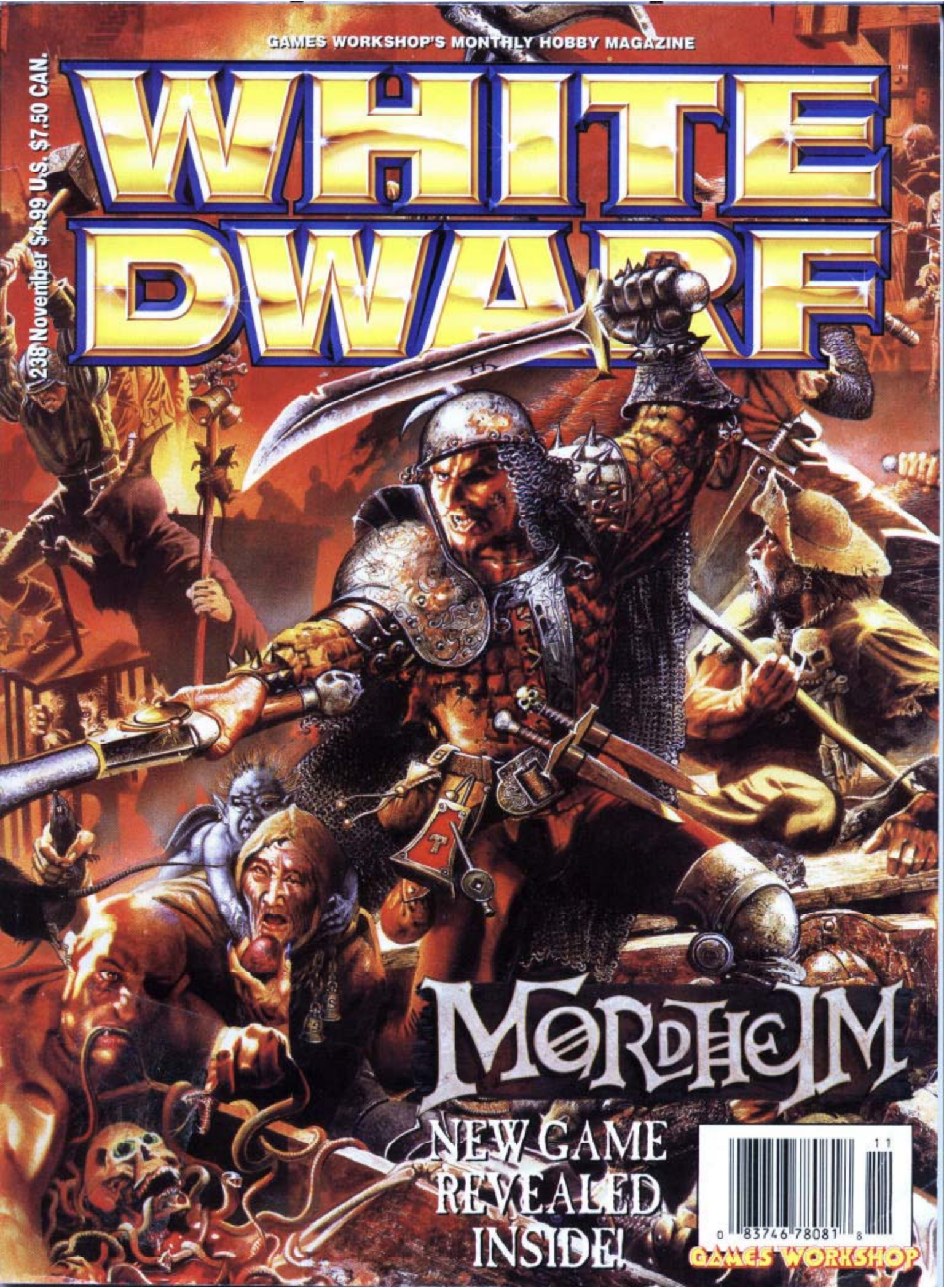


GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

238 November \$4.99 U.S. \$7.50 CAN.

WHITE DWARF



MORDHEIM

NEW GAME
REVEALED
INSIDE!



GAMES WORKSHOP

WHITE DWARF



Contestant Eric Furman's
on the run Zombie!

7 ZOMBIE CONTEST WINNERS

9 ASPECTS OF WAR



75 ORK ODDBOYZ



90 WAVE SERPENT



VISION OF MORDHEIM

COVER

Art by Geoff Taylor.

GAMES WORKSHOP NEWS

2

Find out what's going on at Games Workshop. Plus, find out who won the Canadian Grand Tournament and how to be an Outrider!

ZOMBIE GROSSOUT-A-GO-GO!

7

See the winners and some of the grossest zombies ever seen!

WARHAMMER WARRIOR BOOKS

73

Have at you, you cur. The Black Library introduces their new range of interactive warrior game books...

SPACE MARINE CAPTAIN FACEOFF

80

Check out the Sales and Mail Order staff paint jobs on the limited edition Space Marine Captain.

GAMES WORKSHOP STORES

84

There's always something going on at your local Games Workshop store. Here's what's happening and how to join in...

99' U.S. GOLDEN DEMON RUNNERS-UP

86

Just a few of the cool models that didn't win.

rites of war

94

Fat Bloke Paul Sawyer takes a look at the latest Warhammer 40,000 computer game.

MAIL ORDER

111

Find out what the Trolls have in store for you this month!

WARHAMMER
40,000

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

ASPECTS OF WAR

9

The latest in our regular series of complete guides to collecting an army. This month, the Eldar.

FARSIGHT

74

The Shining Spear Exarch and Farseer are now available to lead your craftworld to battle.

ORK ODDBOYZ

75

Andy Chambers takes a closer look at Ork kultur!

EAVY METAL MASTERCLASS

90

Mark Jones takes us through his latest modeling project – an Eldar Wave Serpent.

LAND SPEEDER TYPHOON

96

A technical breakdown of the new Space Marine Land Speeder.

CHAPTER APPROVED

100

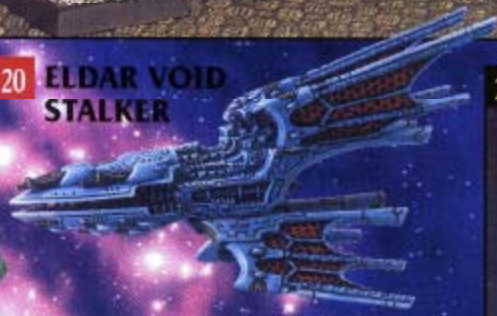
Roads, craters, and Chaos Cultists.



Hear ye! Hear ye!

Vile Skaven overrun devastated city.
Read all about it in this month's Town Cryer!

20 ELДАР VOID STALKER



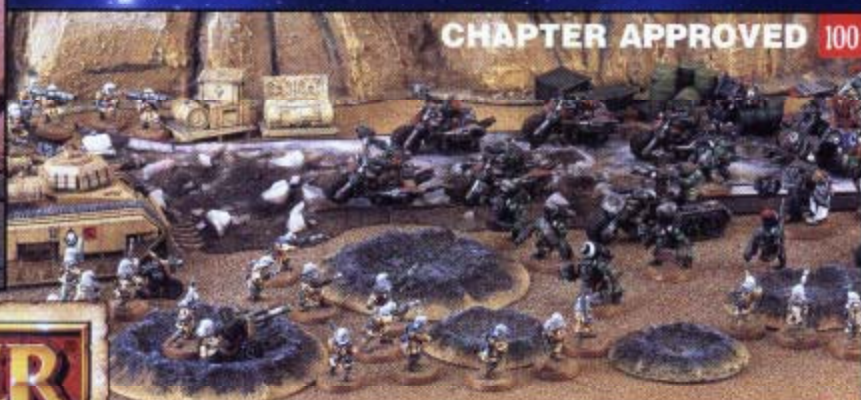
22 SPACE IS GREEN!



103 CHAOS PLANET KILLER



CHAPTER APPROVED 100



WARHAMMER

The Game of Fantasy Battles

WARHAMMER CHRONICLES

16

Grapeshot for cannons plus Undead Liche Priests can both be found within the pages of the Warhammer Chronicles...

BATTLEFLEET

GOTHIC

SPACESHIP BATTLES IN THE 41ST MILLENNIUM

ELДАР VOID STALKER

20

See the rules for the Eldar Battleship, the Void Stalker!

SPACE IS GREEN!

22

Ork Roks and Space Hulks explored...

CHAOS PLANET KILLER

103

Feast your eyes on Chaos Planet Killer and its devastating rules!

MORDHEIM

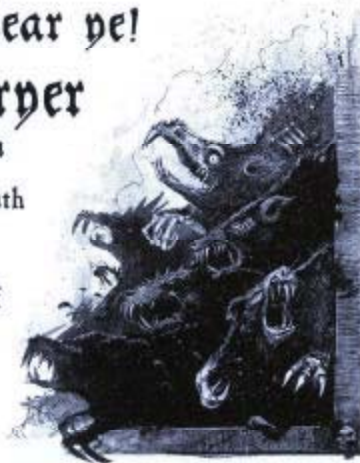
City of the Damned

Hear ye! Hear ye!

Town Cryer

published within

Read the shocking truth of the vile Skaven uncovered and the fighting formations of the stout men of Reikland.



BOO! Yes, that's right, it's time for leaves to start falling, and everybody to act scary (and gorge yourself on lots of candy) because it's good old Halloween time! And what better place in the Warhammer World to spend Halloween than in **Mordheim, the City of the Damned**? This brand-spanking new boxed game is on the shelves now. We've been waiting here at the office very patiently (well, not really patiently, more like prisoners about to be released), but the wait is over. As is customary with any new game, we've gotten our grubby hands on it and launched right into a staff league here at **Games Workshop HQ** in Baltimore, Maryland. And of course, I'll be here to fill you in on all the gory details of our warband clashes inside the city walls of Mordheim.

In fact, our webteam has promised to cover the Mordheim league from both sides - the players' side as well as the Hobby Promotions guys who are running it. If you want to follow the gripping details of what's going on or even steal some neat ideas for your own Mordheim Campaign, just log on and check it out. Also be warned, unless you are running a league yourself, don't read the sections marked Game Masters only! Over the next few months we have Zombie attacks, mysterious creatures sighted by the old wharf, an enchanted fog that obscures what is around the next corner, and more...

But before we give away all our Mordheim league secrets, back to this issue of **White Dwarf**. You may have noticed, this issue has been loaded with all sorts of info on Mordheim. It's so jam-packed in fact, you may not notice that my promised coverage of the **1999 Canadian Grand Tournament** is not contained in its pages. As the story goes, I was told there would be room for it, but at the last minute (as these things happen) that all changed. In any case, the editors placated my rage (or more appropriately my pleading) by having the basic results here in the news pages, with a full feature in the next issue.

And here's one last ghoulish note for all of you. For your Halloween viewing pleasure, we've presented the nastiest of the nasty, the winners of the **Zombie Gross-Out-A-Go-Go** painting contest from a few months back. You'll find this visceral feature right after the news section. But be warned, make sure not to eat before you look, or right afterwards for that matter. Don't say I didn't warn you.

So don't just sit there, take a gander at all the good stuff in this issue, and get cracking on painting those warbands, cause I'm headed for the city, the city of the damned, and I hope to see you there sometime soon. See you next issue.

William "Goat Boy" Stilwell
North American White Dwarf Team

IT'S A TYPHOON!

The stormy skies of the 41st millennium are filled with the sounds of thunder. This month witnesses the release of the **Space Marine Land Speeder Typhoon**. This last, and most powerful variant on the versatile Land Speeder takes the basic frame and equipment and adds two full missile launchers to it.

Lead the Shining Spears

No Eldar Aspect Warrior Squadron can be defeated with the proper leadership in front of it. That's why the **Eldar Shining Spear Exarch** has come onto the scene this month. He's ready to lead your Shining Spears to victory on the field against even the toughest of opponents.

WARHAMMER 40,000

OCTOBER/NOVEMBER RELEASES

		Canada	U.S.
1570	Land Speeder Typhoon (Space Marine Fast Attack Vehicle w/Missile Launchers)	\$42.00	\$29.99
1571	Eldar Shining Spear Exarch (Eldar Character Boxed Set)	\$25.00	\$17.50
1901	Space Marine Army (Complete Space Marine Army in a Box)	\$325.00	\$240.00
1902	Eldar Army (Complete Eldar Army in a Box)	\$250.00	\$175.00
1903	Chaos Space Marine Army (Complete Chaos Space Marine Army in a Box)	\$250.00	\$175.00
1904	Ork Army (Complete Ork Army in a Box)	\$250.00	\$175.00
1905	Tyrannid Army (Complete Tyrannid Army in a Box)	\$225.00	\$175.00
1906	Dark Eldar Army (Complete Dark Eldar Army in a Box)	\$250.00	\$175.00
1907	Imperial Guard Army (Complete Imperial Guard Army in a Box)	\$250.00	\$175.00



Army in a Box

This Fall, Games Workshop is putting the finishing touches on a bunch of special packages. The **Boxed Army Deals**, for both Warhammer 40,000 and Warhammer, contain a complete army, ready to be painted and sent out onto the field of battle. While they appeared in last month's Troll (the mail order magazine packed with each subscription issue of White Dwarf), they are now available in Games Workshop Hobby Centers and Rogue Trader retail stores all over the US and Canada. This is the perfect chance to start that new army you've been thinking about, or to add some serious reinforcements to your current troops.

NEWS

Welcome To

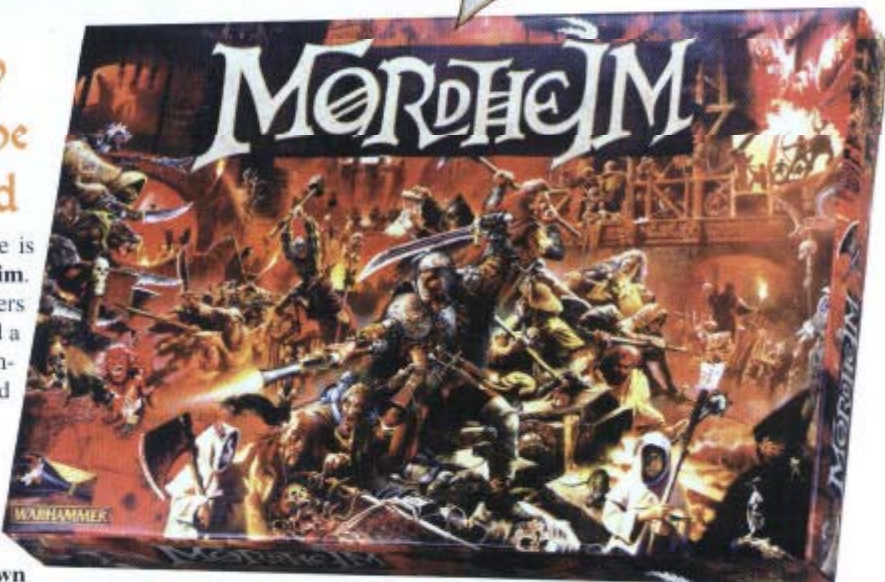
MORDHEIM

You Are Cordially
Invited to Enter the
City of the Damned

The gates are open, and the lure of treasure is calling you inside the city walls of Mordheim. Mayhem ensues each time someone new enters the accursed city in search of fame, fortune, and a little piece of wyrdstone. The new boxed set contains everything you need to construct a warband and begin staking your claim.

Mordheim News

Keep up with the comings and goings of Mordheim and its inhabitants with the **Town Cryer**, a new monthly feature in White Dwarf. Town Cryer will have all sorts of information, including new releases, new characters, special rules and all other manner of stuff to add new dimensions to your warband confrontations.



MORDHEIM

OCTOBER/NOVEMBER RELEASES

		Canada	U.S.
0006	Mordheim: City of the Damned (New Boxed Game)	\$85.00	\$59.99
3023	Skaven Warhunters (Boxed Set of 10 Plastic Skaven Warband Henchmen)	\$30.00	\$17.50
3024	Human Henchmen (Boxed Set of 8 Plastic Human Warband Henchmen)	\$25.00	\$17.50
8802A	Freelance Knight (1 Knight on Foot AND 1 Mounted in Each Blister)	\$16.00	\$12.49
8802D	Ogre Bodyguard (1 Ogre Mercenary per Blister)	\$16.00	\$13.49
8803A	Skaven Assassin Master (1 Skaven Warband Character per Blister)	\$11.00	\$7.49
8803B	Black Skaven (1 Skaven Warband Character per Blister)	\$8.00	\$5.49
8803C	Skaven Night Runners (2 Skaven Warband Members per Blister)	\$9.00	\$6.49
8803D	Clan Eshin Sorcerer (1 Skaven Warband Character per Blister)	\$9.00	\$6.49
8804A	Reiklander Captain (1 Reikland Warband Leader per Blister)	\$11.00	\$7.49
8804B	Reiklander Champion (1 Reikland Warband Character per Blister)	\$7.00	\$5.49
8804C	Reiklander Youngbloods (2 Reikland Warband Members per Blister)	\$8.00	\$6.49



NEWS

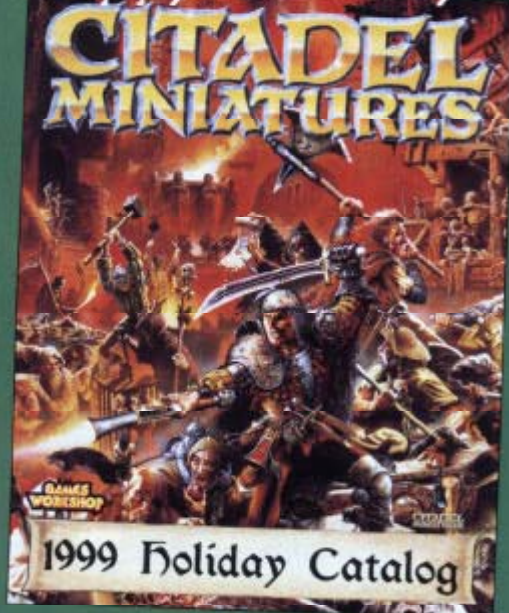
WAAAGH! WHERE ARE WE?!

Being Orc Boyz, the **Orc Warriors Boxed Regiment** can't always be expected to be organized. That's why even though we told you they'd be out last month, they've been held back until this month to make sure everything was in its place before letting the greenskins loose on you this month.

Also in this month's candy bag from the Old World are the new **Warhammer Boxed Armies**. Similar to the Warhammer 40,000 Boxed Armies, these are complete forces in a single box.

WARHAMMER			
OCTOBER/NOVEMBER			
		Canada	U.S.
1567	Orc Warriors Regiment (16 Orc Boyz Regiment Boxed Set)	\$30.00	\$22.99
1908	Vampire Counts Army (Complete Vampire Counts Army in a Box)	\$250.00	\$175.00
1910	Bretonnian Army (Complete Bretonnian Army in a Box)	\$250.00	\$175.00
1911	Lizardmen Army (Complete Lizardmen Army in a Box)	\$250.00	\$175.00
1912	Chaos Warriors Army (Complete Chaos Warriors Army in a Box)	\$250.00	\$175.00
1913	Skaven Army (Complete Skaven Army in a Box)	\$250.00	\$175.00

Happy Holidays!



The 1999 Citadel Miniatures Holiday Catalog should be available by the time you read this. It's the perfect tool for guiding your gift giving circle to the right Games Workshop present for your holiday joy. Never get a box of plastic forks instead of a squad of plastic Orks again! Grab one today!

Grins and Cheer from the

Black Library

Warhammer Monthly #23

Canada \$4.25 U.S. \$2.95

A brand-new "Titan" story unfolds in the pages of this month's issue. After their victory in Balor Secundus, **Princeps Hekate** and the crew of the mighty war machine **Imperius Dictatio** are transported halfway across the galaxy to face one of the deadliest enemies in the galaxy, the **Tyrannids**. It's a face-off between the mighty Titans of the Imperium and the hideous Tyrannid hive.



Titan Graphic Novel

If you didn't get your hands on the first "Titan" story, don't worry, because the helpful fellows at the Black Library are here to give you the chance to

play catch-up. They're busy putting together the **Titan Graphic Novel**. It collects all of the episodes from the first story into one, handy tome. You'll discover how **Princeps Hekate** came to command **Imperius Dictatio**, one of the most ancient and revered Titans in the Imperium. Keep your eyes peeled for this book sometime in the near future.

Blood Bowl Compendium, 2nd Half

Fanatic Press is proud to announce the near release of the second volume of the **Blood Bowl Compendium**. The first Compendium made a big splash and has completely sold out. The second issue is primed and ready to take your Blood Bowl games to the next level with a whole new collection of new teams, rules, and other goodies that made the first one so popular. Make sure you get a hold of one before the clock runs out!

Find out all about the Black Library!

Check out all the latest info on the Black Library at our website:

www.blacklibrary.co.uk

BATTLEFLEET GOTHIC

OCTOBER/NOVEMBER RELEASES

		Canada	U.S.
1565	Chaos Planet Killer (1 Chaos Ship per Box)	\$48.00	\$32.99
1573	Eldar Void Stalker Battleship (1 Eldar Battleship per Box)	\$48.00	\$32.99
8210D	Chaos Repulsive Grand Cruiser (1 Chaos Ship per Blister)	\$18.00	\$14.99



Shown here at approximately actual size, the Eldar Void Stalker is truly immense. Its size is apparently directly proportionate to the amount of power it unleashes in battle.

MORE SIGHTINGS ON THE ASTROPATH'S SCREEN

Three new ships cruise into the Gothic Sector this month. Chaos receives the **Repulsive Grand Cruiser** and the incredibly huge, all-new **Chaos Planet Killer**. Both of these ships are sure to make a big impact on your Battlefleet Gothic games. While the Repulsive's rules have been published in the Battlefleet Gothic book, the Planet Killer is entirely new to the game and it hasn't shown up anywhere, until now. The complete rules and extensive, detailed background for one of the most destructive, and mysterious vessels in all of space can be found later in this very issue.

Not to be outdone by Chaos, the Eldar are bringing one of their new "toys" to the game with the release of the **Eldar Void Stalker**. This ship also gets the full exposure treatment in this issue of White Dwarf. Check out the article later on to find out how to incorporate this new piece of Eldar hardware into your Battlefleet Gothic games.

Trick or Treat! Now gimme some Games Workshop stuff!

This certainly is NOT the best way to find the constantly expanding line of new Games Workshop miniatures, games, and supplements. The hands-down best way is just as easy as finding your nearest **Games Workshop Hobby Center** or **Rogue Trader** store. To make it that much easier, there's a full list of **Rogue Trader** stores (in North and South America no less) packed with this issue, and our Hobby Center locations can be found on pages 84 and 85.

If there are no stores stocking Games Workshop products near you, then our speedy and efficient **Mail Order Service** will be more than happy to help you get what you need. Just call 1-800-394-GAME in the United States or 1-888-GW-TROLL in Canada for up to the minute product information and current release dates.

Also, don't forget to check out the Games Workshop website. Along with all the latest releases, news updates, and upcoming conventions, you'll find our **Mail Order Online Store** where you can browse, purchase games and miniatures, individual bits, and a whole lot more!

<http://www.games-workshop.com/>

CUSTOMER SERVICE

Do you have any questions about Games Workshop? The gang in Customer Service can handle them all - whether they're about our products, independent retailers, or odd rules. If you're missing pieces from a model, looking for a store, or have a rule that's giving your gaming group headaches, don't hesitate to call at:

1-800-492-8820

The Customer Service Department is open from 9 am to 8 pm (Eastern Standard Time) Monday through Friday.

If you have more than three rules questions, please mail them to:

Games Workshop/Customer Service
6721 Baymeadow Drive
Glen Burnie, MD 21060-6401

By e-mail you can reach us for rules questions at:

roolzboyz@games-workshop.com

or anything else at:

custserv@games-workshop.com

NEWS



THE 1999 CANADIAN GRAND TOURNAMENT

Here they are, the players who rose above the crowd and stood as the winners of the 1999 Canadian Tournament. Some of the most enthusiastic Games Workshop hobbyists from all over North America converged on Humber College in Ontario over the weekend of August 14 and 15. After the smoke cleared, these names became etched in stone as the most deserving of recognition.

WARHAMMER

Overall Champion

Mat Hreljac

Best General

Scott Barber

Best Painted Army

Kevin Fulop

Best Sportsman

Lea Steltz

Murphy's Luck Award

Dave Brawley

Best Painted Character

Mathew Hreljac

Best Army List

Tim Kohlmetz

Best Quiz Score

Ryan Telford

WARHAMMER 40,000

Overall Champion

Mike Major

Best General

Mike Nogle

Best Painted Army

Aaron Jenkinson

Best Sportsman

Dave Graham

Murphy's Luck Award

Chris Logan

Best Painted Character

Nick Itsou

Best Army List

Mike Major

Best Quiz Score

Mark Poulton



♦♦ WANTED ♦♦

Games Workshop Outriders

Games Workshop hobbyists that travel to their local hobby stores and often to conventions to run exciting demonstration games and other events on Games Workshop's behalf. Outriders stop at nothing to introduce as many people as is humanly possible (and sometimes more) to the GW Hobby.

Why do they do it? Aside from being part of the growth of a hobby they enjoy, Outriders get **FREE** Games Workshop stuff for their effort. Outriders are required to go to a minimum number of stores and conventions during the course of the year, but this is strictly a minimum, as the majority of our more maniacal Outriders regularly hit well over their minimums. The more events you run, the more free stuff you earn. Just imagine building a complete new army simply for the showing someone new all about the hobby you already love.

If you want to get in on the action, let us know! We are currently actively looking for Outriders throughout North America, especially all over Canada, and in California, Kentucky, Indiana, and Texas. To apply or learn more about the Outrider program, write to us at this address:

Games Workshop - Outriders

6721 Baymeadow Dr.

Glen Burnie, MD 21060-6401

(410)-590-1400

or you can e-mail us at:

hobbypromo@games-workshop.com

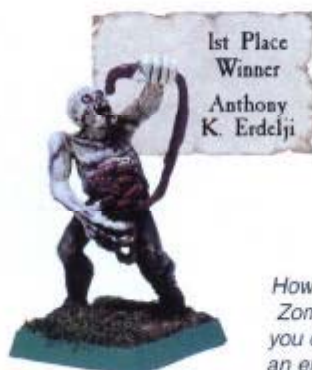


ZOMBIE GROSS-OUT-A-GO-GO ONLINE CONTEST

The first ever Online Contest was a disgusting success! We received so many fantastic entries that many of the Promotions team lost their lunch just looking at these models. Check out the three winners and our runners-up.



2nd Place
Winner
Kevin
Parkes



1st Place
Winner
Anthony
K. Erdelji



3rd Place
Winner
Anthony R.
Henry

*How disgusting of a
Zombie model can
you create? Imagine
an entire regiment of
these blood-hungry
agents of undeath!*



Having the Worst
Day Award
Kevin Hammond

While these models are particularly gruesome, you can also spot some more shambling monstrosities on the website at <http://www.games-workshop.com>.



Healthiest Teeth
and Bones Award
Mike Butcher



Strongest
Zombie
Award
Terry
Marsh



Most Likely
to Party to
Death Award
John Luebbert



Chained to
Life Award
Ian Ferguson

US Staff Winners



US Staff
Winner
Joe Sieboda



US Staff
2nd Place
Sean
Forbes



US Staff
3rd Place
Shaun
Zimmerman

WARHAMMER® 40,000

NEW

BOXED ARMY DEALS

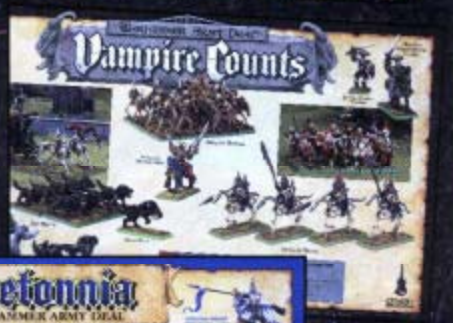
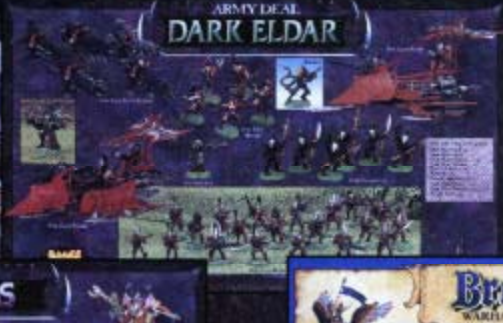
WARHAMMER



The Warhammer and Warhammer 40,000 Boxed Army deals are a perfect way for you to start a new army or add to an existing one.

Each Boxed Army comes with a commander and enough troops and units for a terrific starting force, allied contingent, or reinforcements for your existing army.

For more information, check out the News Pages of this very issue. Grab one of these Boxed Army Deals today and begin fighting your way to victory on the fields of battle!



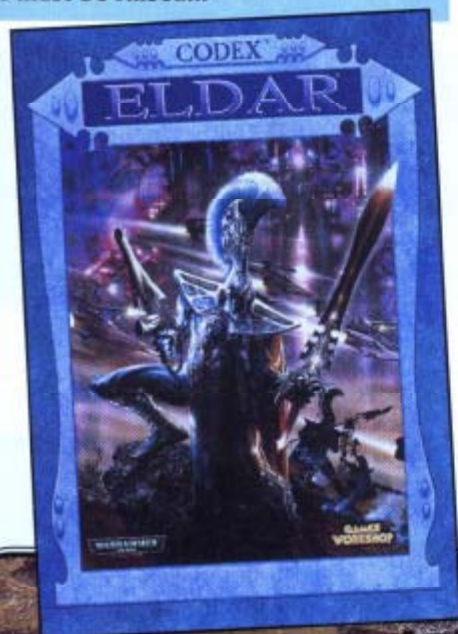
ASPECTS OF WAR



by Matt Nicholls

Last issue we published the rules for a Biel-Tan Swordwind army, and in the next few pages, Matt Nicholls will share his wisdom (? – *Fat Bloke*), on how to assemble your very own deadly Biel-Tan Swordwind host.

As I cast the runes of divination for the final time, the realization that our fate is unavoidable dawns upon me. Our craftworld must go to war. The choices that lie ahead must be taken with the utmost care – many conflicts await us, and our resources are already stretched. Gather round my fellow seers, a battle force must be raised...

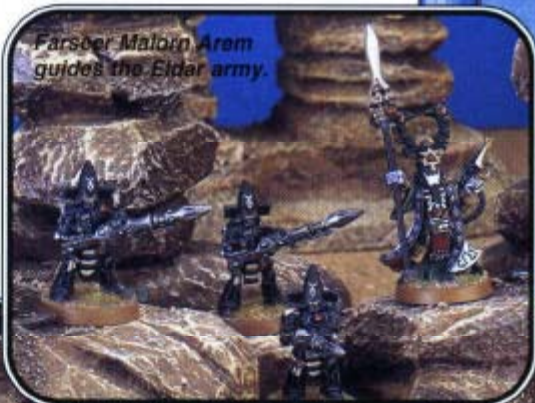


The Eldar are a strange and enigmatic people, complex and unpredictable, and I'm sure that most gamers will agree these traits are faithfully represented in their new Codex. They are undoubtedly one of the most challenging armies to control, but if used well, one of the most devastating. People are always unsure about playing against Eldar, "what can Warp Spiders do again?", "how many powers can a Farseer have?" are some of the many questions that will go through the mind of your opponent.

Many players are happier facing off against Space Marines, simply because they know where they stand. Against Eldar, there's always that chance, a nagging fear in your opponent's mind, that your strategy will click and he'll take a real hammering (*too right, some of my most crushing defeats have been at the hands of the Eldar – Graham Davey*). Now, I know what you're all thinking: "how do I make it click?" Well the answer is (ahem), that you'll only really discover this yourself. However, having always played Eldar in 40K myself, I do have a few ideas on the subject, some of which I hope that you will take on board and add to your own. It all begins with the troop choices that you make...

As I'm sure you've already seen, we featured the rules for an Eldar Biel-Tan Craftworld Swordwind army in White Dwarf 237. In the Studio we have a fantastic Biel-

Farseer Malorn Aram guides the Eldar army.



The Swordwind host assembled for war.

Unit	WS	BS	S	T	W	I	A	Ld	Size	Notes	Points
Malorn Arem	5	5	3	4	3	5	1	10	4+	Singing spear, farseer power: Guide	80pts
Queen Talarn	4	4	3	3	1	4	1	8	4+	Shuriken pistol, Warlock power: Conceal	31pts
6 Howling Banshees	4	4	3	3	1	5	1	9	4+	Shuriken pistols, power weapons, Banshee mask	96pts
Scorpion Exarch	5	5	4	3	1	6	2	9	3+	Shuriken pistol, chainsword	93pts
5 Striking Scorpions	4	4	4	3	1	5	1	9	3+	Shuriken pistols, chainswords	108pts
Dragon Exarch	5	5	3	3	1	6	2	9	3+	Firepike, melta bombs	131pts
5 Fire Dragons	4	4	3	3	1	5	1	9	4+	Fusion guns, melta bombs	111pts
3 Dark Reapers	4	4	3	3	1	5	1	9	4+	Reaper launchers	119pts
16 Guardian Defenders	3	3	3	3	1	4	1	8	5+	Shuriken catapults	150pts
3 Shining Spears	4	4	3	4	1	5	1	9	3+	Laser lances	

Vehicle	Front	Sides	Rear	BS	Type & Notes	Points
Falcon grav tank	12	12	10	3	Pulse laser, scatter laser, holofield	170pts

Weapon	Range	Str	AP	Type	Notes
Pulse laser	48"	8	2	Heavy D3	
Firepike	18"	8	1	Assault 1	Armor penetration: roll 2D6+strength for targets within half range
Fusion gun	12"	6	1	Assault 1	Armor penetration: roll 2D6+strength for targets within half range
Laser lance	n/a	5	5	Assault 1	Close combat only

TOTAL: 1,005pts

Tan army, so I thought it would be really cool to pick an army based on these rules. Now I'm sure some of you will be thinking, "But I want to collect a different craftworld." Well don't worry, the principles behind the troop selections are the same whatever craftworld you chose, so everybody should be able to take something from this article. For those of you that are unfamiliar with the way the rules work for a Biel-Tan Swordwind army, they are designed to reflect the fact that the Biel-Tan craftworld is extremely warlike and involved in many conflicts. As a result of this, most Aspect Warrior units can be selected as Troops choices from the army list rather than Elites choices, and by the same token, as Guardians are less numerous on Biel-Tan, they count as Elites.

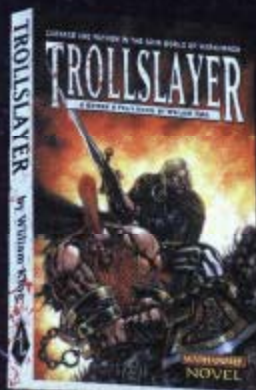
This is the part where non-Eldar players start to moan, "It's not fair, this means that they can have loads of really powerful Aspect Warriors." Well I would look at this in a different light – the fact that Eldar players must include more specialized troops actually poses several problems. For example, most successful Eldar armies are based on a strong backbone of Guardian Defender squads, however this is not an option that is available to the commander of a Swordwind army. The backbone of his army will be made up of specialized Aspect Warrior squads, and as such will be much more fragile.

