in a line, to make sure they fit together as a unit.

The sprue contains extra pieces such as feathers, water bottles and additional armour plates. We've only added a few of these onto our regiment but feel free to add more if you want! To save time undercoating, we chose to use white spray paint. You can paint on Skull White paint to undercoat the models, but spray paint is much quicker, and gives a more even coat. It's definitely worth investing in, as you can undercoat over a hundred models with a single can.



2. GETTING STARTED

The first choice you need to make is what colour to paint the uniforms. We chose Enchanted Blue because it stands out well on the battlefield. You can get ideas for colour schemes from White Dwarf, Warhammer Armies books, Games Workshop stores or even military history books.

When painting, it's always best to use a palette so that the paint can be thinned with water or mixed together to make new colours. Transfer a little paint from your pot to the palette and always put the lid straight back on the pot – this stops the paint drying out and prevents a whole pot being wasted if it gets knocked over.

Any smooth surface will do for a palette. An old white plate or tile is ideal, and even the plastic blister from a Citadel Miniature pack will do at a pinch. Take the paint on your brush and, if necessary, mix it with a little water on the palette so that it is thin enough to flow easily into the detail. Sometimes it may be necessary to apply two coats onto the model to give it a neat, flat colour.

We painted the uniforms on all eight models so that by the time we had painted the last one, the first one was dry and ready for another coat or the next colour.



Colour schemes

We chose Enchanted Blue for our regiment, but any strong colour would do. Red, yellow, green, purple, black and white will all work well as a uniform colour. You could also try painting the models half one colour and half another, though this takes a little longer. Simple, strong colour schemes are faster to paint and often look better than a confused mix of lots of colours.

3. ADDING DETAIL

The next job was the face and hands, which were painted with Elf Flesh (*yes, even though they're not Elves! – Fat Bloke*). The hair, and any metal areas (like the halberd blades and armour plates) were painted Chaos Black. It's a good idea to paint metal areas black first, as it makes the metal really stand out. We then painted over the black areas (except the hair, of course!) with Chainmail. The hafts of the halberds, the feet, and other areas of detail, such as hats, were painted Bestial Brown. It's usually best to paint areas like these in a dark colour like black or brown, as it is the colour of the uniform that should really stand out on the battlefield. Finally the bases were painted Goblin Green.



4. FINISHING THE REGIMENT

It was now time to go back and paint the second eight Halberdiers to this standard before proceeding any further. The only difference being that we put the halberds on at a higher angle. This makes the whole unit look as though it is charging into combat, with the troops in the front rank levelling their weapons ready to attack, and those behind advancing in support.

When all sixteen Halberdiers were completed, all that remained was to add modelling flock to the bases. Add a little water to some PVA glue, brush it over the top of the base and dip it into the flock. Lightly shake the Halberdier to remove the excess and repeat this for the rest of the regiment. Flock adds texture to the bases and makes the regiment look even better on the battlefield.

Our completed unit now looks ready to face its foe on the battlefield. Of course there are loads of other things we might have done; we deliberately didn't use the metal components to make the command group, or add any of the extra equipment (the box includes shields for example). Maybe next time we could paint the jerkins and hose different colours or add extra detail. All of these techniques are covered regularly in articles in White Dwarf, and Games Workshop shop staff are always happy to help with tips and ideas.

On the other hand, you could spend the time painting a second unit to expand your army!

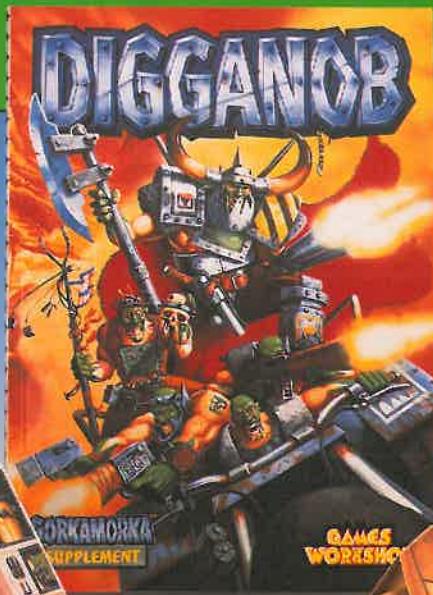
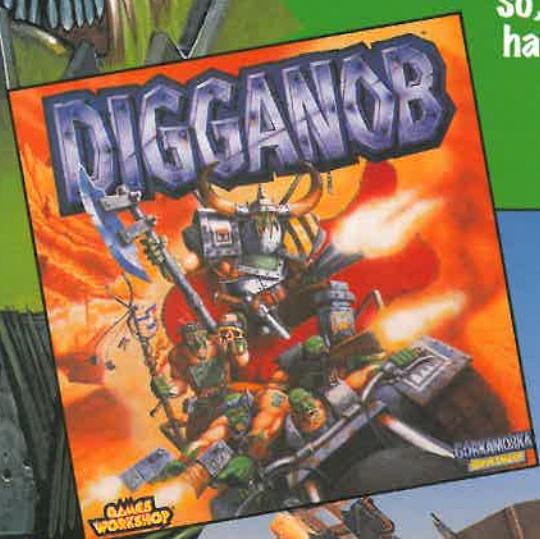
SUN, SAND & SLAUGHTER - IT'S

DIGGANOB

Digganob is the mayhem-packed supplement for the Gorkamorka game. Adorn your battlefield with fantastic card models of a crashed spaceship and four mutie tents. Check out the 96-page book crammed full of new rules and background for three new types of mob. There's the savage Diggas, hideous Muties and the rebellious mobs of the Gretchin Revolutionary Committee.

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So, if you enjoyed Gorkamorka you'll love getting your hands on Digganob!



**GAMES
WORKSHOP**

Contents and components may vary from those illustrated.

WARHAMMER®

Although the potent Dwarf ale they had looted and consumed last night had slowed his reactions, Gorebellow Guttslug was still on his hooves before his warband were awake.

In the distance he could make out the sounds and knew that many chariots were thundering his way. To wake his stupefied horde Gorebellow threw back his bestial head and brayed!

By the time the Beastmen were all active the size of the approaching host was evident. The sound of many rumbling chariots and marching hooves carried on the morning's breeze.



"By Plague and Decay, you will defend the 'stone!" growled the massive beast to his retinue, invoking the Dark Gods and hinting at the punishment for failure. Bestigor gripped their halberds tight, the Gor bickered amongst themselves and the bulking Minotaurs closed ranks in front of the herdstone.

Gorebellow's brow wrinkled beneath his massive horns. The wind also carried the stench of Beastmen. "What is this?" he paused, "Some human trick?".

"Hold!" was his cry, the sound so guttural that all obeyed.

From between the trees of the Drakwald and into Gorebellow's clearing burst the legendary Gortbor and his swarm of Beastman Chariots. As they slowed and the mighty Beastlord called a halt, the air filled with the dust stirred by Tuskgor hooves and the odour of hard-driven beasts of Chaos.

"Join me and crush the world. Stand against me and be scattered to the winds!"

CALL OF THE WILD

BY DAVE TAYLOR

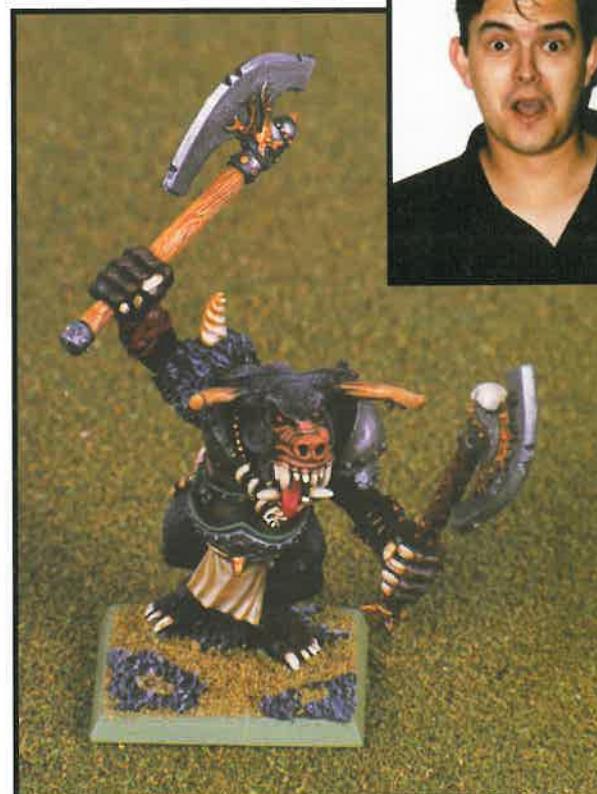
With the flurry of recent exciting Warhammer releases I have found it really difficult to focus on any one army, but like many others I have been turned to the dark side.

Always the first to shy away from the Daemonic Hosts and Warrior Warbands of Chaos I was suddenly struck (yes, over the head) by the majesty and power of the Minotaur Lord. It was as if my free will had been taken from me. I would collect the Children of Chaos.

The foul Beastmen would lead me into battle.

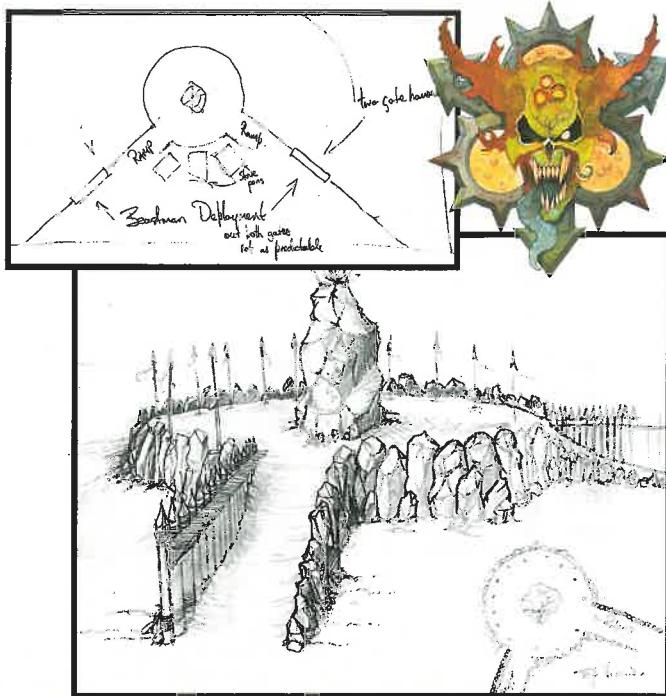
A few months, several purchases and many hours of painting later I had a Beastman Warband to rival that of the esteemed Fatbloke, Paul Sawyer.

"What? Me play Chaos? Never... never, never...well...alright then."



Hat's off to Trish Morrison for the fantastic miniature that turned me (and many others) to the dark side, the gargantuan Minotaur Lord!

ONE BEASTLORD AND HIS STOCKADE



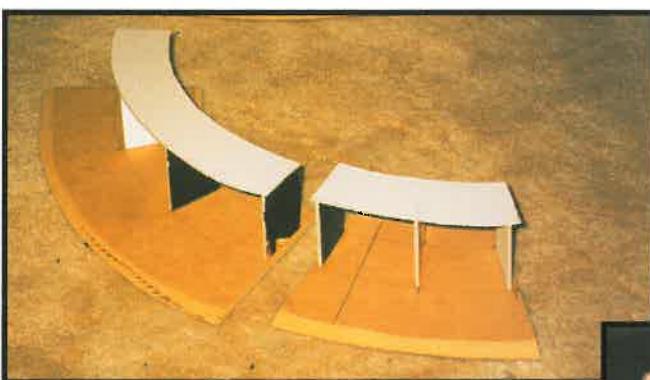
My Beastman horde was steadily growing and, as often happens when I start painting a new army, I was only too happy to chat to anyone within earshot about my monstrous host. It had grown to around 1500 points and I was keen to start playing in a campaign against some of my colleagues here at Head Office. I was inspired by Anthony Bath's ideas (*Spirit of the Game* White Dwarf 221) and decided I would pass the time by building some themed scenery!

After talking to the guys in the UK Studio as they were working through the rules for Warhammer Seige (released next month) my mind was spinning with ideas. "I could build a castle for my Bretonnians...but wait, we're making a new plastic fortress! Fantastic!" I thought and promptly put my Bretonnian defenders to preparing the foundations.

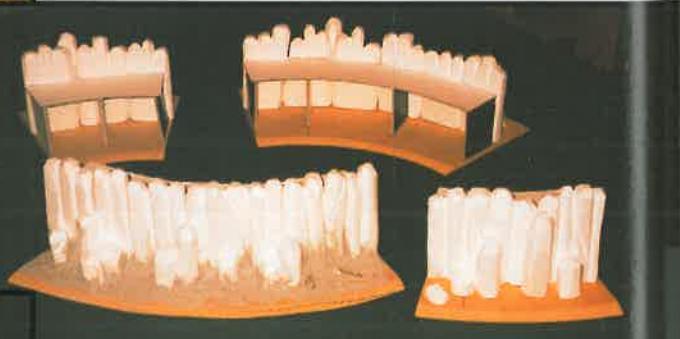
Once again the Dark Lords directed my will. I was assured we were not going to produce a plastic Beastman stockade and made my first trip (of many) to the desk of ex-Boss Troll Matt Weaver (now our Warehouse Minotaur Lord) to pick his brains for ideas and techniques.

The very next day our resident terraformer, Matt, delivered these drawings to me along with a list of materials I would need to get started.

By the weekend, all was prepared and the stockade building could commence.



The next step was to begin carving the acres of polystyrene foam that would form the walls. Once I had cut up enough foam to start on a few sections I couldn't help but glue them into place. For this I recommend a hot glue gun as this dries very rapidly and will give you a good strong bond. You should also use this to glue the initial rampart framework.



Just before I returned to carving more foam I began to apply some general purpose filler around to front of the 'rocks' and on the ramparts. This is to fill in any gaps and provide additional texture to the finished piece. You can either use pre-mixed filler (like me) or mix your own. Both should be available from your local hardware store.

The inside of the walls were filled with slabs of foam and then coated in filler, it really is handy stuff!



Once the filler was dry I painted the walls with black acrylic paint. It must be water-based otherwise the mighty foam walls will crumble. I painted two coats on to make certain all areas were covered.



With all the rocks drybrushed, the detail picked out and the ramparts painted (Bestial Brown of course) it only remained to be flocked. I painted the areas to be flocked Goblin Green first.



When I was applying the filler I also added a number of other things, such as the stakes from the Bretonnian Hunting Party. Little touches like that can really add flavour to your scenery.