"This is our world; you are no longer welcome. In three days we will return to remove any stain that remains."

Ultimatum from Za Liem, Farseer of Biel-Tan, to the Imperial commander on Hubris II



NOVELS



TROLLSLAYER

Gotrek, the taciturn Dwarf warrior, is seeking his own death in battle. His companion Felix, the disgraced son of a wealthy noble, has sworn an oath to record the epic story of Gotrek's demise.

SKAVENSLAYER

In this second tale of epic adventure, Gotrek and Felix are immersed in a plot by the insidious Skaven... Chaos Ratmen who plan to use their arcane sorcery to destroy the city of Nuln.



FIRST & ONLY

In the Chaos-infested Sabbat system, Gaunt must lead his men through as much in-fighting amongst rival regiments as against the forces of Chaos. It seems like everyone is out to get the Ghosts, and the bodycount is rising...

INTO THE MAELSTROM

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CASTING THE RUNES

I think it's time to look at the army in a little more detail (i.e. find out what's actually in it). It seems the norm in an article of this type to start with the leader of the army, and then work your way down. However all I'm prepared to say for now is that I've chosen a Farseer as my HQ choice, and it will be better for me to explain why I've chosen him at the end of the article, when a little more light has been shed on how the rest of the army works. Let's start with the Troop choices. A quick glance at the army reveals that three of the Troop choices (Scorpions, Banshees, and Dragons)

have been chosen in squads of six models; this is not a coincidence. I've picked the army in this way so that you can decide which of the three squads you want the Falcon Grav Tank to carry into battle (a Falcon has enough space to transport a squad of up to six models). The choice of which squad the Falcon is going to carry will largely be based on which army you're fighting against (more on this later). The general principle behind having six-man Aspect Warrior squads and a Falcon grav tank is to make your army as tactically flexible as possible.

CHILDREN OF ARHRA



Striking Scorpions



As far as I'm concerned, Striking Scorpions are the business. They are the toughest (3+ save) and the strongest (S4) foot troops in the Eldar army (apart from Wraithguard). Also, many players really seem to underestimate their battlefield prowess. I think one of the many reasons for this, is that like much of the Eldar army, they must be used properly. It's vitally important that they make it into close combat, because armed only with shuriken pistols, they're not exactly what you would describe as a 'shooty unit'. As I've already mentioned, Striking Scorpions get a 3+ armor save. This really increases their survivability, and perhaps more importantly serves as an excellent source of frustration for your opponent, as more often than not he'll have real trouble killing them. However, on the down side, the effect of this heavier armor means that they are unable to utilize the Fleet of Foot rule. Bearing this in mind, picking six Scorpions (five basic troopers and an Exarch) means that I can use the Falcon to transport

them if necessary. So, the question is, under what circumstances would the Scorpions get the nod to ride in the Falcon, ahead of the other two six-man squads? Being an Eldar commander, I think it's always useful to bear in mind the maxim 'horses for courses', and in the case of Striking Scorpions, they are at their most effective when chopping up Imperial Guardsmen or Dark Eldar Warriors. These enemy troop types have very little armor, and so the Scorpions' lack of power weapons becomes fairly irrelevant, as their Strength 4 attacks (including a special Strength 4 attack from their helmet-mounted mandiblasters before the combat begins) carve a bloody swathe through your opponent's ranks. Their 3+ save means that once they have been delivered, they should be able to survive on their own for a little while, leaving the Falcon to go and hunt some more prey. I also decided to upgrade one of the Scorpions to an Exarch, who I've named Sahrarin. He adds character to the unit, as well as an extra edge in close combat.

SCREAMING DEATH

Howling Banshees



Howling Banshees are another really hard close combat unit. I've picked six of them to target and take out any heavily armored troops in my opponent's force. The crucial difference between Banshees and Scorpions is that Banshees wield power weapons. This means that armor saves are completely bypassed (this sort of thing gets Space Marine players very worried). Now if I were playing against Space Marines (who wear power armor) or Dark Eldar, and fancied butchering a few Incubi (who wear the Dark Eldar equivalent of power armor), then it would be sensible to let the Banshees travel in the Falcon. However, when using Banshees it's worth remembering that they are not as heavily

armored as Scorpions, and as such they quickly die without support. Sure, Banshees are great when they charge, (especially as their Banshee masks allow them to attack first regardless of initiative), but if there's anyone left standing, they tend to exact a bloody revenge. My advice would be to use them first and foremost to take out troops in decent armor, usually your opponent's elite troops (it's such a shame to see those power weapons go to waste), and secondly to look out for any unit that has become isolated from your opponent's main force. This will allow your Banshees to pounce, without the rest of his army jumping on them in the next turn.

FIRE OF VAUL



Fire Dragons



I have chosen six Fire Dragons for entirely different reasons to those behind choosing the Scorpions and Banshees. These two units are great when they get into close combat, whilst Fire Dragons are deadly when they just get close. When picking the army I started to get a bit worried that it lacked anything to dent (or melt) vehicles. Fire Dragons were the natural choice. If they get within 6" of their target, which is half range for fusion guns, then they roll 2D6 for penetration rather than 1D6. They also come equipped with

melta bombs (it just gets better), making them a tank commander's worst nightmare. For maximum effect I upgraded one of the troopers to an Exarch, who I have called Fuream, and armed him with a fire pike for even more tank-busting firepower. So, if you're really worried about Tanks or Terminators (yes, fusion guns have AP2), then let Fuream and his boys commandeer the Falcon so it can drop them off nice and close where they can have maximum impact.

Dark Reapers



FURY OF KHAINE



For me, Dark Reapers are a must in any Eldar army. Most of the firepower in the Eldar army is actually quite short ranged, so being able to choose a squad where every member carries a heavy weapon comes in fairly handy to say the least. I have chosen three Dark Reapers for this army, (the minimum number allowed). Their job will be to provide fire support to the rest of the foot troops, and perhaps target any light vehicles that threaten my lines. Just make sure they are well positioned so they have a good field of fire, and try to keep them out of trouble.

WINDS OF DEATH



Shining Spears



The new Shining Spears models are so cool that I just had to have some in my army (for me they evoke images of futuristic knights). As well as looking brilliant on the table top, there are two other reasons in particular why they fit so well in a Swordwind army. Firstly, they give me the option of choosing another unit of Aspect Warriors. Don't get me wrong, I really like Guardians on jetbikes, but Shining Spears fit in much better with the overall theme of the army. And secondly, they complement

my overall tactical plan superbly well. Even though I've only chosen three of them, they should still be able to have a considerable impact. I envisioned the Shining Spears supporting the Falcon Grav Tank, and pouncing in a combination attack at the same time as the Falcon delivers its cargo. Just imagine the potential damage caused by a unit such as the Striking Scorpions, charging in tandem with the Shining Spears. And don't forget, the unit being charged should have been softened up already by the Falcon's scatter laser!

Aspect Warriors are the most deadly Eldar fighters. Each wholly takes on a part of the personality of their war god, forgetting their life outside of the shrine. The aspect is all important to them. Thus it is that a once peaceful artist may become a merciless Fire Dragon, or a male Eldar can assume the role of a female Banshee.

Inquisitor Czevak, address to the council of nine

CRAFTWORLD DEFENSE

Guardian Defender squad



The army really needs filling out, and a large unit of Guardian Defenders will do the job perfectly. You can't underestimate 16 Guardians armed with shuriken catapults. This squad provides a solid block that can advance quickly (using fleet of foot), soak up lots of firepower, (all will be explained) and deliver a fearsome punch

(shuriken catapults are assault 2 which means that this squad is capable of throwing out 32. Strength 4 shots – not bad eh?). As for the "soaking up firepower" bit, the squad is accompanied by a Warlock, Quen Talam, who has the Warlock power 'conceal'. This gives the whole squad a 5+ cover save, and really adds to the survivability of the unit.

If you're feeling really brave, you could try choosing a Swordwind army without any Guardians at all.

HAMMER OF KHAINE



The Falcon Grav Tank is an important tactical link in the make up of the army, mainly because it can quickly transport any of the three six-man squads (Dragons, Scorpions or Banshees) into the heart of battle. As well as this, the Falcon's pulse laser is an excellent anti-tank weapon, and as the army is pretty short on such weapons, it will be very important to use the

Falcon wisely. I have also equipped the Falcon with a scatter laser, which is an excellent anti-personnel weapon, and as such will come in particularly handy for softening up enemy squads, before the unit that the Falcon is carrying disembarks to deliver the killer blow. As the Falcon is such an integral part of the force, I have decided to equip it with a holofield, to try to keep it alive for as long as possible – it's bound to attract a huge amount of firepower!

Falcon Grav Tank



Eldar Farseer



Last but not least comes the leader of the army, Malorn Aren, a Farseer of considerable standing within the Biel-Tan craftworld, and an important figure on the tabletop. Malorn has been equipped with a singing spear so that if things are getting desperate he can make an impact in combat. However his true role on the battlefield is to utilize the Farseer power Guide that I have chosen for him. Malorn's position on the battlefield really depends on the type of army you are fighting against. Guide

allows Malorn to choose a squad within 6" to re-roll any missed shooting to hit rolls. If you're fighting against Space Marines, it may be wise to position him near the Dark Reapers, who are particularly skilled at taking down these ignorant brutes. Against Eldar, Imperial Guard, or even some of the smaller, less scary Tyranid creatures (*Less scary? What do you mean, less scary? – Simon Shaker*), try putting him within 6" of the Guardians, because 32 shots, re-rolling missed hits is very nasty. Whatever you do, make sure he has an impact – Guide is a very effective power, and should not be wasted.

GUIDER OF SOULS

BROTHERS OF ASUR

Well, we have our 1,000 point Swordwind army, so what next? It would be great to take the army up to 1,500 points. This would mean that in smaller battles, you would be able to pick and choose which squads you wanted to take, as well as having a big enough force to take part in larger engagements. So, what would I include?

I think first of all I must have a Wraithlord. I just couldn't squeeze one into the first 1,000 points so now is the ideal opportunity. Armed with a bright lance, he increases the tank-killing capabilities of the army quite considerably (apart from the Fire Dragons, the first 1,000 points lacks much fire power of this type). Another possible weakness in the first 1,000 points is that the army is a little slow moving (with so many troops on foot). This can easily be remedied in the extended force, with the

inclusion of a squad of six Warp Spiders (including an Exarch), and five Guardian jetbikes. Giving the Warp Spider Exarch the power 'Withdraw', should help to protect his squad if they find themselves in any tricky situations (i.e. being charged by something big and nasty). I've got just enough points to spare to allow me to apply a few finishing touches to the force. Firstly I can give Fuream the Exarch power 'Tank Hunter', allowing him to re-roll any AP rolls he has to make (useful when you've got a firepike). Secondly, I can give Malorn Aren a second power, 'Fortune'. This allows a single squad within 6" to re-roll failed armor or cover saves (this will make a great combination with Quen Talam's 'Conceal' power).

Finally, good luck to all you Eldar players out there. The future of a dying race is in your hands...

THE SWORDWIND HOST OF MALORN AREM



Left: Shining Spear Aspect Warriors lead Guardian jetbikes into battle.

Below: Striking Scorpions locked in vicious combat with Ork Nobz.



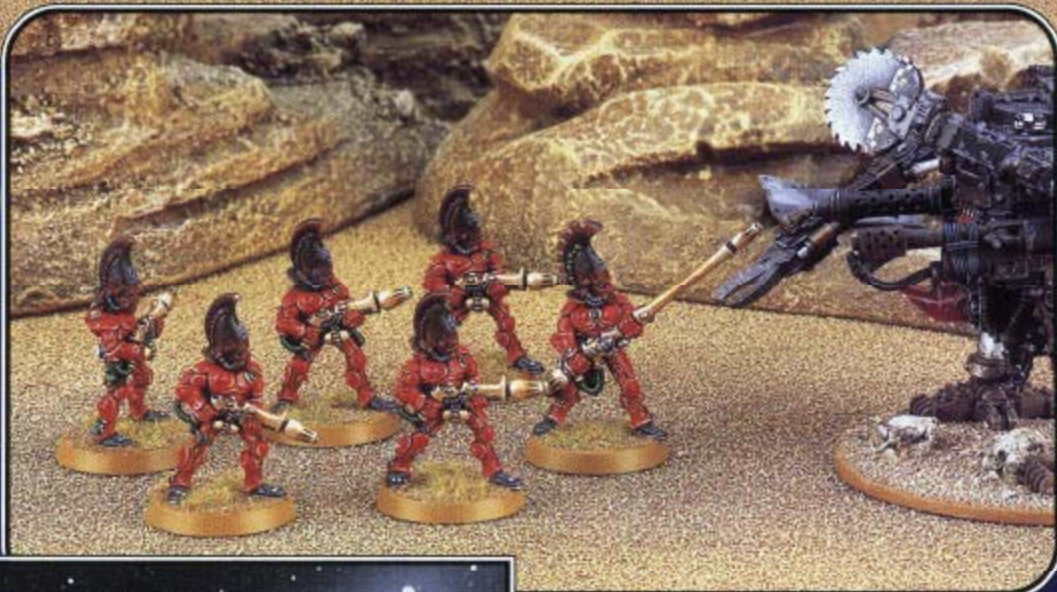


Above: The expanded Swordwind host in all its glory.



"The Eldar cannot be trusted; promises to aliens have no validity."

Major Gloris upon ordering his company to open fire on the Biel-Tan peace delegation on Zophris V



Above: Fuream and his Fire Dragon squad attack an Ork Dreadnought.

Welcome to this new White Dwarf feature, which will include new rules, scenarios, previews of stuff still in development and much, much more...

Warhammer Chronicles takes a look at the Warhammer game, its rules, background, and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought-out and exciting additions to the game (the worth of which will be decided by the gods of the Warhammer World). If you have got a good item for Warhammer Chronicles then write in to:

*Tuomas Pirinen
(Warhammer
Chronicles)
Games Workshop
Willow Lane, Lenton
Nottingham, NG7 2WS*

Please note that any letters containing rules queries, requests for monetary donations, attempts to convert me to watching Barney the Dinosaur, etc. will be fed to the Snotlings, as the volume of mail we receive is quite large enough already!

Tuomas

Warhammer[®] Chronicles

By Tuomas Pirinen

To start with, we are going to focus our efforts on unpublished stuff from the games development team. Alessio has written some additional rules for new types of cannon balls, grapeshots, and mortar shells – these should interest Dwarf and Empire generals in particular. Then Nigel and Rick present some new rules for the Lich Priests of the Khemrian Undead featured in White Dwarf #227.

As with all material in Warhammer Chronicles, these rules and additions are sanctioned by the Grand Theogonist, and should be fair and balanced. If you

disagree, send us a letter and tell us your views. If you have a good point, we will publish your letter.

So what's in store for the future then? I will be detailing the rules for Beastmen Centaurs, a new regiment for the Beastmen army which I did not have time to finish when we published the Realm of Chaos book. Nigel still has a couple of Regiments of Renown up his sleeve, and I have plans to introduce Warhammer underground rules sometime in the future.

Right then, let's get started...

Special Artillery Ammunition

By Alessio Cavatore

In a recent game against Dwarfs, my Gutter Runners infiltrated the enemy lines to attack a hill that, not surprisingly, was crammed with cannons. The Dwarf artillery was busy laying a heavy barrage on my advancing furry horde. During the Dwarf shooting phase one more gun materialized out of thin air, right in front of my surprised Gutter Runners. It was the classic Dwarfish-Invisible Cannon ploy. At this point a strange thing happened; my ninja-rats reacted in a most unexpected way and started to laugh maliciously at the Dwarf crew.

You see, the gun had appeared too close to them to be of any threat. As many experienced players know, in Warhammer the safest place to be if you don't want to get hit by a cannon, is sitting right in front of its muzzle! How is this possible? Well, if the crew wants to hit a target that is very close, they will level the gun and the player will declare 0 inches. The problem is then that the minimum distance the cannonball can travel before hitting the ground is 2", so if you are standing right in front of the cannon and inside those two inches you are perfectly safe (yes, I've heard of Runes of

Immolation, but that's not the point!).

In reality, let's say during the Napoleonic period, a regiment a few meters in front of a cannon would surely not have been as confident as my Gutter Runners. This was because as well as solid cannonballs, these guns could be loaded with different kinds of ammunition, some of which were specifically designed to deal with massed troops very close to the artillery piece. Names like grapeshot or canister instilled fear in veteran soldiers, as that kind of ammunition consisted of a load of little metal balls, nails, and various other small metal projectiles. When fired, this saturated a wide cone-shaped area in front of the gun with deadly shards of metal. The range was quite short, because those little projectiles quickly lose energy in flight, but at point blank range the effects were horrifying.

Many kinds of 'special ammunition' have been developed throughout history. In this article I have tried to represent some of them in Warhammer, to make the game a bit more realistic and to avoid silly situations like the one involving my Gutter Runners and the Dwarfs. Now it's the Dwarf crew's turn to laugh...



With the Beastmen fast approaching, the Empire great cannons open fire with grapeshot.

All war machines are equipped with an unlimited supply of the special ammunition specified below (and when I say Dwarf Cannons I do not mean Organ Guns or Flame Cannons, but just the normal, plain, old cannon!). The crew of the war machine can decide which ammunition to use at the beginning of each shooting phase, and must declare this before rolling any dice. If the player does not say anything and rolls the dice, assume that normal ammunition has been employed.

Dwarf Cannons and Empire Great Cannons

Full charge As normal

Half charge *The crew decides to employ a smaller charge of powder to reduce the chances of a destructive malfunction. Their shots will be less effective, but they are almost sure of not blowing up their cannon.*

Maximum range you may guess:
half normal.

Strength 7, D3 Wounds, no save.

Distances rolled on Artillery dice: halved (e.g. if you roll an 8, the ball travels/bounces 4").

+1 to rolls on the Misfire table.

Grapeshot *Seeing the enemy are a bit too close for comfort, the crew loads a deadly canister full of copper coins, nails, etc...*

Roll the Artillery dice. If it's a Misfire, roll normally on the table. If it is any other result, ignore the dice and place the flame template straight in front of the gun. All models under the template (even if only grazed by it) suffer a Strength 4 hit (1 Wound, -2 save modifier).

Chained shot *Invented for naval warfare, this ammunition consists of two cannonballs linked by a chain, capable of inflicting horrible damage on massed regiments of troops as well as on large creatures.*

Hits two models-wide column in the affected unit (instead of the normal single model-wide column).

Maximum range you may guess: halved.

Strength 6, D6+1 Wounds, no save.

Distances rolled on Artillery dice: halved.

-1 to rolls on the Misfire table.

Catapults and Mortars

Single rock/explosive As normal

Multiple rocks/shrapnel

These projectiles split/explode during their descending trajectory, showering the unfortunate troops below with a terrible rain of death.

Position the template as normal, all models under the template (even if only grazed by it) suffer a Strength 4 hit (1 Wound, -2 save modifier).



Incendiary These missiles are made of a concoction of highly flammable liquids that ignite on impact and transform the area hit into a blazing inferno.

As normal, but S4, 1 Wound, -1 save modifier.

In addition the unit is moved backwards until it is completely out of the template.

If hits a wood or a building, on a 4+ the item of scenery immediately becomes impassable terrain for the rest of the battle and troops occupying it must move out of it by the quickest possible route.

Gruesome (catapults only)

Sometimes a regiment has to endure the shocking experience of being bit

by the remains of former comrades or of civilians slaughtered by the enemy and transformed into grisly projectiles.

As normal, but only the model under the central hole of the template is hit, suffering a Strength 5 hit (1 Wound, -2 save modifier). The unit hit has to take a Panic test, regardless of casualties suffered. If they roll a 2 for the Panic test, the unit will Hate all of the enemy army for the rest of the battle.

Bolt Throwers (single shot only)

Normal bolt As normal

Reinforced bolt All bolt throwers carry a reserve of heavy bolts, with

bands of iron and sharp blades riveted along the shaft.

Range: halved

Strength 6, D3+1 Wounds, no save.

Aiming device One of the many works of the genius Leonardo da Miragliano was the development of optics applied to targeting devices for artillery.

The crew can choose not to shoot, in order to aim more carefully at one target in sight (declare which unit they are aiming at). If the target is still in sight in the next shooting phase, they can choose to fire at it with a +2 bonus on the roll to hit, to fire at a different target with no bonuses to hit or to spend the phase aiming at another target.

Liche Priests

By Nigel Stillman & Rick Priestley

For those of you who play with the Tomb Kings of Khemri, the following entry provides more background for the enigmatic Liche Priests as well as a new magic system for these masters of the rites of death.



"Revered One, Venerable One, Lord of Secrets, High Priest of the Temple of Millions of Years, Keeper of the Pyramid of Eternity, Interpreter of Mysteries, Prophet of the Lord of the Tomb, Master of Awakenings, Bearer of the Serpent Staff, Khatap the Enduring."

Names and titles of Khatap,
Liche High Priest of Khemri.

In their desire to defy death, the mighty kings of Nehekhara commanded their priests to study the sorcerous arts of mummification and resurrection. To this end the priests studied sinister magic and learned many secrets from the mouths of dark and nameless creatures. Each generation of priests exceeded their tutors in power and in age, until they became sorcerers of considerable power.

Though the Liche Priests learned how to extend their own lives by hundreds of years, they did not become truly Undead until Nagash cast his great spell over the land of Nehekhara. As the spell took its effects, living things were slain and dead things returned to life. As

many of the Liche Priests were more dead than alive they were turned into Undead!

Since then they have served their masters, the Tomb Kings, whose ancient tombs they and their kind had guarded for untold ages. The Priests of each necropolis watch over their King as he rests, performing the age-long rituals of preservation, and when the time is right they cast the spells of awakening that return him to the mortal world. When their King leads his Undead legions to war, the Liche Priests march too, ready to lend their sorcerous arts to the battle.

Special Rules

Liche Priests always use their own Scroll Magic as detailed below, instead of the Necromantic Magic which is used by Necromancers and Vampires. They still count as wizards in all other respects.

Scrolls of the Dead: The Liche Priests cannot cast spells in the manner of other wizards or sorcerers. Their magical powers, though considerable, are based on long, tedious rituals which are altogether impractical on the battlefield. Instead, each Liche Priest can carry one or more Scrolls of the Dead.

As Liche Priests now have to pay separately for their magical powers, replace the points values presented in WD #227 with the following:

Liche Priest	25pts
Liche Priest Champion	60pts
Master Liche Priest	105pts
High Liche Priest	179pts

Scrolls of the Dead

There are four different kinds of Scrolls of the Dead: *Menkare's Scroll of Urgency* (which affects movement), *Horekhab's Scroll of Righteous Smiting* (which increases a unit's Attacks), *Neferre's Scroll of Mighty Incantations* (which is used to cast spells), and *Djedre's Summonation of the Vengeful Dead* (which summons Undead reinforcements). As with all magical scrolls, a Scroll of the Dead may be used only once, as the moment it is read it crumbles to dust. However, a Liche Priest can carry an unlimited number of each of these scrolls in addition to any magic items he has, at the points cost shown.

A Liche Priest can read a Scroll of the Dead at any appropriate moment as described below: the magic inscribed upon it is unleashed immediately as he does so. A Liche Priest can read only one Scroll of the Dead during any single phase, except for *Scrolls of Mighty Incantations*, one of which may be read per magic level.

Menkare's Scroll of Urgency

A Scroll of Urgency can be used during the player's movement phase. When the scroll is read, any one unit can move double distance that turn. The scroll's magic invigorates ancient limbs and drives old bones with fresh determination. Only the unit's normal move is affected: the scroll does not increase the unit's charge distance, pursuits, flees or any other unusual moves. A unit can only move a maximum of double distance, it may not move further, so it is not possible to use several scrolls from different Priests to move a unit vast distances across the tabletop.

Horekhab's Scroll of Righteous Smiting

A Scroll of Righteous Smiting can be used either in the player's own shooting phase or during any hand-to-hand combat round before a unit strikes its blows. The unit is suffused with magical energy which enables the troops to fight with supernatural vigor. If used in the shooting phase, the player selects one unit of troops or a single war machine – the chosen unit or machine shoots twice that turn. If used in hand-to-hand combat, the player nominates a unit of troops that are fighting, and each model in that unit, including any characters fighting

with the unit, make one extra Attack that turn. Only one Scroll of Righteous Smiting can be used on any single unit during a turn. Note that because the scroll can be used in any round of hand-to-hand combat, it can be used in the enemy's turn if you wish.

Neferre's Scroll of Mighty Incantations

A Scroll of Mighty Incantations can be used in the player's own magic phase. When the scroll is read, the Liche Priest automatically casts one of the following spells. The player chooses which of the spells to cast once he decides to use the scroll. The spell may be countered like any other spell cast by a wizard of the Liche Priest's level. The spell requires no power to cast but power cards can be used to reinforce the spell in the usual way. Scrolls count as spells of power 2 for purposes of Rebounds, etc. The number of Scrolls of Mighty Incantations a Liche Priest can read in a single magic phase is one per level – so Liche Priests can read one scroll, Liche Priest Champions two, Master Liche Priests three, and High Liche Priests four. This is the only instance where a Liche Priest can read more than one scroll in a single phase.

1. Tomb Dust. This spell can be cast upon any enemy unit within 18". The unit is enveloped by choking dust and abrasive sand. The unit suffers D6 Strength 4 hits and no armor saves are allowed against any wounds caused. In addition, roll a D6 and subtract the number shown from the unit's total permitted move distance in its following turn. You might wish to leave the dice by the unit to remind you of this penalty.

2. Quaking Horror. This spell can be cast on any enemy unit within 24". The unit is beset by terrible, haunting visions of death and must take an immediate Fear test but with a -1 penalty (2D6 against Leadership -1). If this test is failed the unit flees immediately, and in addition, its Leadership value is reduced by -1 for the rest of the battle. Units which are immune to fear cannot be affected by this spell.

3. Serpent of Death. This spell can be cast on an enemy unit that the Liche Priest can see (i.e. to which he has 'line of sight') and which is within 24" of him. A ball of black energy bursts from his bony hand and strikes the foe. This causes 2D6 Strength 4 hits on the target with no armor saves allowed.

Djedre's Summonation of the Vengeful Dead Scroll

The Summonation of the Vengeful Dead Scroll can be read at the start of the player's own turn. Nominate any unit of Skeleton warriors, Skeleton bowmen, Skeleton cavalry, Tomb Guards, or Skeleton chariots. Roll a D6. If the nominated unit is Skeleton warriors, bowmen or Tomb Guards, add the number of models rolled to the unit. If the nominated unit is Skeleton chariots, add nothing on a roll of 1-2 and one model on a roll of 3-6. If the nominated unit is Skeleton cavalry subtract -1 from the dice score, so no models are added on a roll of 1, 1 on a 2, 2 on a 3, and so on. Several Summonation of the Vengeful Dead Scrolls (from different Liche Priests) can be used upon a unit during a turn, allowing a unit to be substantially reinforced if necessary.

If 5 or 6 Skeleton warriors, Skeleton archers, or Skeleton cavalry should be created by a Summonation of the Vengeful Dead Scroll, the models may be used to create a new unit instead of adding to the existing one. New units automatically have the same equipment as the original nominated unit, but no standards, musicians, or champions. Note that you cannot create new units of Tomb Guards or chariots. New units must be placed within 12" of the Liche Priest who has summoned them, and must be positioned so that they are at least 1" away from the enemy. A new unit can declare charges, move, and fight that turn.

Adding reinforcements to a unit does not increase its value when it comes to working out victory points at the end of the game. If you create a new unit it is automatically treated as worth 1 victory point.

<i>Menkare's Scroll of Urgency</i>	15pts each
<i>Horekhab's Scroll of Righteous Smiting</i>	25pts each
<i>Neferre's Scroll of Mighty Incantations</i>	25pts each
<i>Djedre's Summonation of the Vengeful Dead Scroll</i> ..	20pts each

ENTER THE VOID

A brief look at the Eldar Void Stalker Class Battleship.

From behind asteroids and through gaseous anomalies, the Eldar strike. Straight out of the blinding corona of a star, a new ship enters the battle for the Gothic Sector. The Eldar Void Stalker is the only battleship the Eldar have to support their raiding activities, and it is all they will ever need.



An Eldar Void Stalker battleship leads a small raiding fleet across the stars.

ELDAR VOID STALKER CLASS BATTLESHIP. . . . 380 pts

For almost the entirety of the Gothic War, Eldar fleets were composed mostly of escort ships accompanied by a few cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror began the hunt across the stars. The *Void Stalker* is the pinnacle of Eldar stellar technology, combining strong armament with high speed and maneuverability; the match of any ship in the Gothic Sector.

Designed in secret, the *Void Stalker* project was hoped to be able to return space superiority to the Eldar fleets. As the war escalated, so did the presence of Imperial and Chaos warships. Lord Ravensburg convinced the many princes who joined him to fund the *Void Stalker*. Unimpressed with the idea at first, reportedly because a battleship is too brutish of a vessel to be worthy of the Eldar, they soon changed their tune once the prototype glided out of the manufacturing facility. From that moment on, all the Eldar pirate captains wanted a *Void Stalker*.

Throughout the war, several of these Eldar battleships distinguished themselves with their great victories. The *Bright Star*, which it was

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	10/20/25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Keel Launch Bay		Darkstar 30cm Eagle 20cm		4	-
Keel Weapons Battery		45cm		8	Left/Front/Right
Prow Pulsar Lances		45cm		2	Front/Left
Prow Pulsar Lances		45cm		2	Front/Right

Note: Several Void Stalkers, such as the *Forge of Vaul*, are armed with Strength 6 torpedoes in the keel instead of the launch bay. This does not cost any extra points.

later found to be the flagship for the Executioners, was first sighted leaving the area around the Graildark Nebula. Shortly thereafter, it was spied with an attendant number of escorts and cruisers, wiping out a raiding fleet across the Gothic Sector in the Lysades sub-sector. The *Bright Star* was also instrumental in lifting the Lethic blockade, destroying the Chaos Repulsive Grand Cruiser *Unstoppable Rage*. The forces of the Warp lost several escorts and had two other cruisers

crippled that day all by the potent weapons of a *Void Stalker*. It is claimed by the Eldar that before, during, and after the Gothic War, the *Bright Star* has never been defeated in battle.

Another *Void Stalker* was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times the mysterious vessel appeared during the Imperial bombardments of the Ork ground positions and used sophisticated weapons to completely level whole greenskin settlements.

A Void Stalker faces down the infamous Chaos Planet Killer while a squadron of Hemlock Destroyers sweep in behind.



Rumors have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk [later codified as the Misery of Platea].

Revised Eldar Corsairs Fleet List

With the addition of the Eldar Void Stalker battleship, some changes are needed to the Eldar Fleet list. Just how many of these massive battleships can a Pirate Prince take in his armada?

For every full 1,000 points of Eldar fleet ships, you can include one Void Stalker. That means that if you have anywhere between 0 to 999 points, you cannot field any battleships, while from 1,000 to 1,999 you can have one.

Also note that there are no restrictions forcing you to place your Pirate Prince on the battleship, unlike the Chaos Warmaster. Of course, you might want to assign him there for the highest level of survivability.

Tactics

The Void Stalker is an impressive instrument of war all by itself, but there are several things to keep in mind when including one in your Pirate band. Although it may have the hull strength of a battleship, it is still assembled with the delicate components of advanced Eldar technology. Whatever you do, don't wade in for a straight battle, hit and run tactics are still the best strategies for the Eldar.

Movement:

The Eldar have the best capability for darting around the enemy. Most of the Void Stalker's weapons are found in the front fire arc, so attempt to keep your target in that area. A superior targeting system means a Pirate Prince will never have to worry about his angle of attack, so just get in there and open up on the enemy. Just try to keep your solar sails facing the sunward side of the table, so you can effectively hit and run. Remember, an



An up-close shot of the elusive Eldar Void Stalker. This battleship is literally bristling with devastating weaponry.

Eldar ship moves again during the Ordnance phase giving you the perfect opportunity to get outside the range of enemy guns.

Weapon Use:

The two sets of Pulsar Lances can quite easily spell death to any aggressor. This weapon acts just like a lance (always hits on a 4+), but can continue rolling hits after each successive strike to a maximum of three hits per lance. In one skillful turn, a Void Stalker can claim a kill against Chaos Desolator battleship with only the Pulsar Lances, leaving the rest of the weapons to batter the weak hulls of escort squadrons.

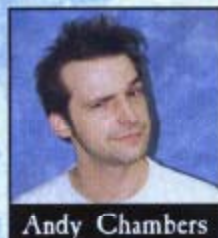
Whether you choose to arm your battleship with torpedoes or keep the launch bay is a matter of personal taste. Both offer distinct advantages and disadvantages. The ability to launch Darkstar fighters means you'll have a better chance of defending yourself against enemy ordnance while Eagle bombers means you can redirect an attack against an enemy instead of watching your torpedoes coast off into the dead of empty space. Of

course, torpedoes can sometimes be more reliable in the destructive capabilities.

Well, we could continue for hours about how to use the Void Stalker, but each Pirate Prince must discover his own way. Write in and tell us how you fared with this awesome weapon of war in your own games of Battlefleet Gothic.

"Once our ships had traveled deep within the cluster of rocks, they attacked. Up until now, we had only heard of the quickness of an Eldar attack, but now I know why they are so deadly. Amongst their numbers was one battleship, the likes of which the computers had no record of. It struck with unbridled fury, obliterating the hulls of our escorts with its first pass. I knew the second strike would be our last. Morbid curiosity held my attention at a portal. Echoing through the ship, our turrets tried desperately to knock the Eagle bombers out of space. There was no hope, no hope at all against this beast of a vessel straight from the Void."

- Officer scheduled for execution for dereliction of duty



SPACE IS GREEN!

The Ork menace in the Gothic Sector escalates, with Andy Chambers' new rules for Ork Hulks and Roks.

In uncounted lairs, the Orks lurk, seething like a cancer beneath the skin of the Imperium. Until now their space-faring capabilities were limited to kroozers and raiders, but all that is about to change. Andy Chambers unveils rules for Ork Roks and the terrifying Ork Hulk. In space, EVERYONE can hear the Waaagh!

The Orks are not the greatest space-faring race in the galaxy. Their ships are usually nothing more than rusty hulks, kept going by the constant efforts of Ork Mekboyz. They make great use of salvaged hulks and their largest vessels are often refitted Space Hulks or asteroids (or Roks as the Orks call them) that have drifted too close to one of their worlds.

Although Orks build spaceships for raiding and general piracy, these captured Space Hulks and Roks are generally used in the huge Waaagh! fleets that are a constant threat to the Imperium. They are also used as pirate bases for Freebooter Captains and for defending Ork-held systems.

Note: Due to the chaotic construction of Space Hulks and Roks its highly unlikely that any Citadel Miniatures will ever be made for these craft. But we've decided to include rules for them anyway, because they're fun and very easy to scratch-build.



An Imperial Retribution battleship exchanges fire with an Ork fleet led by a Rok.