It is important to allow the filler plenty of drying time. You do not want to try and paint over wet filler, trust me. I suggest at least twenty four hours.



The next stage was probably the fastest of all. A quick drybrush with Bestial Brown, using a big drybrush, and everything started to look like a Beastmen stockade. I started picking out the detail at this point.



Finally I took a bit of extra time when building the gateway. All the same techniques were used but I added a row of sturdy logs (small sticks actually) to give a slightly more ramshackle look.

I am currently working on my second gateway. As Matt pointed out to me, the Beastmen of my horde would be cunning but unpredictable. Two gates would leave my enemies wondering which gateway my chariots would come crashing through...cunning, eh?

HANDY HINTS

It is customary with these 'how to' articles to run through a few handy hints and tips. The most important of these is about SAFETY. While constructing my fortress I used an electric jigsaw, an electric sander, a hot-wire cutter (for some of the foam cutting), a hot glue gun, and a very sharp knife. All of these are potentially dangerous. If you are unsure how to use any of this equipment you should ask someone to teach you, and always have somebody nearby.

It is also a good idea to cut your foam over a cardboard box so that it is a lot easier to clean up the inevitable mess.



THE LORD'S HORDE

This is obviously the first place to start. A very impressive miniature, the Beastlord will be necessary to lead the army. I have decided that my lord, Gorebellow Guttslag, will tower over a retinue of Gor. As this is the only unit in my army that may suffer from *Infighting* I am hoping that the enhanced leadership of my General (I'm giving him the *Crown of Command*) will help overcome this.

Gor with hand weapons were the easiest unit to put together, but for that extra impact Gor with double handed weapons are great. I am currently converting a unit using things like bamboo BBQ skewers to lengthen the weapons of regular Gor.



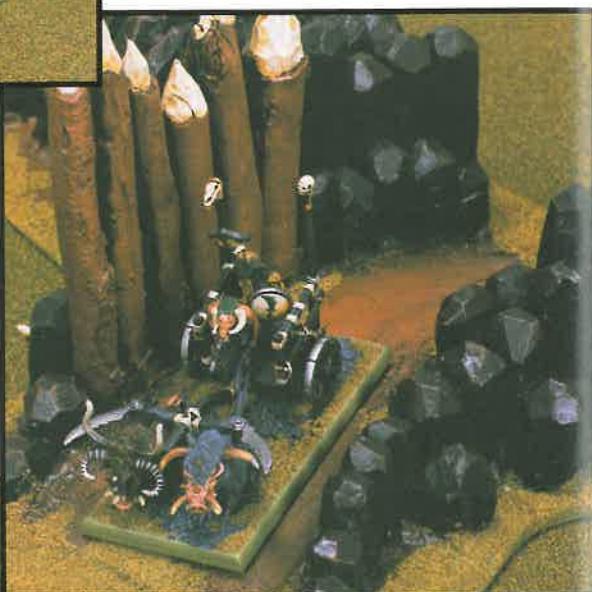
I have always had a passion for chariots in Warhammer but previously I have been collecting armies that don't use them (the closest would be my Lizardman Stegadon).

The opportunity to include chariots as rank and file troops is just what I'm looking for, where I must spend a minimum number of points on retinues and I am not restricted to 25% like many other armies. With 'Toughness 4 and 2 Wounds' Gor driving forward the ferociously grotesque Tuskgor (also with Toughness 4 and 2 Wounds) Beastman Chariots must be rated as the toughest in the game.

Oh, don't forget to always give them scythes!



Just perfect for sneaking around the flanks of your opponent's army, or screening your Bestigor and Gor from that annoying bowfire, Ungor are a must and if they skirmish they do not have to worry about *Infighting*. I've chosen twelve skirmishers as a starting point, Toughness 4 is just great!



Bestigor are a must!

The Beastmen army is all about brute strength and power mixed with a liberal amount of low, animal cunning. Who better epitomises these qualities than the Bestigor?

I have chosen a retinue of eleven Bestigor for my campaign army, all hand picked and equipped by my Beastman Shaman. In a larger army I would increase this unit to be sixteen strong.

The Bestigor will advance alongside my Beastlord and his Gor, keeping just ahead or just behind.

Gorthor the Beastlord, Terror of the Middle Mountains, will certainly be taking a feature role in my larger army. A Beastlord who is also a Master Shaman and who rides in a chariot! This awesome model was made to lead my horde.

Add to all this the ability to pursue 4d6 inches and only the very lucky will survive the powerful onslaught of this legendary leader.



The Minotaur Lord was the first miniature that I purchased so there was no doubt he would take to the field in both of my Beastman armies (campaign and larger). To do this I would need some more of these hulking beasts. With two Minotaurs I could make him a Minotaur Champion but because I was keen for variety he remains a lowly Minotaur in my campaign force.

As fast as Empire Knights and just as strong (after the charge) but tougher and with more attacks for a quarter the points cost, these Chaos Hounds will no doubt cause a few headaches for my opponents.

I wanted an even more impressive model to 'lead' these dogs of death, and painted the (usually) Chaos Spawn Scyra in the same colour scheme.



Lured by the promise of fresh corpses, the battlefield-carrion of the Chaos Wastes are essential for tying up enemy flyers or engaging enemy war machines and missile troops. Remember, nothing stops a chariot dead in its tracks like a big unit of Harpies!

In my belief, no Chaos army would be complete without a pack of Dragon Ogres. Their awesome speed, strength and toughness mean a unit of these beasts will be a fearsome sight on the battlefield. In fact, I have found them to be an opponent's biggest worry. Build up their reputation (not that they really need it) and use this against your enemy.

You may have noticed I have chosen from the Monstrous Host section for my campaign force. Even though Allies are not usually allowed in a campaign my fellow gamers don't mind me spending up to 25% on monsters that fit the bestial theme of my army.





*Gorebellow Guttslag
is coming for you!*

Now that I have the army and the stockade I am prepared for many eventualities. I've even thought of some cunning (yes cunning) plans!

Every army should always be built around a core, my Beastlord and his Gor regiment are mine. This unit will advance forward, straight up the middle and engage any enemy foolish enough to chance their sword arms.

Gorebellow will be ably supported by Grashnak and his Bestigor, who will follow to the side and slightly behind. From this position they will be able to engage the Gors' opponents in the flank. Or vice versa if necessary.

The Ungor will range ahead on one flank, searching out weaknesses in the enemy's line and attempting to engage missile troops in combat. This will mean more of my Beastmen will make it to combat. My pack of Chaos Hounds will perform the same role on the opposite flank.

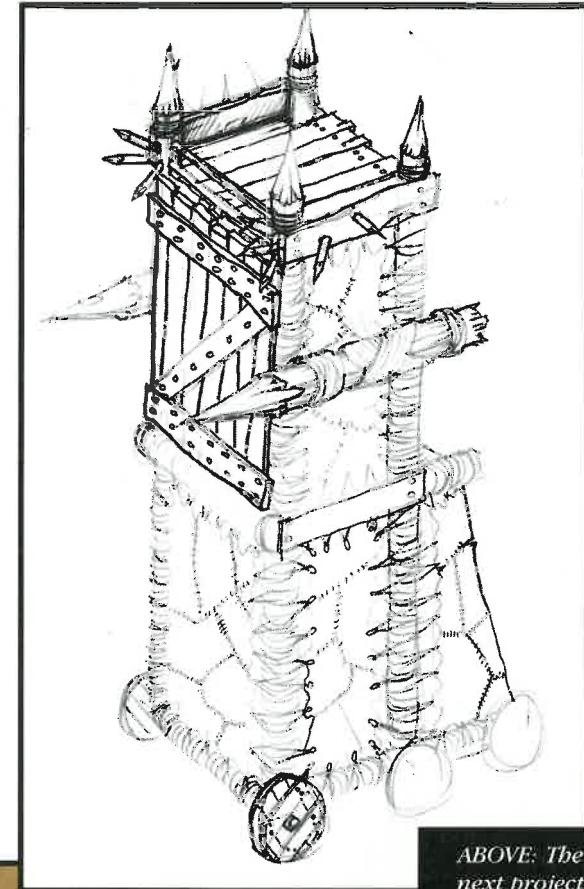
Similarly, I will split my Minotaurs and Dragon Ogres between the two flanks. These two units have a movement of 6" and will both draw fire away from my core regiments (fingers crossed) and should be able to handle it due to their high toughness and number of wounds.

The foul Harpies shall flit across the battlefield and attempt to engage the crew of my opponent's war machines, neutralising the threat of the engines of destruction.

Finally, my precious chariot shall hug the terrain, preparing to strike when it will be most advantageous. I must avoid being charged and may shield this with the Chaos Hounds.

Against most other 1500 point armies my large range of units will hopefully outnumber my enemy and the quality (survivability) of my Children of Chaos shall prevail against all others...

...for the Dark Gods, they shall prevail!



ABOVE: The next project looms closer.
BELOW: Littered with trophies, my Herdstone.



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Chaos

avail!

New projects and ideas are always presenting themselves.

In addition to working on the Gor with double handed weapons, I would also like to gather together a unit of Gor with two hand weapons to send up the ladders while assaulting a castle.

The other, more preferable, way to storm the walls is from the comfort and safety of a siege tower (and you thought it would be a Volvo!). Matt has already set the wheels in motion for this project and the result is sure to scare the enemy.

Even though I have been 'Beastman possessed' for the last few months it has definitely been worth it. I have a 1500 point campaign army that could be expanded to over 2500 points by adding Gorthor, giving some of the units champions, fleshing out my Shaman and Beastlord with more magic items etc. Add in a siege tower and watch out humies, Gorebellow's coming for you!

WARHAMMER

Champions of Chaos

AZAZEL, PRINCE OF DAMNATION

This month heralds the arrival of Azazel, Prince of Damnation, he who commands the Daemonic legions of his master, Slaanesh.



Azazel – Prince of Damnation

A

fter Azazel slew Arthur, the exalted Champion of Khorne, in single combat, Slaanesh turned his eyes to his champion and elevated him to Daemonhood, making him commander of the Prince of Chaos' daemonic legions.

It is said that the beauty of Azazel is second only to his patron. But as irresistible as his beauty is, there is a deadly edge to it. Those who have gazed upon him never forget the sensual temptation his presence arouses. It is a beauty which evokes loathing and a temptation that sickens the soul.

Azazel's hair is long, jet-black, and as fine as flax. Two great lacquered horns crown his handsome brow. His eyes are full of innocence and yet they are cruel, calculating and without pity. His smooth skin is white, the colour of the finest porcelain, and his movements are graceful, his limbs long and delicate. In his right hand he carries an enchanted blade that writhes as if alive, and his left hand is a long, chitinous claw, delicate and yet deadly.

His wings are of the purest white, their beauty unmatched by swans or other creations of nature. He soars over the battlefield, sometimes sweeping low to strike his foes, and yet his feet never touch the ground. Azazel dresses in robes made of the finest silks, and his body is bedecked with gorgeous jewels and shining gems.

Azazel leads a legion of Daemons of his master, and under his command the armies of the Prince of Chaos have enjoyed one blissful triumph after another. Most of their opponents give up the fight before it even begins, for few can bring themselves to harm such an enchanting and wondrous being as Azazel.

Azazel, on the other hand, has no such qualms...



Azazel leads the
unearthly
warbands of his
dark master,
Slaanesh, into
battle.

BLOOD BOWL®

BEER AIN'T EVERYTHING, IT'S THE ONLY THING!

The Norse in Blood Bowl by Jervis Johnson

The long awaited Norse Team are here in all their beer swilling glory. Jervis quaffs a few ales to get in the mood for a good punch up, er, game...



UP NORTH

The Norse inhabit a cold and frozen land to the north of the Old World. Norsca's not all that nice a place really; it is harsh winter for nine months of the year for a start, the summers aren't much better, the nearest neighbours are Chaos Warriors, who will insist on mounting raids all the time – as if the partys weren't bad enough – and

because it's so difficult to grow crops, the staple diet is dried elk flesh and a local, very smelly delicacy called rotted herring. It's little wonder then that your average Norse warrior therefore only thinks about two things: "Where's my next pint?" and "How the hell do I get out of this place?"

And that's where Blood Bowl comes in. Let's face it, if winter is about to set in and all you've got to look forward to is the neighbours calling round, or finishing off the last of the rotted herring, and then you hear that the local Blood Bowl team are looking for players for the Lustrian tour, what are you going to do? That's right, you're going to break out your spare iron jock-strap, shoulder that last barrel of beer, and set off for the team long-ship pronto!

★★★ Did you know...

Blood Bowl has a growing and very enthusiastic following in Norsca, which is hardly surprising considering the Norse love of anything in the slightest bit violent. Norse teams are not renowned for their subtle tactics, and have been known to forget all about the ball in their rush to inflict severe and, if possible, crippling damage on the opposition!



So it is that Norse teams are a common and very, very raucous feature of most Blood Bowl tournaments and leagues. The Norse actually make quite good Blood Bowl players; they are brutal, not too bright, very tough, and they love a good punch-up – and that's when they're sober! After a few pints of strong Norse beer, these charming features of the Norse character are, erm, emphasised, and of course the players' alcoholic daze occasionally results in them forgetting all about little things like scoring touchdowns, in favour of duffing up the opposing teams' players and trying to chat up their cheer-leaders.



A game between the Norsca Rampagers and the Marauders quickly degenerates into a brawl.

TEAM PROFILE: THE NORSKA RAMPAGERS

Team Colours: Blue & Bear Skin

Head Coach: Magnus 'Axeface' Manglesson

Players: Norse

For many years the Rampagers were known as the Vynheim Valkyries, but following the break-up of the NAF and the subsequent pulling out of their long-time backers 'Skalgrimm & Holst Associates' (producers of 'fine rotted herring'), the Valkyries changed their name and went freelance. The new look team has proved every bit as brutally effective as the old, and the players much prefer the new life-style as it means that they don't have to go home to freezing cold Norsca for any home games.

2442 Fishermen cut-off in Vynheim for the winter decide that their knockabout games of football should be made official, and a proper team is established. Being a team of berserkers, they soon thrash the living daylights out of every two-bit team in their league, and go professional the next year with financial help from Skalgrimm & Holst Associates (Fish Processing Made Fun!).

2463 In a shock result the Rampagers (then still the Valkyries) trash favourites, the Reikland Reavers, in the Blood Bowl final at Longship Stadium. Some cynics suggest that it was unwise for the Reavers to play on ice without prior practice, and even sillier to play in flat-soled shoes and short-sleeved shirts! The Rampagers modestly put it down to sheer skill.

2474 The Gouged Eye are more prepared when they meet Vynheim, but reckon without the quite extraordinary tactics of aptly-named 'Axeface' Manglesson, who accounts for all but one of the Gouged Eye's first eleven, leaving the rest of the team the simple task of running the ball up the field to win.

2489 The collapse of the NAF leads Skalgrimm & Holst to withdraw their sponsorship. The outraged team storms the company's headquarters, burning the entire plant to the ground, and making off with most of the board who are later ransomed back for a huge sum. The Valkyries go into hiding and then change their name to the Norsca Rampagers. Players in the new team deny any involvement in the incident, blaming it on 'those other Norse players what were in the Valkyries'. Investigating officials decide not to press the matter after one of the party gets involved in an unfortunate 'team training' accident.

Present Following the sad demise of head coach Mad Jake McDeath – who died of apoplexy while bawling the team out after a 5-0 loss to the Moot Mighties – the team is rejoined by 'Axeface' Manglesson who comes out of retirement to become the new team's head coach. Under his exacting, if uniquely brutal, coaching regime the Rampagers start to go from strength to strength, and many pundits have now named them as a 'team to watch'.

Team Honours: Blood Bowl Winners: 2463 (III), 2474 (XIV). Orcidas Team Of The Year: 2487. Spike! Magazine Team Most Likely To Cause Total Mayhem: 2488, 2498.

Hall Of Fame: Gregor Lukash, Magnus 'Axeface' Manglesson, Stefan Spearstaff

Famous Norse Teams: Norsca Rampagers (ex Vynheim Valkyries), Arctic Cragspiders, Asgard Ravens



Norse Thrower



Norse Blitzer



Norse Catcher



Norse Lineman



NORSE TEAMS

Norse teams have a well deserved reputation for ferocity both on and off the playing field. The average Norseman is a homicidal maniac at the best of times, largely brought about by a life of melancholic solitude for half of every year and vast quantities of stomach-stripping drink. But the Norse that takes up Blood Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing field, and beer, women and bloody carnage while on it!

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Norse Lineman	50,000	6	3	3	7	Block
0-2	Norse Catcher	70,000	6	3	3	7	Block, Catch
0-2	Norse Thrower	70,000	6	3	3	7	Block, Pass
0-4	Norse Blitzer	90,000	6	3	3	7	Block, Frenzy, Leap Up

Re-roll counter: 60,000 gold pieces each

NORSE DRINKING SONG

Drinking, drinking, drinking.
Drinking 'til I'm drunk.
Standing up, falling down, getting in a fight,
Punching someones lights out, falling on the floor,
Waking up next morning,
Then getting drunk some more!
(Repeat ad infinitum until someone asks you to stop,
duff them over, then start again!)

★ ★ ★ Did you know...

One of the best sequences of victories in the history of the Asgard Ravens came during the players' strike of 2477. The Ravens won 5 out of 5 games during this period. The owners had tried to draft in extra players, but failed, and were forced to field the Valhalla Chorus – the team's cheerleaders. As a member of the Lowdown Rats put it: "We don' mind geddin' a beatin' sumtimz, but dose wimmin wuz danjerus!"

THE MARAUDERS

Human Blood Bowl Team



Human Thrower



Human Blitzer



Human Catcher



Human Lineman



NECROMUNDA

Necromunda, your favourite game of combat in the depths of the Underhive, is back! Available as a hard-back book, Necromunda now includes all the rules from the original game and Outlanders in one volume. We've published a load of great articles for Necromunda in past White Dwarfs so we've included a list of them with relevant issue and page numbers here. Now you can catch up on all those scenarios and campaigns, as well as hints and tips on collecting Necromunda gangs.

BEASTMASTERS WD196 (51)

Introducing rules for Beastmasters, Giant Rats, Millisaurs & Ripper Jacks.

GANG FIGHT BATTLE REPORT WD191 (88)

Rick Priestley's Orlocks and Gav Thorpe's Goliaths get it on.

GANG WARFARE WD190 (7)

An introduction to Necromunda.

HOME DEFENCE WD204 (45)

Special rules for attacking a Spyre base. As if you'd want to!

IT CAME FROM THE SUMP WD201 (62)

Monsters on the loose in the Underhive.

JUDGEMENT DAY BATTLE REPORT WD203 (94)

Steve Anastasoff's Delaques meet Warwick Kinrade's Eschers.

JUST AN OLD HACK WD193 (61)

Gav talks about Necromunda Chronicles.

ONCE UPON A HIVE WD205 (15)

The encounter between Karloth Valois' Scavvies & the Redemptionists.

ON THE WARPATH WD197 (37)

Introducing Ratskin Renegades.

SCAVVIES WD198 (61)

Scavy gangs in Necromunda

SCUMSUCKIN' MUTIES WD194 (65)

Steve Anastasoff fills us in on the Outlanders supplement.

SPYRE HUNTERS WD195 (29)

Spyre gangs in Necromunda.

TALES FROM

THE UNDERHIVE WD200 (39)

Blood-mad Zombies stalk the denizens of the Underhive in this special scenario.

THE HEIST WD198 (75)

Scenario by Gav Thorpe and James Ball. Gav fights the Heist against Warwick Kinrade.

THIS IS THE PLAN WD192 (11)

Gavin Thorpe rants about scenarios in Necromunda.

WANNA JOIN? WD191 (35)

Recruiting gangs with Andy Chambers.

ZOMBIE MASTER WD199 (85)

Karloth Valois.

The Citadel Journal is another excellent source of Necromunda articles, scenarios and ideas, so why not take a look?



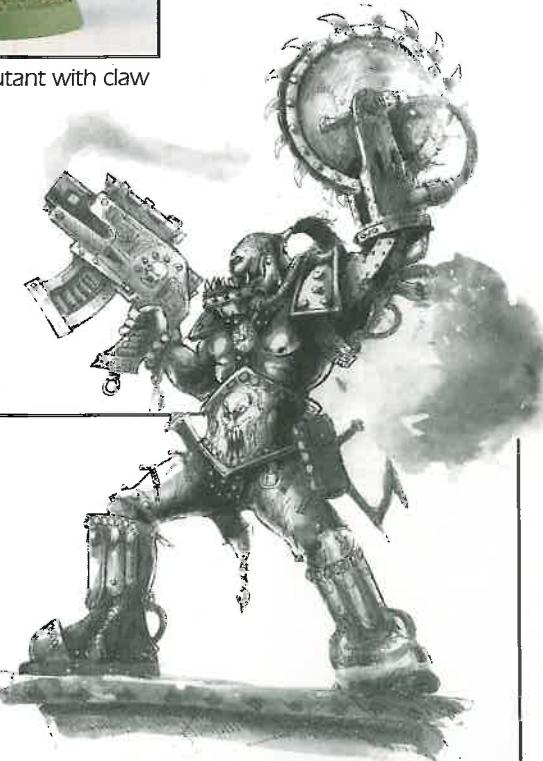
Yeld Spyrer



Scavy Mutant with claw



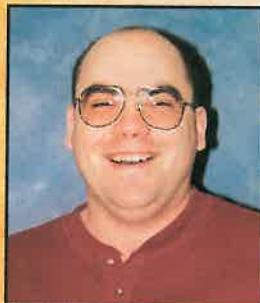
Wyrd Beastmaster



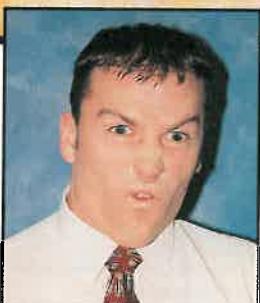
COMING SOON! PIT SLAVES

A new gang for Necromunda

WARHAMMER



Paul Sawyer
BEASTMEN



Roy Barber
SKAVEN



Richard Hobson
WOOD ELVES



Richard Gunson
BRETONNIANS

A TALE OF FOUR GAMERS

The Four Gamers Challenge By Jervis Johnson

I'm sure that, like me, you've been enjoying the continuing adventures of White Dwarf's 'Four Gamers', as they strive to collect and paint a complete Warhammer army, while not spending more than £25 a month. Sadly all good things must end, and in order to end the 'Four Gamers' series with a bang, Paul Sawyer, the portly and fiscally challenged editor of White Dwarf magazine, decided that a multi-player battle report would provide a suitably exciting climax. Foolishly he then went and asked me if I'd like to come up with a scenario for the game and then help write up the report for him. "Of course I will, Paul," I replied, "it's just that, well, I've got this idea..."

The point of this battle report is to show how you can organise a fine one-day tournament that you can play with a small group of friends. The actual battle report itself simply shows what happened when we got the four gamers to take part in such a tournament to decide who was the champion.

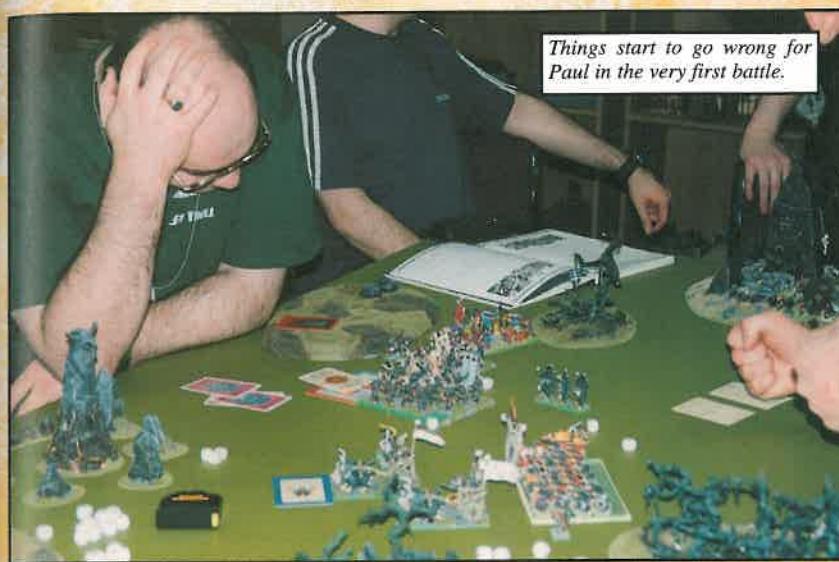
I've been thinking about how to organise small 'friendly' tournaments like this for a while now and was pondering how I could go about organising such an event. As I mulled the problem over I remembered an e-mail I'd received about an event called 'The Trident' tournament. The tournament was so-named because the players had to take part in three different types of game; a 'normal' battle, a General's Challenge, and a Wizard's Duel. "Hmmm," I thought, "that should work for the four gamers battle report." And so was born the 'Four Gamers Challenge'.

The rules for the challenge were quite simple. Rather than play some namby-pamby scenario, the players were to fight four battles over the course of the day, and also compete to see who had the 'Best Army'. I worked out points that could be earned in each of these events, depending on

how well they did, and the player that picked up the most points would be declared the winner. The gamers needed to bring along their armies, made up to as close to 2,000 points as they could get them. In the morning they'd fight a straight 'head to head' game against one of the other players. During lunch their generals would take part in the 'General's Challenge', where all four of their army generals had to fight it out until only one was left standing, and then the best wizard in their army would take part in a similar 'Wizard's Challenge'. After lunch the players would be split into two teams and play a big multi-player battle. While this last game was going on they would all vote for who (excluding themselves) had the 'Best Army'.

Points were awarded as follows:

Win 1st Round Game	10 points
Winner of General's Challenge	7 points
Runner Up in General's Challenge	3 points
Winner of Wizard's Challenge	7 points
Runner Up in Wizard's Challenge	3 points
Win Multi-Player Game (split 14 to player that earned most Victory Points for team, 6 to other player)	20 points
Best Army	5 points per vote



THE FIRST ROUND

The first round games were to be 'Pitched Battles' fought on 6' by 4' tables. For the first round games and the duels we've written short, 'thumb-nail' battle reports in order to save enough space to do a full-length report on the final battle.

Bretonnians vs Wood Elves

This battle pitted Richard Hobson's Wood Elves against Richard Gunson's Bretonnians. I'd set up the terrain on this table so one flank was open and clear, while the other was 'cluttered' with buildings and hedges. I also used a collection of roads to add structure to the lay-out, although they wouldn't have any effect of the game. As it was, both players deployed the bulk of their armies on the clear flank, the Wood Elves hoping to use the clear lines of sight to pour withering bowfire onto the enemy, while the Bretonnians wanted a nice clear field across which to charge as quickly as possible.

The Bretonnian knights advanced smartly across the battlefield into a storm of bow fire, mostly directed at the Questing Knight unit. Fortunately for the Questing Knights they were protected by the *Standard of Shielding*, but even so their numbers were slowly whittled down by the Wood Elf bow fire. Meanwhile the Bretonnians own archers were inflicting quite heavy casualties on the lightly armoured Wood Elves, managing to wipe out one unit of Wood Elf archers in a single round of shooting. However it was in the centre where the battle would be decided.

The knights were quickly in charge range of the Wood Elves, and wasting no time they got stuck straight in! The Wood Elf casualties were horrendous and they lost the combat badly, but crucially their general survived fighting a challenge against the Bretonnian general, and as the Wood Elf commander had the *Crown of Command*, the Wood Elves held their position. In the following Wood Elf turn the Bretonnians were assailed on all sides as Wood Elf reinforcements poured into the fight. The tide swung decisively in the Wood Elves favour, and it was their turn to inflict horrendous casualties on the Bretonnians. The shattered Bretonnian survivors attempted to flee but were cut down, and with the death of their general

most of the rest of the army turned and fled as well. With that the battle was over, resulting in a well-deserved victory for Richard Hobson's Wood Elves. Although he was lucky that his general survived accepting the Bretonnian general's challenge when he didn't really have to fight at all, his plan to absorb the Bretonnian charge and then counter-attack was very sound and worked perfectly.

Skaven vs Chaos

The 'baddies' battle, fought between Paul Sawyer's Beastman army and Roy Barber's Skaven was, we decided, to be fought in the Chaos Wastes. The scenery was set up to form a central plain surrounded by scattered pieces of difficult (and very chaotic) terrain. The two armies faced off against each across the plain, both clearly intending to get stuck in as quickly as possible!

The two armies trundled forward, the Skaven Jezzail team firing ineffectually from the hill. Paul clearly hoped to use his chariots to smash up the Skaven Clanrats, and attempted to manoeuvre them round the rat swarms that were in the way. (Swarms have lots of wounds, are immune to psychology and never break, which makes them excellent for 'tying down' dangerous and hard-hitting troops like chariots).

Unfortunately for Paul this flanking move got held up by Skaven magic (Roy went on to draw Total Power three times this battle!), with the result that instead of charging the Clanrats, the chariots were charged by them. Meanwhile rat swarms tied up the regiments in the centre of the Beastman army, while the Plague Monks and Plague Censer Bearers got stuck into the Minotaurs.