ORK ROK

80pts

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns, and crew quarters. Though Roks are incapable of travelling through the warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

Special Rules

Roks are sufficiently different to both Orbital Defenses and true spaceships to require a number of special rules. However any rules

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	10cm	Special	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Heavy Gunz Battery		15cm		4	All Round
Gunz Battery		45cm		D6+6	All Round
Torpedoes		30cm		D6	All Round

which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

Movement:

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their movement phase Roks travel 10cm forward in a straight line, no more, no less.

Roks may not turn or use *Burn Retros* or *Come To New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the left.

Due to their low speed and considerable momentum, Roks which are crippled or moving through Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

Critical Hits:

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

Catastrophic Damage:

When a Rok is reduced to 0 damage it breaks up. Do not roll for Catastrophic damage, instead the Rok is replaced by 4 blast markers.

A successful Rok course change



An unsuccessful Rok course change



Under attack from the rest of the Ork fleet, Imperial capital ships close with an Ork Space Hulk.



ORK SPACE HULK 600pts

Space Hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice, and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why Space Hulks appear from the warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some Space Hulks are infested with alien life forms, Chaos renegades, or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard Space Hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, Space Hulks are their primary method of travelling between the stars. When a Space Hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the Space Hulk is sent back out of the system with an attendant fleet of attack ships, kroozers, and Roks. Once beyond the outer reaches, the Space Hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork Space Hulks were reported in the Gothic Sector during the course of the war, but by their very nature, a Space Hulk could appear at any place at any time.

Special rules

Like Roks, Hulks are so unlike other spaceships that they require a number of special rules. Again, any rules which are not specifically noted as being modified below, apply in full to Hulks.

Leadership:

Due to their enormous size, and the strain this places on Ork communications systems (ie shouting loudly), a Hulk is always Leadership 6.

Warlords:

Having an Ork Warlord aboard a Space Hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted over the page:

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/40	10cm	Special	3	4+	6
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45cm	2D6+6		Front
Prow Torpedoes		30cm	2D6		Front
Prow Heavy Gunz Battery		15cm	8		Front
Dorsal Lances		60cm	4		All Round
Starboard Gunz Battery		45cm	2D6+6		Right
Starboard Torpedoes		30cm	2D6		Right
Starboard Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm	D6+2		—
Port Gunz Battery		45cm	2D6+6		Left
Port Torpedoes		30cm	2D6		Left
Port Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm	D6+2		—
Aft Gunz		45cm	2D6+6		Rear

++Contact established.

++Opticon reports twelve... no, thirteen wrecks making up the main body of the hulk.

++Augurs divine power sources emanating from eight of the wrecks.

++No indications of guidance or active weapons.

++Moving in for a closer sweep...

++Imperator! Multiple attack craft launches, look like Ork configurations, gun batteries powering up! Helm! lay in a course to get us out of here. If we can just..."

<<<<< message ends >>>>>

Last communication of
the Frigate Vistula

"...Flotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks, and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a nigh unstoppable scale."

Excerpt from *De Xenos Maleficorum*.
Inquisitorial tome of the Ordo Xenos.

- Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness – the re-roll can't be transferred elsewhere afterwards!
- Extra Powerfields costs +50pts instead of +25
- Mad Mek enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.

- Mega-armored Boarding Parties is unchanged.

Special orders:

A Space Hulk may not use *Come To New Heading* or *Burn Retros* special orders. Due to their enormous capacity, Space Hulks do not run out of ordnance if they roll a double for their command check for *Reload Ordnance* special orders.

Using Roks and Space Hulks in campaigns

(With thanks to Johnathan Daniel's for his suggestions.) An Ork pirate fleet may use a single Ork Space Hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one Space Hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the *Hunter, Prey* scenario presented in WD #233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The Space Hulk must still be purchased using the fleet and/or planetary defense points allocation for the scenario, but the Hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the Hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the Space Hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defenses, these simply represent short ranged point-defense systems studded about the Space Hulk.

In a campaign, Orks can build Roks by expending repair points. Once a Rok has accumulated 8 repair points it becomes active and may be added to the Fleet Registry.

Alternatively, by using the full Waaagh! Fleet list, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets.

Ork Space Hulk turning diagram



Critical Hits:

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a Space Hulk using the Critical Damage table. Instead the player who inflicted the critical can choose one of the three options below to represent him ordering his ships to target specific areas or systems of the Hulk.

1: "Target high energy systems!" Each critical hit using this option will reduce one of the following characteristics by one point (chosen by the player who inflicted the critical):

- Turret value.
- Shield value.
- Lance strength.

OR

2: "Target weapons clusters!" Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

OR

3: "Target thruster assemblies!" The Hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that Hulks may not repair damage from critical hits during the game.

Catastrophic Damage:

When a Space Hulk is reduced to 0 Damage roll on the Catastrophic damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long.

On a Warp drive implosion result the hulk is hurled back into the warp. Replace the Hulk with a Warp drift (celestial phenomena, p45). Any ships caught in the rift are effected immediately.

Crippling:

Space Hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Movement:

Like Roks, Space Hulks must move 10cm in a straight line each turn, no more, no less. Space Hulks likewise do not have their speed reduced by Blast markers or damage.

Turning:

A Space Hulk may turn up to 45° and only in every second movement phase. The turn must be taken at the end of the Space Hulk's 10cm movement. This can be seen more clearly in the diagram left.

Gravity Wells:

If a Hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a Space Hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc. can take up a stationary orbit around the Hulk. Objects orbiting the Hulk are moved along with it until such time as they break orbit.

"Like throwing eggs at a stone wall."

Captain Hannish on the effectiveness of nova cannons against Space Hulks.

SPACE HULK & ORK ROKS

Our Ork Space-Hulk was built by 'Eavy Metal painter Richard Baker, who also painted all the ships in our new Ork fleet (see over the page).

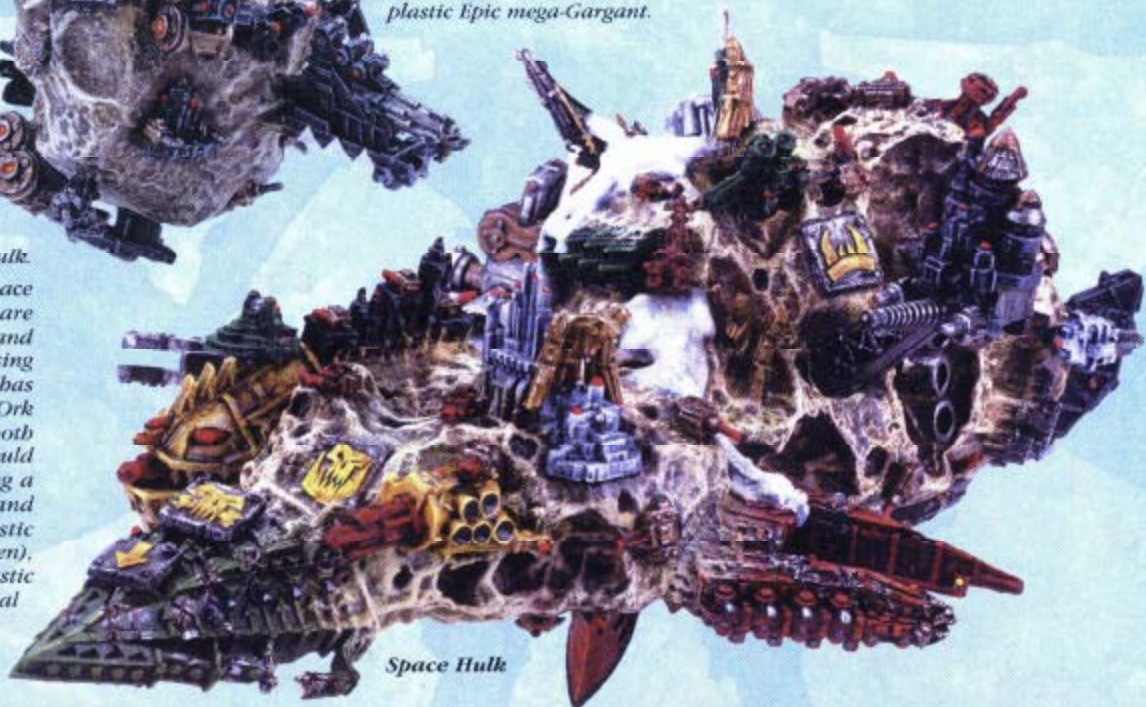
He built the Hulk using loads of Battlefleet ship parts taken from the 'Eavy Metal bitz box. He also used a lot of the left over plastic battery sprue bits, such as the turrets and flight bays, to bulk out the bulk.

Remember that no two Space Hulks look alike - they are made up from the flotsam and jetsam of space. As well as using the plastic battery bits, Rich has used Epic tank turrets, an Ork Kill kroozer, prows from both Chaos battleships (which could easily be replaced by a using a plastic cruiser), metal and plastic ship bridges, plastic tubing (from an old biro pen), gantries from an Epic plastic mega-Gargant, and Ork metal glypb plates.

Ork Rok



The Ork Rok was also built by Richard Baker and uses the same techniques and bits as the Space Hulk. This time he has used an Ork kroozer and the left over bits from the plastic Epic mega-Gargant.



Space Hulk

BUILDING ORK ROKS

Roks are nice and easy to build, and make good practice for building Space Hulks! Rich Baker presents a step-by-step guide to Rok engineering.

- 1: Get a chunk of polystyrene (anything up to about 5cm across) and make it a more irregular shape by cutting into it with a modeling knife.



- 2: Find lots of small pieces of junk from your bits box - spare turrets, engines, antenna, whole escort ships, pieces of Epic tanks, small tubes, and so on. Don't go too mad with the number of pieces (especially metal bits).

- 3: Push some of the larger metal bits into place on your Rok, use PVA glue to stick them securely. Important note: Do NOT use superglue for this as it will only melt the polystyrene and produce horrible toxic fumes - and it won't stick at all.



- 4: Take a flying base and find the center of gravity on your Rok (or the whole thing will not balance and will tip over all the time in an annoying fashion), then push it into the polystyrene.



- 5: Paint the polystyrene with textured paint (available from hardware stores), failing that, paint or PVA glue mixed with sand will do.



- 6: While the textured paint is still wet, add coral rock or sand for additional texture.

- 7: Paint it black (Caution: some spray paints will melt the polystyrene) and paint it. You will need to put a mark on the Rok's base to show which way it travels. We used a metal Glyph plate for this but transfers or a blob of paint work just as well.

If you are looking for inspiration, check out the pictures above and the Ork fleet painting guide featured over the page.

BUILDING A SPACE HULK

As mentioned above, Hulks are built in a very similar fashion to Roks. The main difference is that a Hulk needs a central core to give it some rigidity, and a big base.

- 1: Take a length of wood, doweling, or plastic tube to form your central core and cut it so that it's about 15-20cm long.

- 2: Drill a hole in the core halfway along it, and glue some strong wire or brass tubing into the hole (coat hanger wire is about stiff enough) using a two part epoxy glue. This will give you a 'handle' to hold the Hulk while you're modeling it, and later a stem for your base.

- 3: Find another chunk of wood for the base of the Hulk and drill a hole in it that the wire attached to the core can fit into. This makes a useful temporary stand while you're working on the Hulk and eventually you can glue the wire into place to form a permanent base when you've finished it. Note, you could simply use a battleship-sized base but you'll need to keep the Hulk itself light or go for some serious reinforcement to prevent the perspex stand from breaking. On my Hulk I ended up having to use three stands to brace it because it was so heavy!

- 4: Scrunch some polystyrene onto the core and secure it in place with lashings of PVA glue. Use the polystyrene to give it a general shape - you can add bits on later.

- 5: Paint the polystyrene with textured paint as for a Rok.

- 6: Add antenna, wrecked ships, and gun turrets for taste. On my Hulk I also used pieces of tubing to represent fighter launch tubes and a number of really old metal spaceships I've had kicking around since dinosaurs ruled the earth. However don't add anything which is too big, as it will destroy the sense of scale. Secure the pieces in place as for the Rok.

- 7: Cover any exposed bits of polystyrene with more glue and sand.

- 8: Paint it black (Caution: some spray paints will melt the polystyrene) and paint it. You will need to mark the proper base size - a 6cm diameter circle (same as a battleship) - onto whatever you're using to mount the Hulk on. You could just use the Hulk's actual base of course but this will make it a huge target for nova cannons, torpedoes, attack craft, etc.

ORK FLEET COLOR SCHEMES

By Nick Davis

KILL KROOZER



Side View

Quick tip: If you need a flat area on your Ork kroozers to paint on a design, glue a small piece of plasticard (or just thin card) to your ship. Or if you don't want to paint a design, use metal Ork Glyph plates, which are available from Mail Order.



Top View



BLOOD RED CHAOS BLACK BOLTGUN METAL BRAZEN BRONZE SKULL WHITE

Ork fleets may be made up of ramshackle, ill-maintained ships, but this does not mean Ork Kaptains don't take pride in their warships. Many pirate fleets have been spotted painted in the loud, proud colors of their Warlord's tribe.

With the creation of our new Ork WAAAGH! fleet, complete with Space Hulk, we have taken the opportunity to take a look at some of the known Ork fleet colors in the Gothic Sector. These Ork fleets are made up of ships painted in colors chosen by their Warlord. The colors and how they are applied can vary tremendously from ship to ship, according to the ship's own Kaptain's personal taste. However, if you paint your fleet this way (although it would look truly Orky), it would look cobbled together and eclectic.

A good idea is to choose one color scheme for the entire fleet and just add little individual details to your ships. Orks make use of glyphs, dags, checks, and other similar markings, some of which you can see on the ships themselves (see photos). This will give your fleet a much more coherent appearance on the tabletop.

You could drybrush your ships in metallics like Brazen Bronze or Boltgun Metal, with only small bands of color painted directly onto the black to give the ship a dulled down effect. This would give your fleet a rusty, unkempt look. Or you could paint your ships in the brash, defiant colors that Orks love - greens, yellows, reds, or even blues are great colors to paint your fleet in. Or perhaps you could combine the two methods.

There are no hard and fast rules to painting an Ork fleet. Remember whatever colors you choose, Orks are brutal, no nonsense warriors. Subtle blended colors just won't look right. Paint you ships like an Ork - loud and proud... WAAAGH!

TERROR SHIP



Side View



Top View



BRAZEN BRONZE SKULL WHITE SUNBURST YELLOW BLOOD RED CHAOS BLACK BOLTGUN METAL

ORK PIRATES OF THE GOTHIC SECTOR

Here is a quick run-down of some of the more infamous Ork pirate bands of the Gothic War, and their color schemes. This is by no means a complete list and as Ork pirates are a pretty diverse bunch there is huge scope for all sorts of modeling projects!

Kaptain Skumdreg's Wreckin' Krew

Convoys have learned to be especially wary when moving between Moab and Thanet in the Cyclops cluster, for this is the hunting ground of Kaptain Skumdreg's Wreckin' Krew. The Wreckin' Krew includes at least one Terror ship and between ten and thirty attack ships. The blue splinter pattern and skull and cross bones emblems of their vessels are instantly identifiable and Lord Admiral Ravensburg has gone as far as to place a considerable bounty on every ship destroyed.

The Pulsar Pirates

The notorious Pulsar Pirates are based in the eastern edge of the Cyclops cluster. From hidden bases they launch attacks on shipping around Halemnet, Rebo, Verstap, and Corlini. The name of the band derives from their habit of attacking when the radiation emissions of the numerous pulsars in the area are at their height. These serve to conceal the pirates' presence until the last minute, and scramble any communications which might summon help for their intended victims. The predominantly red war paint of the Pulsar Pirates' ships would seem to indicate that they hail from the Orkish 'Evil Sunz' clan.

Bien-Hor's Ram Boyz

Operating primarily in the Bhein Morr sub-sector, the Ram Boyz are renowned for their head-on attacks using large numbers of Brute ram ships. In one skirmish

Fleet-Admiral Mourndark encountered over twenty ram ships daubed in the black and white livery of the Ram Boyz.

Mork's Murderaz

Led by the notorious Terror ship *Mork's Blade*, the Murderaz appear to be based in wilderness space in the Cyclops cluster between Moab and Mezoo. Mork's Murderaz have an infamous reputation for using fake distress calls to lure in unsuspecting prey. Often this will be used to draw enemy ships over old minefields or into the flare region where they will be easy prey for the attacking Orks. The Murderaz ships commonly use a camouflage scheme of black and green, presumably to help conceal their attack ships when they are landed on a planet's surface.

Da Yellow Moon

The Yellow Moon pirates operate from a heavily fortified satellite of the Ariach system, a double binary of stars in wilderness space near Arimaspa in the Lysades sub-sector. Their fleet strength is considerable, including several Kill kroozers and a brace of Terror ships, making them one of the most heavily equipped pirate forces in the sector. Four Imperial attacks have been mounted on the Ariach system but every one has been thwarted by the shifting shoals of asteroids and dust surrounding the Yellow Moon base. Yellow Moon pirate vessels are well known for their distinctive yellow color schemes.



Left: You can use checks and dags (triangles) to brighten up your ships or to act as squadron markings.

BRUTE RAM SHIP



SUNBURST YELLOW CHAOS BLACK



BLOOD RED BOLTGUN METAL

Right: As with all escort size ships, Ork attack ships fight in squadrons. For our WAAAGH! attack ships we have chosen bright, simple colors.

You can also vary the markings in your squadron by adding checks or dags to the tail areas. These add a touch of individualism to your attack ships as befits an Ork warship.

Quick tip: The quickest and easiest way to deal with squadrons of attack ships is to paint them at the same time.

ATTACK SHIPS



Savage gunship



Savage gunship



Onslaught attack ship



Ravager attack ship



Onslaught attack ship



Ravager attack ship



ORK WAAAGH! FLEET OF WARLORD GORKAN

SPOTTED MOVING OUT OF THE CYCLOPS CLUSTER - GOTHIC SECTOR



ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list in the Battlefleet Gothic rulebook. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions.

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more, it must include at least 1 Warlord to lead it.

Ork Warlord 40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll 20 pts

Two extra re-rolls 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below, at the additional cost indicated.

Maniac Gunners +35 pts

The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks +25 pts

The ship may re-roll the dice for damage control.

Extra Power Fields +25 pts

The ship's shield value is increased by +1.

Mega-armored

Boarding Parties +15 pts

+1 modifier on boarding.

Looted Torpedoes +20 pts

The ship may re-roll the dice for the strength of torpedo salvos when it fires.

An Ork fleet can include a maximum of one Warlord per 500 points. So if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork Space Hulk 600 pts

An Ork fleet can include a maximum of one Space Hulk per 1,500 points. So if the fleet is

worth up to 1,500 points, it may include one Space Hulk. If it is worth 1,500-3,000 points, two Space Hulks may be included, etc. Each Ork Hulk must be assigned an Ork Warlord to command it.

KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer 155 pts

Ork Terror ship 185 pts

ESCORTS

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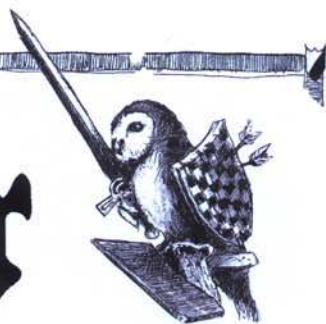
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Town Cryer



Published on the first Angestag of each Mannslich.

2 Groats



The Citizens of Once-Fair Mordheim are Beset by Bands of Roving Mercenaries and Sell-Swords.

The End of the World is Nigh!

The great Catastrophe has laid ruin to our once magnificent port. Are we the first to suffer this Fate? What hope is there for the great cities of the West? Will Middenheim, Nuln, Marienburg, or even splendid Altdorf succumb to this Horror? What have the dread Fates in store for all Mankind?

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More details of the Catastrophe inside.



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Burghers blame Agents of Chaos. The Old Town in Turmoil.

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The ancient architecture of our grandest mansions, that once played host to the greatest nobles of our time, is now inhabited by foul and putrid followers of Dark Gods. Where once stood bustling markets and streets of commerce now reigns only banditry and murder. The shadows of the deathly ruins hide only cutpurses and fell monstrosities.

Here Within



Gareth of Hamilton investigates growing rumors that Ratmen have made our once-fine city their home.

Tactics and combat techniques of the famous fighting men of the Reikland.

A first-hand report of ye recent hoo-hah between the vile Skaven and a warband of Reiklanders.



The Editor Speaks

Greetings, wyrdstone hunters, and welcome to the first issue of Town Cryer! I write from the scriptorium and printing press of Greiss the Younger. I have wrestled control of this venerable institution from the burghermeister Paulus the Fat. He has now been banished into the Pits of Eternal Hunger, where no loaf of bread with bacon is ever served.

As each moon waxes full, I shall deliver a new issue of this illustrious publication for your wonderment and delight, discoursing such bizarre things

as tactics, new rules, scenarios, painting tips, and strange artwork.

To begin with, the first Town Cryer will include a treatise on the verminous ratmen known as Skaven, as well as a description of the writing, illustration and compiling of the game of Mordheim. Finally we will tell the tale of a great struggle between Skaven and warriors of Reikland (though the author, Luthor Wolfenbaum, has a reputation for being a rake and agitator, and his stories are without doubt exaggerated

and fanciful).

Should you have any comments or contributions, or if you are in need of a hired sword or a good suit of armor, or want to advertise the fame of your warband, Town Cryer welcomes your submissions and queries. Write to the following address:

Town Cryer,
Games Workshop,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS.

Town Cryer

Contents

IN THE DARK

4

After months of development, Mordheim, City of the Damned is here. Tuomas Pirinen explains some of the ideas that have been explored in its development.

IN THE BOX

8

Graham Davey takes a peek at the fantastic new miniatures and scenery, and all the other stuff in the Mordheim boxed set.



MORDHEIM AD

12

Shameless advertisement of this great new Games Workshop game!

WARPHUNTERS

14

So you have bought the game, read the rules and drooled over the stunning plastics in the box. Gareth Hamilton explains why everyone should collect Skaven, and how to model a warband of these vile Ratmen.

MORDHEIM ARCHITECTURE

18

In our first of many features on Mordheim architecture, we take a look at the city ruins within the boxed game.

FINEST OF MEN

20

Brave and disciplined, the soldiers of Reikland are well versed in the arts of war. Alessio Cavatore discusses how to assemble a warband of these loyal warriors and the tactics he uses in the ruins of Mordheim.



PAINTING YOUR WARBAND

24

Here are a few hints and tips to help you put together and paint the Mordheim models included in the boxed game.

CITY OF NIGHTMARES

26

Tuomas Pirinen tells us all about a recent skirmish between the Skaven Manflayers, commanded by Mark Bedford, and the Reiklander warband Luthor's Looters, captained by Alessio Cavatore.



In the Dark

After months of development, Mordheim, City of the Damned is here. Tuomas Pirinen explains just what the game is all about.

Who goes there? Cover up that lantern, it hurts my eyes! Who am I, you ask? I fear I know not. A long, long time ago I was known as a 'Games Developer' but that was long before my imprisonment. Now I am but a nameless scribe, locked in this cold tomb, spending untold days in the darkness, writing down bizarre rules and describing the diverse and foul inhabitants of the Cursed City. The moon, which never seems to change, is my only source of light. And the rats, which sometimes stray too close, are my only food.

But enough of me and my fate. Why have you come here? A seeker of knowledge, are you? Ah, so you would like to know the tale of Mordheim, City of the Damned...

Mordheim

From its humble beginnings in White Dwarf, Mordheim has grown into a full-blown skirmish game, detailing a period of time in the history of the Empire when hundreds of small warbands fought in the streets and alleys of Mordheim.

The concept of publishing rules in progress in the pages of this illustrious magazine was immediately very popular, with countless warbands springing up in gaming clubs around the world. Many, many players wrote to me with their own ideas and suggestions, and many of these have found their way into the manuscript. The most prominent contributors are credited in the rulebook itself. Thanks to all of you out there – without your encouragement and help, this game would never have seen the light of day.

It was a difficult task to import the atmosphere and evocative feel into the rules and background text, but I hope that we



An Ogre bodyguard accompanies his client through the ruins.

A fierce battle ensues when the Skaven encounter a Mercenary warband searching for wyrdstone.



have done the idea justice. Of course this task was not solely on the shoulders of the GW games designers and writers.

The Games Workshop artists, stalwartly led by John Blanche, created a equally unique atmosphere and style for the artwork and layout of the Mordheim rulebook. The results are nothing if not stunning, as I am sure you will agree. Every single page of the Mordheim book literally oozes with detail, depth and character, thanks to this brilliant artwork.

Warbands

The Mordheim game details eight unique and varied Warbands for you to command. Each has its own strengths and weaknesses, its unique warriors and special equipment. All have their own motivation to be in the city, but many covet the wyrdstone – shards of strange rock that are scattered amongst the ruins, whose allegedly magical properties have made it more precious than gold.

The proud Reiklanders, the mighty Middenheimers, and the rich men of Marienburg have come to the city to claim the wyrdstone on behalf of their own candidates for the Imperial throne, while the Witch Hunters of Sigmar have come to the city to cleanse it from the filth of the heretics and Chaos worshippers and gain temporal power for their leader, the Grand Theonist.

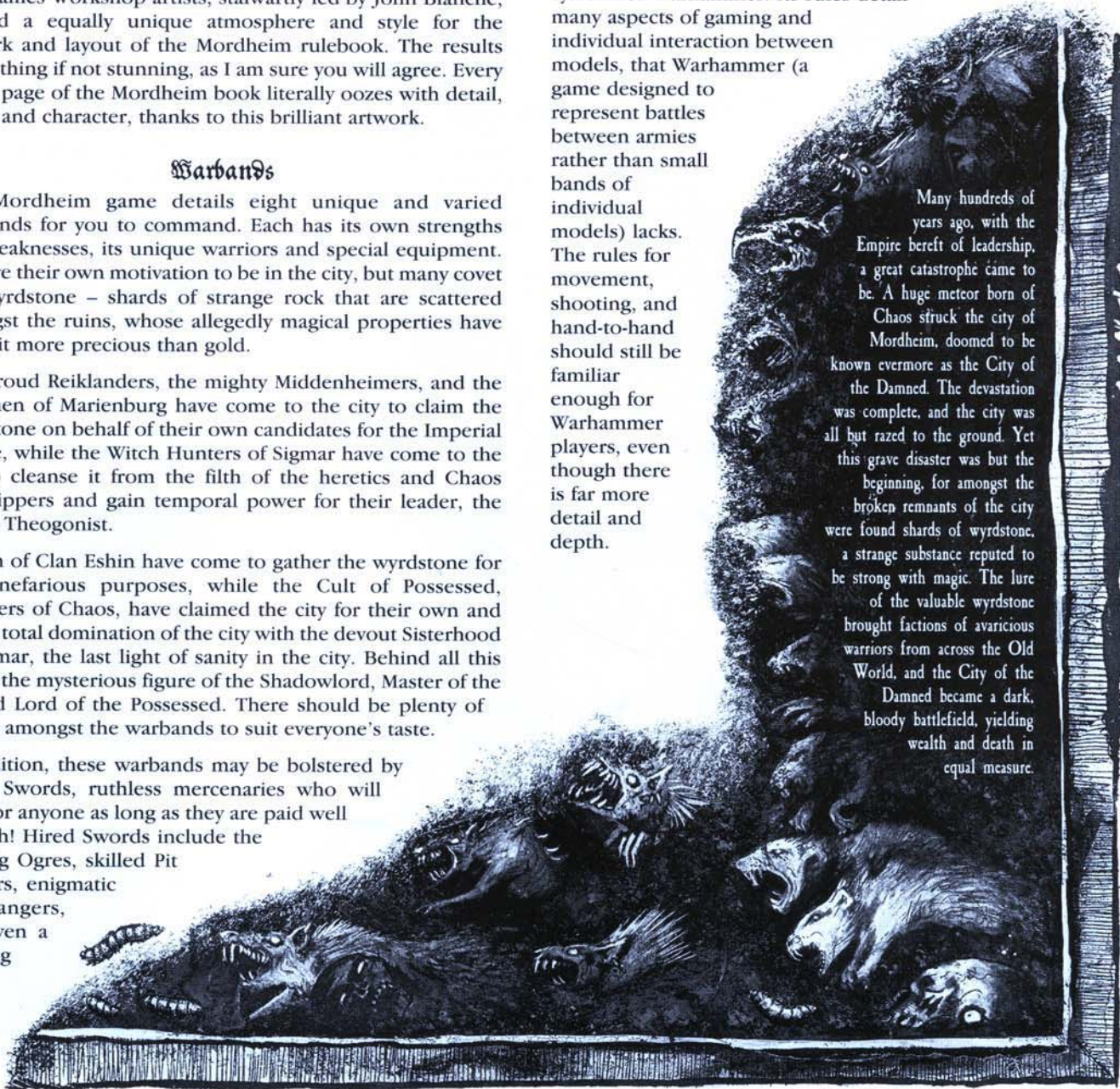
Skaven of Clan Eshin have come to gather the wyrdstone for their nefarious purposes, while the Cult of Possessed, followers of Chaos, have claimed the city for their own and vie for total domination of the city with the devout Sisterhood of Sigmar, the last light of sanity in the city. Behind all this looms the mysterious figure of the Shadowlord, Master of the Pit and Lord of the Possessed. There should be plenty of choice amongst the warbands to suit everyone's taste.

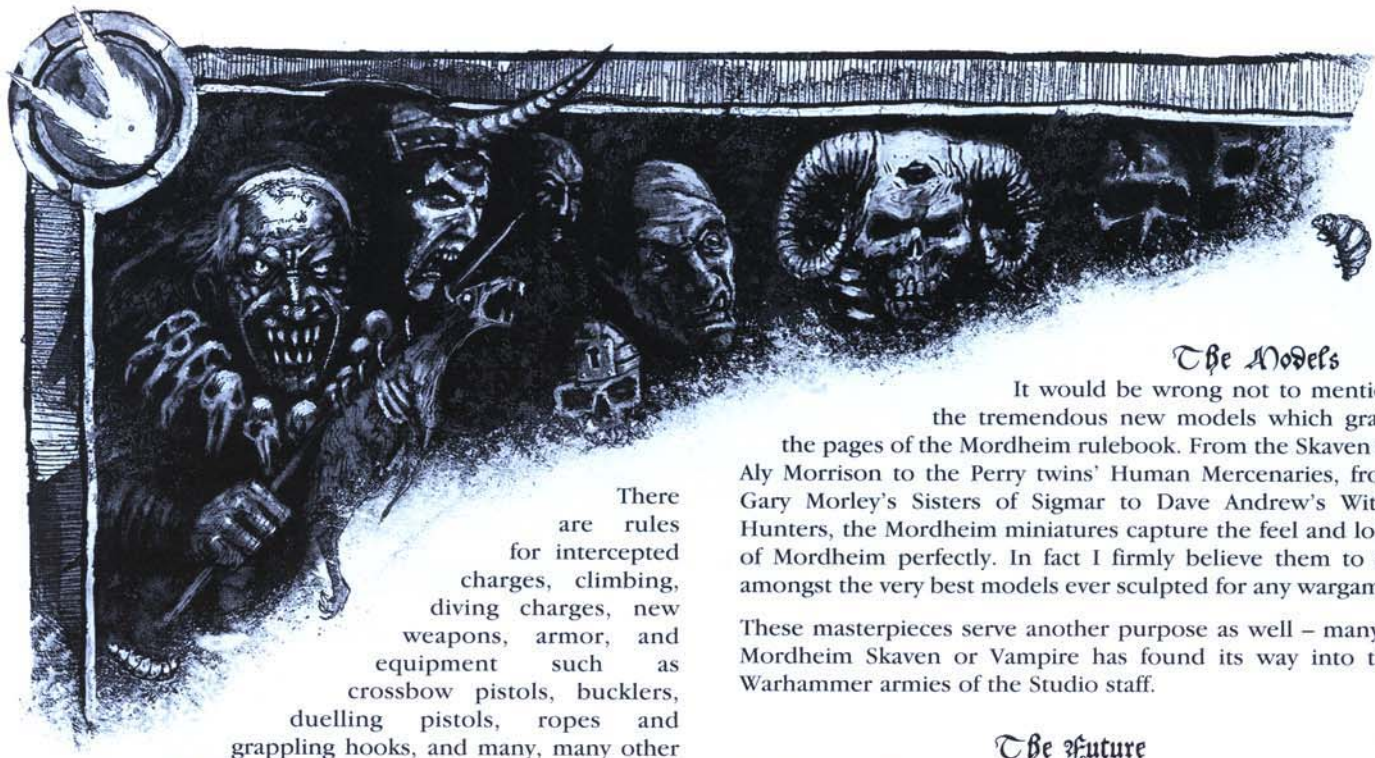
In addition, these warbands may be bolstered by Hired Swords, ruthless mercenaries who will fight for anyone as long as they are paid well enough! Hired Swords include the hulking Ogres, skilled Pit Fighters, enigmatic Elf Rangers, and even a Halfling Cook!

The Rules

Mordheim has been designed as a skirmish system for Warhammer. Its rules detail many aspects of gaming and individual interaction between models, that Warhammer (a game designed to represent battles between armies rather than small bands of individual models) lacks. The rules for movement, shooting, and hand-to-hand should still be familiar enough for Warhammer players, even though there is far more detail and depth.

Many hundreds of years ago, with the Empire bereft of leadership, a great catastrophe came to be. A huge meteor born of Chaos struck the city of Mordheim, doomed to be known evermore as the City of the Damned. The devastation was complete, and the city was all but razed to the ground. Yet this grave disaster was but the beginning, for amongst the broken remnants of the city were found shards of wyrdstone, a strange substance reputed to be strong with magic. The lure of the valuable wyrdstone brought factions of avaricious warriors from across the Old World, and the City of the Damned became a dark, bloody battlefield, yielding wealth and death in equal measure.





The Models

It would be wrong not to mention the tremendous new models which grace the pages of the Mordheim rulebook. From the Skaven by Aly Morrison to the Perry twins' Human Mercenaries, from Gary Morley's Sisters of Sigmar to Dave Andrew's Witch Hunters, the Mordheim miniatures capture the feel and look of Mordheim perfectly. In fact I firmly believe them to be amongst the very best models ever sculpted for any wargame!

These masterpieces serve another purpose as well – many a Mordheim Skaven or Vampire has found its way into the Warhammer armies of the Studio staff.

The Future

Forthcoming Town Cryers will feature plenty of new material for Mordheim. Without going into too much detail, I can reveal that there will be tactics articles for all the warbands, new warbands, scenarios, and equipment, as well as new stories from the twisting streets of Mordheim. All in all, Mordheim is set to be one of the most strongly supported games we have released. In fact many players amongst you have already promised to contribute in this, and you will see many articles written by people besides your humble scribe.

Go now. The light hurts my eyes, and I hear my captors approaching. Blow out your lantern quickly, lest they see you and bind you with chains as well, writing insane babble for all eternity. Believe me, you do not want to share my grim fate. Can you hear their blood-curdling roar echoing through the catacombs?

"Why isn't the next manuscript finished yet!?!?"



There are rules for intercepted charges, climbing, diving charges, new weapons, armor, and equipment such as crossbow pistols, bucklers, duelling pistols, ropes and grappling hooks, and many, many other things. The book also includes a section of optional rules, which should serve as an inspiration to those who like to create their own rules and add-ons for games.