Although things hung in the balance for a couple of turns, it was clear that the Skaven army had the advantage. First to go were the Minotaurs, who quickly succumbed to the poisoned fumes of the Censer Bearers and flashing blades of the Plague Monks. They were soon followed by the Beastman chariots, which, without their charge bonus, simply couldn't do enough damage to overcome the ranks and standard of the Clanrats. With both flanks in disarray Paul threw in the towel and conceded the game. Sadly he hadn't even managed to finish off the rat swarm...



The Duels

The two 'duels', one between the players' generals and one between their wizards, were fought in the staff canteen on the dining table, just after we'd eaten our lunch. We used the 'natural terrain' on the table as cover, which meant that a character could take cover behind a plate or fork, or hide behind a coffee cup (needless to say Paul sawyer had the most cover!). Probably the most interesting piece of terrain was the salt cellar, which, because it was made of glass, didn't block line of sight but did block the line of fire, so you could charge someone but not shoot them. I also changed the sequence of play, so that instead of one player moving, shooting and then fighting with a model, all of the players moved, then all of the players shot and then all of the players fought. We used playing cards to decide what order players did things in a phase, with each player being given a complete suit and the player that discarded the highest valued card getting to go first.

The generals fought their duel first. Roy's Skaven general quickly dealt with Richard Hobson's Wood Elf general, while Richard Gunson's Bretonnian general made equally short work Paul's Beastlord. Charging out from behind the coffee cup which the Beastlord had been cowering behind – sorry, bravely defending – the Bretonnian general attacked Roy's Skaven general, and to everyone's surprise, got hacked down by the furry little fellow! So the General's Duel was won by Roy with Richard Gunson in second place.

Next up were the wizards. As I've noted above, I allowed all of the players to carry out actions during each phase. This meant that we rolled 2D6 for the winds of magic, and then shared the cards amongst all of the players, who could then all cast spells (players were allowed to dispel spells cast directly at them). In this second duel the other players had realised that Roy was well in the lead, and so a dastardly alliance was formed against the Skaven wizard, who quickly went down

under a hail of lightning bolts and fireballs. He was soon joined by Richard Hobson's Wood Elf wizard, which meant that the two top placed players were out of the duel. The final confrontation took rather longer and displayed rather more tactical finesse, but in the end Richard Gunson's mounted Bretonnian Sorceress was defeated by Paul's Beastman Shaman.

The Final Showdown

After lunch we returned to the Studio gaming area, where one of the 8' by 4' tables had been set up for the final battle. However, before the battle started, I got the players to vote on the 'Best Army' award which was judged on a 'which army other than your own would you like to own?' basis. Both Richard Gunson and Paul picked up two votes apiece at this stage, so with that result, the players had the following scores:

	Richard Hobson	Richard Gunson	Paul Sawyer	Roy Barber
1st Round	10	0	0	10
General's Duel	0	3	0	7
Wizard's Duel	0	3	7	0
Best Army	0	10	10	0
TOTAL	10	16	17	17

What this meant was that going into the final battle, anybody could still win the challenge. The question was, who would come out on top...?



DEPLOYMENT

THE DARK ALLIANCE

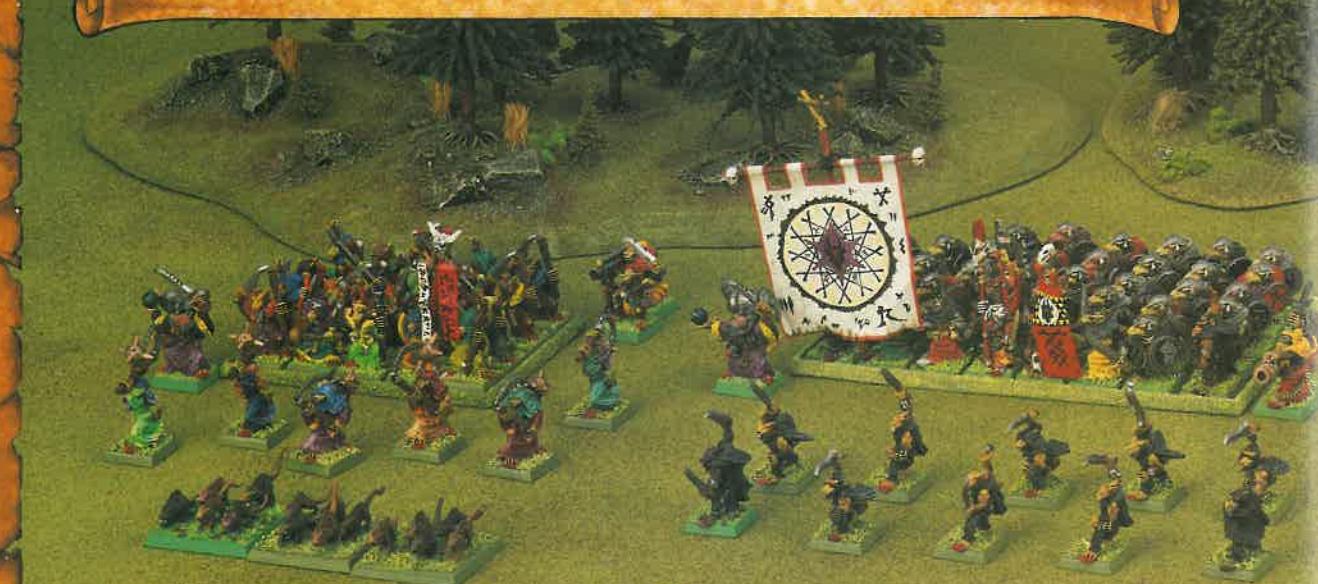
	Beastlord in chariot with scything wheels	
	Beastman chariot with scything wheels	
	Beastman chariot with scything wheels	
	Beastlord and Shaman Lord with 17 Gor	
	Beastman champion and 19 Ungors	
	Minotaur champion and 3 Minotaurs	
	5 Harpies	

DEFENDERS OF THE REALM

	General, Army Standard & 8 Questing Knights	
	6 Mounted Squires	
	8 Squires	
	Hero on Pegasus	
	Level 1 wizard	
	Level 3 wizard	
	15 Bowmen	
	15 Bowmen	



THE DARK ALLIANCE



WARHAMMER ROSTER SHEET

CHILDREN OF THE HORNED RAT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
SKAVEN WARLORD Shield	5	8	8	4	4	3	7	4	7	5+	CROWN OF COMMAND, ARMOUR OF PROTECTION, WEEPING BLADE	241
ARMY STANDARD Light armour, shield	5	4	4	4	3	1	5	2	5	5+	STORM BANNER	180
WARLOCK MASTER	5	3	3	4	4	3	8	2	7	4+	BOOK OF ASHUR, STORM DAEMON, WARPSTONE ARMOUR	315
CHAMPION Light armour, shield, spear	5	4	4	4	3	1	5	2	5	5+	SKAVEN BREW	81
34 CLAMRATS Light armour, shield, spear	5	3	3	3	3	1	4	1	5	5+	Unit contains musidian, standard	234
2 ASSASSINS Light armour, Weeping Blades	6	5	4	4	4	1	5	2	7	6+		80
1 POISON WIND GLOBADERS Light armour	5	3	3	3	3	1	4	1	5	6+		21
1 WARPFIREF THROWER Heavy armour	4	3	3	3	3	1	4	1	5	5+		70
PLAQUE PRIEST Light armour	5	5	5	4	5	2	8	3	6	6+	RENDING SWORD, AMULET OF FIRE	125
10 PLAQUE MONKS Extra hand weapons	5	3	3	3	4	1	4	1	5	6+	Unit contains musidian, standard BANNER OF NIGHT	167
1 POISON WIND GLOBADERS Light armour	5	3	3	3	3	1	4	1	5	6+		21
6 PLAQUE CENSER BEARERS	5	4	0	4	4	1	4	1	5	None		90
8 GUTTER RUNNERS Extra hand weapons, slings	6	4	4	4	3	1	5	1	7	6+		112
2 ASSASSINS Light armour, Weeping Blades	6	5	4	4	4	1	5	2	7	6+		80
1 JEZZAIL Light armour	5	3	3	3	3	1	4	1	5	6+		34
3 RAT SWARMS	6	3	0	3	2	5	1	5	10	None		150

TOTAL 1,991

So, why did I opt for the flea-bitten rat-men and, on reflection, what would I do if I could turn back the clock? My initial choice of the furry ones came as a simple decision, based upon the old premise that 'a change is as good as a rest.' The Skaven gave me a much appreciated change in painting styles, and a new angle on the 'feel' of an army, quite different to my usual Eldar. They are a dark, chaotic army and their dress and appearance reflects this. The Skaven are also perhaps the most unusual army, with strange weapons like the (cool) Warpfire Thrower and Jezzail, as well as the availability of a good range of troops to field. To be honest I only scratched the surface with my choice of troops; there were the fearsome Rat-Ogres, Stormvermin and Slaves to choose from too. Each of these troop types adds a different dimension to the army, but until you have played with all of the different types it is difficult to know just what to take in preference to the others. Still, it's a start!

I do like the Skaven as an army, but my choices of troops left me with a severe lack of distance firepower. This weakness can easily be taken advantage of by opposition such as Elves or Bretonnians who have devastating ranged missile fire. Skaven, however, do make up for it with lethal magic, so I wish I had taken another warlock or two, along with perhaps a regiment of 10 Jezzails or Warpfire Throwers.



WARHAMMER ROSTER SHEET

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Savc	Notes	Point Value
BEASTMAN SHAMAN LORD	4	4	3	4	5	5	0	3	8	None	SWORD OF CHANGE, CROWN OF COMMAND, DISPEL MAGIC SCROLL	481
17 BEASTMEN GORS Hand weapons, shields	4	4	3	3	4	2	3	1	7	0+	Unit contains musician, standard DREAD BANNER	259
MINOTAUR CHAMPION	6	5	4	5	4	3	4	3	6	None	ARMOUR OF METEORIC IRON	140
3 MINOTAURS Extra hand weapons	6	4	4	4	3	3	2	0	None			128
BEASTLORD Double handed weapon Heavy armour	4	7	6	4	5	4	0	4	9	4+		205
3 BEASTMAN CHARIOTS GORS TUSKBORS CHARIOT	7	4	3	3	4	2	3	1	7	3	0+ None none Chariots have scythes, all crew have light armour and double handed weapons	348
BEASTLORD Double handed weapon Heavy armour	4	7	8	4	5	4	0	4	8	5+		205
BEASTMAN CHAMPION Spear, shield	4	5	4	4	4	2	4	2	7	0+		62
16 BEASTMAN UNGORS Spears, shields	4	3	2	3	4	1	3	1	0	0+	Unit contains musician, standard	115.5
5 HARPIES	4	4	0	4	4	2	2	1	0	None		75
TOTAL 1,999.5												

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Minotaurs. That is the main reason I chose Beastmen as my new army. Okay so there are a few other reasons (the savage look of the models and the taint of Chaos, which has always appealed to me) but the Minotaur Lord model was the catalyst.

I've thoroughly enjoyed the Four Gamers series and have learnt a lot about Warhammer in the process. I have only three regrets: 1. this is the last article in the series – but we'll probably return to these armies in a few months to see how they are getting on (I've already added to my Minotaur unit), 2. my decision to stick to metal models meant that I had a smaller force than the other three gamers and therefore had to take every model I had to make up the 2,000 points, and 3. err, I think I may have overstretched myself with 3.

My main problem is that I am used to playing with a massive Orc and Goblin army and the small but powerful Beastman warbands are an entirely different proposition on the battlefield. I'm not used to fielding small, dangerous units that are likely to stick around for turn after turn and am more at home with huge mobs of green-skins who will either decimate the enemy with weight of numbers or flee like the cowardly dogs they are. Still I'm gradually getting to grips with this – and the complete and utter lack of missile weapons...



DEFENDERS OF THE REALM



WARHAMMER ROSTER SHEET

GUARDIANS OF THE WOODS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Savc	Notes	Point Value
WOOD ELF GENERAL	5	7	7	4	4	3	8	4	10	5+	BOW OF LOREN, ARMOUR OF FORTUNE, CROWN OF COMMAND	275
MASTER MAGE	5	4	4	4	4	3	8	2	8	None	SKULL STAFF, DESTROY SCROLL, MAGIC WAR PAINT	300
BATTLE STANDARD	5	5	5	4	3	1	7	2	8	8+	BANNER OF NIGHT	150
MAGE WARHAWK	5	4	4	3	3	1	5	1	8	8+	JADE AMULET	84
5 WARTHAWK RIDERS Shields, spears WARTHAWKS	5	5	4	3	3	1	7	1	8	5+		170
5 DRYADS	5	4	3	4	4	2	4	2	8	5+		175
WARDANCER CHAMPION 5 WARDANCERS Two hand weapons	5	6	6	4	3	1	7	2	8	8+		180
SCOUT CHAMPION 9 SCOUTS Hand weapons, longbows	5	5	5	4	3	1	6	1	8	None	HAIL OF DOOM ARROW Unit contains standard and musician	240
8 ARCHERS Hand weapons, longbows	5	4	4	3	3	1	8	1	8	None		88
17 ARCHERS Hand weapons, longbows	5	4	4	3	3	1	6	1	8	None	Unit contains musician and standard - BANNER OF SORCERY	234
8 WAYWATCHERS Hand weapons, longbows	5	5	5	3	3	1	8	1	8	None		108
												TOTAL 2,000

Having now fought several battles with the Wood Elves, I decided to run with almost the same army that I took to the staff tournament. The only real exception was the inclusion of the Warhawk riders, who I thought would be a pain for two relatively slow armies to deal with. I decided against the temptation of tooling up my General and Wizard to do well in their respective Challenges, going very much for a balanced force.





WARHAMMER ROSTER SHEET

DEFENDERS OF THE REALM

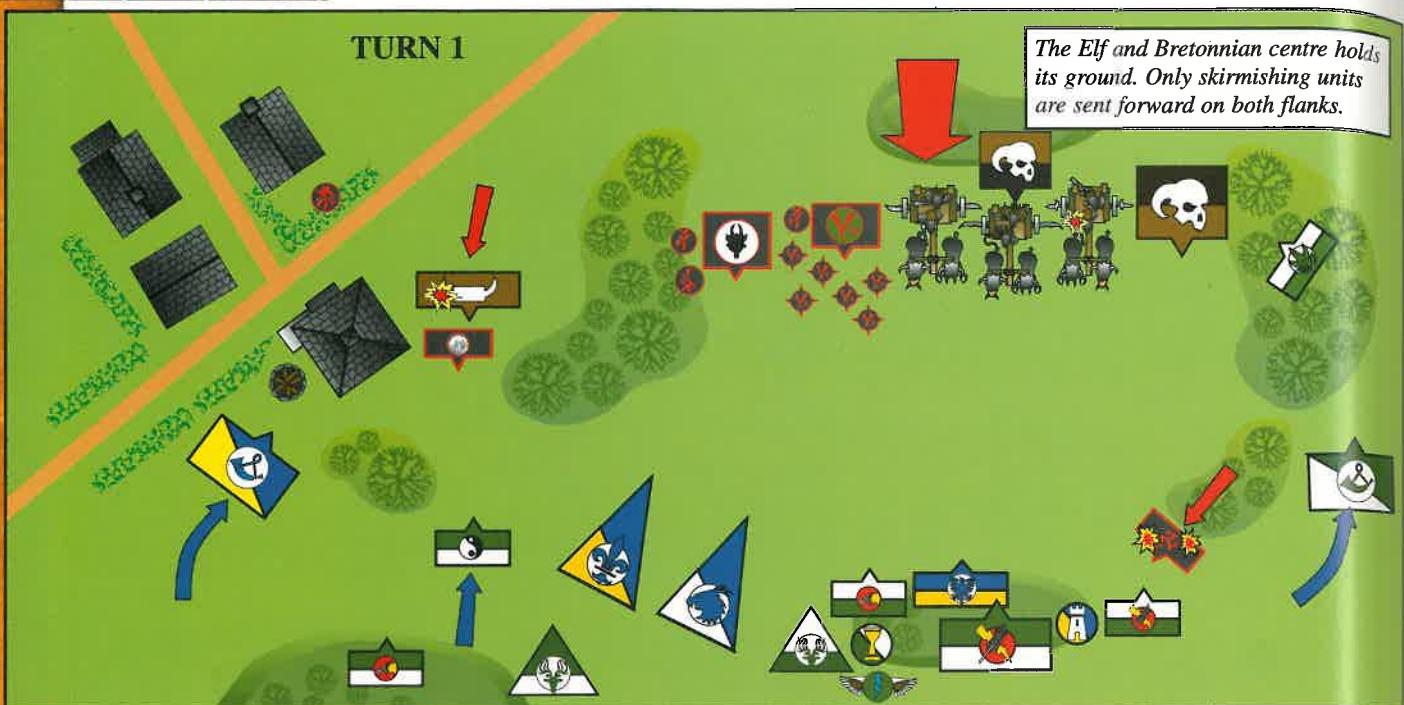
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value	
BRETONNIAN GENERAL BRETONNIAN WARTHORSE Heavy armour, shield, lance, barded warhorse	4	6	6	4	3	3	6	1	4	5	2+	103	
BRETONNIAN HERO PEGASUS Heavy armour, shield, lance	4	5	5	4	4	2	5	3	2	5	4+	151	
BATTLE STANDARD BRETONNIAN WARTHORSE Heavy armour, shield, lance, barded warhorse	4	4	4	3	3	1	4	3	2	5	2+	103	
MASTER WIZARD BRETONNIAN WARTHORSE	4	3	3	4	3	4	2	1	7	5	NONE	288	
WIZARD	4	3	3	3	4	1	4	1	7	NONE	CRYSTAL OF MALFEAUR 2 DISPEL MAGIC SCROLLS	58	
8 QUESTING KNIGHT BRETONNIAN WARTHORSE Heavy armour, shield, lance, barded warhorse	4	4	3	4	3	1	4	1	5	1+	QUESTING VIRTUE, Unit contains musician and standard - STANDARD OF SHIELDING	353	
KNIGHTLY CHAMPION BRETONNIAN WARTHORSE Heavy armour, shield, lance, barded warhorse	4	4	4	4	3	1	4	3	2	7	2+	KNIGHTLY VIRTUE,	53
5 KNIGHTS ERRANT BRETONNIAN WARTHORSE Heavy armour, shield, lance, barded warhorse	4	3	3	3	3	1	3	3	1	7	5	KNIGHTLY VIRTUE, Unit contains musician and standard - ERRANTRY BANNER	170
8 MOUNTED SQUIRES HORSE Bows, spears	4	3	3	3	3	1	1	3	1	7	5	Unit contains standard	112
8 MOUNTED SQUIRES HORSE Bows, spears	4	3	3	3	3	1	1	3	1	7	5	Unit contains standard	112
15 BOWMEN Longbows	4	3	3	3	3	1	3	1	7	NONE	Unit contains standard	128	
15 BOWMEN Longbows	4	3	3	3	3	1	3	1	7	NONE	Unit contains standard	128	
8 SQUIRES Longbows	4	3	3	3	3	1	3	1	7	NONE	Unit contains standard	72	

TOTAL

1979

TURN 1

The Elf and Bretonnian centre holds its ground. Only skirmishing units are sent forward on both flanks.



Deployment

We used the Hidden Deployment scenario for the battle, with boxes to screen the table so each side could deploy secretly. Once they were removed, it was revealed that the deployment used by the two sides was similar to the previous game, in that the bulk of the two armies were deployed in the more open half of the board. The baddies (or 'Dark Alliance' as our White Dwarf team has sensibly decided to call them) had clearly decided that they needed to advance and engage the enemy as quickly as possible, and had positioned their forces in order to do just that. The goodies (or should I say Defenders of the Realm?) on the other hand, were obviously going to hold back, allowing their numerous missile troops to pepper the enemy with arrows before the Bretonnian knights charged in to deliver

the killing blow. Meanwhile, on the flanks of the two armies lurked Gutter Runners, Waywatchers, Minotaurs and other troops, all waiting for the opportunity to pounce on an unwarily exposed flank. Nevertheless, it would be the clash of the two main battle-lines in the centre that would decide the outcome.

Defenders of the Realm – Turn One

The goodies (sorry, Defenders of the Realm) won the dice roll to see who got the first turn. The Bretonnian hero on the Pegasus and the Wood Elf Warhawk riders soared up high, while the Bretonnian mounted Squires started to work their way round the flanks of the Dark Alliance. Meanwhile the Wardancers advanced towards the Minotaurs directly in front of them, and the Bretonnian knights also slowly advanced, curving round slightly to their right. The rest of the army stood



DEFENDERS OF THE REALM – TURN 2



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One ice roll on the p high, k their nile the in front vanced, y stood

and fired! The Gutter Runners took the brunt of the Wood Elves' fire, and were reduced to half strength, even though they were in cover. Fortunately for the Dark Alliance the Skaven infiltrators passed their Panic test. In the centre, arrows rained down on the Beastman chariots and Clanrats, but caused very little damage. This was not the case at the other end of the battlefield, where the Minotaurs suffered five Wounds to some very accurate fire from one of the Bretonnian archer wedges and the Wood Elf scouts. Again the Panic test was passed.

The Defenders of the Realm finished off a very satisfactory first turn by casting the spell *Bless* on the large unit of Wood Elf archers on the hill, giving them all +1 to hit (not that they really needed it of course, but every little helps...)

The Dark Alliance – Turn One

Having already learnt to fear the Defenders' missile fire, the Alliance army moved forward as quickly as it could. The Harpies led the way, charging skyward to attack the Warhawks circling the battlefield overhead, while the rest of the army advanced towards the enemy. The only exception to this aggressive policy was the Skaven Jezzail crew, that were hidden, sniper-like, on top of a building in the Alliance's deployment zone. From this vantage point they had a brilliant view of the battlefield; unfortunately they were clearly the worst Jezzail crew in Skaven history, and managed to miss with every single shot that they took during the battle! The surviving Gutter Runners proved similarly ineffective, not managing to score any Wounds, although the Harpies did manage to make some amends in the combat phase by clawing down two of the Warhawk Riders. In the Magic phase the Beastman Shaman attempted to cast *Incandescent Assassin* against the Wood Elf general, but it was dispelled with one of the Defenders' *Dispel* Magic scrolls. Next the Skaven attempted to cast *Storm Demon* on a unit of Bretonnian Squires, but this too was dispelled (with a *Dispel* card this time), and then to add insult to injury, the *Storm Demon* magic item ran out of power, so that it could not be used again.



Defenders of the Realm – Turn Two

In the sky above the battlefield the Bretonnian hero swung round to attack the Harpies, while the remaining Warhawk riders landed on the battlefield behind the unit of Gors, where their presence would stop the unit from making any March moves. The mounted Squires carried on with their flanking move, while the rest of the army, well satisfied with the situation, held its position.

In the Shooting phase missile-fire rained down on the Gors and the Gutter Runners, knocking a rank off the former and panicking the latter, who fled back into the woods. Meanwhile, sustained shooting at the Beastman chariots finally paid off, killing off one of the Tuskgor on the general's chariot and slowing it to half speed. More importantly, the Minotaurs suffered another casualty and failed their Panic test, fleeing back towards their table edge. The Defenders' missile fire was starting to look like it would prove the decisive factor in the battle. The Bretonnian hero, on the other hand, proved rather less effective against the Harpies, only inflicting a single Wound.

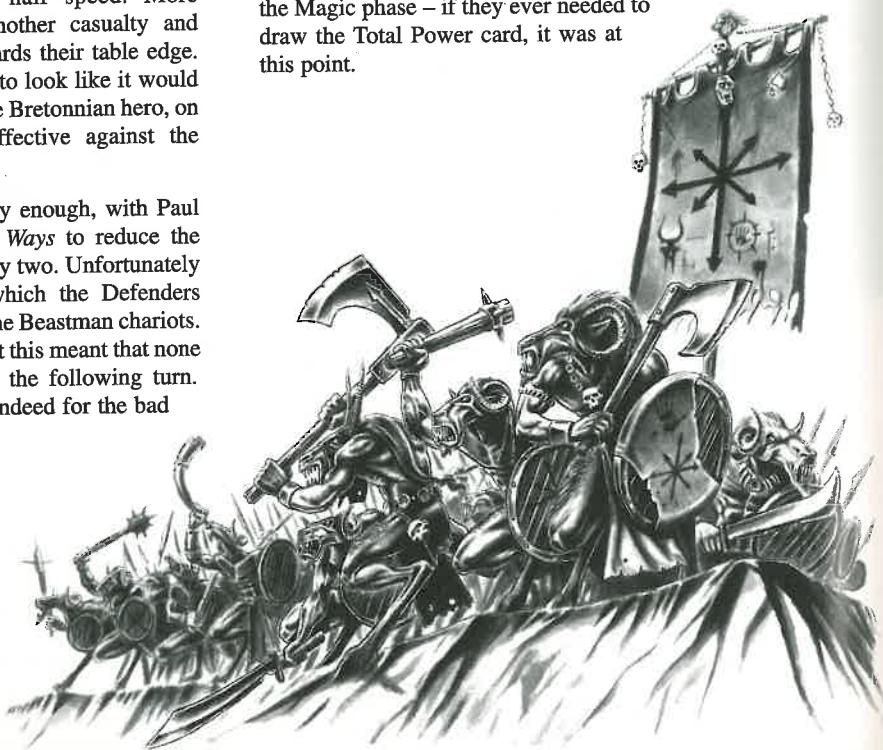
The Magic phase started off innocuously enough, with Paul using the Chaos Gift *Changer Of The Ways* to reduce the number of cards held by the Defenders by two. Unfortunately it failed to get rid of Total Power, which the Defenders triumphantly used to play *Hold Fast* on the Beastman chariots. As the chariots were all formed into a unit this meant that none of them would be allowed to move in the following turn. Things were starting to look very grim indeed for the bad guys.

The Dark Alliance – Turn Two

Still, the Dark Alliance turn started well, with both the Minotaurs and the Gutter Runners managing to rally. Unfortunately, with the chariots held fast, the only

troops that could charge were the Harpies, who attacked the Bretonnian Hero up high. The rest of the Dark Alliance units advanced as best they could, but the held chariots and presence of the Warhawk riders slowed the Beastman advance to a crawl. The Skaven kept ploughing ahead, however, and if given the chance would soon be able to charge the enemy. Unfortunately they were facing two units of Bretonnian knights that were still at full strength, a unit of Dryads, and lots of archers (gulp!).

The only combat was the Harpies' attack on the Bretonnian hero. The Harpies went for the hero's Pegasus, hoping to kill it and bring the hero crashing to the ground. Unfortunately they only managed to inflict one Wound. What's more, the Dark Alliance was unable to do anything in the Magic phase – if they ever needed to draw the Total Power card, it was at this point.