The Campaign section details the procedure for exploring the ruins of Mordheim, gathering wyrdstone and looking for rare items at the traders and merchants. It gives details of serious injuries your warriors can suffer, plus advances and skills your Heroes can earn as they gain experience.

While the Campaign section of the Mordheim rulebook details the cursed city and its surroundings in great detail, the game system itself is flexible enough to be imported into almost any setting. Those who play Warhammer should find it relatively easy to use the Mordheim system for staging skirmish games all over the Old World and beyond. So if you want to play skirmishes with Lizardmen or Wood Elves, Mordheim should have plenty to offer to you.

A Freelance Knight cautiously leads a Middenheim warband into the ruins of a house.





In the Box

Obviously you'll have spotted by now that there's a new game out this month, and of course there'll be dozens of awesome new models and loads of articles, battle reports, and other interesting stuff in *White Dwarf*. But what exactly do you get in the box? Graham Davey tears off the shrink-wrap...

The first thing that strikes you about Mordheim, City of the Damned, before you've even opened the box, is the artwork on the lid. Just take a moment to look at all the weird little details – like the warrior with a cat's head, or the pig in a glass box, or the tarot cards... Geoff Taylor has really outdone himself this time! But let's see what's inside.

The Rulebook

One hundred and seventy-six pages, packed with rules, background, and more amazing artwork. Here's how it breaks down:

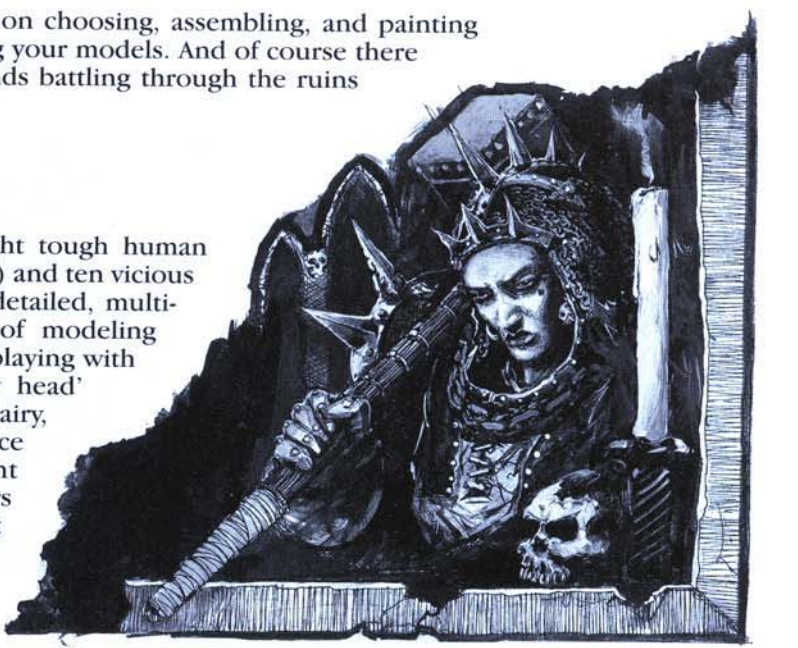
Rules: This bit covers all you need to know to play a game of Mordheim – Movement, Shooting, and Close Combat, plus Leadership and Psychology, using different weapons, armor and other equipment, and finally Magic (look out for some tasty spells!).

Warbands: How to go about hiring, arming and equipping your own band of cut-throat warriors. You can choose from Human Mercenaries, the Cult of the Possessed, Witch Hunters, the Sisters of Sigmar, Undead, and Skaven, and each warband has Heroes and Henchmen with their own special abilities and skills.

Campaigns: This part of the book details how to run a series of linked games, involving a number of players, in which your warbands will gain experience from fighting battles, earn income, recruit extra warriors, and learn new skills and spells. There are nine challenging scenarios in which to test your skill and the might of your warband, plus rules for Hired Swords and special characters who may fight on your side – for a price.



Matt Nicholls and Nick Davis enjoy a game of Mordheim on Nick's newly built ruined buildings. See page 20 to find out more about assembling the card terrain you get in the box.





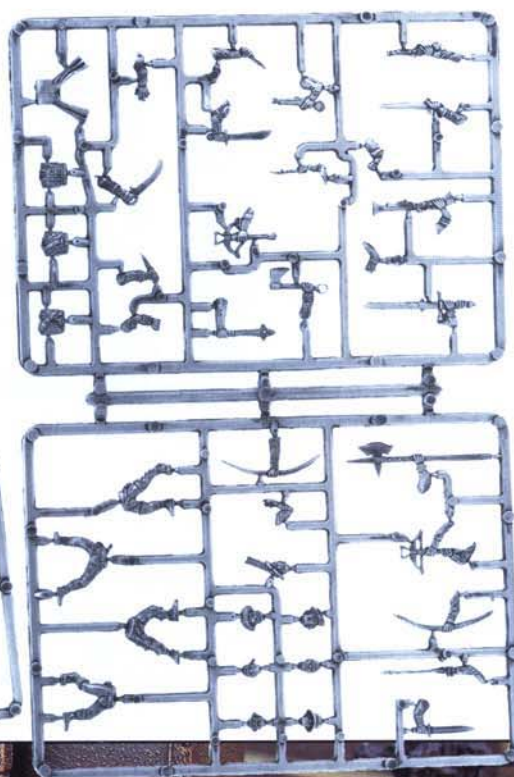
As you can see, Alan and Michael really have excelled themselves with their Mordheim plastics.



Alan and Michael:

We designed the Mercenaries to look like pirates and brigands. These men are hardbitten cut-throats, unlike the proud regimental troops of the Empire

armies. We also made a second sprue with wild, bearded heads, wolf-skin cloaks, and arms wielding warhammers, which are ideal to represent Mercenaries from Middenheim (although they mix into other warbands just as well). Between the two sprues there are twelve different heads to choose from, and of course the Mercenary kits are fully compatible with the plastic Soldiers of the Empire, so it is easy to swap bits between the two kits.



Sprues shown at approximately 40% actual size.

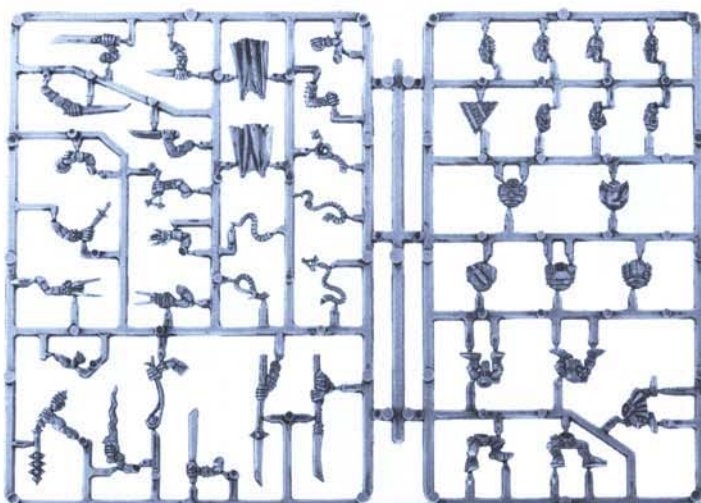


The 'bairy head' sprue adds a whole new range of options to the Mercenary warband.



Aly: The plastic Skaven for the Mordheim game are designed so they look like they belong to the sinister Clan Eshin, with cloaks and hoods and evil, razor-sharp blades. I've also included plenty of the weapons that you can purchase and equip

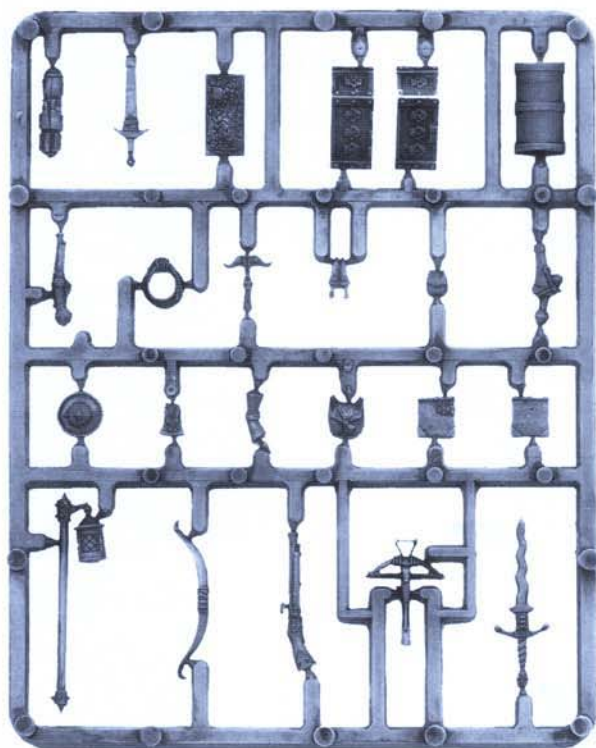
your warband with, like throwing stars and fighting claws. Like the plastic humans, all the components on the Skaven sprue are interchangeable with the Warhammer Regiment of the same race, so you could make literally thousands of models without using the same combination of parts twice!



Sprue shown at approximately 40% actual size.



The Skaven can be armed with a huge variety of weapons and accessories (and are completely interchangeable with the plastic Skaven Clanrats Warhammer Regiment).



Accessory sprue shown at approximately 70% actual size.

City Ruins

The game is set amidst the devastated city of Mordheim, so there are some superb ruined buildings for your warbands to fight through. The buildings have full color card walls and floors, with plastic corner pieces, roofing, windows and doorways, a ladder and gargoyles! Also hidden among the card bits are useful Hidden markers and Wyrdstone counters. Take a look at page 20 where Nick Davis describes how to get the most from your Mordheim buildings.

Other Stuff

There is a getting started leaflet which gives you a basic run-through of the most fundamental rules, along with construction diagrams for the card buildings and plastic models that come in the box.

And finally, of course, there are the essential dice and range rulers.

So that's what you get in the box. Now check out the battle report later in this Town Cryer to see how the game actually works!

MORDHAM™

City of the Damned



A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.





Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.

Mordheim is a tabletop skirmish game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 Skaven
- 8 Human Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers

Available now for
\$59.99 U.S. \$85.00 CAN.



Warp Hunters

So you have bought the game, read the rules and drooled over the stunning plastics in the box and now you can't wait to get started building up your Mordheim warband.

The first thing you will need to consider is which of the eight warbands listed in the game you would like to play.

For me the choice was easy; over the past two years I have been steadily collecting and building up a Skaven army for Warhammer, and I have grown somewhat attached to these vile, plague infested ratmen. The chance to expand the under-empire of the Skaven into the streets of Mordheim could not be missed. If, due to some particularly unfortunate genetic defect, you don't fancy a Skaven warband (who wouldn't, with their cute, curly tails and sharp but appealing teeth), you might want to try a different warband. The human models included with the game can be used to make either an eagle-eyed, professional band of Reiklanders or a strong-as-an-ox band of Middenheimers. If you are still not satisfied you also have the choice of fanatical Witch Hunters, pious Sisters of Sigmar, restless Undead, deformed Possessed, or the wealthy Marienburgers. Whichever warband you decide

to use, you will stand no chance against the Skaven and the might of the Horned Rat. After all, finding wyrdstone is what the Skaven do best.

Now that you have wisely chosen to fight with a Skaven warband, you need to assemble it. I hope the following advice will help you in your efforts.

Planning

Before you start to assemble your warriors, you need to plan out your warband on paper. This applies to all warbands, not just Skaven. It is important because you need to know what weapons and equipment are to be shown on the models. It will also allow you to develop an effective, cohesive force. If you assemble your models first and then try to work out your warband to fit those models, you can be sure you will not have the funds to buy the equipment you will have assembled models with weapons and equipment totally unsuitable for your tactical preferences. This will result in time-consuming alterations, that could so easily have been avoided if you had only put a little bit of planning into the warband before picking up your modeling knife and glue.



Cutthroats' Cut-throats

Being a Treatise on the Presence of the Skittering Hordes of Ratmen within the ruins of the Damned City.

By noted scribe of this province, Gareth Hamilton.

I have found there are three points you need to consider when planning the type of warband you would like:

The tactics you intend to employ.

The models and 'bits' you have available.

How you wish your warband to develop in the future.

Tactics

As the main thrust of this article is how to model your warband, I will leave advice on tactics for your warband to others. I do, however, have a couple of observations to make. Firstly, 500 Gold Crowns is never enough to buy all that you would like. Secondly, equipment is very expensive (especially so for Skaven warbands as they pay premium rates for those rare but powerful weapons when first starting out).

The Models

One of the best things about choosing a Skaven warband is the range of models you have at your disposal. Not only do you have those wonderful new plastic Skaven that come with the game, you also have the plastic Warhammer Clanrat Regiment boxed set – the designers have cleverly made both these totally interchangeable with each other. And of course you also have a huge range of new and old metal miniatures from the Warhammer Skaven range to draw from.

The new plastics are bristling with weapons and equipment ideal for use by your heroes. As an established Skaven player I had a few unused sprues of Skaven from the Clanrat Regiment boxed set, so I decided to use the new Mordheim plastics for my Heroes and use the Skaven Clanrats for my Henchmen. This had the added benefit of contrasting those warriors in charge (the Heroes) with those following orders (the Henchmen), and left me a few extra models for when my warband develops and changes with newly acquired skills and weapons and, The Horned One forbid, deaths.

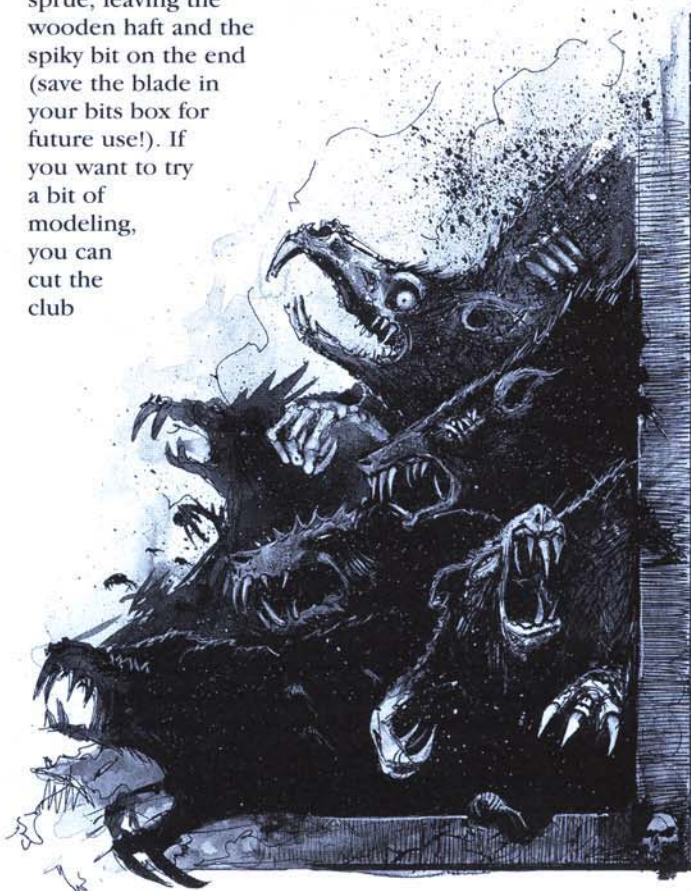
Example: After much saving and searching you finally manage to equip your Warlock with a brace of warlock pistols – now a powerful rat indeed. The pistols are lovingly modeled on to your Warlock. But then disaster – your Warlock gets himself killed! Do you, in a fit of despair and anger, rip off those warlock pistols you worked so hard to get? No! You put aside your loved, but unfortunately deceased, rat in a suitably reverential place and assemble and paint a new one. Now you must once more save and search, but this time you have your model ready for resurrection when you finally roll that elusive 11.

As I mentioned earlier, having one or two Clanrat sprues will come in very useful for assembling your Verminkin. It means you will be able to equip your warband with extra spears and swords simply by using the Clanrat arms! However, sooner or later, as your warband grows and acquires more equipment, you will probably want to use different weapons. Two that I think players are most likely to need are clubs and some extra

slings, so here are a few ideas as to what you can do about it...

Slings: The new Skaven sprue in the Mordheim game includes a sling. This means you can field two slingers in your start-up warband. If you want more slingers then finding mates that have unused slings is one solution. If your friends also have good taste and are collecting Skaven warbands themselves, then a simple option is to use a metal Skavenslave with sling as a Verminkin (or just buy more Mordheim Skaven! – Fat Bloke). Although the models are a slightly different size, this is fine as the Skaven are notoriously varied in physique, and Verminkin are no different.

Clubs: The easiest thing to do if you want clubs for your Verminkin is simply to clip the blade off one of the spears on the sprue, leaving the wooden haft and the spiky bit on the end (save the blade in your bits box for future use!). If you want to try a bit of modeling, you can cut the club





from the Mercenary sprue that you also get in the box and glue it to one of the empty Skaven hands. And of course you could easily buy one of the Skavenslave models armed with clubs. You could even kill two birds with one stone and use the Skavenslave with sling AND club!

Remember – all the figures available for Warhammer give you loads of extra options for assembling your warband.

Planning ahead

So you've worked out your tactics and have looked at the models you have available. The final thing to consider before you draw up your warband is how you expect particular models to develop. A little planning for the future could save you a lot of work. For example, in my warband I would like my leader to be equipped with weeping blades.

Unfortunately, at 75 gold crowns, these are far too expensive to buy at the start, but by waiting and buying them in the trading phase of the game, I get them at the knockdown price of 45 gold crowns. In anticipation of buying these weeping blades (which come as a pair of poisoned swords) I will start by equipping him with two swords at 20 gold crowns. Now all I have to do, when he is fortunate enough to find the blades, is to paint some suitable looking venom onto his swords. If I had equipped him with, say, throwing stars and spear, I would have had to assemble a completely new model to represent him when he acquired his weeping blades.

At this point I should mention the 'bits sprue'. This is a collection of just about all the necessary pieces of equipment your warband will need. It has ropes, books, hand crossbows, pistols and throwing knives, all ready just to stick on a model and paint. Just make sure you leave a suitable place to attach the item.

Having taken all the above into consideration, my starting warband is shown below.

Assembling

One of the best things about the multi-part plastic kits that are now being produced, is that they allow you to assemble your figures in a multitude of dramatic poses. I was very pleased with the final look of Cutthroato my Assassin Adept; he really looks like he knows how to use those swords. As I wanted my leader to stand out from the other warriors in my warband, I decided he alone would have a cloak.

Warband Name: CUTTHROATO'S CUTTHROATS		Warband Type: SKAVEN
TREASURY: Gold crowns: 0 Wyrdstone shards: 0	WARBAND RATING: Total experience: 50 Members x 5: 00 Rating: 00	STORED EQUIPMENT
NAME: POINTY STIKAS NUMBER: 4 TYPE: Verminkin	EQUIPMENT: Spears Shields	SPECIAL RULES
M W S B S T W I A L L 5 3 3 3 3 1 4 1 5	Group experience: ☐	
NAME: SLINGA CLUBBAS NUMBER: 3 TYPE: Verminkin	EQUIPMENT: Sling Clubs	SPECIAL RULES
M W S B S T W I A L L 5 3 3 3 3 1 4 1 5	Group experience: ☐	
NAME: NUMBER: TYPE: M W S B S T W I A L L	EQUIPMENT: Group experience: ☐	SPECIAL RULES
NAME: NUMBER: TYPE: M W S B S T W I A L L	EQUIPMENT: Group experience: ☐	SPECIAL RULES
NAME: NUMBER: TYPE: M W S B S T W I A L L	EQUIPMENT: Group experience: ☐	SPECIAL RULES
NAME: NUMBER: TYPE: M W S B S T W I A L L	EQUIPMENT: Group experience: ☐	SPECIAL RULES

Name: CUTTHROATO		Equipment: 2 Swords	Skills, Injuries, Etc.
TYPE: Assassin Adept	M W S B S T W I A L L 0 4 4 4 3 1 5 1 7	Experience: ☐	
NAME: RATATARI	TYPE: Night Runner	EQUIPMENT: Fighting Claws	SKILLS, INJURIES, ETC.
M W S B S T W I A L L 0 2 3 3 3 1 4 1 4	Experience: ☐		
NAME: TAKRATI	TYPE: Night Runner	EQUIPMENT: Dagger Throwing Stars	SKILLS, INJURIES, ETC.
M W S B S T W I A L L 0 2 3 3 3 1 4 1 4	Experience: ☐		
NAME: MABKARNI	TYPE: Eatin Sorcerer	EQUIPMENT: Sword	SKILLS, INJURIES, ETC.
M W S B S T W I A L L 5 3 3 3 3 1 4 1 8	Experience: ☐		
NAME: BRUTO	TYPE: Black Skaven	EQUIPMENT: Flail	SKILLS, INJURIES, ETC.
M W S B S T W I A L L 0 4 3 4 3 1 5 1 8	Experience: ☐		

Quick Tip: Cloaks and tails do not always mix. Make sure when you attach the tail you also leave room for the cloak. It is also a good idea not to attach the cloak until the model is painted. It makes the painting a lot easier.

I chose the body and legs with the robes to be my Warlock, as to me this looked the most 'wizard-like'. By raising his left arm I have left room to attach a warlock pistol to his belt when funds and fortune allow.

For my Verminkin I have mostly used parts from the Skaven Clanrat boxed set, although I have attached the slings from the new Mordheim Skaven sprue and used clubs from some spare Skavenslaves.

Painting

How I paint Skaven can be found in an earlier edition of White Dwarf (#230) so I shall not repeat it here. The models for my Mordheim warband were painted in just the same way, except the color scheme has been slightly changed. To represent Skaven from Clan Eshin I have chosen a black and brown color scheme. The only exception is the Warlock Magikarmi. He was painted in a dirty crimson and brown scheme, to differentiate him from the other, non-magic using members of the warband.

One of the advantages of painting a warband with only a few figures is the time you can spend on each one. I suggest painting the models one at a time, as opposed to groups of 4-5 as you would in a Warhammer army. It is also worthwhile spending a little more time than you would normally on getting your figures just right. Each figure must stand alone. Those little blotches and splashes can't be hidden in the massed ranks of a regiment.

The final consideration is the base. Don't make the mistake of painting your bases in the traditional green, Warhammer style. (I made this mistake with my Necromunda gang and it looked terrible amongst the Necromunda terrain). Mordheim is set in the ruins of a city destroyed by an apocalyptic event

and the bases should reflect this. As the warbands will be fighting in the ruined streets of Mordheim I suggest bases painted to look like rubble or the broken flagstones of the street. This was the effect I have used on my models and is very easy to achieve. The paving stones are simply thick card cut to the desired shape and size and then glued onto the base. For the rubble I just put some PVA glue onto the desired areas of the base and dipped the model into a mixture of fine sand and coarse grit. Once dry, I first painted the base with a thin wash of a Chaos Black/Bestial Brown mix. Then picked out the stones in Codex Grey, highlighted by drybrushing with Elf grey.

Exactly how you decide to model the bases of your warband will depend a great deal on the type of terrain you will be fighting over and the color of your gaming board. But as has been mentioned many times, good bases can do wonders to your figures' appearances, so don't ignore them.

Now my warband is complete, it is time to enter the perilous streets of Mordheim and find that wyrdstone. Other warbands don't stand a chance. Remember – finding wyrdstone is what the Skaven do best. The wyrdstone is mine, do you hear?! MINE, ALL MINE!



Cutthroato leads his warband through the ruins.



Mordheim Architecture

By Nick Davis

Mordheim – a once proud city, now nothing but ruins and rubble. In the first of our features on **Mordheim** architecture, we take a look at the first sight greeting a newcomer to the City of the Damned – the Mordheim City Ruins within the boxed game itself...

Nick: Well, I have finally managed to get my hands on the fantastic Mordheim City Ruin buildings along with the Mordheim building sprues. Let's see what I can do with them. Now as you may know I spend a lot of my spare time building wargaming scenery for my Lizardmen army (WD#232) and WH40K ruined settlement (WD#234) battlefields. This is all made out of cardboard, bits of polystyrene, plastic Gothic Ruins, garden wire, and sticky tape, all held together by a large amount of PVA glue! Now I have the chance to build some pre-cut buildings that come with their own supports in the form of the Mordheim building sprues. This should be fun...

Now the basic Mordheim ruins, once built, look great by themselves, but if you just add a few little touches you can make them hard wearing, durable and that little bit more of an extra special terrain piece. The first thing I will be doing with my buildings, as with all my scenery, is basing them. This will help protect them from the knocks and unfortunate crunches that befall all wargaming scenery. Plus, I have taken a few little ideas from my Ruined article (WD#234) – I will be adding extra pieces of rubble and paving slabs to the bases, so check out the hints and tips scattered around this article.

A word of advice though before you go ahead and glue your buildings together – test fit them first! You may find that you need to do some extra trimming here and there, with a modeling knife or scissors, to ensure a snug fit with the plastic building components.

Well I have a lot to do, so here goes...

Sprue rubble

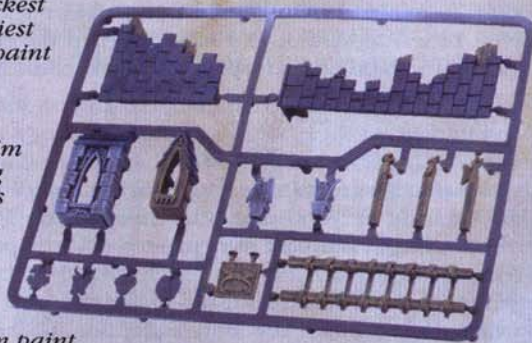
Here's a quick tip straight from Design Manager Alan Merrett, not glory-bogging GW Modelmaker Mark Jones as we said in WD #234 (sorry Alan, he didn't tell us, honest!). If you clip up the plastic frame pieces, it makes great rubble. You can also keep any interesting bits of plastic frame to make broken support beams.



Above: A spare WH40K Gothic Ruin rubble piece fits in perfectly with the Mordheim sprue rubble.

Painting your plastics

The quickest and easiest way to paint all the pieces on the Mordheim building sprues is to spray the whole sprue black and then paint the pieces whilst still on the sprue.



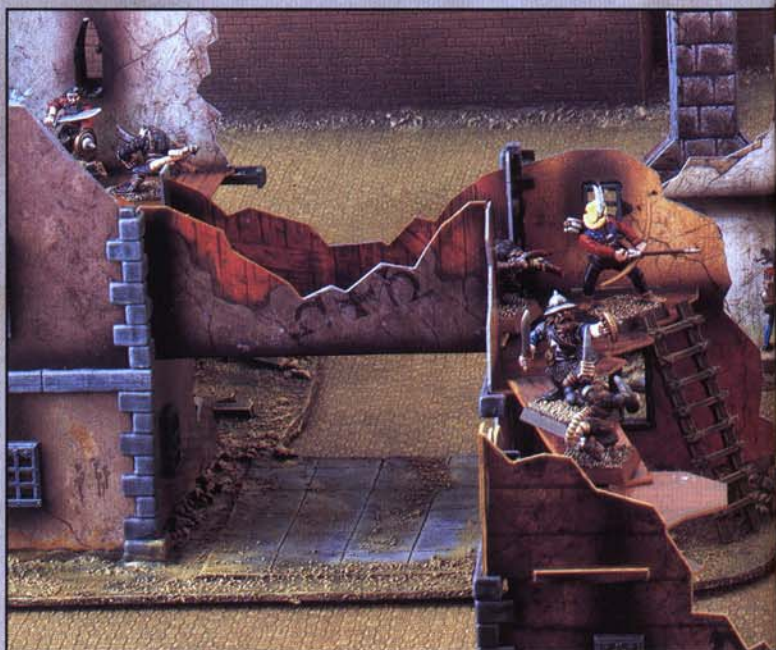
Before you glue the pieces onto the card buildings. Just touch up the areas of chipped paint that are caused by cutting the pieces off the sprue.

Paving slabs



The paving slabs are made out of pieces of thin cardboard from cereal packets, cut into 2x2cm squares.

These squares were then cut up and rearranged to give a broken look.



Building and basing a Nordheim ruin

Put together your card buildings by following the instructions in the Getting Started leaflet. If you want your buildings to last longer, I suggest you glue the plastic pieces to the card buildings – I used PVA glue for this. I also added a base for additional stability and because I wanted to add some extra rubble to the model. This is what I did...

1 First cut your base to size. You want about a 1 to 2 cm edge around the building itself to help protect it from knocks.

For the base I used thick cardboard called artboard, but corrugated cardboard will do just fine. I then glued some paving slabs to the front. I covered the base with coarse textured paint, and whilst the paint was wet I added some sprue rubble and small pieces of gravel. Do not glue the building to the base yet.

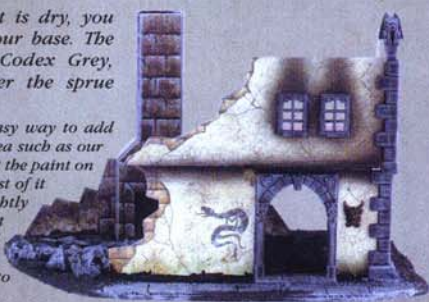


2 Paint or spray the base black. Then once this is dry, attach the building to the base using PVA glue. I also attached the chimney piece, to give the building a back wall.

You may find that you have some small gaps between the bottom of the building and the base. I filled in these gaps with textured paint, and when this was dry I painted it black as well.

3 When the black paint is dry, you can start painting your base. The first color I used was Codex Grey, which I drybrushed over the sprue rubble and paving slabs.

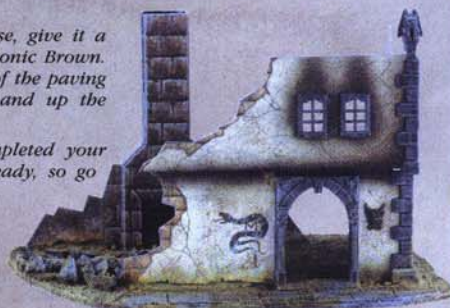
Painting tip: A quick and easy way to add paint to a raised, textured area such as our base is to drybrush it. First, get the paint on your brush and then wipe most of it off onto a tissue. Then lightly brush over the area you want to add color to. The paint will come off on the raised detail, leaving black in the recesses to provide shading.



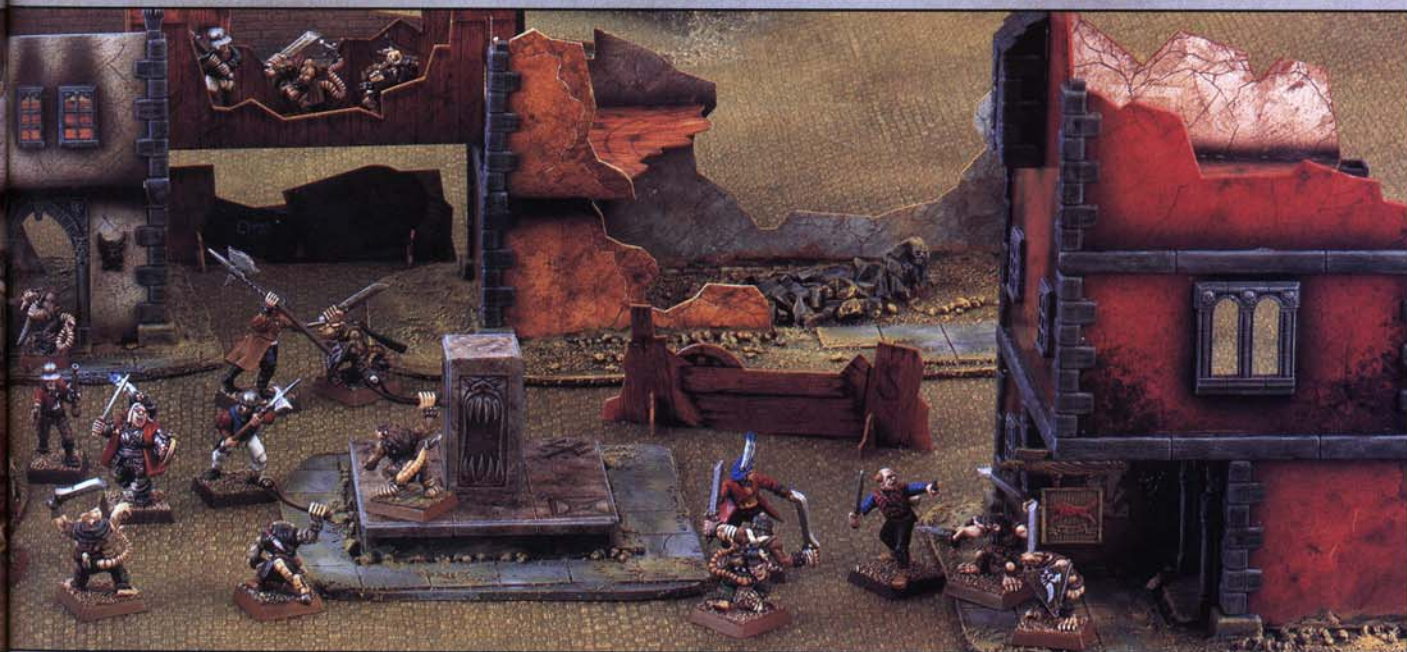
4 Now drybrush the entire base with Snakebite Leather. Go over the edges of the paving slabs, the sprue rubble and up the sides of the building. Don't worry too much about keeping this neat and tidy. Nordheim was hit by a big rock so it is going to be a little bit dusty...

5 To finish off your base, give it a final drybrush of Bubonic Brown. Again go over the edges of the paving slabs, the sprue rubble and up the sides of the building.

Excellent, you have completed your base. Your building is ready, so go play some games!



Right: To add a finishing touch to your ruins, paint the edges and folds of the card in grey or light brown. This helps to tidy up the piece and gives it a more solid appearance.





Finest of Men

Brave and disciplined, the soldiers of Reikland are are well versed in the arts of war. Alessio Cavatore discusses how to assemble a warband of these loyal warriors and the tactics he uses in the ruins of Mordheim.

It's hard to be a Human warrior in the Warhammer World. You will have to face opponents that are physically superior like Beastmen, and supernatural creatures like the Undead, which attack your mind with horrifying visions of death. And

that's when you're lucky and don't run into something that is both powerful and scary, like the Possessed. Experienced Heroes may become a challenge for such monstrous foes, but at the start you will have to rely on your equipment to save the day.

Mercenaries have the widest and best selection of weapons, especially missile weapons. This, in my opinion, is the answer: hit them from afar, before they can get their hands (claws, pincers, tentacles, whatever...) on you.

When preparing a starting warband for a campaign, it is always best to begin by buying all the Heroes you can.



A warband of Reiklanders

A warband searches the ruins for the rare and valuable wyrdstone.



Heroes are vital in a campaign, because they directly influence the number of dice you roll for exploration; therefore the more Heroes you have, the more wyrdstone and treasures you will find. They are also useful in locating rare items and special characters, they get a better selection of equipment and definitely make better use of their experience, developing new skills as well as improving their statistics. On top of all this, there is one more point that makes them better than Henchmen in a campaign; they are much more resilient. The point is, you see, that a Henchmen who is 'taken out' will be permanently out of the campaign on a result of a 1 or 2, while a Hero will die only if you roll a 1 on the first dice of your D66. So a Hero has double a Henchman's chance of survival...