THE DARK ALLIANCE - TURN 2



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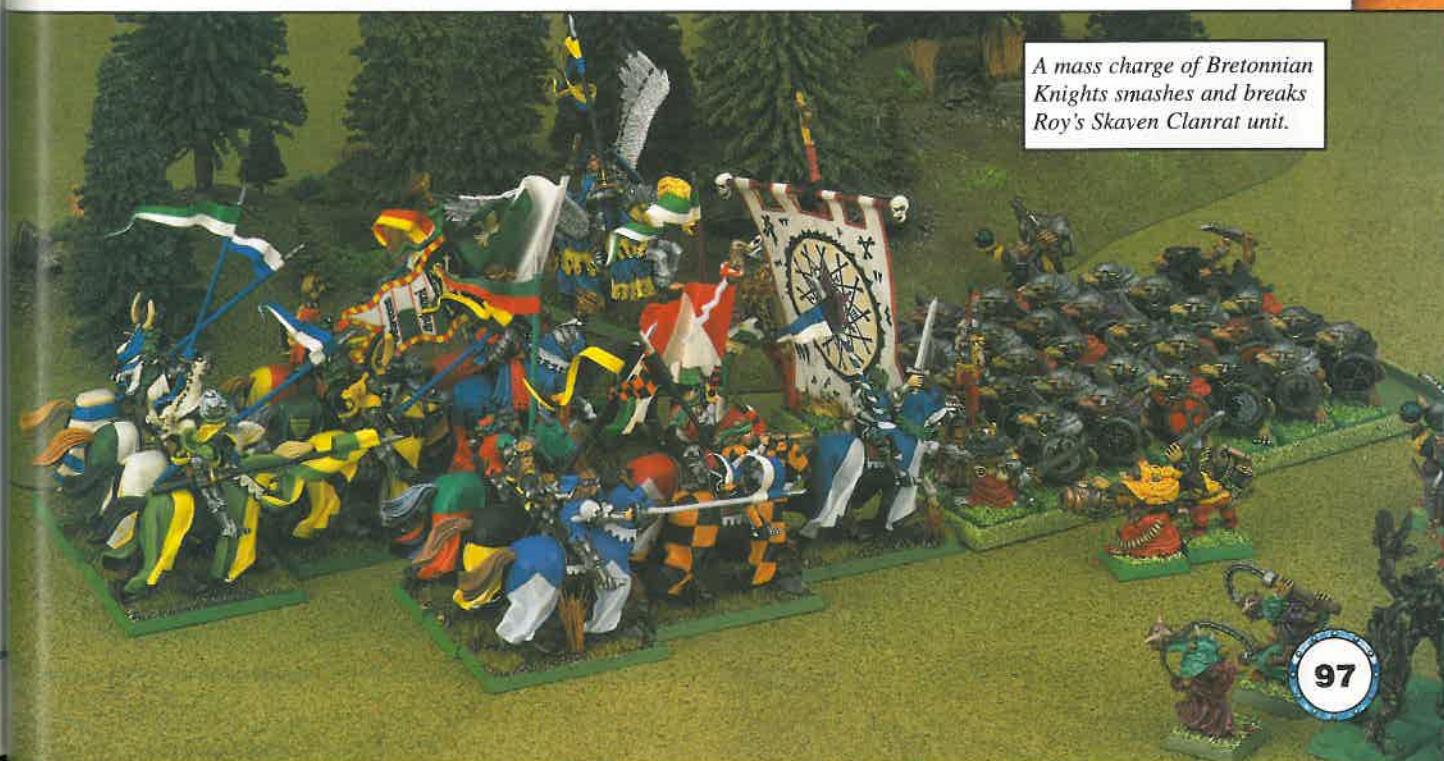
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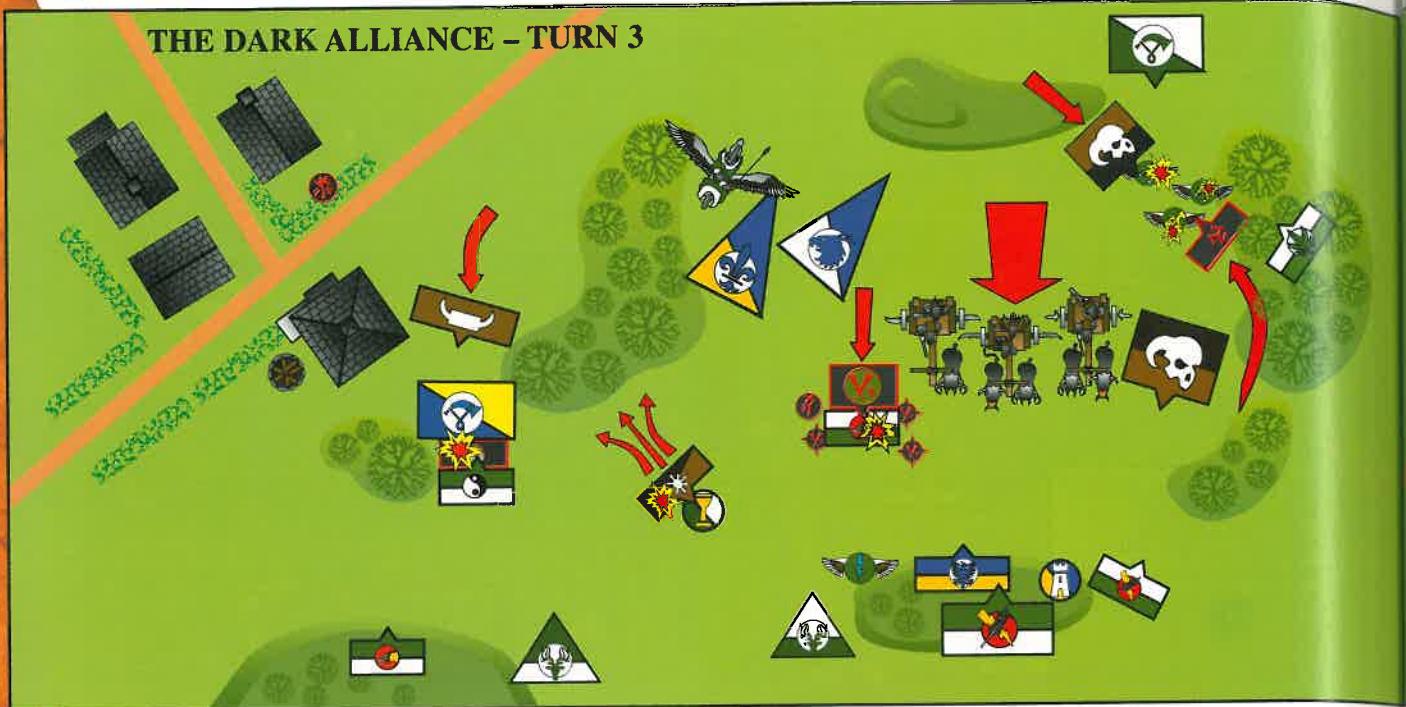
Defenders of the Realm – Turn Three

The two Richards had noted that the continued advance of the Skaven had left the Ratmen vulnerable to being attacked unsupported by their Beastmen allies, and without more ado, they got stuck in. The Knights and the Bretonnian hero all attacked the Clanrats, all overcoming the Fear tests they needed to pass because of the unit's *Dread Banner*. Their attack was supported by the Wood Elves' Dryads, who charged the Plague Censer Bearers, and Wood Elf Wardancers and mounted Squires who both charged the Skaven Rat swarm on the other side of the near-by wood. On the other flank the second unit of mounted Squires carried on working their way round the baddies' flank, while the Warhawks moved up behind the Gors to carry on slowing them down.

The rest of the army held fast and fired. The Gutter Runners suffered two more casualties, but passed their Panic test, while the Plague Monks lost a whole rank of troops to massed fire from the archers on the hill to their front. More missile fire reduced the Minotaur unit to just its champion with a single Wound remaining! In the Combat phase the Squires and Wardancers managed to cause ten Wounds while only taking two themselves from the rats, however Rat swarms never break so the combat continued. Next up, the Dryads and Plague Censer Bearers cause three Wounds each, resulting in a drawn combat. Last, but by no means least, was the combat between the Clanrats and Bretonnian Knights, in which the good guys inflicted thirteen casualties, and suffered none in return. The Clanrats had no chance of passing the Break test and fled, but were run down by the pursuing knights. (In the heat of combat Roy forgot to use the assassins hidden in the



THE DARK ALLIANCE – TURN 3



Skaven unit – a mistake I doubt that he'll make again!).

Fortunately for the Dark Alliance, the Magic phase went more in their favour, and they dispelled the *Hold Fast* spell on their chariots and manage to inflict a Wound on the Bretonnian Sorceress with a mental duel. Nonetheless, there was no hiding the fact that unless they could manage something very special in their next turn then the good guys had got this battle in the bag.

The Dark Alliance – Turn Three

The turn started with a flurry of charges as Dark Alliance units attacked wherever they could. Swooping down from on high, the Harpies attacked the Bretonnian sorceress who had been left on her own following the Knights' charge. The Plague Monks charged in to support the Plague Censer Bearers



"Quick! Turn them all to 6s."



"I'll swap you David Beckham for Dennis Bergkamp"

against the Dryads, and the Warhawk riders were hit on both flanks by charging Ungor and the remaining Gutter Runners. Elsewhere the rest of the army advanced as quickly as it could in a desperate bid to get into a position to attack.

The Dark Alliance needed a lucky Combat phase this turn, but unfortunately they didn't get it. Although the Warhawk riders were slain, the fight with the Dryads was a draw, the Rat swarm was finished off, and the Harpies suffered an ignominious defeat at the hands of the Bretonnian sorceress and her warhorse. The Magic phase was little better, as the Defenders managed to first dispel and then destroy the *Incandescent Assassin* spell by using a *Destroy Spell* scroll. The Dark Alliance had only one, slim hope; the Gors and chariots were now just about in range of the enemy – if they could charge there was still a chance to pull off a surprise win.

DEFENDERS OF THE REALM – TURN 4

For a second time the Defenders use Total Power to cast Hold Unit, stopping the chariots in their tracks.



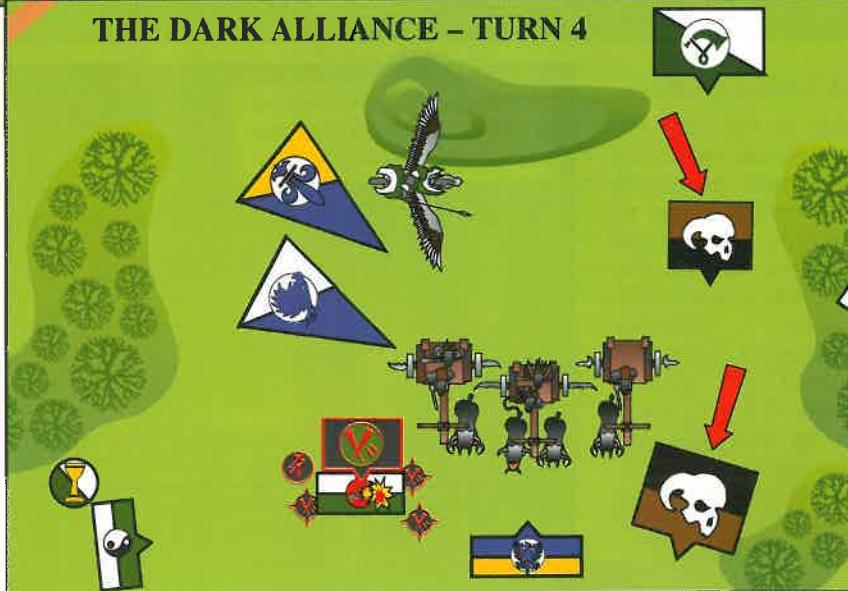
Defenders of the Realm – Turn Four

The Defenders of the Realm, exuding quiet confidence, didn't declare any charges this turn, instead concentrating on swinging their knights, the Wardancers and mounted Squires into a position from where they could attack in the following turn. The foot Squires on the hill bravely (if not suicidally) rushed forward to a position where the Beastman chariots would have to charge them if they charged at all, thus shielding the more valuable units in the Defenders' army from the chariots' potentially devastating attack.

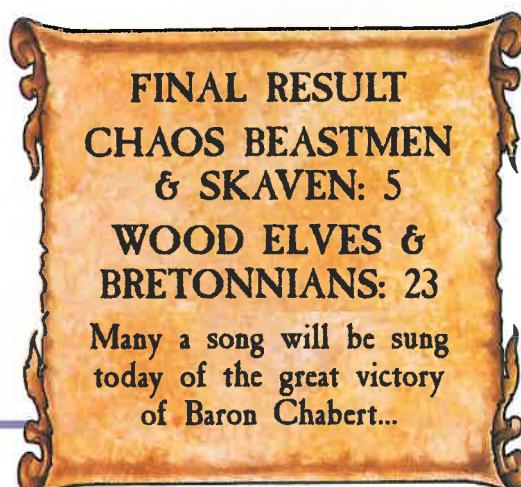
In the Shooting phase the Defenders' archery proved effective once again, finishing off the Gutter Runners and the Minotaur champion, and killing off another Tuskgor to slow a second chariot down to half speed. In the Combat phase the Dryads, Plague Monks and Censer Bearers carried on bashing away at each other. This time the Skaven managed to win, but the Dryads passed their Break test and didn't flee. It was one of those days when nothing would go the bad guys way.

As if to underline this point, in the Magic phase the goodies were able to cast *Hold Fast* on the chariots for a second time, again with Total Power, and this proved to be the final nail in the Dark Alliance's coffin, so I will draw something of a veil over the last two turns of the battle. Suffice to say that, unable to charge or even move with the chariots, there was nothing the bad guys could do to stop the Bretonnian knights delivering a shattering charge into the rear of the chariots in their next turn. The chariots were easily defeated and then run down in the ensuing rout. The only ray of sunshine for Paul and Roy was the destruction of the Dryads, and the subsequent

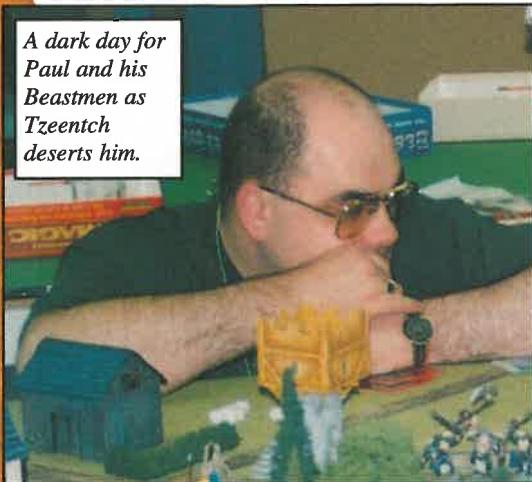
THE DARK ALLIANCE – TURN 4



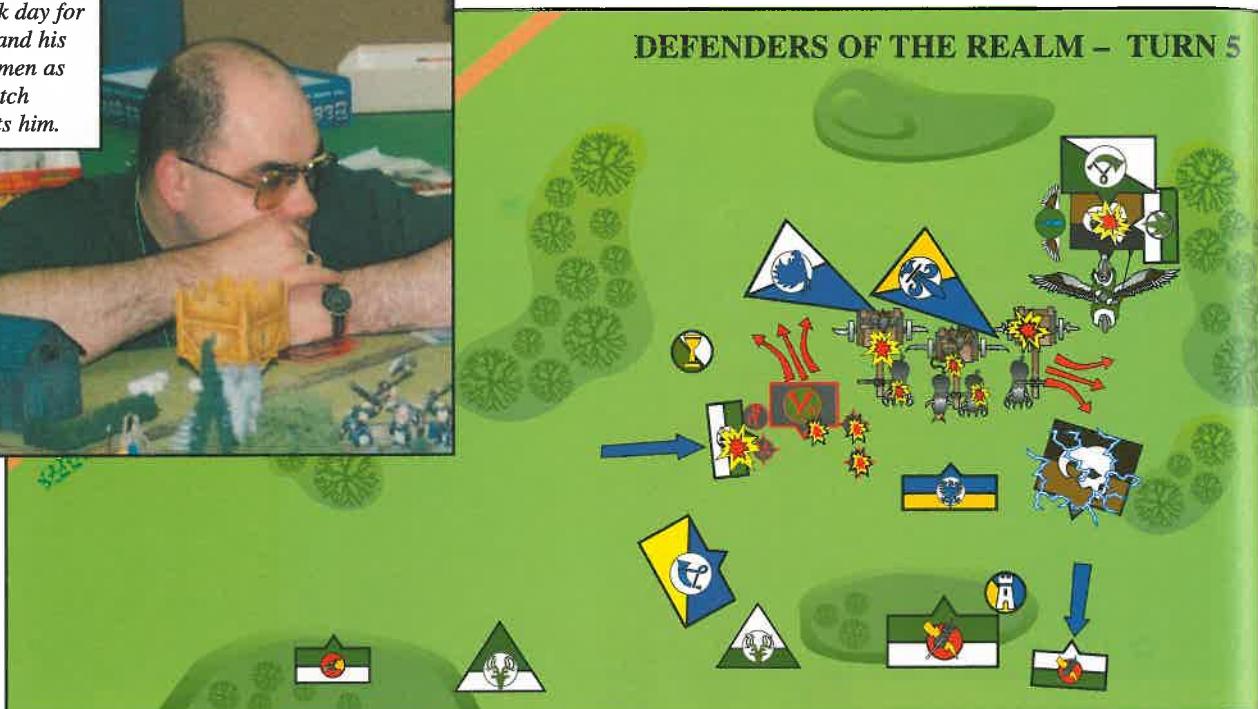
panicking of several units nearby as a result of the lost combat. But this was much too little and much too late. The victory lay well and truly with the Defenders of the Realm!



A dark day for Paul and his Beastmen as Tzeentch deserts him.



DEFENDERS OF THE REALM – TURN 5



CONCLUSION

And so, on a suitably cataclysmic note, our final battle ended. All that remained was to add up the points to see who was the winner of our little challenge. Richard Gunson's Bretonnian knights had earned him bucket-loads of Victory points in the final battle, and the extra fourteen points made him a clear and decisive winner of the challenge.

Interestingly, the fact that Richard Hobson scored seven points meant that he was tied in joint second place with all of the other players! This seemed a very fair result to me, as I'm sure all the players would agree. Here then are the final scores, and my congratulations go to the winner, and champion of the Four Gamers saga, Richard Gunson.



	Richard Hobson	Richard Gunson	Paul Sawyer	Roy Barber
1st Round	10	0	0	10
General's Duel	0	3	0	7
Wizard's Duel	0	3	7	0
Best Army	0	10	10	0
Final Showdown	7	14	0	0
TOTAL	17	30	17	17



RICHARD GUNSON
Bretonnian General

THEY THINK IT'S ALL OVER! IT IS NOW!

Bretonnian and Wood Elf armies complement each other perfectly. The massed archery fire we had at our disposal was frightening, and this was coupled with Bretonnian knights (the ultimate shock troops), so our pre-battle conflagration had an air of quiet confidence. We decided to play the waiting game and whittle down the enemy with bowfire, harass them with flyers and finally finish them off with the cavalry, Wardancers and Dryads.

Using Jervis' Veto rule for magic items, we decided to take away the enemy's *Storm Banner* as it would have seriously messed with our battle plan, and both of their *Crowns of Command* as I'd had enough of that particular magic item in the first battle.

Well, everything went like clockwork. The Minotaurs became pin cushions; arrows darkened the sky as the forces of Chaos slowly trudged forwards. All the luck seemed to come our way too, as we received the Total Power card three times, casting *Hold Fast* onto the Beastman chariots while the Wood Elves unloaded arrow after arrow into the hapless foe.

My moment of glory arrived as my heroic knights charged the huge Skaven Clanrat unit which included Roy's warlord, army standard and Warlock. The combat was swift and brutal; with thirteen Skaven lying dead, the rat-men broke and fled, only to be ridden down as they ran. After that the game was effectively over, a massive victory to the forces of good. In fact I only lost one squire in the whole game!

It's not often that games of Warhammer go so according to plan; I could see Paul slipping slowly into despair over the course of the afternoon, but in the end, no one can deny that it feels good to be on the winning side.

What have I learned? Well, first and foremost that it is easy to put together an army when sticking to a budget and setting yourself deadlines to get things done. The most exciting thing has been seeing the army evolve since the first month into a fully-fledged fighting force. I deliberately set about collecting the army with no real plan or any preconceptions. Units were added either because I liked the look of them or because bitter experience had spurred me to plug a gap in the force.

A Bretonnian army also looks stunning if you are prepared to spend a little time on details like putting pennants on the lances. It's also been a real joy to use on the battlefield, win or lose. The army now has a history, and the characters in it have personalities rather than just being metal miniatures.

Oh, and was it a great feeling to win the tournament at the end of it? YES!!!

FOR THE FUTURE...

I'm already painting a unit of Halberdiers, then I'll expand the Knights Errant up to a unit of ten. After that – who knows? The joy of seeing the army take shape as it developed on the battlefield will be carried on. Its future lies in where its next campaign takes it, so maybe in the future Paul will bring it back into the pages of White Dwarf so you can see what happened...



RICHARD HOBSON
Wood Elf General

ENGAGE SMUG MODE

You don't see many games as one-sided as this and Paul and Roy hardly got a look in from the start. I think that the Wood Elves and Bretonnians make a fantastic combination as allies. Between us, we had around 80 bow-armed troops and a great selection of close combat units.

As our battle had finished so early, myself and Richard had time to plan our tactics and see Roy's and Paul's armies in action. We knew that they only had a few missile troops and so we could afford to sit deep and let them come to us. We would then wait until we had them within charge range and hit them with everything. This simple tactic worked perfectly and we were able to wear them down with huge quantities of missile fire and finally hit them in the front and rear with a fantastic mixture of close combat troops. Anyone who has been on the receiving end of a Bretonnian knight wedge will tell you that units don't usually live to tell the tale – couple that with charges from Dryads, Wardancers, Warhawks, Waywatchers and mounted Squires and once we had them in combat, there was no way they could salvage the situation.

I have thoroughly enjoyed doing these articles. It gave me a whole new army to learn to play with and some new opponents to fight. It was good to do so well in the staff tournament and in fact I have yet to lose with the Wood Elves, but no doubt the time will come (it always does). No army is invincible but there is nothing wrong in making it difficult for your opponent. The final battle was the highlight and it would have been nicer if it had been closer. At the end of the day, I am a gamer and I have created what I feel is a well-balanced, flexible and interesting army with my £150.

There are a few things now that I want to add to the army. These include a hero on an eagle and a couple of converted High Elf chariots. A second unit of Scouts would be nice and probably another unit of Warhawks. I don't know when

I'll do these but the joy of Warhammer is that you can re-visit your army from time to time, particularly when some juicy new models are released. If you've got an army gathering dust, go and drag it out, paint a few new units and get gaming. You'll soon realise just what you've been missing.





ROY BARBER
Skaven Warlord

SQUEAK, SQUEAK

Well, what can I say? The shadowy rise of the 'Clans of Chaos' was marred by ill-fortune and a massacre on the sunlit plains of the fair-skinned ones. Our combined army was cut down in bloody swathes and dispatched almost to the last, well... thing. Squeak!

What happened? Our army was weak on two counts – long-range firepower (One Jezzail. Hmm...) and a distinct

lack of manoeuvrability. These two vital factors were also where our opponents were at their strongest – a mass of quality archers, flying creatures, cavalry and skirmishers all helped to turn our disadvantage into a huge advantage for them. The result? We were out-shot, out-flanked, out-charged and duffed up in but a few short turns! Double squeak! The rats of the Great Horned One could do little to close the distance into essential close-combat (where they stood a fighting chance), and to see my entire main Clannrat unit shattered by the awesome Bretonnian charge (without even a single burst from my cherished Warpfire Thrower) was perhaps my most unnerving experience in any game ever! Squeak with a cherry on top!!!

In the end, the only valiant (or mad) survivor of my army was a crazed, foaming Plague Censer Bearer, who was left rampaging around the battlefield with a 30-foot empty patch of earth around him where nothing was left alive! I'm sure he would have gone on to victory had the battle carried on a little longer. Mmm, yes. I'm pretty sure... So, summing up, then. After a good thrashing by a force of Wood Elves and Bretonnians, what is my final conclusion? I'm going to join forces with an player who rolls less ones!

After six months as a dedicated Skaven general and first-time Warhammer player, I can genuinely say I have learnt a great deal. It really has been fun taking advice from many sources (who are all pretty much more experienced than me) and combining this advice in order to come up with an effective army. It was refreshing to paint a non-40K army and to face a stack of different challenges in a world without lasers and boltguns. Tactics truly are the name of the game here!

The advice I would give to anyone out there who is thinking of building an army to battle with, whether it's in a tournament or with a couple of pals, is to plan carefully. A great general once said, "Plan on the strengths and weaknesses of your army carefully, for not to do so results in a good splatting." How right he was! If you want to play and have maximum fun, grab yourself an Army book after you have got the core rules. Army books offer you all the options and the best advice available, from seasoned generals here at Games Workshop who play not only for the fun of it, but who also want to win. If you don't have a regular gaming group to play with, then visit your local Games Workshop store. They have loads of battles and will be glad to teach and advise you (the Lenton store helped me!).

For only pocket-money prices, I have built up a respectable army in a few months. I have won and lost with the army but, more importantly, I have had a laugh. From here, I'm going to look at my army and fine-tune it. How can I get more ranged attacks? How can I increase my manoeuvrability? With my Army book and piece of cheese in hand, it's time for a game or two...



PAUL SAWYER
Beastman Shaman

ONES, ALL I CAN ROLL IS ONES!

No, I don't want to talk about it! That has to be the worst game of Warhammer I have ever played in. Not because of anything but bad luck you understand. I am a naturally lucky chap when it comes to dice rolls, but the price you pay for better than average luck is that when it goes wrong, it goes very, very wrong!

Our cause wasn't helped at all by the fact that the two Richards' armies perfectly complemented each other and my Beastmen and Roy's Skaven didn't – as neither had any real speed or missile weapons.

I have to admit that when the screens were removed for the start of the final conflict I felt sick to the pit of my stomach (and that's a big pit!) at the sight of all those archers. Things went quickly downhill and before long Roy's Skaven were roundly thrashed by a more manoeuvrable force, leaving me high and dry! Well done to the Defenders of the Realm (he said through gritted teeth...).

The first game against Roy should have prepared me for the sort of day it was going to be, as he drew Total Power three times (as did the Richards in the last game!). I have never seen anyone roll so many ones in my life, and I soon became demoralised. I would have jumped up and down on my Realm of Chaos book but I'd probably have slipped over and done myself an injury – it was that sort of a day!

Anyway, enough of my whining. The whole 'Four Gamers' series has been immense fun and I think it would be fun to do this again someday with another game system. A I stated earlier my biggest problem has been getting to grips with fighting with an army that differed from my beloved Greenskins. This should be overcome by more games and the purchase of even more Minotaurs. Heh, heh, heh!

FAT BLOKE'S LONGEST DAY

It's never nice to see your opponent go through a day without any luck at all

Well, unless it's Fat Bloke that is!



TURN 1



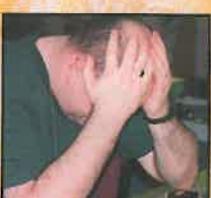
TURN 2



TURN 3



TURN 4



TURN 5

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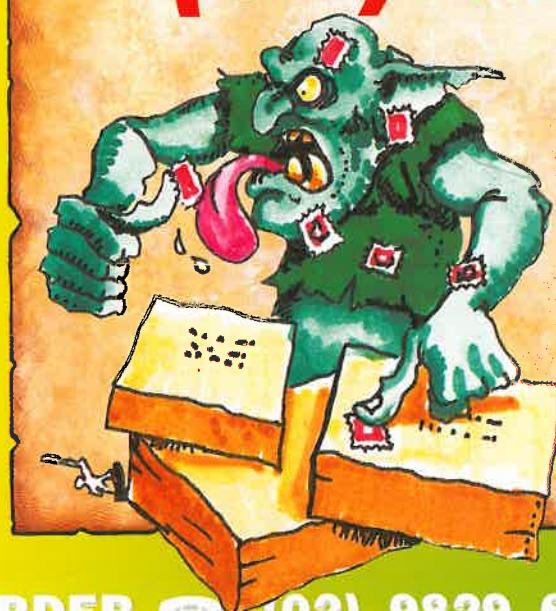
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Legion of the Damned

Featured in this month's issue

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The Legion of the Damned box is loaded with great new shoulder pads, backpacks, and weapons encrusted in flames and skulls (just a few are shown here). We also have some Chaos Space Marine shoulder pads that could also fit the bill.



GIV UZ A KALL!

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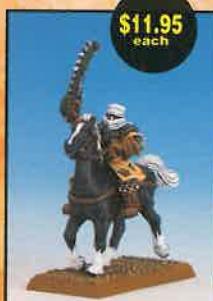
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Tallarn Rough Riders

Turn to the White Dwarf News for more info.

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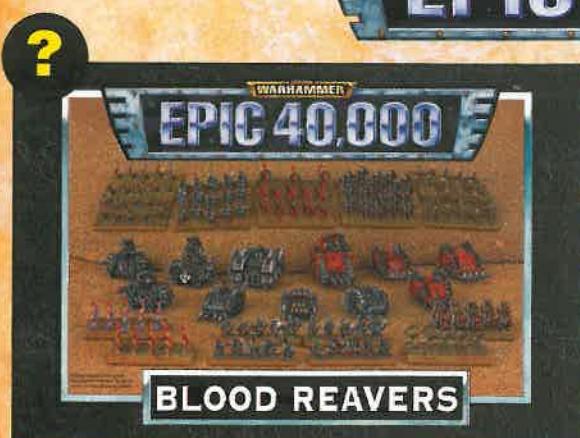
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WARHAMMER EPIC 40,000



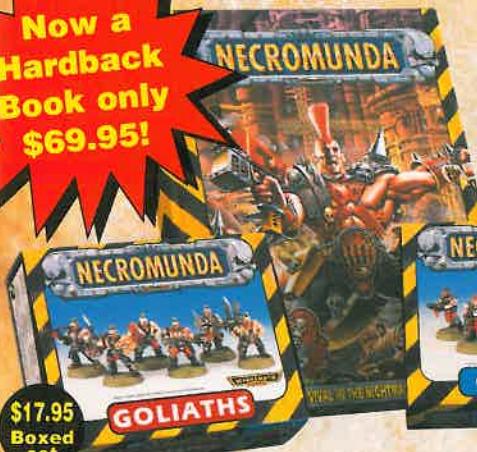
THE BLOOD REAVERS CHAOS ARMY

The Blood Reavers is the latest Epic 40,000 army box to be released and the army is a great starting point for collecting a larger Chaos army. The box contains 6 Chaos Rhinos, 3 Chaos Predators, 2 Chaos Land Raiders, 2 plastic Chaos sprues and a detailed army list with detachment cards and background history. You can find out more about the Blood Reavers elsewhere in this issue. Call now for details and prepare to conquer the galaxy!