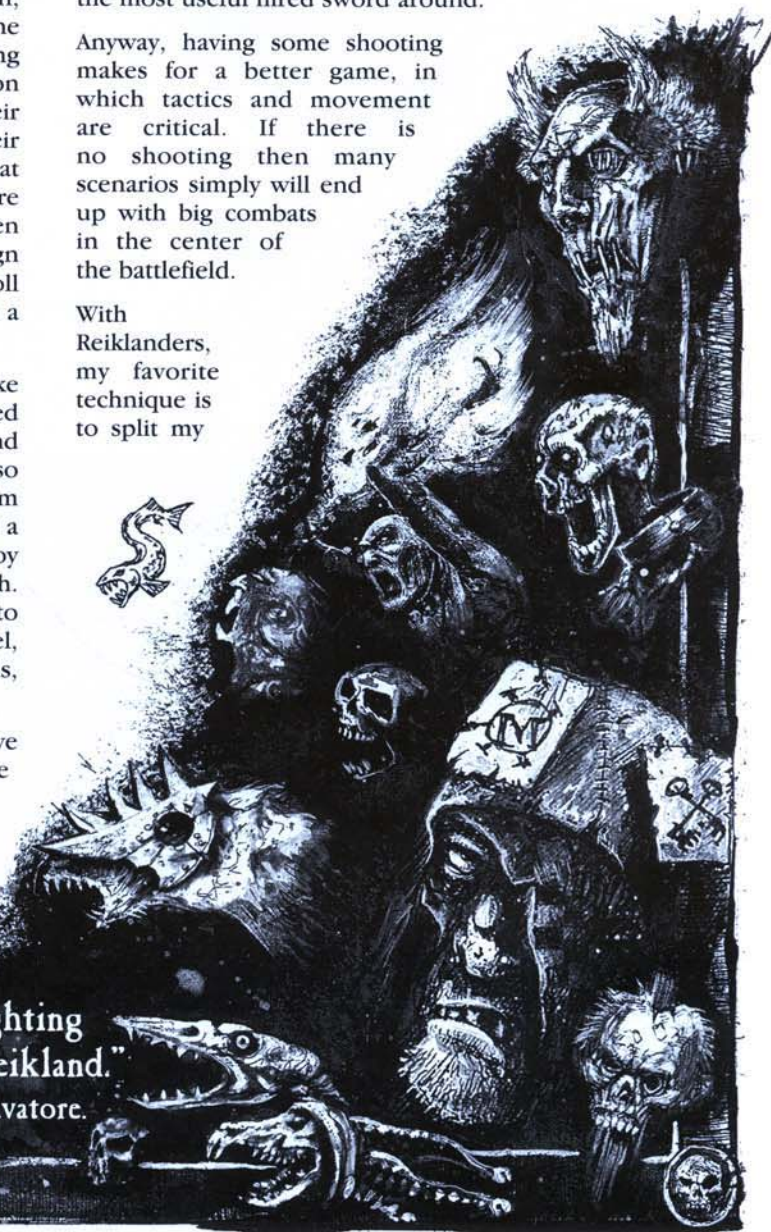
A Reiklander warband is the best choice if you want to take advantage of the Mercenaries' great choice of long-ranged weapons. Your Marksmen's BS of 4 is quite impressive and will allow you to out-shoot any other starting warband, so buy all the Marksmen you can afford! I normally arm them with a mixture of crossbows and longbows. If you have a good line of sight (from an elevated position is best), deploy your crossbows there and don't move them too much. Longbow-armed models have the advantage of being able to move and shoot, so I normally deploy them on ground level, where they can move freely and get into better positions, reacting to the enemy's movement.

With a bit of luck, your Marksmen will soon get to improve their BS to 5, and that will make a big difference! For the same reasons, employing an Elf Ranger is normally a good idea, because he will contribute to your hail of arrows and will also help you greatly in the

exploration phase. I really think this pointy-eared fellow is the most useful hired sword around.

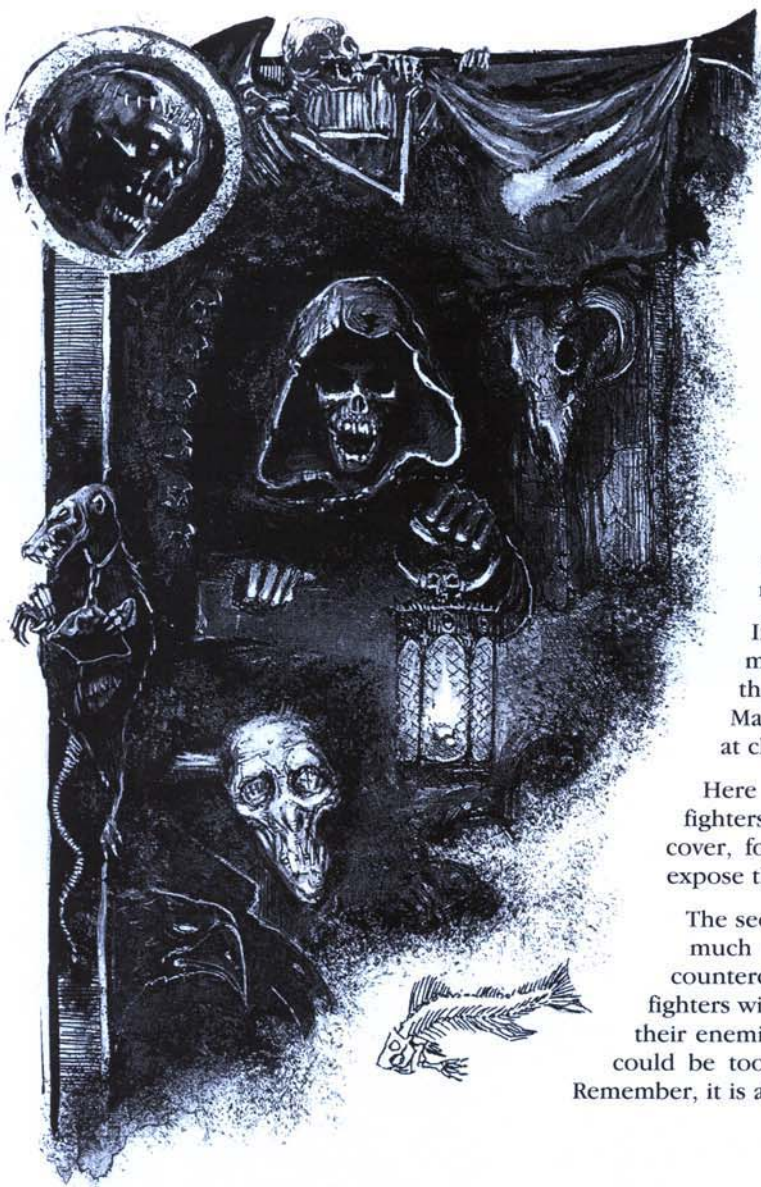
Anyway, having some shooting makes for a better game, in which tactics and movement are critical. If there is no shooting then many scenarios simply will end up with big combats in the center of the battlefield.

With Reiklanders, my favorite technique is to split my



An Extract from "The Fighting Techniques of the Men of Reikland."

By master tactician, Alessio Cavatore.



warband into two groups. The first consists of all the Marksmen I can afford, led by my Captain. They will deploy in elevated positions and stay at the back, moving as little as possible and making good use of their missile weapons and their high Ballistic Skill.

Under their covering fire, the second group will advance. This group will be made of my hand-to-hand specialists, like my Champions, Youngbloods, and Swordsmen – I will call them the 'fighters'. I normally use them to fulfill the victory conditions if the scenario involves searching or capturing an area. In a Skirmish or in any other scenario where victory is achieved by routing the enemy, I don't push the fighters too far away from my Marksmen. In this way the fighters will engage the enemy under the covering fire of the Marksmen and they can also use the amazing Leadership of their Captain. With Reiklanders the Captain's influence extends to 12" around him – double the normal range!

If the enemy is clever, his warriors will be advancing towards my warband staying hidden and using every inch of cover they can find, until they are in charge distance. And if my Marksmen are charged, I'm in trouble. They are not too good at close quarters!

Here I have two alternative tactics. The first one is to keep my fighters in front of my Marksmen, trying to flush the enemy out of cover, forcing them to come out to engage me, and as a result expose themselves to my missile fire.

The second alternative is to keep the Marksmen in front, cause as much damage as possible before they are charged and then countercharge with my second line. The advantage is that my fighters will get to charge and will stand a better chance of taking out their enemies. Of course if all my Marksmen have been butchered, it could be too late and I may have to take a Rout test...

Remember, it is always a good idea to look for Holy Relics!



A small party of Reiklanders fights the evil Skaven in the ruins of the city



Painting your models

Here are a few hints and tips that should help you to put together and paint your Mordheim models. Of course, this isn't an exhaustive list and we'll be bringing you even more painting ideas in coming issues.

Preparing to paint

To start with you'll need to glue your models together. Before you can assemble them, you'll have to remove the plastic models from their frames with a modeling knife or pair of clippers. Metal and plastic miniatures may have mould lines which you should gently remove with a modeling knife or file.

It's worth taking a bit of time preparing your miniatures as the end result will always look better if you do.



The undercoat

Before you start painting you must give your model an undercoat. This is a thin coat of paint onto which you can easily apply your colors. If you want your models to have lots of bright color it's best to use a white undercoat and if you want to use darker tones then use a black undercoat. The quickest and simplest way to undercoat a model is to use spray paint.



The Skaven on the right was undercoated black first, then dark colors were painted on top. The Mercenary on the left was undercoated white, which suits the brighter, more lustrous color scheme.

Where to start

Mordheim warbands are made up of warriors who flock to the city in search of wealth and glory, so your rag tag band of warriors are unlikely to be wearing uniforms. The models in your warband don't all have to be painted in exactly the same

way, so you can vary the color scheme on each model. For instance you can paint your first model with red trousers, the second with a red tunic, the third a red hat, etc. Next paint a blue tunic on the first followed by blue trousers on the second, and so on. This means that all your models will appear to be from the same warband but their clothes will look less like a uniform. A great example of this is the Reikland warband shown on the right. What looks to be a fairly random color scheme is simply three colors painted on different areas of each model.

Top Tip: Thin down the paint

If you use paint straight from the pot, it may obscure some of the detail on the model, so it's a good idea to thin down your paint with a little water first. If the first coat doesn't cover the model completely, wait for it to dry and then paint on a second coat.

Some gamers like to thin down their paint with a matching color ink, such as Red Ink for Blood Red, as this makes the original color brighter.

Shading

Many painters like to add extra depth to a painted model by adding a bit of shading. One way to do this is to paint the area you've chosen a dark color, such as Vornir Brown, then paint a lighter tone of that color by mixing in some Skull White. Make sure you leave the original darker color showing in the recesses of the model, as the shading. Another way to add shading is to wash over the color you've chosen with a suitable colored ink, such as Chestnut Ink over Vermin Fur or Flesh Ink over Bronzed Flesh. The ink flows into the recesses of the miniature providing the shading.



Highlighting

As well as shading the recesses, you can highlight the raised areas of the model to bring out even more detail. Simply mix a lighter tone of the color you want to highlight and apply it to the raised areas of detail on the model. Another way to highlight is to drybrush the lighter color onto the model. This technique is described opposite.

Adding the detail

The final areas of the model to paint are the weapons, belts, armor plates, and extra equipment such as lanterns and rope. It's usually easier to paint belts and straps a dark color like Bestial Brown or Chaos Black. Alternatively you could paint them a contrasting color. Metallics such as Mithril Silver and Boltgun Metal look best when painted over a black undercoat. Metal objects can be made to appear rusty by giving them a wash of Brown Ink. Highlight Boltgun Metal with Chainmail or Mithril Silver to create keen razor edges to axes and blades.





This fur cloak was painted with Snakebite Leather and shaded with Chestnut Ink. The shaded fur cloak was then drybrushed with Vomit Brown.

Drybrushing

A quick way to paint textures and raised detail such as fur, beards, and hair is to drybrush them. Pick a lighter shade of the base color and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the area you want to highlight. The color in the brush will come off onto the raised detail. This leaves the darker color in the recesses, providing shading. The more you drybrush over the model, the lighter the model will look. You can also paint armor, weapons, cloth, faces, and hands in this way.

Dirt and grime

Battles in Mordheim are normally fought in dirty, burned out buildings and muddy streets, so most warriors are usually covered in a layer of grime and dirt. This means you don't actually need to be too neat when painting your models – a little roughness helps! Use Vermin Fur or Bestial Brown to apply streaks and splashes of mud to the boots and feet of your troops.



Boltgun Metal was painted over Chaos Black to make the metalwork on these Skaven stand out. The teeth on the throwing star were picked out with Chainmail and a wash of Brown Ink was used to make the metal look really rusty.

Top Tip: Smooth ink washes

Inks can sometimes dry in a blotchy way, but if you add a drop of dish washing liquid to your ink before painting it on, it will flow much better.

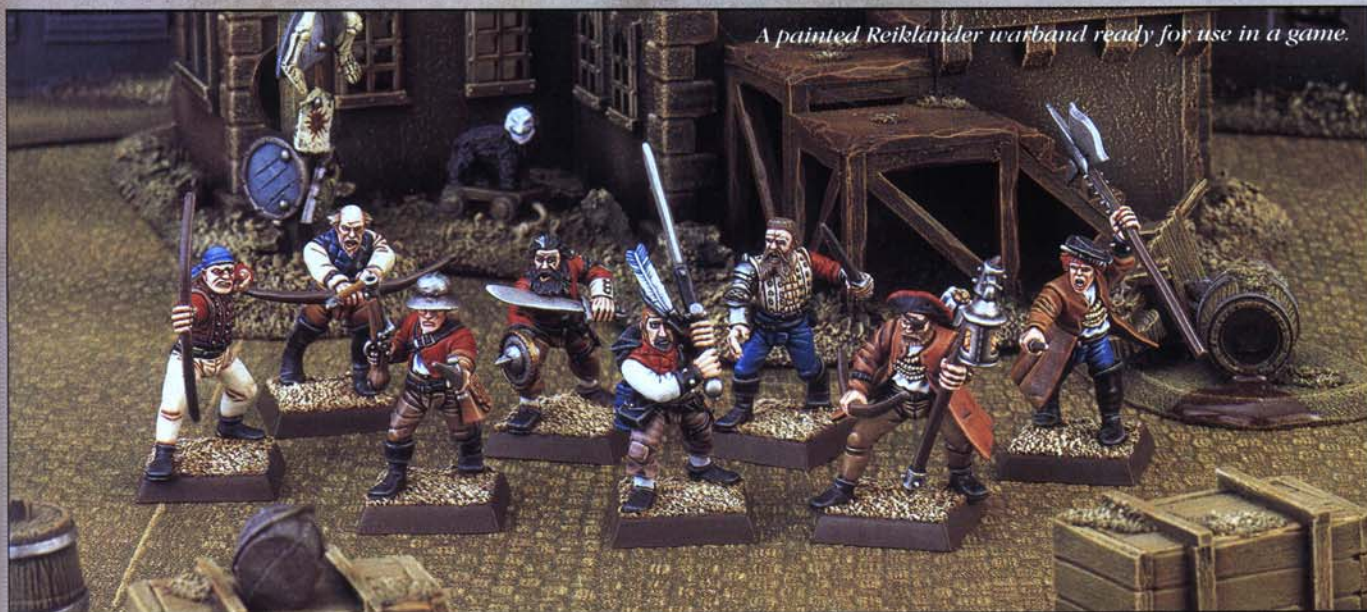
Bases

If you paint your warband's bases all the same way, it helps to make them look more coherent on the battleground. The simplest way to finish a base is to paint it a suitable color, such as Vermin Fur, Shadow Grey, or Chaos Black. Bases also look more impressive if they have some surface texture. Gluing sand to the top of a base is a quick and easy way to do this but for Mordheim, cobblestones, and flagstones would look even more effective. For example, small blobs of modeling putty pressed onto the base make great stonework. If you are feeling adventurous you could use textured plasticard (available from model shops) or even wallpaper that has a suitable raised pattern on it. Paint and drybrush the texture to really finish the bases off. Why not add extra detail to the base such as grass, gravel, rats, skulls, etc.?



Choosing your colors

If you look through the different warbands shown in Town Cryer, you'll soon have lots of ideas for different color schemes. Feel free to mix and match any of the ideas you see. Remember, because you have only a few models to paint, you can really go to town on the detail! Experiment, take some chances and most importantly, have fun!



A painted Reiklander warband ready for use in a game.

City of Nightmares



Have I told you the story of my first battle? No? Great! Sit down then and listen. It was two

years ago. I was young then, and stupid. I had just come from Reikland with a couple of lads, our minds filled with stories about Mordheim. We were convinced that we would be rich. A quick trip to the city, load up with hoards of wyrdstone, get out. How wrong we were! But let me tell you the whole story of my first venture into that city of nightmares...

A True Account of the recent skirmish between the Skaven Manflayers, commanded by the vile Mark of Bedford, and the Reiklander warband Luthor's Looters, captained by Alessio Cavatore. Penned by the scribe Tuomas Pirinen under commission from Luthor Wolfenbaum.

The Reiklanders



Alessio Cavatore

Well, when it came to choosing how to spend my 500 gold crowns, I was mainly influenced by one important factor – the models available...

Normally you prepare your warband and then build the models, but in this case I had to adapt my warband to the models that the 'Eavy Metal team had painted at the time. First, I picked my five Heroes and then I started to look for Marksmen.

Shooting really is the greatest strength of Reiklanders and I think it's better to build on your strengths than try to compensate for your weaknesses. Therefore I made sure that every model with BS4 had a missile weapon, and I went over the top on my Captain, whose equipment reached an impressive total cost of 120 crowns! The problem was that the model was obviously wearing heavy armor and

that's really expensive. Having a helmet is great to avoid being stunned and taken out while you lie on the floor, while duelling pistols are simply awesome (better to buy them now when the warband is starting out, so that I don't have to roll to find them at the trading post).

The plan for the fight is simple: stay back, find a good sniping position for my Marksmen and advance just enough to flush those rats out of cover and into the open, where I can (hopefully) shoot them to bits... may Sigmar be with me!



Reiklander Captain Luthor

The Skaven



Mark Bedford

Having just finished the design work on my last Mordheim figure, a Beastman, I was asked by Paul Sawyer if I would like to fight a Mordheim 'Skirmish' scenario for a battle report in White Dwarf. I would be using the Skaven, Alessio Cavatore the Reiklanders, and we would be fighting over the superb Studio Mordheim terrain. Well, who could refuse an offer like that – time to put down my sculpting tools and pick up a Mordheim warband roster and pen.

I have played a few games of Mordheim before, while the game was going through the rigors of playtesting, and I have recently put together a Skaven warband of my own, 'The Black Shields', for the Studio Mordheim campaign.

The first thing I did was to get together the Studio's Mordheim Skaven figures and try to come up with a strategy to fight against Alessio's Reiklanders. The superbly painted Studio models included the plastic Skaven that you get in the game, sculpted by Aly Morrison, and the fantastic metal Skaven, by Colin Dixon. In the end I went for a mix of metal and plastic models. You could quite easily make an entire warband from just the plastic Skaven, but the metal figures were far too tempting.

Having sent out my Eshin spies, they returned with information on the enemy. Reiklanders are disciplined and

brave and are all greatly skilled at shooting. This is reflected in the special rules of testing on their Captain's Leadership within 12" rather than 6", and having +1 to their standard BS. With this in mind I went for quantity not quality. I needed a warband with more troops than the Reiklanders so they could soak up missile fire before taking a Rout test, using Skaven speed to get into combat quickly. If this worked, I could hopefully force Alessio's warband to take a Rout test early on in the game.

My warband included an Assassin Adept with fighting claws, who could mix it up with the best of the Reiklanders. Next, two Black Skaven armed with flails (if these guys got into combat it would be messy!), then a couple of Night Runners and seven Verminkin armed with various weapons.

I would use the Verminkin as a bodyguard for my Adept and to take the brunt of the enemy fire, and use the high movement rate of the Skaven to close the gap. There would be no point trying to outshoot the Reiklander warband – I wouldn't stand a chance. So that was my plan and I intended to stick to it...



Assassin Adept Klawful

Genchmen

WARBAND NAME: Luthor's Looters		WARBAND TYPE: Ralklanders	
TREASURY: Gold crowns: Ogo Wydstone shards:		WARBAND RATING: Total experience: 36 Members x 5 (9) = 45 Rating: 81	
STORED EQUIPMENT			

NAME: Altdorf Archers		EQUIPMENT: Long bow		SPECIAL RULES	
NUMBER: 2	TYPE: Marksmen				
M W S B S T W I A L L					
4 3 3 3 3 1 4 1 7					
		☐ Group experience:			

NAME: Altdorf Crossbowmen		EQUIPMENT: Crossbow		SPECIAL RULES	
NUMBER: 2	TYPE: Marksmen				
M W S B S T W I A L L					
4 3 3 3 3 1 4 1 7					
		☐ Group experience:			

NAME:		EQUIPMENT:		SPECIAL RULES	
NUMBER:	TYPE:				
M W S B S T W I A L L					
		☐ Group experience:			

NAME:		EQUIPMENT:		SPECIAL RULES	
NUMBER:	TYPE:				
M W S B S T W I A L L					
		☐ Group experience:			

NAME:		EQUIPMENT:		SPECIAL RULES	
NUMBER:	TYPE:				
M W S B S T W I A L L					
		☐ Group experience:			

Heroes

NAME: Luthor		EQUIPMENT: Heavy armor, sword, helmet, brace of duelling pistols		SKILLS, INJURIES, ETC.	
TYPE: Mercenary Captain					
M W S B S T W I A L L					
4 4 4 3 3 1 4 1 8					
Experience: 11					

NAME: Hans		EQUIPMENT: Halberd		SKILLS, INJURIES, ETC.	
TYPE: Champion					
M W S B S T W I A L L					
6 4 4 4 3 1 5 1 7					
Experience: 11					

NAME: Karl		EQUIPMENT: Sword		SKILLS, INJURIES, ETC.	
TYPE: Champion					
M W S B S T W I A L L					
4 4 3 3 3 1 4 1 7					
Experience: 11					

NAME: Franz		EQUIPMENT: Spear		SKILLS, INJURIES, ETC.	
TYPE: Youngblood					
M W S B S T W I A L L					
4 2 2 3 3 1 3 1 6					
Experience: 11					

NAME: Klaus		EQUIPMENT: Sword		SKILLS, INJURIES, ETC.	
TYPE: Youngblood					
M W S B S T W I A L L					
4 2 2 3 3 1 3 1 6					
Experience: 11					



Heroes

NAME **Klawful**
TYPE **Assassin Adept**

M	W	S	B	S	T	W	I	A	L
6	4	4	4	3	1	5	1	7	

Experience:

EQUIPMENT
Fighting claws, light armor

SKILLS, INJURIES, ETC.

NAME **Skritt**
TYPE **Black Skaven**

M	W	S	B	S	T	W	I	A	L
6	4	4	4	3	1	5	1	7	

Experience:

EQUIPMENT
Flail, light armor

SKILLS, INJURIES, ETC.

NAME **Skratch**
TYPE **Black Skaven**

M	W	S	B	S	T	W	I	A	L
6	4	3	4	3	1	5	1	6	

Experience:

EQUIPMENT
Flail, light armor

SKILLS, INJURIES, ETC.

NAME **Nikkitt**
TYPE **Night Runner**

M	W	S	B	S	T	W	I	A	L
6	2	3	3	3	1	4	1	4	

Experience:

EQUIPMENT
Throwing stars, sword, shield

SKILLS, INJURIES, ETC.

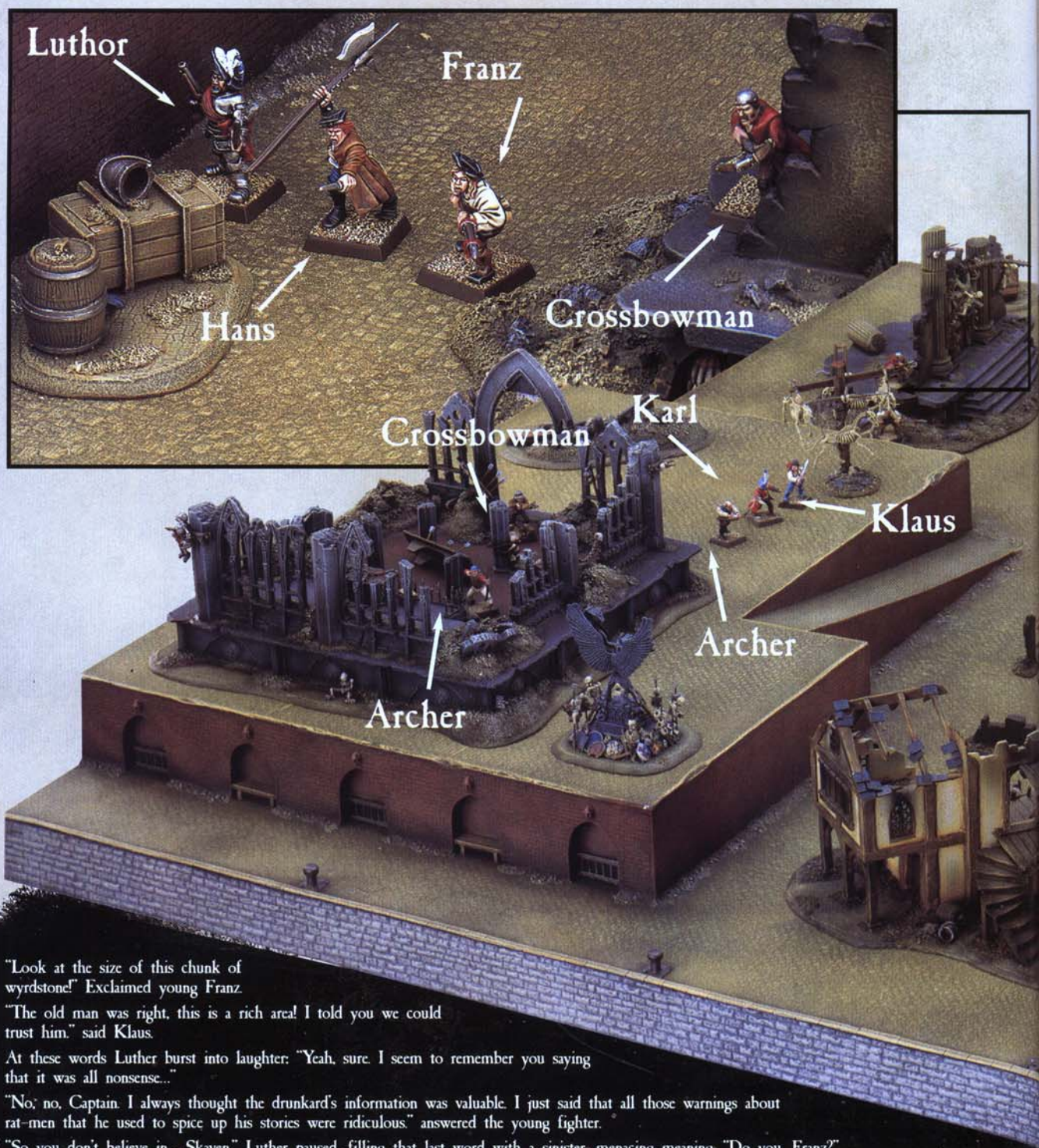
NAME **Skarpur**
TYPE **Night Runner**

M	W	S	B	S	T	W	I	A	L
6	2	3	3	3	1	4	1	4	

Experience:

EQUIPMENT
Throwing stars, sword

SKILLS, INJURIES, ETC.



"Look at the size of this chunk of wyrdstone!" Exclaimed young Franz.

"The old man was right, this is a rich area! I told you we could trust him," said Klaus.

At these words Luther burst into laughter: "Yeah, sure. I seem to remember you saying that it was all nonsense..."

"No; no, Captain. I always thought the drunkard's information was valuable. I just said that all those warnings about rat-men that he used to spice up his stories were ridiculous," answered the young fighter.

"So you don't believe in... Skaven." Luther paused, filling that last word with a sinister, menacing meaning. "Do you, Franz?"

In the dark alleys of the city, the tales about those evil denizens of the underground seemed much more real than they did in front of the tavern's fireplace - but the soldier could not show any sign of fear in front of his comrades, so he straightened up and replied, "Of course not! Everybody knows that those are all legends, tales to scare children and superstitious old wom..."

Ssshhtukkk

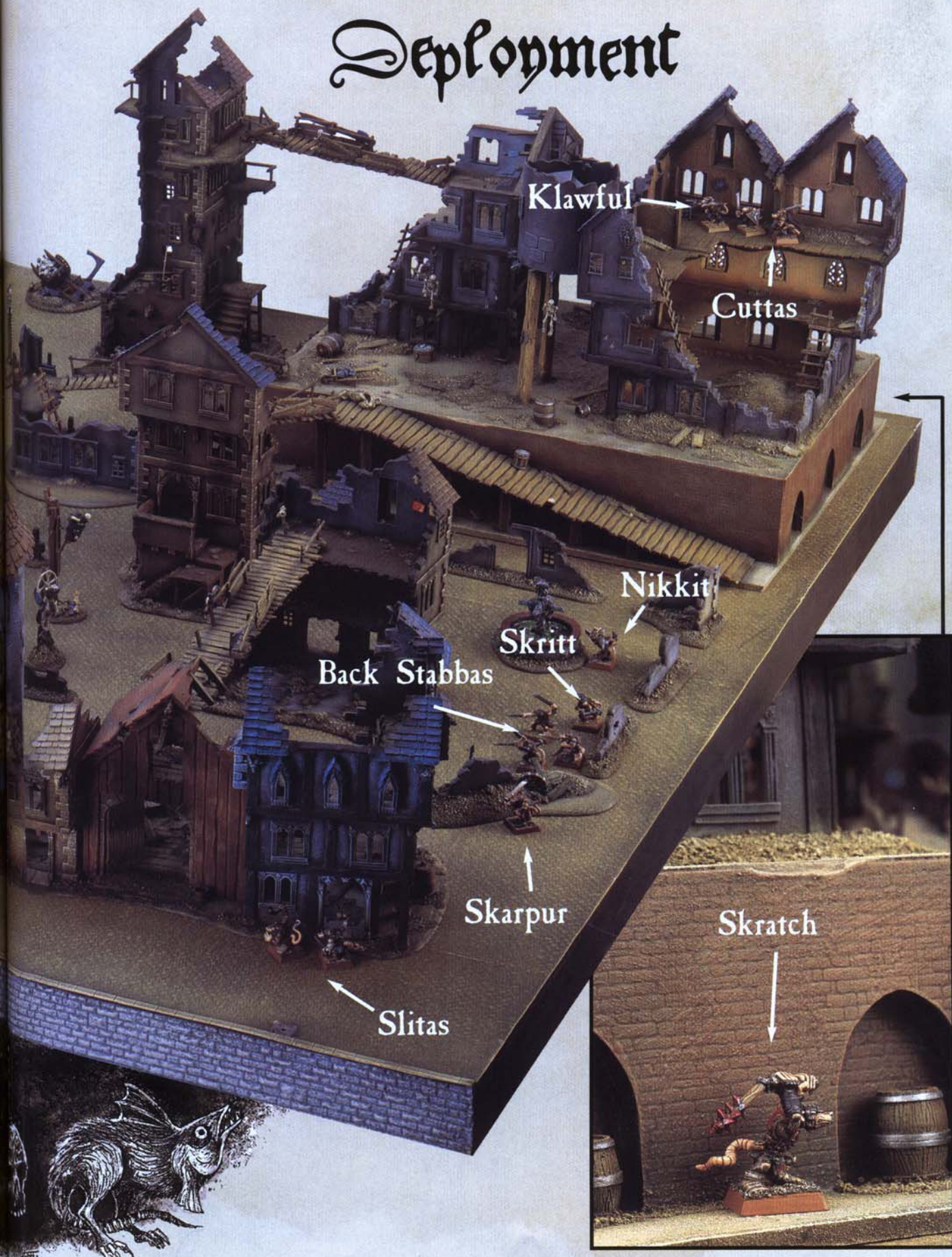
The man's words were interrupted as a barbed, steel throwing star flew a few inches in front of his astonished face and stuck into the wooden wall of a ruined house.

The Reiklanders turned, drawing their weapons, but all they saw was a dark, cloaked figure, scuttling away at blinding speed and disappearing into the shadows.

"Did... did you see that?! It had a... a..." gasped Franz.

"Tail is the word," said Luther, grim-faced, "and Morr take me if it didn't look exactly like a rat's tail. The only problem is that the rat was six feet tall, armed and rather unfriendly... Get ready, men. I think we have company!"

Deployment



Luthor's Looters One

Captain Luthor looked out across the ruins, trying to catch a glimpse of the Skaven scum. Ordering his men to move forward deeper into the ruins, he signalled the Marksmen to take up positions with good lines of sight. Luthor himself led his second in command, Hans Krieg, and the newest of his recruits, Franz, toward the nearest of the derelict houses.

With none of the Reiklanders able to see the Skaven, they were unable to fire upon them and their first turn ended rather quickly.



Karl and Klaus move forward, while a Marksman covers their advance.

"Notice my brilliant plan to deploy all my archers and crossbowmen on an upper floor, so they could pick their targets freely. Gave them cover as well, in case the Skaven started to use their slings."



Manflayers One

Following the chittering commands of the Master Assassin Klawful, the Skaven prepared to close in on the man-things as quickly as possible. The sooner the Skaven reached the humans, the better. Reiklanders were rightfully feared for the accuracy and deadliness of their Marksmen.

Klawful himself advanced, protected by two of his Verminkin, who he had promised to cut to shreds if they tried to dodge any arrows. The Skaven leader and his bodyguards ran towards the bridge which connected the ruined building with a tall, blasted tower.

Using every nook and cranny for cover, the rest of the Back Stabbas and Night Runner Nikkit, led by Black Skaven Skrit, made their way towards the Reiklanders in the middle.

Black Skaven Skratz silently ran headlong towards the enemy, hidden from view by the largest of the ruins. The massive Skaven had set his eyes on the bowman hiding behind a ruined gate. Licking the spikes of his wicked flail, the Skaven made certain that any wounds he caused would become infected.

Meanwhile on the left, the Slitas, eager to get into range with their slings, headed towards the Reiklanders who held positions in the temple ruins above.



The Slita slingers advance through cover.



Klawful and his bodyguard creep through the derelict building.



A Marksman takes cover in the ruins.

Luthor's Looters Two

Seeing that he was outnumbered, Luthor told his men to seek cover and get ready to greet the Skaven with a hail of arrows and crossbow bolts.

Captain Luthor himself, followed by the Champion Hans and Youngblood Franz, took cover in a ruined town house. Reading the anxiety and fear in the youngster's eyes, Luthor decided to give the boy a bit of encouragement. "Watch me and learn," said Luthor, grinning at the trembling youngster, "And if you are hard pressed, just throw them a bit of cheese – they'll forget all about you in an instant!" Gripping his spear tightly, the Youngblood smiled weakly and nodded.