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(On the right are just a few
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with heavy stubber



Goliath Heavy
with heavy stubber



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with flamer



Orlock Heavy
with a heavy bolter

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For more about Necromunda see the White Dwarf News.

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Human Blood Bowl Team



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Miniatures designed by Gary Morley

GIV UZ A KALL
TA GIT DEEZ
ACE TEEMZ!

Take a look at the article about
the Norse earlier this issue!

You already know you can:

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- Blast the opposing team with magic cast by your Wizard
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Coaching staff can be specially chosen by da
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Norse Blood Bowl Team



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CALL OF THE WILD

By now you have probably read Dave Taylor's "Call of the Wild" article, in which he talks about his Beastman army and stockade. Well, we've decided to give you the chance to grab some great Beastman deals based on Dave's army. Here we go!



GUTTSLAG'S RETINUE

Gorebellow's Retinue consists of a large unit of Beastmen. These Gors have been painted with brown hides and white or dark green horns. The simple banner design is typical of most Beastman standards. The shields of the regiment have been painted in the same colours but using a variety of different runes and devices.

Gorebellow Guttslag Beastlord (255 points)

Gorebellow carries a double handed weapon, wears heavy armour and is equipped with the Crown of Command.



15 Beastman Gors - 'Gorebellow's Growlers' (239 points)

Unit equipped with hand weapons and shields, and includes a Champion, musician and standard bearer.

12 Ungor Skirmishers - 'The Thorns' (60 points)

All models have shields and hand weapons



Beastman Chariot - 'The Guttripper' (110 points)

The chariot crew are equipped with shields and hand weapons. The chariot has scythes.

POINTS VALUE: 664

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GRASHNAK'S RETINUE

Grashnak's Bestigor, Chaos Hounds and Minotaurs are painted in the same colours as the Beastmen in Gorebellow's retinue.

Grashnak Beastman Shaman (68 points)

Grashnak carries a hand weapon.



11 Bestigor - 'The stone Keepers' (234 pts)

Armed with heavy armour and halberds. The regiment includes a standard bearer and a musician.

3 Minotaurs (129 points) All have an additional hand weapon.



POINTS VALUE: 491

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MONSTROUS HOST

The Dragon Ogres and Harpies that Dave has included in his army are painted to fit in with the rest of the army. Using a limited palette of colours always gives a strong, unified look to an army.



3 Dragon Ogres
(261 points)

5 Harpies
(75 points)



POINTS VALUE: 336

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Find out more about this terrifying Daemonic monster in this issue.

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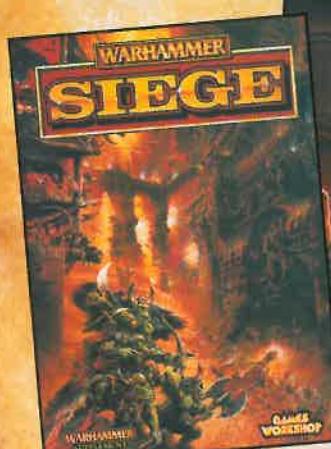


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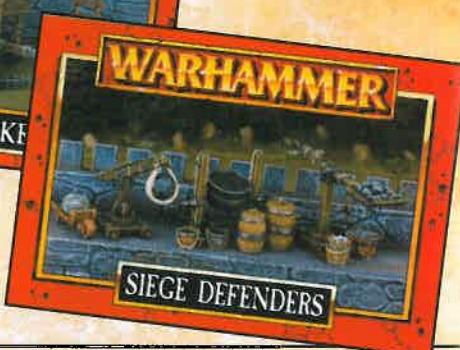


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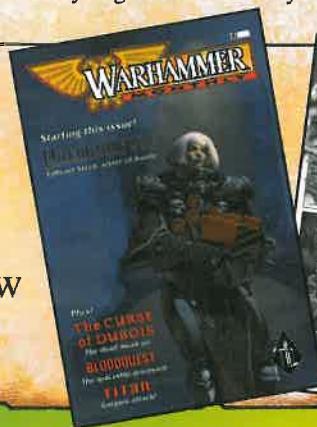
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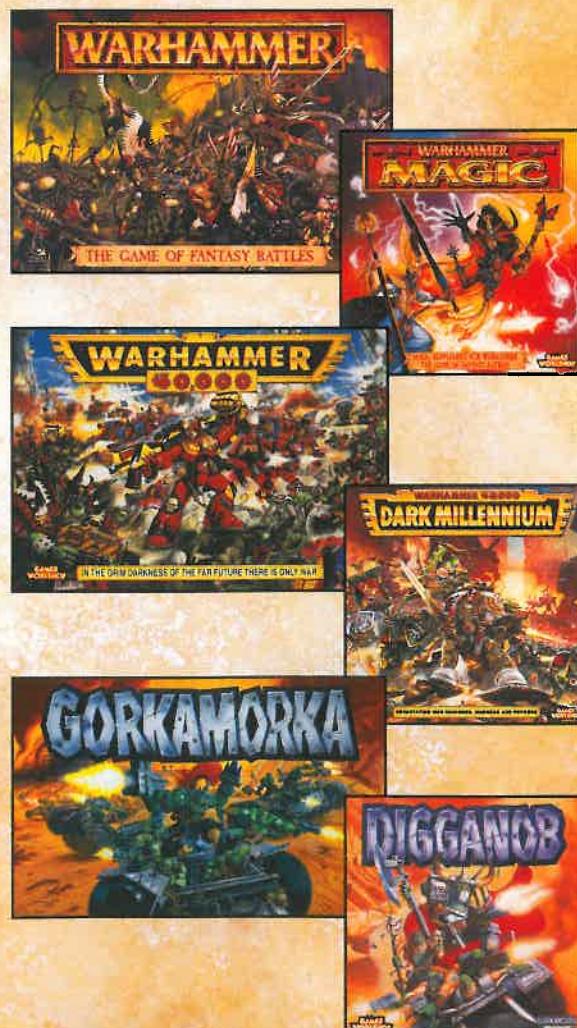
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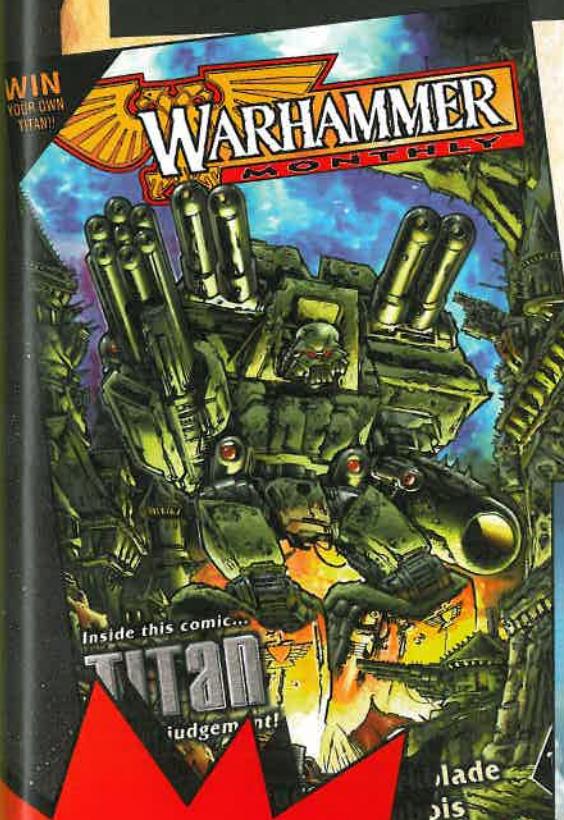
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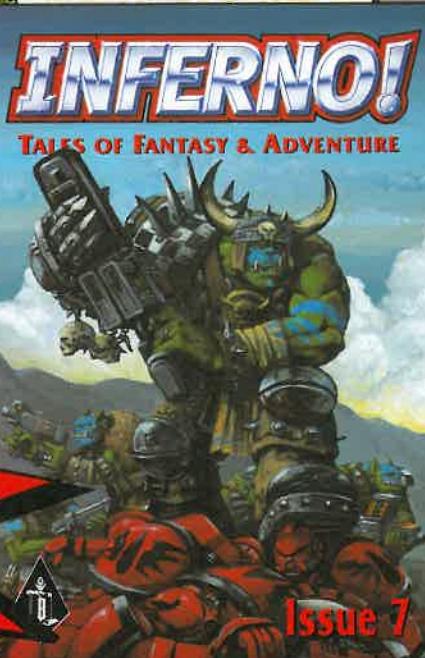
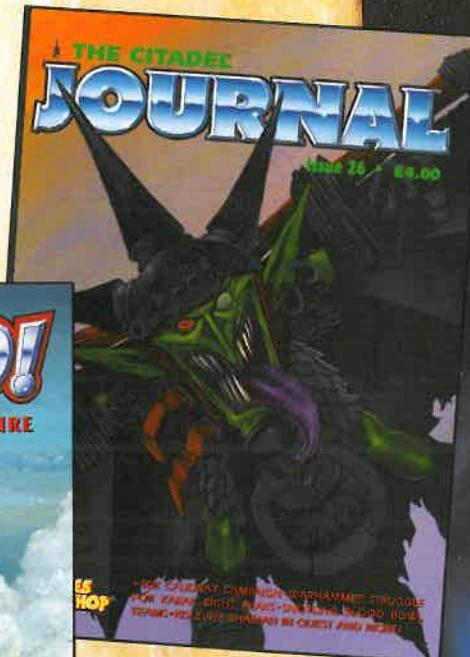
CITADEL JOURNAL 26

WAAAGH! Dive into Citadel Journal 26 and see what all the fuss is about.

A new gang are vying for power in the Underhive. Meet the 'Ash Nomads'.

Gav Thorpe's Kislevite Shaman for Warhammer Quest comes in from the cold.

Can your Imperial Space Marines stem the Chaos advance, in 'The Caudrax Campaign'?



Issue 7

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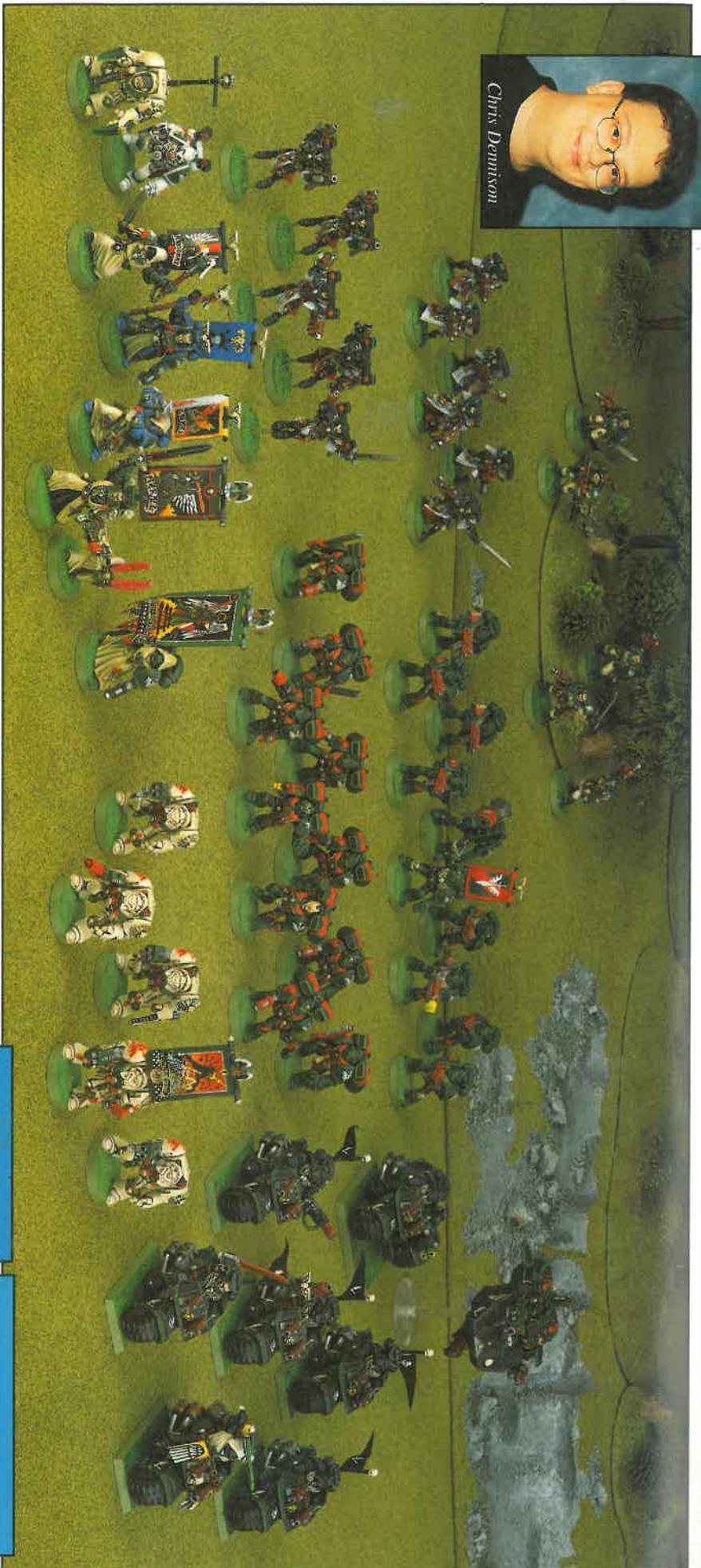
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CHRIS DENNISON'S DARK ANGELS

Chris, from our Eastbourne store, has some unusual allies for his Dark Angels army – the beautiful but deadly Sisters Sororitas.

The Dark Angels are Chris' favourite Space Marine Chapter. In particular he likes the unusual troops like the Deathwing Terminator squads covered in feral iconography, and the bikes and Land Speeders of the lightning-fast Ravenwing. Chris is aiming to expand his Ravenwing squads and thinks that a Deathwing Dreadnought would look really characterful. The addition of battle tanks like a Razorback and Predator will give his army the edge in a firefight but what he really wants is even more troops!

The monk-like, robed character models including the Chapter Master and the Librarians hold a special fascination for Chris. He likes the idea of a Master of the Ravenwing leading his army rather than a Chaplain, so he decided to make one!



The conversion is a relatively simple one. He began with Brother Bethor's body, cut away the legs and the arm which carries the standard and added the plastic Space Marine biker's legs. Next he added a plastic Space Marine arm and the Deathwing sergeant's power sword. Finally Chris finished off the model with the metal parts from the Chaplain and Ravenwing boxed sets. More character models on bikes (Apothecary, Standard Bearer and Techmarine) are also on Chris' list of things to add.