Skritt, Nikkit and the Back Stabbas stalk toward the Reiklanders.

The Marksmen took up positions in cover, taking higher ground where possible to get a clear line of sight to the enemy with their bows and crossbows. At the end of the turn the Reiklanders were in excellent positions to snipe at the advancing Skaven. Now it remained to be seen if that would be enough to stop them.

One of the Marksmen drew a bead to a Skaven, and fired at the distant Night Runner, Skarpur. The bolt hit its target, but it had lost most of its force, and only knocked down the Skaven.

The Marksman standing near the carousel of skeletal horses whispered a prayer to Sigmar, and took aim at one of the Skaven shielding Clawful. His aim was true, and the pitifully shrieking Skaven fell, skewered by an arrow through its thigh. Scornfully Clawful trampled and kicked the fallen Skaven, disgusted that it had only stopped one arrow before going down.



Clawful watches over the Reiklanders as they make their way into the ruins.

"We took cover in the ruins of an old town house, and that was when we saw the Skaven up close for the first time."



Captain Luthor readies his men to face the oncoming Skaven.

Manflayers Two

At the beginning of the turn, a slightly embarrassed Skarpur clambered to his feet, and climbed up the makeshift ladder to gain a better vantage point.

Skratch, continuing his relentless advance, dashed behind a corner of the building. Soon the massive Skaven would be in position to attack the hated man-things.

The great mass of Verminkin, led by Black Skaven Skritt, scuttled forward in the center, taking shelter in the shattered ruin in the middle of the table.

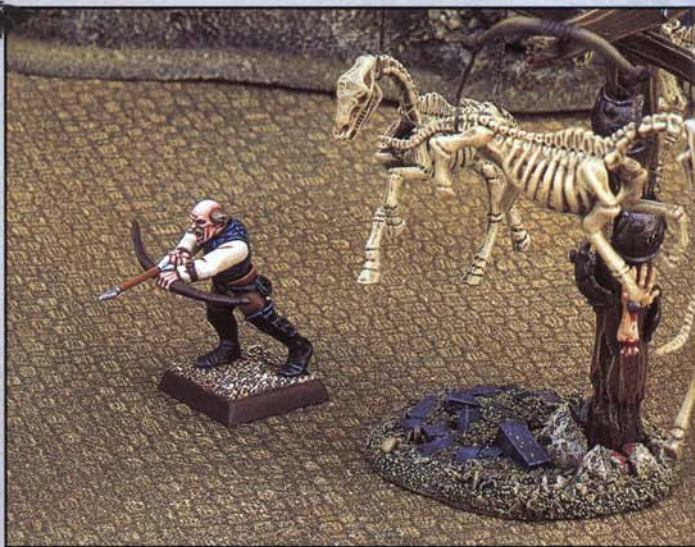
Klawful and his remaining Verminkin jumped down a level in the ruined building, and headed towards Captain Luthor and his two men. Klawful felt confident. In the hidden arena of the

Clan Eshin in Cathay he had defeated six armed slaves in one combat. With fighting claws on he knew he had no equal.

Meanwhile on the Skaven left, the wily slingers of the Slitas henchman group ducked into the cover of a ruined building, and advanced stealthily towards the bowmen sheltering in the ruins above. One of the Slitas slingers sent two stones towards the Bowman hiding behind the statue, but the shots clattered against the gruesome sculpture and bounced off harmlessly. The other slinger moved closer to the humans, in hope of getting within short range for his weapon (slings can shoot twice per turn if within 9").



"I have to hand it to the Skaven scum - they know how to attack. They used every possible scrap of cover, and closed in on my lads as quickly as they could."



One of the Reiklander archers skillfully picks off a Skaven.



Klawful continues his advance on the humans, despite the loss of one of his bodyguards.



The Back Stabbas Verminkin use all the available cover as they approach the Reiklanders.

Luthor's Looters Three

Captain Luthor, followed by Hans and Franz, hurried up a ladder to stop the advance of Klawful. "Now is our chance, boy," said Luthor to the Youngblood and pointed at Klawful, "See that rat prancing around with iron claws? I bet he's the leader. If we take him out, the rest will run!"

After assessing the battlefield situation, Karl ran toward his Captain's position while ordering Klaus to go and back up the Marksman on the far side of the temple.



Skratch spies his intended victim, the crossbowman at the ruined gateway.



Skarpur clammers up the ladder to gain a better view of the Reiklanders' positions.

Luthor drew his exquisite duelling pistol, and took aim at the Verminkin shielding Klawful, but despite his skill with the weapon and the gun's excellent construction, the shot missed, and the lead bullet whizzed past the Skaven.

The Marksman huddling behind the statue took a deep breath and aimed towards the ratmen. His aim was true, but the arrow only grazed the shoulder of a Skaven slinger. The other Marksmen fared no better, and actually failed to hit a single Skaven! Alessio shook his head in disbelief; his much-vaunted Marksmen, the pride of Reikland, had let him down. Now the Skaven were getting dangerously close.



"That young Franz was a brave lad, facing off against the Skaven leader like that."



Franz readies himself for the oncoming Skaven attack.

Manflayers Three

Bounding forward with incredible speed, Klawful the Assassin closed in on the hapless Youngblood Franz, eager to cut the human to shreds. Skritt and Nikkit ran toward the Reiklander Captain and his companions, ready to attack next turn.

Meanwhile, below, Black Skaven Skritt ran up the ladder, ready to smash the life from the Mercenary Captain with his fearsome flail. Behind him the Verminkin fanned out, taking cover where they could, heading towards the scattered Reiklander Marksmen all around the table.

Once in range, the Slita slingers let fly with their slingshots, and one of the missiles hit a bowman hiding behind the statue. He went down screaming, his ribs cracked by the stone.

In the middle of the bridge, the Youngblood and Assassin met. Easily avoiding the clumsy thrust of Franz's spear, Klawful jumped high into the air and descended with a hail of blows, his fighting claws glinting in the darkness. "You are mine-mine!" skittered the Assassin. The Youngblood stood his ground on the bridge for a moment, and then, with dozens of cuts criss-crossing his chest, he fell down to the street below, flailing his arms miserably. Klawful turned his glance towards the remaining man-things, and took up a fighting stance.



After just missing the Slita slinger, the archer takes a shot full in the chest.



From the safety of cover, the crossbowman selects his next target.



Franz is taken out and falls from the walkway to the floor below.

Luthor's Looters Four

Shouting a warning, Champion Hans, his halberd raised high, charged the Black Skaven who was about to attack the Reiklander Captain from behind.

Fearing that the approaching Skaven would overrun the Reiklander positions, Youngblood Klaus moved to lend support to the Marksmen, hard-pressed as they were by the Skaven slingers. The Champion Karl ran into the melee raging around the building where his Captain was.

All the Marksmen of the warband shot at the fast-closing Skaven, but not a single arrow hit. Luthor muttered something about cutting the wages of his men if their accuracy did not improve. Determined to show his incompetent men how it should be done, Luthor drew his duelling pistol, and took careful aim at the approaching Klawful...



The Reiklander Captain's lead shot struck home with savage force and Klawful was duly pitched from the bridge into the streets below. (At this point Alessio had rolled 6 to hit and 6 to wound, which meant he had caused a critical hit. A further roll of 6 meant he had caused 2 Wounds with no armor saves allowed)

In the hand-to-hand combat phase, Champion Hans, brought his halberd down on the Black Skaven. Skritt tried to dodge, but the heavy blade struck him on the chest, stunning him.



Nanflayers Hour

Groaning, the Black Skaven Skritt started to recover his senses, and rolled over, but the Champion Hans was poised above him, ready to take him out with his halberd.

Seeing the Assassin shot down, and his mind filled with visions of taking over the warband, one of the Verminkin of the Cuttas charged Captain Luthor.

Skratch saw his chance and with a bounding leap he charged the Marksman huddling behind the ruined gateway. Now was time to exact vengeance for all those arrows the man had shot towards him.

Night Runner Nikkit raced ahead of the Verminkin, and drawing his sword he prepared to take on the sword-armed Champion Klaus, who had interposed himself between his leader and the approaching Skaven.

Night Runner Skarpur did not fare as well. Trying to impress his fellow Skaven he jumped down from the bridge, only to stumble and fall, managing to stun himself, much to the amusement of his fellow Skaven.

In the hand-to-hand combat phase, Hans hacked at the fallen Skritt with his halberd, taking the Skaven out of the game (a warrior attacking an opponent who is knocked down only needs to wound his opponent in order to take him out).



After shooting down the Skaven leader, Luthor readies himself for combat.



Skratch sneaks up on the Marksman from behind and...

Meanwhile Luthor parried the clumsy blow of the Verminkin, and attacked, duelling pistol blazing. It was to no avail however, as Luthor completely missed his opponent.

The combat between Skritt and the Marksman did not last as long. The Skaven's whirling flail drew a blurred arc in the air, and before the hapless Marksman had a chance to react, it hit him full in the face. The Reiklander went down, his face covered in blood, with the Black Skaven standing triumphantly over him, spinning his weapon in the air.



"Always keep an eye on where the enemy is. Sometimes you forget and the next thing you know you're bleeding all over the place."



...batters him senseless.



Luthor's Looters Five

The Champion Hans, having finished the Black Skaven Skritt, fearlessly jumped from the bridge to help his struggling companion Karl.

Klaus moved back towards the closing Skaven, but despite his eagerness he was not close enough to attack.

The Marksmen let loose once again. The first Bowman managed to hit one of the Slitas, but failed to wound. However his companion shot dead the Black Skaven Skritch who had taken down a Crossbowman in the previous turn.

Screaming the battlecry of Reikland, Hans made a successful diving charge (Alessio made his Initiative test, and gained +1 Strength and +1 to hit for this turn). The pole of his halberd struck hard as he descended, and the Skaven was knocked down. Klaus and the Verminkin were more equally matched. Both of them managed to hit their opponent, only to have their blows parried.

On the bridge the Verminkin and Captain Luthor continued their struggle. Despite the best efforts of both warriors, neither side managed to even hit their opponent. Sweating, each warrior sought to find an opening in the defense of his opponent, and they circled each other warily.

In the big melee under the bridge where Luthor and the Verminkin fought, things were going the way of the Reiklanders for the moment – the fight was now between Hans, Klaus, and Night Runner Nikkit. But the sword-armed Vermin were closing in fast.



The fighting around the derelict town house becomes even more frantic.



Klaus readies himself to face a Skaven warrior in vicious close combat.

Manflayers Five

All over the battlefield, the last of the Verminkin raced to join the melee. One of the Verminkin drew his curved blade and crashed through a rotten windowframe to charge Hans Krieg, who was desperately fending off another Skaven.

The Slitas slingers, now in ideal range for their weapons, sent four stones at the Bowman standing by the skeletal carousel. One of them hit the poor man full in the face and took him out of the game.

In the battle between Champion Hans and the Night Runner, and Verminkin, Hans was struck by a sword and knocked down, leaving Karl to face the Skaven alone. His sword stroke gutted the Night Runner Nikkit, taking out the Skaven, but things were looking bad for the Reiklanders.



One of the Slita slingers moves through the building's ruins to get in close enough to use his weapon.





The Skaven Backstabbas close in on the Reiklanders.

Luthor's Looters Six

Alessio began his sixth turn by taking his Rout test, which he proceeded to fail...

Seeing that his warband had taken quite a pounding, and that there were still plenty of Skaven left, Luthor recalled the words of his old fencing instructor: "Discretion is the better part of valor." With these words of wisdom in his mind, Luthor bellowed "Retreat!" at the top of his lungs. Dragging their wounded with them, the Reiklanders fled, leaving this section of Mordheim for the victorious Skaven to plunder. The skirmish was over.



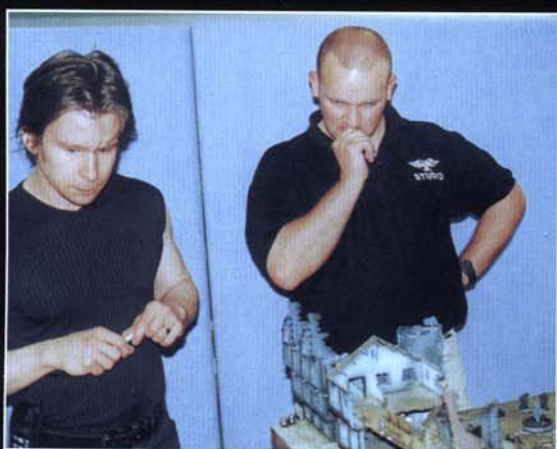
"I've never forgotten that Skaven on the bridge. No matter how hard I tried, I just couldn't land a single blow. I'm sure he must have become the leader amongst his murderous kin, if he was not poisoned, stabbed from behind, or strangled by one of his rivals. In the end, it was better to retreat while my warband was more or less intact. Forget pride in Mordheim, boy. The streets are strewn with the corpses of proud men."



Counting the Cost

Unlike Warhammer, if you are playing a campaign a game of Mordheim is not over after the battle itself. You need to find out what long-term injuries your warriors have suffered, whether they have gained enough experience to warrant an advance in their characteristics or a new skill, and finally you determine what the warbands find in the ruins of Mordheim.

The first thing to work out was what injuries the warbands had suffered. Any warrior who is taken out must roll on a Serious Injury table to see the extent of damage he has suffered. In the case of Heroes a player must roll D66, and consult a table which tells whether they have suffered a serious injury, are dead or have luckily survived without scratch.



Difficult decisions to be made.

Mark's Night Runner Nikkit suffered horrible scars, and would cause Fear from now on, and his Black Skaven Skritt had been hit in the head rather hard - from now on this Skaven would be affected by Frenzy. The other Black Skaven had suffered a hand injury, which would reduce his WS by 1. Klawful himself escaped without an injury.

Of Alessio's Heroes, only the brave Youngblood Franz, who had faced Klawful, had been taken out. He suffered a leg injury which would reduced his Movement by 1 from now on.



"I can see you!"

With Henchmen, things are simpler. Simply roll D6 for each one taken out of action, and on a roll of 1-2, they are either dead, critically wounded, or fed up with the warband and leave. As it turned out, all of Alessio's men survived without an injury, and only one of Mark's Verminkin was lost.

Only one of Alessio's Champions, Hans, had earned enough experience to gain an advance. Alessio rolled 11, which meant that his Champion had gained a skill. After much deliberation, Alessio chose the Crushing Blow skill for his Champion, giving him +1 Strength in close combat.

Then it was time to explore the city. This meant that each player could roll a D6 for each of his heroes that survived the battle and was not taken out. Only one of Mark's Heroes had survived, but as winner of the game, Mark's Skaven were allowed to roll an extra dice. Even so the Skaven only managed to find one shard of wyrdstone!

The Reiklanders fared better. Alessio still had four of his heroes at the end of the game, which meant that he could roll four dice. He rolled 2, 2, 2, and 3, which meant that he found 2 shards of wyrdstone - but this was not all. Any time you roll doubles, triples, etc., in the exploration phase, your warriors have stumbled across something interesting in the ruins. In this case Alessio had found a ruined smithy, and after a further roll he discovered two halberds in the rubble. Even though he had lost the game, Alessio had probably gained more from the battle!

"Luthor's consolation..."



Alessio Cavatore

I'd lost, but what a great game it was! It was very entertaining and full of little episodes which ranged in tone from epic to comic. I particularly loved the duel on the bridge. At first there was the tragic scene when my Youngblood Franz was chopped to pieces by the Assassin and his broken body fell from the bridge. Then there was

the slow motion movement of Captain Luthor aiming his duelling pistol at the black-clad Adept, with both warbands holding their breath... and finally the detonation: 6 to hit, followed by a 6 to wound and a 6 on the Critical table... Taken out! It was a master shot! Got him right between the eyes!

I also liked the diving charge of my deadly Champion Hans, but that wasn't as good as the perfect sneak attack performed by the flail-armed Black Skaven against my crossbowman. What a blow! That triggered an amusing chain reaction, with my archer avenging his comrade and taking out the Black Skaven, only to be hit in the face by a deadly slingshot. At that point it would have been great to eliminate the slinger, but the game ended and it was time to determine the outcome.

I found two shards of wyrdstone and an abandoned smithy (and among the scrap metal there were two halberds in perfect condition!), and also gained a lot of experience (and a new skill for my Champion!). The only drawback was that the Youngblood who fell from the bridge obviously broke his leg very badly and from now on will move about as fast as a Dwarf!

Pity, but the overall result saw my warband quite improved by the tough experience of this fight. Not too bad for a lost game, but that's one of the best points in Mordheim – often, even if you lose, you end up quite happy. What more can you ask from a game?!

"Warpstone mine mine"



Mark Bedford

What a great game! Victory was mine and the Reiklanders ran from the battlefield to tend their wounds. The battle had a little of everything. It was a very close game that could have gone either way – Alessio is a good general and it is a hard thing to beat him. My Assassin Adept was overeager to get to grips

with the enemy – he dispatched the Youngblood on the bridge with ease, only to be left in a very vulnerable position with all the enemy's firepower trained on him. With areas of terrain that restrict movement in some way, you should have a plan in your head as to who moves first. I could have sent the Verminkin across the bridge first, but if he had failed to take out the Youngblood, or even worse, got himself killed, then my Adept would still have been shot at by the Reikland Captain, one of the Reiklanders would not have been taken out and I would not have gained the experience points.

Another part of the battle that made me smile was when the Black Skaven managed to work his way around to where the Reikland crossbowman was hidden, and introduce him to the blunt end of Mr. Flail, only to be shot down by a longbowman who was then removed from action by a hail of rocks from my Verminkin slinger (what goes around comes around, eh?).

After the battle, we rolled to see if our warbands had gained any new skills, what injuries had been received and the number of wyrdstone shards that had been found. Even though I won the battle Alessio found more wyrdstone, gained more experience and even found a smithy – so no one went home disappointed!

Plans for my warband include adding a Rat Ogre and an extra Verminkin, but to afford to hire them, my Skaven will have to go back into the city...





SIGMAR IS STILL WITH US!

Fear not, for the Sisters of Sigmar survive. At this very moment our High Matriarch, Bertha Bestraufung is organizing our Sisters so that they may cleanse our beloved city of the foul followers of dark gods.

FINEST HALFLING COOK SOUGHT

Lord Smythe is looking to employ a Halfling Cook for appetizers during his journey through the wastes of Mordheim. Culinary trials will be held at the Headless Hog tavern on Backertag.

SEEKING EMPLOYMENT

One Eyed Teddy M'grue, ex-pit fighter, looking for work. Highly experienced. Own weapons. Anything considered. Contact me behind the Red Wolf tavern.



COFFIN

Sylvanian Merchant requires coffin for family bereavement. Must be durable and made of the finest rosewood. Contact Boris Badenov at the Inn of the Red Moon.

YOU'RE END IS UPON YOU!

Your pitiful lives are at an end. Mordheim is but the first to suffer at our will. Soon more of your so called Great Cities of the West shall fall. The weak Princes of your pitiful Empire are no match against the awesome power of our Lords.

OBITUARIES

Eric Leferve. Killed by a Huge Rock from the heavens.

Kurt Wilhelm, loyal friend and henchman. Will be greatly missed by the lads of the White Wolves warband.

Arturo Martini. Wasn't afraid of heights. Should have been.

Margeritte Marcoussis of the Sisterhood. Split in two by a Dwarf Axe.

Ludwig von Hausen, formally of 'The Arisen'. Died from blood poisoning.

Eva Liebermann. Killed by falling masonry.

Unidentified Skaven corpse found by Luthor's Looters in the ruins.

Count Gruber welcomes his new henchman Kurt Wilhelm to his retinue.

SCRIBE REQUIRED

Needed to record the heroic feats of Baron Hal Kreiglitz, on his imminent arrival in Mordheim. The ability to use a sword and pen an advantage.

FOR SALE OR TRADE

Johann's Emporium has the following goods for sale or trade.

Large iron kettle, big sword, Dwarf blunderbuss, glass eye, pike, rusty axe, cod, pick, anvil, jewelled dagger, lucky charm, bucket, and spade.

Why not call in at ye olde gate keeper's cottage.

'BLACK ARROW' Marksman of the highest quality.



'One shot - one kill'
Lodged at the
Red Wolf tavern.

URGENTLY NEEDED

The Inn of the Red Moon requires an inflatable Pig's Bladder for recreational sport.

'The Heralds of Free Trade'

warband from the fair city state of Marienburg, are currently seeking new Henchmen.
Good rates of pay.

Trials to be held at the
Lord Forte Royal Tavern
on Bezahltag.



Madam Archeossi

Reader of the mystical Tarot. Speaker with the dead. Meet me when Morrslieb is full, at the sign of the Fish.

YE BOOK SALE

Captain Kurt Whitebeard of the Middenheim warband the White Wolves offers you the chance to own a unique collection of tomes, manuscripts and books. Come visit our stall at Griffon Gate.

FOR HIRE

Mandred the Jester. 10 years experience. Expert Juggler. Trickster. Joke Teller. and Tracker. Registered at the Fools Guild.

• FAST • FUN • FURIOUS •

WARHAMMER® WARRIORS

Warhammer Warriors is the new, fast-paced action game, by none other than Rick Priestley! We freed Rick from the clutches of the Black Library to have a chat with him about his latest brain-child... OK Rick, what's it all about?



Well, this is of course a battle game, but it is a game which has no dice, no models, and in which

each battle lasts between ten and twenty minutes! In the game, you get to be one of the heroes of Warhammer 40,000, and fight a one-on-one combat against one of your most hated foes. Everything is resolved using just the Warrior books, and the action is played out turn by turn, with cool illustrations showing each player what is happening to him as the

fight goes on. So, if you choose to shoot your opponent, with a bit of luck you'll see a picture of your enemy being hit – and he'll see a picture of you firing your gun at him!

Keep that up for a few turns and you'll soon have a very dead opponent! Of course, he will be trying very hard to do the same to you! May the best man win!



KAL JERICO vs CAPT. LEONATOS

Ding, ding! Seconds out! TURN 1

In the very first turn of any battle both players *must* choose to either Move or Shoot.

Kal: After studying his character sheet, Kal chooses a Move action, and goes for *Bluff*, number 20.

Leonatos: Typically, Leonatos chooses the direct approach and *Shoots* his bolt pistol, number 21.

Once both players are ready they simultaneously call out their action and its number:

Kal: 'Bluff, 20'

Leo: 'Shoot, 21'



Action: Kal turns to page 21 (Leonatos's chosen action), and looks up number 20 (his own action) on the combat grid.

COMBAT GRID			
21	MOVE	DEFEND	SHOOT
17	27	17	27
18	27	18	27
19	20	19	27
20	27	20	27
25	20	25	27

This tells Kal to turn to page 27, where he sees Leonatos firing his bolt pistol. *Gulp,*



Leonatos has got a shot in! But has he hit Kal, or did Kal's Bluff work?

Meanwhile Leonatos turns to page 20 (Kal's action)

and looks up number 21 (his own action) on the grid. This tells Leonatos to turn to page 19.

Curses! He sees Kal distracting him with a cunning bluff! Leonatos has now fired one of his shots for the game, without hitting Kal!



Results: The players now read out the results box to each other – telling them what choice of actions they each have next turn. Because Kal successfully bluffed Leonatos, he hears 'Feeling lucky punk? You can Attack, Defend, Move or Shoot' – Kal has the full list of actions to choose from next turn! Leonatos, however, cannot shoot next turn as he...

Feel for the oldest one in the tank. You can now ATTACK, DEFEND or MOVE.

PLAYING THE GAME...



Each Warrior book has two main components – the book itself and a character sheet. The book tells you about the warrior, and shows what he can do in graphic battle pictures. The character sheet lists all the moves your warrior can make. Not all warriors have the same list of actions or skills. Each warrior has a unique fighting style, and what works for one character is not necessarily good for another. Kal Jerico, for example, is a slippery customer, but quite

easy to put on the floor if you can pin him down. Leonatos is as hard as nails but not as agile as Kal. You'll soon see that Warhammer Warriors is easy to play, but tricky to master!

At the start of a new game, the first thing you do is swap warrior books with your opponent, whilst keeping your own character sheet. So, if you are playing Kal and your foe is Leonatos, you will be looking at what horrors you are doing to Leonatos, and he will see what he is doing to you!

What follows might seem complicated, but once you get the hang of it, it's easy – each turn is resolved by calling out a number, and turning a few pages to see what happens! In each turn, the players simultaneously follow this sequence:

1. Choose an action

Each player chooses a single action from his character sheet. Actions are split into Attacking, Moving, Defending, or Shooting. You will see that each action has a page number.

WARHAMMER WARRIORS DIAGRAM

PAGE NUMBER

RANDOM SYMBOL:
only used in the
advanced game.

COMBAT GRID:
to compare your
action against
your opponent's.

RESULT:
including any
wounds inflicted.

PICTURE:
you see what your
opponent is doing.

RESULT BOX
to read out to your
opponent – this tells
him what he can
do next turn.



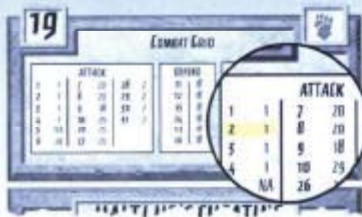
TURN 2

Remember, this turn, Kai can choose from any action, whilst Leonatos cannot shoot.

Kal: Looking at his character sheet Kal chooses to Attack, calling 'Sabre Thrust, 2'.

Leonatos: Chooses to Move, calling 'Charge, 19'.

Action: Kal turns to page 19, looks up 2, which tells him to turn to page 1. Turning to page 1, Kal sees he has scored a hit –



Leonatos takes 1 wound! *Huzzah!* Speed and agility win every time! Meanwhile, Leonatos turns to page 2 and looks up 19, which tells him to turn to

page 5. There, he sees Kal Jerico making a deadly Sabre Thrust. *Drat! Kal's just too slippery by far – he won't be smiling when my chainsword rips his head off in a minute!*

Results: Kal tells Leonatos he can Defend or Move next turn. Leonatos reads out his results box, telling Kal he can Attack, Defend, or Move next turn.

TIME OUT! OK we'll break from the example here just to comment on the action so far. Things haven't started very well for Captain Leonatos. Firstly,

he wasted 1 of his 3 Bolt Pistol shots, missing Kal completely. Then he tried to Charge and got hit by a Sabre

Thrust, taking a wound. He started with 7 wounds. now he has 6 left.

For Kal, everything's rosy! His bluff fooled Leonatos into wasting a shot and then he managed to close and stab the Space Marine with his sabre! Now Leonatos is on the defensive, he can only Defend or Move, whilst Kal can Attack, Defend, or Move. Kal must now choose whether to press his advantage and keep attacking or try something more crafty, perhaps backing off to shoot with his laspistol.



3. The Combat Grid

The page is split into three sections – combat grid at the top, picture in the middle, results box at the bottom. Ignore all but the combat grid for now.

Look up the number of the action YOU called out on the combat grid.

4. Turn the page again

Next to your number on the combat grid will be another number – this tells you which page to look up next. Turn to this page. On that page, look at the picture: it shows you what you have done to your enemy!

5. The results box

Now, read out what it says in the results box at the bottom of the page. This tells your opponent what he can (and cannot) do next turn. If your attack has worked well, for example, your opponent may only be allowed to defend next turn.

The actions you have made may require some record keeping – noting down how many shots you have fired, how many wounds you have left and so on.

6. The end of the turn

That's the end of the turn. A new turn starts with each player choosing a new action



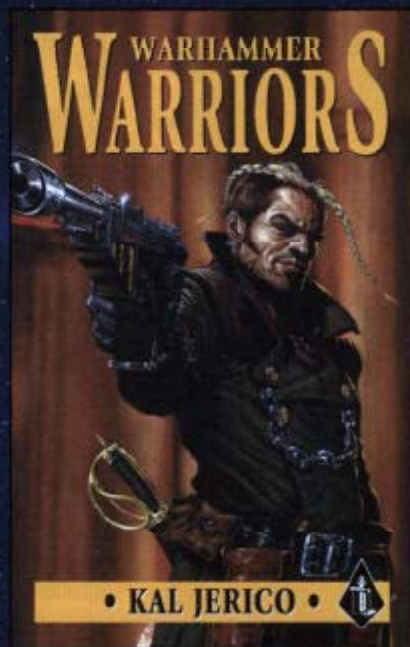
from those he is now allowed to make.

THE WIN BONUS

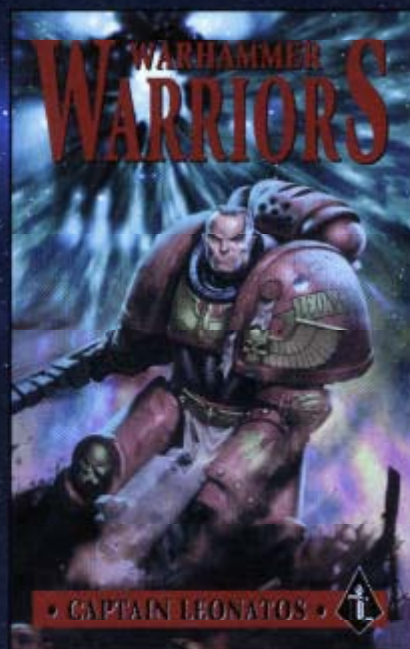
A game ends when one of the warriors is down to zero wounds – he is the loser! The winner gets to choose a bonus from his character sheet. This is a permanent addition, and might be an extra type of attack, defense, or move, or even some extra wounds.

So there you have it – Warhammer Warriors! Fast and furious, play anywhere battles. The first releases are Kal Jerico and Leonatos, followed by Ephrael Stern, Sister of Battle, Kharn the Betrayer (and he is REALLY hard), an Eldar Exarch and a Tyranid Warrior. Each warrior has his (or her or its!) own unique skills and abilities, so it will be down to players to work out the best strategies and moves. Who knows, we might even do a series based on Warhammer battle heroes too. Imagine Malus Darkblade versus Gotrek the Trollslayer!

WARHAMMER WARRIORS



LET BATTLE COMMENCE

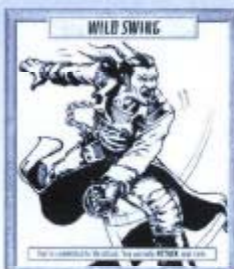


TURN 3

Leonatos: Having been wounded he chooses to defend himself with a Parry (which he can only do three times per battle). He calls out 'Parry, 11'.

Kal: Decides to follow up his sabre thrust with another attack. He calls out 'Wild Swing, 3'.

Action: Kal turns to page 11, and looks up number 3. This tells him to turn to page 9, where he sees Leonatos parrying his wild swing. Leonatos turns to page 3, looks up 11, and turns to page 6. Kal is making a wild swing at him!



Results: Leonatos has seen off the assault, and can attack, defend or move next turn. Kal, however, can only attack next turn. *Looks like Kal might not have it all his own way from now on. He is up close and personal with a very angry Space Marine... we'll leave it there, shall we!*

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FARSIGHT

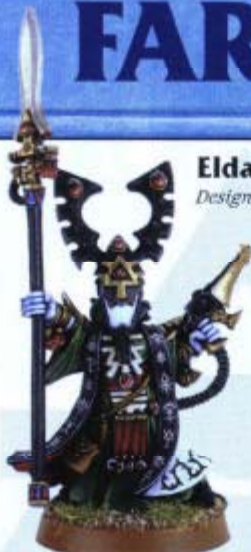
The armies of the Eldar are bolstered this month by the arrival of new models – the Eldar Farseer and the Shining Spear Exarch.

Farseers, even by Eldar standards, are considered enigmatic and mysterious individuals. In battle they lead the armies of the Eldar, using their runesight to see the shifting threads of fate and determine the best course of action. As psykers they have few equals, as war leaders they are incomparable.

The Shining Spear Exarch is also released this month. The combination of his superior fighting skills and the special Exarch powers makes him a deadly addition to any Shining Spear squad.

Eldar Farseer

Designed by Mike McVey



The Farseer is an HQ unit and is quite capable of looking after himself in fight, especially if he is armed with a singing spear (the weapon the model is carrying). Give him a bodyguard of Warlocks and he can be as dangerous as his Dark Kin counterpart – an Archon. However a Farseer's most vital role on the battlefield is utilizing his special powers to enhance and aid the army he is leading.

One of the most useful Farseer powers is 'Guide' which allows a squad within 6" to re-roll any missed shooting to hit rolls. Try giving him a squad of Guardians to act as a bodyguard, and you'll find that re-rolling missed hits is very effective at stopping an enemy assault in its tracks. If you are fighting against a Space Marine army you could always place him next to a squad of Dark Reapers...

Eldar Shining Spear Exarch

Designed by Gary Morley & Jes Goodwin



The Shining Spear Exarch comes with two different weapon options. One is a laser lance to match the rest of the squad, or you can exchange the lance for a power weapon, vital against well-armored foes.

Not only is the Shining Spear Exarch an even more highly skilled fighter than the Aspect Warriors that he leads – he can also be given the 'Skillful Rider' power, which allows the entire squad to ignore the effects of difficult terrain.



Escorted by Shining Spears, the Farseer leads the attack.



ORK ODDBOYZ

Ork Specialists in Warhammer 40,000

By Andy Chambers

Ork Oddboyz are individuals with an affinity for a particular field of expertise. Ork warbands require these individuals to fulfill vital roles within their society. Mekboyz are good with machinery, Slavers keep the Grots in line whilst Mad Doks deal with the, er, medical side. Here for your edification and entertainment is the lowdown on Ork Oddboyz.

TRANSMITTED:	Appelcor VII
RECEIVED:	Genneman Prime
DESTINATION:	Mars
DATE:	5781997.M41
TELEPATHIC DUCT:	Astropath-terminus Metaron
REF:	AdMech/0115242005/GW
AUTHOR:	Genetor-Major Lukas Anzion
TITLE:	Chapter XVIII: Specific observed traits and skills of known Ork caste members
THOUGHT FOR THE DAY:	"Know thy foe"



Sirs, I have completed these reports as an addendum to my previous treatise on genetic predetermination evidenced by the Orkoid races. Where possible I have used direct observation, with additional live observation and exotopies of captured specimens to establish the veracity of the information this report contains. However, in many instances I have been forced to use archive information to fill in a fuller picture of the castes' specific capabilities and activities, and where this is the case such information has been annotated according to source.

Within the Orkoid species, some 97% of the dominant 'Orks' are warriors, pure and simple. A fraction of the warrior caste - some 3-5% depending on the current circumstances of the group under observation (Cross ref. AdMech/0115242000GW for further details on this subject) are motivated enough to become Nobz or even fight their way up to the pinnacle of Ork society - Warboss (note: for the purposes of this report the warriors are considered as a separate caste which incorporates both the nobles or 'Nobz' and lords or 'Warbosses'). The Nobz and Warbosses lead the Orks in battle, tell them where to camp and who to attack, and in general exercise what passes for law and order in Ork society.

However, there are numerous other tasks which need attending to within even such a simple group dynamic. Injured warriors need to be removed from the battlefield and repaired, new weapons and a constant supply of ammunition needs to be manufactured, freshly captured slaves put to work, and so forth. These are essential tasks, vital roles in Ork society in which the warrior caste appears to have absolutely no interest whatsoever.

However, each new generation of Orks includes a proportion of individuals who are deeply, indeed obsessively interested in these duties. As Ork warriors are unable to fathom how anyone could find interest in, for example, regularly beating slaves or fixing a damaged vehicle rather than fighting, they refer to these individuals as 'Oddboyz'. As noted in my prior treatise, the traits of Oddboyz appear to be genetically engineered into their gene-strands to ensure that their society remains viable.

This genetic programming is apparently far from consistent, as different warbands and tribes contain widely varying proportions of Oddboyz, and some of the types are rare or completely absent in certain reported Ork enclaves.

Note: this information is gleaned from combat reports of the XX1st Konnar Imperial Guard Regiment on Octarius (ref. AM/55L39374829/W1/OR3), observations of Biologis-Major Yetzhera within the Tethis sector (ref. AM/810.17390862/XA/T210) and the dissection of remnants of the space hulk Scylla (ref. AM/37185620185/PQ/P1.413).

ORKOID SUBSPECIES CASTE TYPE A: Ork Medics

Orkus Anzion Butcherus
(colloquially known as 'Mad Doks', 'Bad Doks', or 'Painboyz')

OVERVIEW: From a human perspective, the most frightening of Ork Oddboyz are without doubt the 'Mad Doks'. Also known as Bad Doks or Painboyz, these individuals are the closest thing the Orks have to medics or surgeons. They demonstrate a deep and abiding interest in pain, how creatures of all sorts work, what makes them function and, more interestingly to a Mad Dok, what level of damage or privation makes them stop functioning.

The natural endurance and constitution of Orks is legendary: they feel little pain from wounds and heal from any but crippling injuries in an amazingly short period of time. However, our observations indicate that only the most badly injured Orks would willingly allow a Mad Dok anywhere near them. Most Orks only end up on 'da slab' (an Ork term for the rusty, steel work table most Bad Doks strap their victim/patients too) if they have been rendered unconscious by their wounds or, with surprising frequency, an unexpected crack on the back of the head from the Mad Dok or one of his Gretchin assistants.



Once the patient has been rendered completely insensible (or, as the Doks have been heard to say, 'made komfortable'), often by repeated blows or poisoning, the Dok will set to work. Shrapnel is dug out, tourniquets and bandages applied to stem bleeding, wounds are crudely stitched or stapled shut, amputations (often unnecessary ones) are performed. When the Dok has stabilized his patient, he will start the serious business of figuring out what experimental procedures to try out. Mad Doks appear to experiment constantly with transplanting limbs, organs and even brains, with varying levels of success (for specific information on this subject, ref. Biologis files AM/93143417315/XB/D.665-1021 and, if access can be gained to them, autopsy files XI-XXXVII of De Xenos Maleficorum). It has been surmised that this experimentation is engendered by a genetically implanted desire to learn anatomy in a practical sense and test the parameters of the Mad Dok's capabilities.

Mad Doks appear to be most interested in testing new bionic limbs and replacements which are constructed with the assistance of an Ork Engineer (members of another caste, see later). Ork bionics, like most Ork artifacts, tend towards the crude but effective and, for those without a working knowledge of Ork physiology, it appears incredible that an Ork can survive the implantation of devices which are commonly riveted onto flesh or bolted into bone. Orks have been observed to use a vast range of bionic replacement parts, more than any other race barring our own brethren of the Adeptus Mechanicus.

Orkoid bionic arms and legs routinely incorporate extra spikes, blades or built-in weapons, presumably to compensate the patient for the inconvenience of the limb seizing up or behaving in a random and uncontrolled fashion at times. Bionic eyes are often built out of gun sights or sensors scavenged from the battlefield. The pinnacle of a Mad Dok's efforts is to create functional 'Cyborks', an unholy mating of Ork and machine (ref. files 998-1002).

APPEARANCE: Mad Doks are commonly seen stripped to the waist, with blood-caked hands and wearing a filthy leather or canvas apron covered in bloodstains and small chunks of viscera. Some Mad Doks have lights and lens-like contraptions strapped to their forehead (likely as an affectation copied from human medical personnel). Mad Doks are usually armed with some form of slugga (a heavy pistol of Ork design) and an assortment of unsterilized (and commonly rusty) bonesaws, drills, flensing knives, and syringes. They are usually accompanied by a small group of Gretchin

slaves, referred to as 'orderlies', carrying bandages, extra scalpels, chisels, mallets, and so forth.

BATTLEFIELD ROLE: Mad Doks have been observed accompanying the Warbosses' bodyguard in battle, and repairing injured Orks so that they can rejoin the fighting. A Mad Dok will fight ferociously in combat like any Ork, but always with an eye towards claiming any fallen Orks as his 'patients' after the battle.

ORKOID SUBSPECIES CASTE TYPE B: Ork Engineers

Orkus Anzion Mechanicus

(colloquially known as 'Mekboyz', 'Mekaniaks', 'Meks', or 'Spannerboyz')

OVERVIEW: Any race of warriors, however self-sufficient and durable (as all Orks are) still needs weapons, ammunition, war machines, and so on, if they are not going to fight their opponents with spears and rocks.

It should be noted that Orks have been reported as fighting with primitive weaponry when out of supplies - for examples see regimental histories of the Armageddon XXXVIIIth tank regiment at Tartarus on Armageddon and the VII Cadian regiment at Hera's Gate on Ryza.

Mekboyz are the engineers and mechanics of the Ork race. As such, Meks reflect the energetic and persistent approach of their race. Experimentation, inquisitiveness, a refusal to be disheartened by failure and, most of all, a determination to bash the parts together until they fit, are the keys to the Meks' success.

Meks are highly intuitive innovators rather than trained technicians and as such they tend to work on instinct rather than by following a learned path of physics and pure science. Although a Mek's understanding of technology in the conventional sense lies somewhere between crude and non-existent, he is capable of producing highly effective and complex machines ranging from guns and vehicles, up to spaceships and Gargants. Often the inspiration for a Mek's latest creation will be something he saw on a battlefield or found amidst the ruins of some captured city.

Meks appear to prefer innovating and customizing mechanisms in unique and individualistic ways rather than careful planning, imitation and controlled experiment. Indeed it is usually the case that a Mek cannot produce exactly the same thing more than once - so a particularly effective shoota might be built, but the Mek will have no idea of how to reproduce it, let alone render it functional for mass-manufacture. This leads to Ork warbands being equipped with a wildly varied selection of weapons, vehicles, and wargear, 'kustomized' as Meks would say. Everything has a tendency to be 'kustom' built. It is also worthy of note that a number of Ork artifacts appear incapable of maintaining their functions when not being operated by an Ork, or even more commonly, by the Mekboy that created them. This is discussed in more detail under the heading of the 'Anzion Theorem of Orkoid Mechamorphic Resonant Kinetics' in Chapter XIX.

Meks make use of vast numbers of slaves - both Grots and captive alien races - to perform the fetching, carrying, and arduous tasks of construction while they oversee the project in hand. Meks will make constant 'kustom' modifications which are often seemingly contradictory or nonsensical to the outsider (cf. confessions of liberated prisoners IQ/89114327123.A-Z). No Mek is interested in mass production of identical items - such tedious activities are left to subservient races which are forced to manufacture goods as

tribute for their Ork masters. Such tribute goods usually end up in the hands of the Meks anyway, once the warriors have driven them to destruction and worn them out with constant use and lack of maintenance. When such an item is brought for repair, its owner is unlikely to see it in the same state again. In the course of fixing it, the Meks will be unable to resist the urge to make a few modifications and kustom jobs to the thing before giving it back.

APPEARANCE: Meks are comparatively easy to identify by their heavily customized weaponry and the wide selection of wrenches, spanners, and other tools they carry. They are often equipped with a backpack generator or fuel tanks for a cutting torch or welding kit, with attendant welding mask or goggles. Meks may be accompanied by a gaggle of Gretchin 'oilers', slave-assistants bearing extra tools, spare parts and devices which the Mek has salvaged.

BATTLEFIELD ROLE: Meks accompany the Warbosses' bodyguard or occasionally lead groups of apprentice Mekboyz armed with burnas (Ork-made cutting torches which double up as flamethrowers and hand-to-hand weapons). Meks will perform battlefield repairs to vehicles and artillery, and lend fire support using their own kustom weapons (as a side note, combat reports of the XX1st Konnar Imperial Guard Regiment indicate that as many of 10% of the Mekboy casualties were victims of accidents and misfires from their own overcharged weaponry). After the fighting is over Meks scour the battlefield and place their mark on any wrecked vehicles or captured equipment that piques their interest. Such prizes are disassembled later and the Mek will ponder how they may be reassembled and improved.

ORKOID SUBSPECIES

CASTE TYPE C: Ork Slavemaster

Orkus Anzion Oppressus

(colloquially known as 'Slavers', 'Whips', or 'Runtherds')

OVERVIEW: Slaves form a vital part of Orkoid society. They harvest and prepare food, clean and service equipment, manufacture weapons and ammunition, and have been observed being used as 'emergency rations' when times are hard. Once Orks have defeated all the warriors on a world, they take the remaining population as slaves and force them to work, often simply letting them continue working in their original tasks for new masters. 'Slavers' are the small proportion of Orks who are actually interested in beating slaves with a purpose, and turning them into a valuable commodity as a workforce. Most Orks react with off-hand brutality to any sort of defiance from Grots or conquered aliens. Slavers appear to see defiant slaves as a challenge to be ground down or eliminated.

Orks have a reputation for inflicting terrible cruelty upon conquered peoples. My studies indicate that this in fact stems from the Ork's natural hardness rather than any conscious attempt at oppression. An Ork may beat a slave to death or allow them to die of starvation or thirst simply because he

doesn't know (or care) that the slave is incapable of surviving the same punishment an Ork can bear without complaint or distress. I understand that this is why Orks often refer to their slaves as 'Runts', because to an Ork that's exactly what they are. Slavers, on the other hand, understand the limitations of Grots and aliens all too well. Judging from the accounts of ex-slaves, Slavers even attempt to learn alien languages and culture so that they can recognize how to push their subjects to the very limits of their endurance without killing them.

Slavers keep their charges working until they are ready to drop, they train them to perform tasks with speed and agility (if not enthusiasm) and catch any that attempt to escape. They take real delight in their work, which is not to imply that they are sadistic, only cruelly efficient. The lash is applied only as necessary to get the work done and not one jot more. Individuals which prove to be completely untamable are either killed quickly or used in gladiatorial pit fighting if they're dangerous enough. Slavers seem to have a patronizing affection for their charges. To use a human analogy, Slavers appear to see themselves as harsh but fair parents to wayward and often ungrateful children.

APPEARANCE: Slavers can be recognized by the hoods, goggles, or masks which cover their faces and protect their eyes (one of the few truly vulnerable spots on an Ork) from being damaged by their charges. Long robes are also commonly worn with a variety of ropes, nooses, nets, whips, and manacles carried on a heavy belt. They are often armed with a catchpole - a long pole with spring loaded jaws suitable for pinning down recalcitrant slaves. Many Slavers have been observed using specially trained beasts for 'herding' slaves and running down those who attempt escape.

BATTLEFIELD ROLE: In battle Slavers keep control of mobs of armed Gretchin slaves. These are used to draw enemy fire, detonate minefields, and clear a path through difficult terrain for the warriors (aliens are normally viewed as too valuable to expend as cannon-fodder in this fashion). They also oversee the Gretchin crews of artillery batteries to make sure they maintain a steady rate of fire and do not flee from their weapons during the battle.



Hopefully this article will inspire you to think a bit more about your Oddboyz. How you make them stand out from the warriors, for example, and how you mark out their Grot assistants from more common slaves. What kinds of wargear should they have? If you have Oddboyz in your warband, how does that effect the wargear you choose for the Nobz and the Warboss? If you have lots of Meks then kustom weapons and mega armor are the way to go, if you have Mad Doks then you might want to invest in more bioniks. Even what you call your wargear should really refer back to your Oddboyz - after all isn't it more fun for your Warboss to have Dok Hakbutcha's MK3 extra-killy bionik arm or Mek Krushkul's sooper-delux blister blasta instead of a plain and boring bionik arm or kustom shoota? Take a look over the page for loads of cool Oddboyz conversions.



Mad Dok Dreggutz from the Gorkamorka range makes an ideal Mad Dok for an Ork army.



These two Mad Dok conversions both belong to Stuart Witter from the Warhammer World store. One has been made with a simple head swap while the other is a Mad Dok with added face mask.

**"Lie back
an' say
aaaargh!"**

Dok Thogfang

**"Dis won't
hurt
...much!"**

Dok Ruksnag



Simon Shuker's Painboy has been converted from one of the new Nob models. The 'urty syringe was made using brass tubing while the apron was modeled on with 'green stuff'.

HISTORY ENCOUNTERS TRIBES AND HIERARCHY LOCATIONS METHODS OF DESTRUCTION FILE CONCLUSIONS

"And thus began my time amongst that hulking race of green-skinned brutes that are known as Orks. That I survived at all is a miracle, for of all the sentient alien races I have had the misfortune to meet, the Orks are the most callous and unfeeling. Actually, unfeeling is the wrong term, for it implies a certain cool disdain, an altogether too intellectual trait for an Ork. No, rather than being unfeeling the Orks lack any degree of empathy, that ability common to most intelligent creatures to understand another's suffering. Nowhere is this lack of empathy more apparent than amongst the practitioners of what passes for medicine amongst the Orks - the 'Oddboyz' known as Painboyz or Docs. I had the dubious pleasure of meeting one of the most ferocious and deranged of the followers of this 'art', a certain Ork known as Mad Doc Grotsnik. A terrible accident (which I was later to hear was brought about by a Dreadnought of his own creation) and subsequent surgery by his own Gretchin assistants had rendered Grotsnik quite mad, and prone to carrying out the most outlandish and extreme experiments on his unfortunate 'patients'. However, as Grotsnik was under the personal protection of Warlord Ghazghkhuul Thrakka, none dared refuse him or harm him in any way. The first time I met Grotsnik he was in the middle of performing his infamous 'Squig Brain Transplant' on one such victim. I must admit I fainted dead away at the sight, but over the coming months I was to be hardened to the barbaric ways of the Orks. Nonetheless, it never ceased to amaze me that none of the Orks ever showed the slightest sympathy for the victims of Grotsnik's surgery, and rather seemed to find the results a source of great amusement and hilarity..."

Extract from 'Ten Years of Green Hell, or My Time Amongst the Orks' by Ieldan Soecru.

Andy Chambers has given each of his Gretchin mobs an identifying mark to show which Slaver they belong to.



Andy has also modeled a distinctive face mask onto his Slaver using modeling putty.



This Ork Slaver has been converted from a Warhammer Orc Shaman.

**"You dunno 'ow easy
you got it. Dere's plenny
uover runts oo'd kill for
a chance to get on dis
chain gang.
Nah MOVE IT!"**

Orglub da Slaver



These two Mekboy conversions are by Stuart Witter. Both have been converted from Gorkamorka Mekks, one carrying a kustom force field and the other armed with a kustom mega blasta.

"Dis is a very, very, speshul shoota, boss. Dis won't jus' kill your enemies, it'll dissintygrate 'em - dey won't even be left as a greasy smear, dey won't even be left as a bad smell, dey'll be blasted so far apart dat bits of 'em will go round da universe an' meet 'emselves comin' da uvver way. Dis shoota is da best f'ing I ever built, it's very, very killy, boss. Did I show ya da speshul barrel? Now jus' look at da qualitee on dat..."

Mek Morgah makes his sales pitch.



The Spannerboyz from the Gorkamorka range make perfect Warhammer 40K Mekks without any need for conversion. All models from the Gorkamorka range are available through Mail Order.



Gorkamorka special character model Nazgrub Wurrzag also makes an ideal Mekboy for an Ork army.



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Mentor Legion

Lance Kandler ▶
Dark Angel



▶ Ed Phillips
Dark Angel



Anthony Gamble
▶ Angels of
Absolution



Mike Radcliff ▶
White Panther

Sean Bullough
Black Templar ▶



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THAT
FALLS IN
BATTLE
ONE
HUNDRED
ENEMIES
WILL DIE!**



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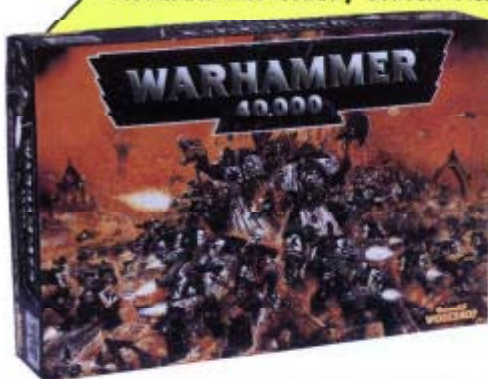
▲ Joe Krone
White Panther

The US Sales and Mail Order Staff jumped at the chance to paint up one of the new Space Marine Captains. Check out the myriad paint schemes and conversion ideas our staff churned out. So which one is your favorite?



▲ Daniel Perez
Aurora Chapter

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ACTUAL SIZE

Because we had so many models to show over just two pages, we had to show them a little smaller than normal. At left is the Space Marine Captain at ACTUAL SIZE!

▶ Rick Smith
Black Templar



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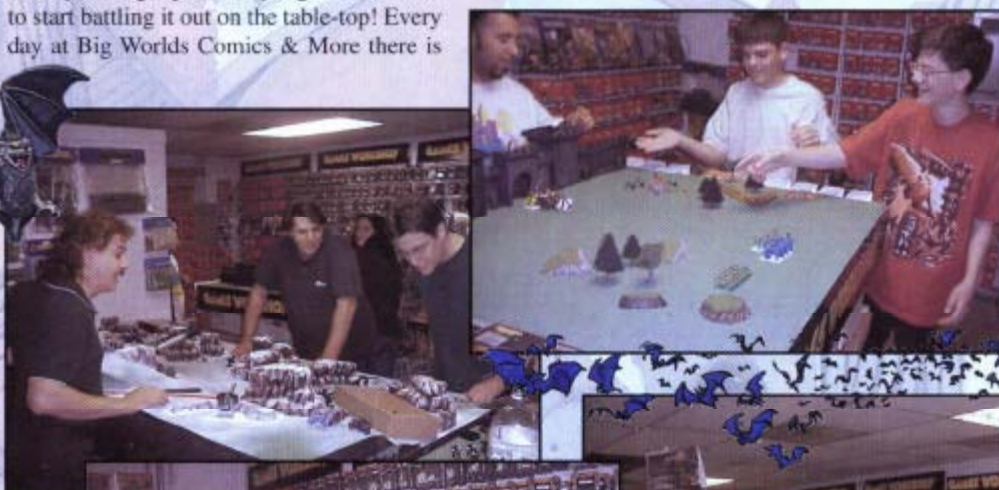
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They'll guide you along the path to developing the skills you need to thoroughly enjoy the Hobby. But what is there left to do once you complete painting your army? Each Hobby Center hosts Veteran Night's, where people can bring in their own painted battleforces and test their talents as a general against other hobbyists in their area. So what are you waiting for? Visit the Hobby Center nearest you today!



People line up outside our Hobby Centers to get in on all the action. To the left, one of our hobby gurus is busy at work giving a painting demonstration - just one of the many perks offered at your local Hobby Center!



HOBBY CORNER - PAINTING ARMIES

Hobby Corner is the newest addition to the Hobby Center page. This little corner of White Dwarf will bring hobby tips from our boys out in the field. You can visit any one of our stores for assistance with any of your Games Workshop needs and even talk directly to the masters who supply us with these great tips. Be sure to visit Franklin Mills in Philadelphia, Pennsylvania to meet the man behind this month's great advice. Dave Husser has been painting for many years now and certainly knows what he is talking about. Find out what he has to say about painting an army.



"The biggest thing to remember when trying to paint an army quickly and have it turn out nice is color selection. First off, don't choose too many colors. You want to keep the main colors of your army limited to two or three different colors. The more you use, the longer it will take to paint and the more distracting the miniature will be to the eye. You want your army to look like just that - an army. Second, use colors that cover each other well. For example, use darks with darks and lights with lights. The more you try to mix shade differences, the longer it will take to paint. Finally, the most important tip is just plain old practice. The more you paint, the faster your technique will be."

- Dave Husser, Franklin Mills store manager

HOBBY CENTER LOCATIONS

Games Workshop Hobby Centers are popping up all over the place! Don't believe us, just check the list below for a list of all the stores we have in North America. If there isn't a store near you now, chances are there will be one soon!



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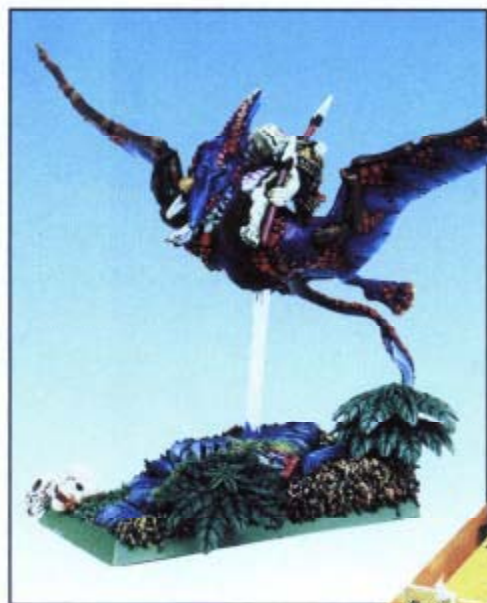
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• GOLDEN DEMON •™

RUNNERS-UP

As always, tons of people showed up and entered their models into the Golden Demon Competition. Just one lap around the contest tables was all it took to witness some of the talent present at the event. Unfortunately, not everyone could walk away with a trophy, but certainly everyone left the competition a winner! Over the next few pages, take a moment to view some of the other great miniatures that were on display at Games Day 1999. Thanks to all who submitted an entry into the competition for allowing us to check out the creative genius that enters into your painting. We look forward to the next year's Golden Demon to see what new concoction will grace the tables, and our eyes, in what is always a fantastic turnout.



◀ **Tony Ordonez**
Warhammer Single Miniature
Terradon with Skink Riders

▼ **Greg Smalling**
Warhammer 40,000 Vehicle
Rhino for the Space Marine Chapter Lamenters

Steve Smith ▼
Warhammer 40,000 Single Miniature
Adeptus Mechanicus, Technomagus Dieter Stahlgeist



▼ **Eric Roof**
Open Competition
Celestial Sons Commander

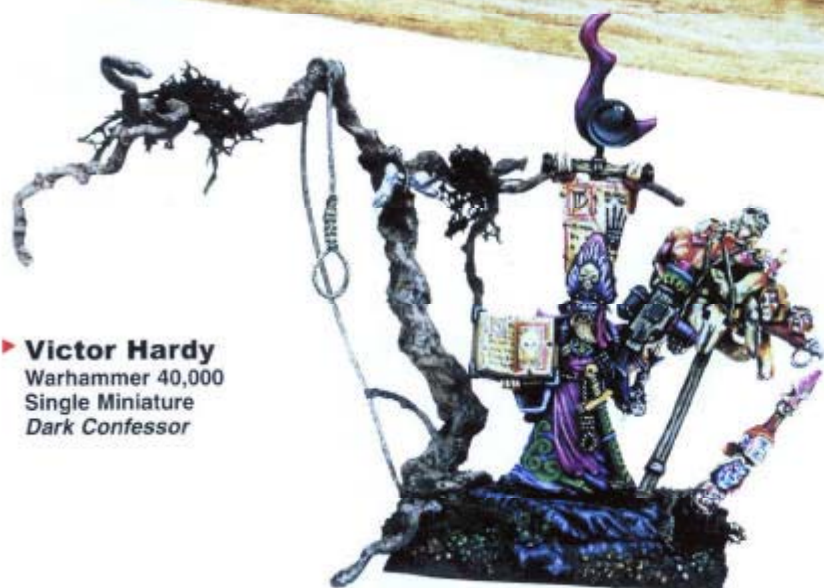
Steve Jensen ▼
Warhammer 40,000 Single Miniature
Arch Confessor





▲ **Sean Deitrick**
Warhammer 40,000 Squad
Dark Angels Command Squad

► **Victor Hardy**
Warhammer 40,000
Single Miniature
Dark Confessor



▼ **Peter Underwood**
Open Competition
Slaanesh Daemon War Host



GOLDEN DEMON

► **John Shaffer**
Slaves to Darkness
Daemon Prince of Khorne



▼ **Glenn Harris**
Open Competition
Blood Dragon Vampire Lord
Mounted on a
Winged Nightmare



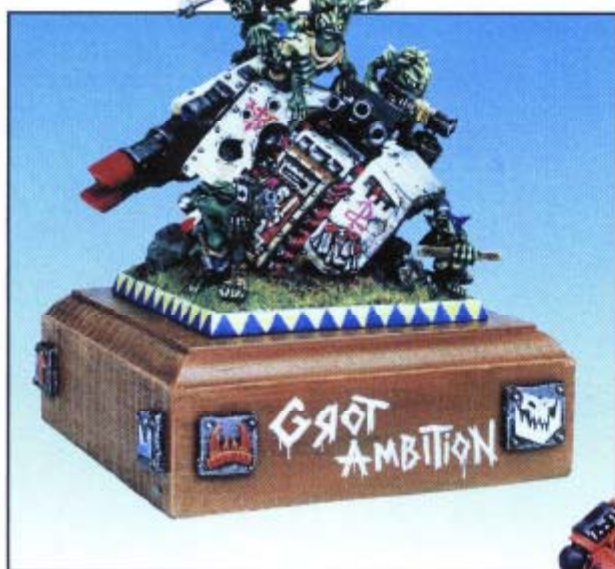
▲ **Douglas Hahn**
Warhammer 40,000 Single Miniature
Warp Spider Phoenix Lord

▼ **Mark Mosler**
Warhammer 40,000 Squad
Chaos Lord of Khorne with
Retinue and Icon Bearer



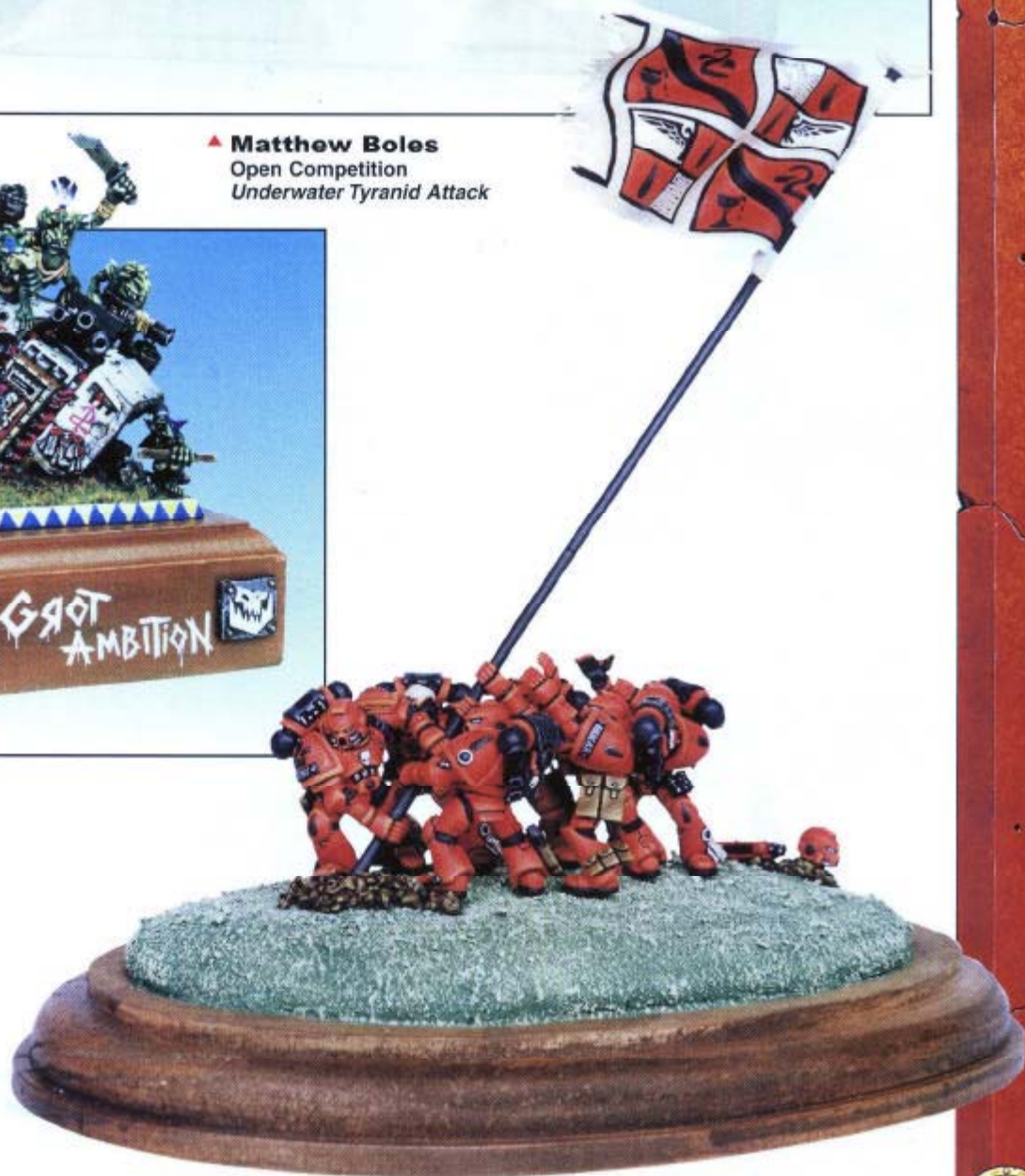


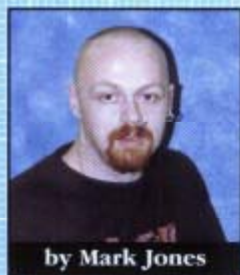
▲ **Matthew Boles**
Open Competition
Underwater Tyranid Attack



▲ **Drew Williams**
Battle Scene
Grot Ambition

▶ **Bryan Shaw**
Battle Scene
Blood Angel Victory





by Mark Jones

Mark is a long standing member of the 'Eavy Metal team, and is mainly responsible for producing the wonderful scenery pieces you see in White Dwarf and our army books.

You can see plenty of his work in Town Cryer, as Mark was responsible for lots of the Mordheim terrain. Mark maintains that the more bizarre and frightening elements of the Mordheim scenery were all part of his brief, and are in no way a reflection of his mental state.

While we were painting up armies for Codex Eldar, Mark was inspired by the flurry of eldritch activity to create this fantastic conversion. He's very kindly allowed it to be added to our Biel-Tan army, but has warned us that he might want to steal it back, as he is thinking about entering it into the Open Competition at the U.K. Golden Demon.

Because of the vagaries of warp travel and magazine publishing, by the time you read this, anyone going to the U.K. Games Day will already know if he won!

Welcome to 'Eavy Metal Masterclass, an irregular series of articles, where we intend to unlock the darkest secrets of painting and modeling. This month we look at Mark Jones' wonderful Eldar Wave Serpent conversion.

The Wave Serpent is an Eldar transport vehicle, which mounts twin shuriken cannons to provide fearsome covering fire for the squad it carries. Games Workshop doesn't currently produce a model kit for the Wave Serpent, so Mark decided to do a conversion based on the Falcon Grav Tank kit. As inspiration, Mark used several illustrations of Wave Serpents, Tim Adcock's Epic 40,000 model, and he also had a chat with model kit supremo Jes Goodwin. The rest is down to Mark's own fevered imagination. Take it away, Mark...

Before Construction...

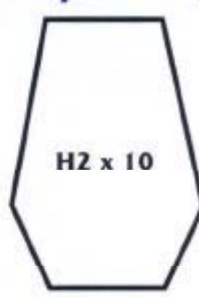
Mark: If you are going to attempt this conversion, you should read through the whole article once to get an overview, before starting each section. This is not a particularly difficult model to make, but I would recommend that only more experienced modelers have a go at it.

I've listed a number of tools and materials which you will find useful when constructing the Wave Serpent, but you may be able to substitute some of them for other equipment you have at hand. Remember, this is a guide to the model I made - feel free to experiment and try your own ideas.



Wave Serpent Templates

Permission to photocopy for personal use only.
Templates at actual size.



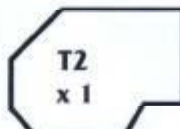
Hull pieces

H3 x 10

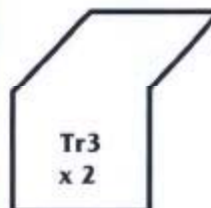
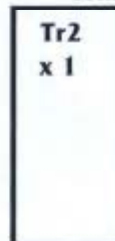
H4 x 10



Turret pieces



Transport pieces



WAVE SERPENT

By Mark Jones. Painted in the colors of the Biel-Tan craftworld.



Painting Thorns...



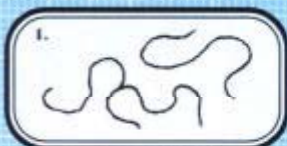
How do they manage to paint all those thorns on the side of the Biel-Tan vehicles? Well we asked 'Eavy Metal

painter Martin Footitt, who was closely involved in developing the Biel-Tan color scheme, to show us how it's done...

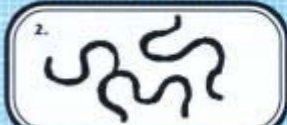
Martin: When we first started to look into painting the Biel-Tan army we felt it needed a device that we could incorporate into the already striking green and white color scheme (check out the Aspects of War Eldar article featured in this White Dwarf for more pictures of this fantastic army - Far Bloke).

We experimented with many of the Eldar runes, shapes, and patterns, until we came across a thorn pattern featured in many of Jes Goodwin's early Eldar concept sketches. I tried this pattern first on a jetbike and it looked just right. I found I could use this pattern to add variation to the Biel-Tan units and to break up the large flat areas that you find on Eldar vehicles.

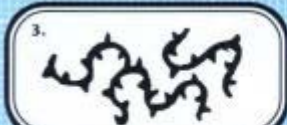
Painting the thorns, like most detail painting work, takes a little bit of practice to get right. Take your time and don't worry if you make a mistake. The way we build up the thorn pattern means you can easily rectify any mistakes later.



1. When doing detail work I always thin down the paint I am using with water, as this allows the paint to flow off the brush easier. To start painting the thorn patterns you should first paint a thin line where you want the thorns to go. Try to keep the pattern looking random. Always keep the lines curved, no straight lines, and aim to keep them a uniform distance from each other.



2. When you are happy with the way your pattern looks you should then increase the thickness of the lines.



3. Finally, to finish off the pattern, you should paint the thorns. This is not complicated at all - just paint little triangles with the point of your brush, on alternate sides of the lines. It is at this point that you can tidy up any blemishes on your lines by turning them into thorns.

Before you start constructing your Wave Serpent you should read through these instructions carefully and take careful note of the modeling materials and tools that you will need. Remember when cutting out the Wave Serpent templates to make cuts away from your body and fingers.

Modeling Materials: model filler (green stuff), plastic tea spoon, plasticard (1mm & 1.5mm), cocktail sticks, 0.9mm brass wire (or paper clips), a Falcon Grav Tank kit, and two sburiken cannons.

Tools: scalpel, steel ruler, clippers, polystyrene cement, superglue, cocktail sticks, pin-vice and drills, needle files/fine, wet and dry paper.

Templates

1. I used several pieces of plasticard for this model, and we've provided templates so you can copy them. The easiest way to do this is by tracing or photocopying them and then transferring them to your plasticard sheets.

You may have noticed that you need two different thicknesses of plasticard to build this model. The following templates should be cut out on the 1mm thick card: **H1, H3, H4 & T1**. The remaining templates, **H2, Tr1, Tr2, Tr3 & T2**, should be cut out on 1.5mm thick plasticard. Once you have done this you can start on the next stage of the conversion.

Transport Bay

2. Start by constructing the extended crew transport bay.



Take the two 'dog leg' shaped plasticard pieces (**Tr3**) and glue one to each side of the Falcon rear crew compartment piece **No.8**. You should test fit these pieces first to make sure they fit correctly. To strengthen the join between **Tr3** and the crew compartment cut out four smaller pieces of scrap plasticard. Glue them

over the joins between the crew compartment and **Tr3** on the inside of the compartment.

Finally, to complete the extended transport bay, take piece **Tr1** and glue it to the top of the crew

compartment piece **No.8**. Then glue the Falcon rear hatch **No.9** to the back of the crew compartment. Once this is dry, take piece **Tr2** and glue it into position underneath the crew compartment piece **No.8** next to the rear hatch.

This should complete the extended transport bay ready to be fitted to the back of the Falcon hull. You should now put the assembly to one side and start building the Falcon Grav Tank. You can ignore the turret assembly stage. The extended transport bay should be fitted to the model at the lower hull assembly stage, and don't glue any of the probes into place.

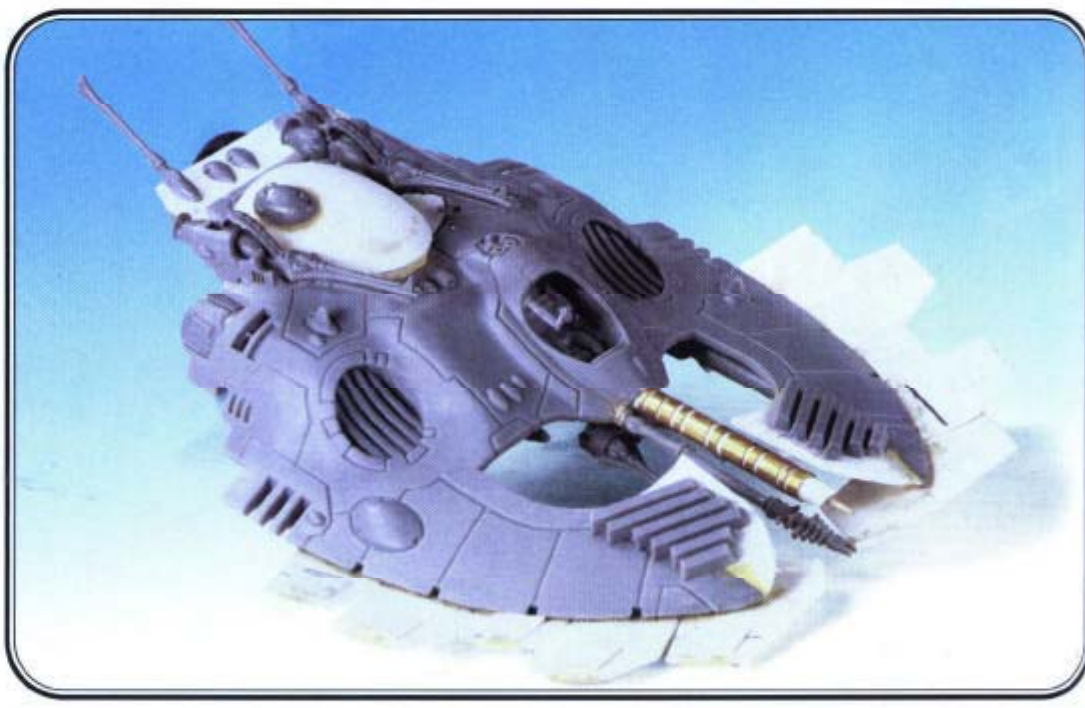
Please note, the rear of the Falcon lower hull **No.3** half will need to be modified slightly to allow a good fit with the extended piece, so test fit it before gluing in place. After you have fitted the extended transport bay into place you are ready for the next stage.

Turret Filler

3. Glue the circular turret filler **T1** to the top of the Falcon upper hull **No.14** to cover up the original turret mount. If you want you can carefully bore out the tram lines shown on the template to give the multi-part panel effect that is on the rest of the Falcon Grav Tank.

Front Fins

5. Round off the front of the Wave Serpent by adding fins to the Falcon's upper hull piece **No.14**. These two 'Fin' shaped pieces **H1** are each made from two pieces of 1mm plasticard glued together. Glue these onto the front of the upper hull (see picture below for position). When the glue has dried and the front fins are secure, they will need to be filed or sanded until they match the profile of the front hull. Once this is done, glue the Falcon upper hull into place.





The Turret

6. The new turret was made by carefully trimming away the handle from a plastic spoon. Drill a hole on each side of the new turret so a cocktail stick can be glued in place. This will form the mounts for your shuriken cannons or any other heavy weapons you want to put on the turret. Then place your turret on a piece of 1.5mm plasticard, draw round it and cut this shape out. This is the base of your turret – glue it into place and then use filler and sand paper until you have a seamless join between the two pieces. Glue your weapons into place on the ends of the cocktail stick.

Glue piece **T2** into place on the upper hull (see picture above for position) and then drill a hole big enough to fit a cocktail stick.

Finally, to finish off the turret assembly, drill another hole roughly in the center of the base of the turret and glue a cocktail stick into place. This is so we can mount the turret on the hull and allows it to turn.

Hull Field Generator Plates



7. Now for the tricky bit! Before gluing the hull field generator plates **H2** into place, take a file and roughen up the lower hull and the edges of the upper hull slightly. This is to make gluing the plates on easier. For a final check to make sure the pieces line up well and sit in place, do a dry run, sticking them in place with blue tac. Stagger the fit as

shown in the picture above. Once you are happy that all the plates fit, glue them into place.

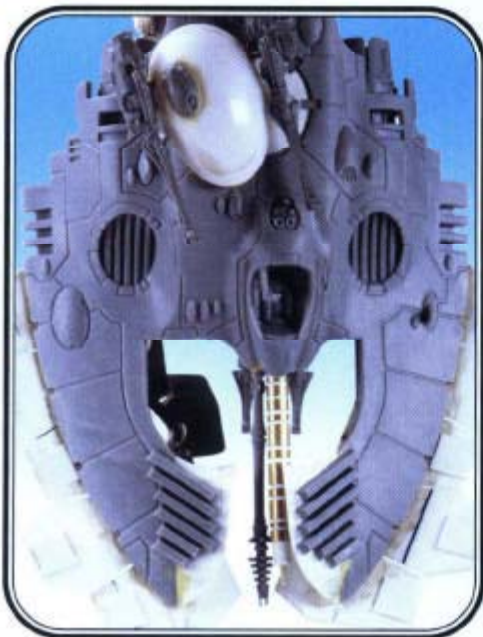
Quick tip: Mark glued the plates on one at a time. After he had stuck them into place with blue tac, he pulled off one plate at a time and then glued that plate back on. This way he ensured the fit of the plates did not change.

The Probes & Finishing Off

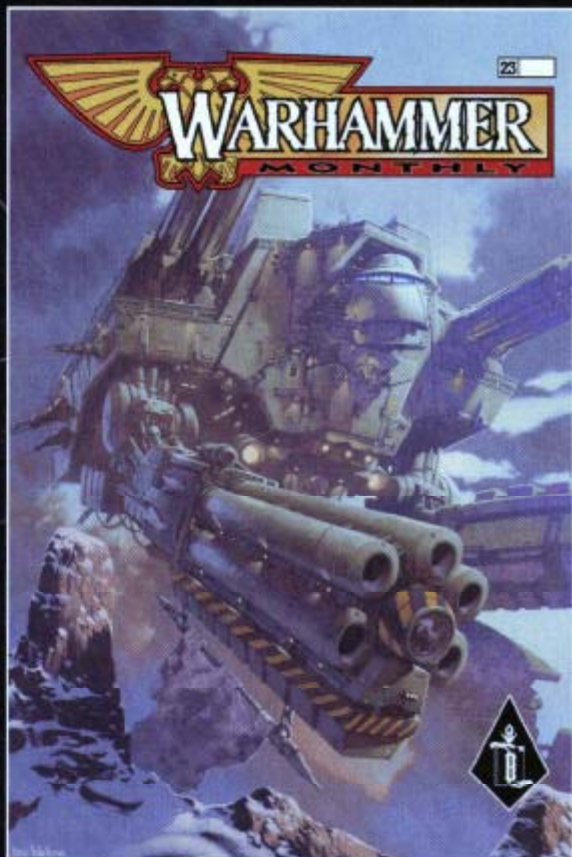
8. The two probes at the front were easy to make, but quite tricky to glue into place, so I would consider them as an optional extra. The larger one was made with pieces from my bits box, the core is a piece of thin plastic tubing, with varying lengths of brass tube glued along its length (you could wrap wire around it instead). The spike at the end is made from yet another cocktail stick. The smaller probe is made from the original Falcon sensory array piece **No.6**, cut up and glued back together.

All the final detail can now be added if you want. The thick ribbed pieces on the front of the wave serpent were made from pieces of plastic sprue frame from the Falcon kit. The piping on the generator plates was made from pieces of thin wire and the small discs are cut from round plastic sprue (spear shafts or plastic banner poles). The hull generator plates were thickened up by gluing pieces **H3** & **H4** to the plates. The rest of the detail is made up from bits and pieces left over from the original plastic Falcon kit.

Congratulations you have built your Wave Serpent – now paint it in your chosen craftworld colors. I built my Wave Serpent as a show piece, and I am thinking about adding it to a diorama and entering it in this year's U.K. Golden Demon Open category. However there is nothing to stop you from using your Wave Serpent in battle. Have fun...



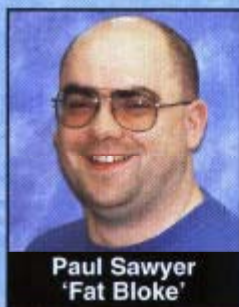
ALL-ACTION TWICE A MONTH



This month's awesome issue features an absolutely great cover by none other than Kev Walker. The cover heralds the start of a brand new story from the incredibly popular Titan series. **Princept Hekate** commands the **Titan Imperius Dictatio**, mighty war machine. This time they face one of the most deadly enemies in the galaxy, a species so violent it threatens to consume every living thing – the **Tyrannids**.

Also in this issue is another episode of evil deeds from **Malus Darkblade**. Having escaped from the clutches of the **Dark Prince**, **Malus** has uncovered a vital clue to **Tz'arkan's** whereabouts. Meanwhile there's more intrigue and insidious **Chaos** plots in **Inquisitor**. And finally there's the second episode of **Kal Jerico** – **The Motherlode**.

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Paul Sawyer
'Fat Bloke'

I've been one of the lucky few to have been on the playtest team for the new Warhammer 40,000 computer game, Rites of War, and it's made a refreshing change to play a

turn-based strategy game rather than one of the large number of 'real-time' games around at the moment. I've whiled away many a long hour playing the classic Panzer General 2 and so turn-based games hold a special place in my heart (anything that allows you the chance to stop regularly for a bacon sandwich and a beer has got to be good!). In fact Rites of War uses the same award winning game engine as Panzer General 2 (heralded as one of the best-looking, most-streamlined wargames ever).

The big difference between Rites of War and previous Warhammer 40,000 computer games (Chaos Gate, Final Liberation and Space Hulk) is that rather than focus on the Imperium of Man, it concentrates on the enigmatic Eldar. The Eldar have rediscovered the maiden world Davinius, which was bio-engineered to perfection millennia ago – a testament to the power of the Eldar in ages past. Davinius is exactly the type of planet the dying Eldar so desperately need to save their race, but unfortunately, the Imperium have got to it first. However, the Eldar have no intentions of abandoning Davinius and resolve to retrieve this ancient treasure by military means. Still, the feeling that something is terribly awry nags away at their thoughts, a feeling that a threat worse than the Imperium awaits them.

Whilst the Eldar are central to the plot in Rites of War, the Imperium and the voracious Tyranids are also featured strongly. With three different races, Rites of War is the first Warhammer 40,000 computer game to portray a three-way conflict and battles play out in a similar vein to a normal game of WH40K (hurrah!).

With more than 70 units plus mystical artifacts, strategic initiative bonuses, psychic powers and unit special abilities, you can imagine the depth of gameplay available in Rites of War. In addition, it also has a flexible campaign with a carefully interwoven story, along with single scenarios and multi-player modes.

Well, that's enough of my waffle – go now, don your aspect armor and rid Davinius of the crude humans...



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RITES OF WAR

HEED THE AVATAR'S CALL TO BATTLE!

The time has come for the Eldar to reclaim their secrets from the hands of the lesser beings. As the leader of dwindling Eldar forces, you are set the task of achieving your waning culture's next victory.

Rites of War by SSI (makers of Final Liberation and Chaos Gate) is the latest computer game based in the Warhammer 40,000 universe.

- The 24-mission campaign features a tightly crafted storyline, evocative detail, and varied victory conditions, as players lead the Eldar in a fight for survival. Additional single and multi-player scenarios let players command Tyranid and Imperial armies.
- 70 3D-rendered, animated Warhammer 40,000 units.
- Glory Point system allows players to build and customize their armies.
- Level-based experience system leading to unit upgrades, warrior skills, and psyker powers.
- 800 x 600 hi-color, animated graphics bring armies and landscapes to life.
- Temples, cities, and forts on the map hide dozens of unique artifacts for players to find and use.
- Co-operative and head-to-head multi-player support.
- Game editor lets you customize deployment, victory conditions, and Glory points for multi-player and stand-alone scenarios.



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The new Space Marine Land Speeder Typhoon is an excellent fast attack vehicle, with the capability to deliver hard-hitting firepower to the furthest reaches of the battlefield. Armed with the unique 'Typhoon missile launcher', this Land Speeder performs best when used to destroy the enemy's light vehicles and infantry.

"Brother Marine Kelvax, are you there sir? Please respond... over..."

Kelvax hauled the shuddering Land Speeder over in a tight turn, aligning himself for a second attack run. In the distance he could just make out the battle taking place between Scout squad he had been ordered to protect, and the huge Ork mob that had ambushed them. He clicked open a channel as the Gs from the hard turn eased off, and replied.

"This is LST Alpha-Nine. There is no need for despair Brother-Scout. I'll deal with those Orks for you. Oh, and child, if Sergeant Cronus was still alive he'd have your hide for such poor comm's discipline. Remember child, always identify yourself. Now, prepare yourselves for my attack, and once I am done, smite these green-skinned devils with your full force. Are these orders understood Brother-Scout? Over..."

"This is Scout Squad Cronus. Order received and understood, Sir!"

"Good. LST Alpha-Nine, out."

Clicking the channel off, Kelvax allowed himself a moment to calm his breathing and steady himself. Although he had sounded confident for the benefit of the Scout, during the first attack run he'd taken heavy fire from an Ork buggy that had been hidden in a tree line. It had left Brother Hortgurn, his gunner, dead, and a thin trail of smoke trickling from somewhere at the back of the Land Speeder. Still, it was his duty to lend support to the Scouts as they carried out a long patrol, and support them he would.

Kelvax knew that his only hope was to destroy the buggy first, and then deal with the Ork mob that had ambushed the Scouts. He pushed the Typhoon lower to the ground, and started to close in on his prey. As long as he remained low, he could use the thin tree line that lay between him and the Orks to shield himself from the buggy's guns. Kelvax irritably clicked off the ground proximity sensor, which had started to issue an almost continuous stream of bleeps and whistles of warning, and concentrated on swerving and jinking the Land Speeder towards his objective. It was tense work, because at this height and speed any sudden obstruction would lead to his destruction. Then, as Kelvax skidded the Land Speeder round an outcrop of rocks he suddenly found the tree line directly in front of him. He yanked back on the controls and soared skyward, but his ascent exposed the Land Speeder to the buggy crew who immediately started blazing away.

Kelvax knew that it would be a matter of moments before the Orks had his range. He barrel-rolled the protesting Speeder over until it was upside down, and then hauled the nose down so that he was pointing directly at the buggy. The half-loop caught the Orks by surprise, and their fire passed harmlessly by the Land Speeder. Deftly working the fire mechanism on the control column, Kelvax fired a pair of missiles from the Typhoon launcher at the buggy. The rockets blazed away from the Land Speeder, leaving trails of white smoke to mark their path as they hurtled towards the Ork buggy. The first rocket exploded just short, but the second smashed into the Ork vehicle, blowing the gunner into a green pulp and destroying the gun. A fraction of a second later the buggy's fuel exploded, sending a ball of flame soaring into the air.

Kelvax half-rolled to bring the Speeder upright again. Streaking through the smoke from the burning buggy, he banked hard to the right in order to line up on the Ork mob that was attacking the Scouts. Standard procedure would be to engage the Orks with the Typhoon missile launcher from long range, but his momentum and the closeness of the Orks to the Scouts meant this was not an option. Gunning the engine, Kelvax headed straight at the mob of Orks, ripple-firing missiles from the Typhoon launcher as he did so. The Orks were now aware of the danger, and slug rounds started ping-pinging off the front armor of the Speeder as Kelvax closed the range. Ignoring the fire, Kelvax corrected his aim, and first one, then another and then a third missile streaked into the Ork mob, ripping Orks apart and hurling their bodies aloft. Then Kelvax was past the Orks, jinking desperately from side to side in order to avoid any following fire from the mob. Glancing over his shoulder, Kelvax saw that the precaution was unnecessary. The few Orks still alive were in full retreat, closely pursued by the Space Marine Scouts.

Kelvax clicked open the comm channel. "This is LST Alpha Nine calling Scout Squad Cronus. Am returning to base to refuel and rearm. I will return with utmost speed. Over and out." Then he headed home.

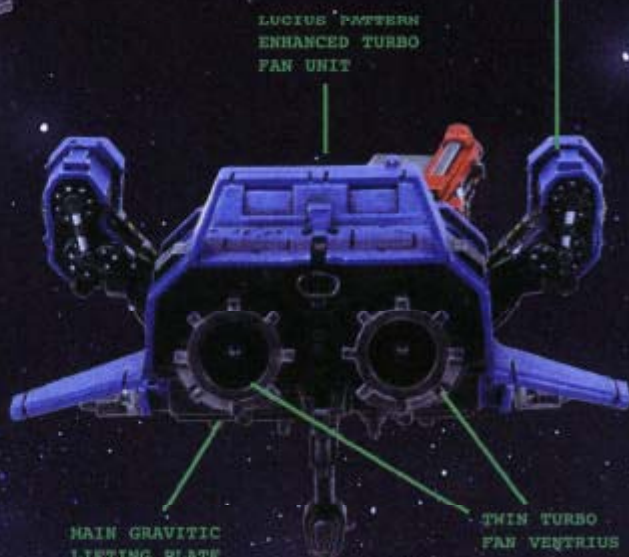


FORWARD
AUGURY ROD

TURBO FAN
COOLING INTAKE

CONTROLS: SINGLE CONTROL COLUMN OPERATES CONTROL SURFACES ATTACHED TO THE TURBO-FAN UNIT AND THE GRAVITIC STABILIZERS AT THE FRONT OF THE CRAFT. COLUMN INCORPORATES TWIST GRIP THROTTLE FOR THE ENGINE AND FIRING MECHANISM FOR TYPHOON MISSILE LAUNCHER.

LIFT AND PROPULSION: INTEGRATED SYSTEM. LUCIUS PATTERN TWIN TURBO-FAN UNIT WITH M30 ANTI-GRAV. PLATE. PROPULSION AIR IS EXPELLED REARWARDS AND LIFT IS GENERATED BY THE ANTI-GRAVITIC LIFTING PLATE BELOW.



SEXTUS PATTERN
MULTIPLE FRAGMENTATION
"TYPHOON" MISSILE
LAUNCHER

LUCIUS PATTERN
ENHANCED TURBO
FAN UNIT

MAIN GRAVITIC
LIFTING PLATE
(M30 PATTERN)

TWIN TURBO
FAN VENTRIUS

GROUND
PROXIMITY
SENSOR

SENSOR ARRAY: PASSIVE AUGURY PROBE. GROUND PROXIMITY SENSOR. SOME CRAFT ARE MODIFIED TO CARRY A MERRETT PATTERN AGGRESSIVE SENSOR.



GRAVITIC
STABILIZER
PLATES

ALTITUDE
ADJUSTMENT
AILERONS

ENERGY FUEL
INDUCTION
COVER

INCEPTION: 4134576.M37

STC INDENT: A98726J.LST SARGON.
THRONTON IV

MAX SPEED: 117.K/ESU(67 IMP UPH)

MAX CLIMB RATE: 15V/SEC

SUSTAINABLE ANGLE OF ATTACK: +/-45
DEGREES

G RATING: 17G(ADEPTUS ASTARTES
CREW). 7G(HUMAN CREW).

ACROBATIC CAPABILITY: FAIR

WARHAMMER
40,000

Hunt for the FALLEN

THE 1999 ROGUE TRADER SUMMER BATTLE TOUR

++TRANSMISSION BEGIN++
xxx 00 690 999M02 xxx

PRIORITY: TANGO ZULU
REF: SEE MUTANT SEARCH
CROSS: MUTANTS/HUNT

+++ FOR YOUR EYES ONLY +++

Brother Azrael,

I am pleased to report that the Chaos scum have fled from us back into the Warp. After following them from our last battlefield, we chased their fleet until we could go no further. The mission has been as successful as I could have hoped for, although I would much prefer to have dragged Cypher back to the Rock with us. I could have discovered much from him.

While many of the Fallen were captured in our latest campaign, the list of those who continue to elude us is long. Many sons may pass before we round them all up. However, with constant vigilance and the strength of the Lion, there is nothing we cannot achieve in the name of the Emperor. We shall prevail.

The Chapter's Loyal Servant,
Asmodai

++END TRANSMISSION++

The Hunt

The haunting echoes of bolter fire reverberating across the battlefield has finally been silenced. The Dark Angels have returned to the Rock and the vile forces of Chaos have retreated into the Warp. Where have all the Fallen Angels gone? That's a good question, one Interrogator-Chaplain Asmodai is no doubt asking himself at this very moment. How did the monastic warriors of the Emperor fare against the twisted ways of the lords of Chaos? The Dark Angels' utter devotion and commitment to their cause has led them to an overwhelming victory!

Decisive Victory

The long and grueling campaign looked grim for the children of the Emperor. No matter how hard they tried, the Space Marines just could not stay on top for long. Once



Everyone fought valiantly at the Keep in Portland, Maine.

a field of battle was secure and the Dark Angels had rejoiced in the sweet taste of success, Chaos would conquer another planet and trounce the Dark Angels attempt at retaking the world. The loss would usually be severe with many battle brothers falling to the unholy bite of a Chaos chainsword.

Then in the middle of the tour, the defenders of humanity found the strength within themselves to face the unwavering wrath of the minions of darkness. If a Fallen Angel was spotted, he was captured. If a mutant reared its ugly head, it was cut off at the neck. The Chaos Space Marines, despite a fierce effort to rally and spur their armies to victory, could never regain the momentum needed to crush the Dark Angels once and for all.

Locked Up and in Chains

Of all the Fallen Angels that were being hunted, only Cypher was able to avoid the shackled fate that awaited them on the Rock should they be captured. Perhaps the most hated of all the traitorous Fallen, Cypher was beaten down often, but was always saved from capture or even death at the last moment by his unknown and unseen patron. The hunt will continue until this black-hearted fiend is brought to retribution at the hands of Interrogator-Chaplain Asmodai in the bowels of the Rock.



The Dark Angels enjoyed the relative safety these ruined buildings had to offer. At least they did until a deadly surprise rolled out from behind a garage door!

The maniacal genius of the mad Dr. Ig became a quick favorite of Chaos. His mechanical creation, Crushatron, lumbered across the strange battlefields spitting death from its many weapons before almost always being destroyed. The one good thing about being an evil scientist is that Dr. Ig was able to continually fix Crushatron to heap more pain and suffering on the loyal forces of the Emperor.

One thing is for certain though, the Dark Angels need a new method of transporting criminals back to the Rock to

receive their ultimate judgement. Many of the Fallen were able to escape imprisonment enroute and were able to cause more destruction. Asmodai will be sure to post



▲ Dark Angels find themselves in a bit of trouble when Nurglings infest their tank. Plus, a swarm of Raptors descends into the fray, destroying everything in sight with relative ease.

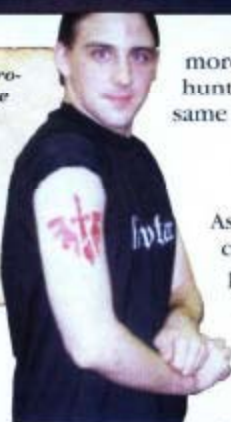
► One of the Fallen finds himself surrounded by an insurmountable number of Dark Angels. Though they could just stand back and shoot, Fallen are only captured in hand-to-hand combat.



After a long series of losses on the campaign, my troops were finally beginning to grow a backbone and I could feel victory close at hand. I watched in dark jubilation as a squad of my traitorous Imperial Guardsmen stood their ground in the face of the rumblings of a Space Marine Rhino. The transport's guns were silent, but the tracks spit dirt in every direction, driving hard towards the weakly armored guardsmen. The squad found their courage once again and rallied around one soldier armed only with a meltagun. At the last moment, my concentration returned to me and I ducked under the slashing blade of a Dark Angels Scout. As I spun around, I brought the whirling teeth of my chainsword down on his exposed neck. The fresh arterial blood colored the air and sprayed across my vision, blinding me momentarily. I turned back just in time to watch my men make me proud and destroy that repugnant tank. In a flash, the meltagun discharged its awesome rage, incinerating armor plates on the way to the power plant. Unfortunately, the False Emperor's servant had pushed the limits of his machine's engines to the max and planted it in the center of my troops. I watched in horrible fascination as the bodies of my pathetic warriors splintered and burned in the blast. The only consolation I had was that two Space Marines perished in the massive explosion.

I scanned the ruined landscape of the battlefield to survey the situation. Everywhere around me, Fallen were surrounded by the green power armor of the Dark Angels. Overwhelmed and hard-pressed to fight them off, the Fallen were slowly dragged to the ground and shackled like warbeasts. A triumphant yell rolled across the landscape as collectively the False Emperor's men saluted their Primarch. While my plasma pistol seared through the flesh of a Space Marine, I noticed Cypher encircled by Dark Angels. The shrouded figure of Asmodai knocked Cypher to the ground

Chris Malec proclaimed his true allegiance at the Gamer's Guild with a Deathwing insignia emblazoned proudly on his arm.



more guards on his prison ships when the hunt continues. They will not make the same mistake twice.

More Information

As the road show traveled across the country, reports from the front were posted on the Games Workshop Website. You can read online how the action progressed at each of the stops with details coming from Asmodai and his Chaos counterpart, the despicable Captain Blackheart (not to be confused with Huron). In case you don't know where the site is located, go to <http://www.games-workshop.com> and visit the News and Information section. A quick click on the Hunt for the Fallen icon will zap you through the communication lines and into the midst of the battle.

The End?

This leg of the Hunt for the Fallen is over, but the Dark Angels will never rest until they have removed the stain of 10,000 years of treachery from their name. The search for their lost brothers continues with the same vigor as before. An intercepted communication we received insists that the Dark Angels are headed to the battlefields of Canada. Will they reappear there to continue the battle? Only the Emperor knows the truth.

War is continuously waged on the ravaged worlds of the 41st Millennium. Threats lurk around every corner of the galaxy. Why not start a campaign of your own? Whether it is the never ending hunt for the Fallen or the enigmatic Eldar trying to defeat the ancient enemy, there's always some reason to do battle. There is only war.

with a massive blow from his Crozius Arcanum. The False Emperor's warrior raised his weapon back one last time, preparing for the final blow. In long and tortured moment, I knew I had lost the world.

I ordered the retreat back to our transports. When we entered into the clearing where the ships' exhaust could be seen billowing up into the clouds in preparation for launch, a squad of Ravenwing whelps zipped past while three land speeders roared overhead. The deafening roar of the twin-linked heavy bolters of my one remaining Dreadnought brought down two of the land speeders in twisted hunks of flesh and machine. The bodies of the drivers and gunners twisting in midair with the finality of death.

As the Ravenwing bikers spurred their mechanical mounts faster towards us, I restarted the motor on my chainsword. Without pause, the deadly teeth began whirling along the edge of the sword ready for its first victim. A quick shot with my plasma pistol took down the lead biker just seconds before the rest of the squad slammed into me and my men. A swirling dustcloud settled over us. Those Ravenwing might have had a height advantage swinging their swords from atop their bikes, but only my best warriors remained by my side. There was no hope for these foolish followers of the False Emperor. From out of the trees, Chaos Raptors leapt to the assault from behind, encircling the Ravenwing. There was no where to run, no where to hide, only a good place to die.

Now, my chainsword's blades are dull and stained crimson. The sounds of the Dark Angels' strangled cries keeps me warm at night. I deserved better than an army of inept warriors.

- Final report of Captain Blackheart scheduled for sacrifice to Khorne

CHAPTER APPROVED

By Andy Chambers & Jervis Johnson

Greetings citizens and welcome to the Most Beneficent Emperor's Chapter Approved column. Approved as being free of the taint of heresy and deviancy that is, although the battle against the forces of moral turpitude is an endless one – for each denizen of the outer dark that is struck down, two more spring forth to take its place. However, the wages of sin are death or, at the very least, permanent excruciation. Speaking of permanent excruciation, I'm going to take this opportunity to show you the inevitable results of attempting to manipulate the rules of reality, a sight so horrifying it would be tragic were it not so pathetic. Come this way and I will take you to see the damned souls of the Games Development dungeon.

Echoing footsteps descending stone stairs... The squeal of rusty bolts being drawn back and the shriek of corroded keys being turned in their locks. The groan of a heavy door being dragged open on protesting hinges. An insane babbling can be heard from within, interwoven with the rattle of chains and the scraping of steel-nibbed pens...

Ah, observe. Here is Scrivener Thorpe, hard at work upon his latest treatise on the alien Eldar, a second volume to that which has already recently become available. This time he is working to illuminate the subject of certain specific 'craftworlds' of that degenerate race and their armies, detailing some of those best known to us – Alaitoc, Iyanden, Saim-Hann, Ulthwé and Biel-Tan. Even the taste of their names pollutes my tongue. Excuse me for a moment while I gargle away the taint with salt water... *Glaaaarrrggg!*

Ahem. We do not hold with our scribes occupying all their thoughts with but a single subject at any particular time, lest they become morbidly obsessed and lose what tiny scraps of reason remain to them. Hence Scrivener Thorpe is also currently preparing further works upon the organization and fighting forces of the holy Ecclesiarchy, the arm of the Adeptus Terra dedicated to ministering the worship of our blessed Emperor, the redemption of the infidel and the defense of the faith. This tome is to be known as Codex Apocalypse and Scrivener Thorpe promises that it will be the definitive work upon the forces of the Ecclesiarchy in the Wars of Faith, detailing not only the unique vehicles of the Ecclesiarchy but also the role of Sororitas Novices, Martyrs, Redemptionists and Flagellants.

In this corner we see the venerable Scrivener Johnson working hard on volumes pertaining to the noble institution of the Imperial Guard. Scrivener Johnson assures me that he has uncovered evidence of a number of variant armored vehicles employed within this vast organization, including the Leman Russ 'Vanquisher' and 'Exterminator' battle tank variants. The course of Scrivener Johnson's research has also revealed new details on the deployment of heavy weapons squads and the equipment and organization of Imperial

Storm Troopers. As an aside to this mighty project, Scrivener Johnson has, with the assistance of Scriveners Thorpe and Chambers, begun a second work dealing specifically with Death World veterans, the Imperial Guard's hardest troops, including as they do the warriors of Catachan, Cthelle and other notorious hell-holes from across the galaxy.

Alongside these endeavors, Scrivener Johnson is also grappling with the long and tumultuous history of the Space Wolves, in an attempt to codify this most willful of the Space Marine Chapters. Venerable Johnson informs me that this task is almost completed, and that the Space Wolves will be ranked with pride alongside the Blood Angels and Dark Angels already codified. Despite lengthy periods in the pain amplifier, Scrivener Johnson has been unable to resist undertaking extra-curricula activities of a less... structured nature. His latest works in this vein have been an attempt to produce a unified theory on the construction of fighting vehicles. In essence Scrivener Johnson believes that any fighting vehicle, from the greatest to the smallest (and including those that fly, walk or crawl) can be rendered into a set of characteristics understandable by all. Whether this wild and perhaps heretical concept can be made to bear fruit still remains to be seen...

Finally we come to the pit of depravity of that arch-heretic, Scrivener Chambers. Can you smell that stench of corruption? Of course you can, any pure-blooded human could detect that carrion-stink from a league away. While the other Scriveners only undertake the study and reportage of Deviants and Aliens with the greatest reluctance, Scrivener Chambers seemingly has an affinity for all things foul and dangerous. His most recent work upon the bestial Orks is already known. To compound his crimes he is now undertaking another work on the Tyranid hive fleets which, he has informed me, will uncover new and previously unplumbed knowledge of these creatures.

Mercifully, Scrivener Chambers is also undertaking some other works which may not result in the further damnation of his eternal soul, most specifically a study of combat conditions in urban areas. This tome will be entitled Cityfight, and purports to give a full account of the difficulties of fighting in towns, cities and hives, including the special equipment and weaponry used and types of missions undertaken in these fiercely contested areas.

So ends our tour of the Games Development dungeon. Remember these lost beings when you are upon the battlefield and examining their tomes or lore, spare a prayer to the Emperor for their tainted souls. On the other hand, don't bother – we know how to deal with the likes of them.

Shouting, whips cracking and insane shrieks are cut off by a heavy door slamming shut.



OF ROADS, CRATERS & OTHER THINGS

By Jervis Johnson

WARHAMMER
40,000

Some people think that a game designer's life is an easy one – after all, don't we sit around all day playing games?? Real life, as is usually the case, is rather different to this. Occasionally, I'll get to play a game or two, but most of my time is spent doing other, far more mundane things. For example, an average day at the Studio is spent writing, attending meetings, and hiding from Paul Sawyer so he can't make me write stuff for his pesky magazine!

"But," I hear you cry, "what, for heavens sake, has any of this to do with roads or craters?!" Well, the answer is that amongst the many tasks game designers are called upon to perform, by far the most fun is attending 'events'. Over the year we get to attend quite a few events. Although hard work, I always find these events inspirational.

So it was that just a few weeks ago as I write this article, I was at the 'Total War' 40K campaign weekend we held at Warhammer World. Things were going rather smoothly (well, there has to be a first time), and I was able to spend some time with those nice people from Forge World, who were showing some samples of their resin 40K road sections and craters. Before I knew it, I was promising to write some rules for using them in WH40K...

Just a week and a half later I was attending the opening of the new Challenge Games store in Chicago. This was my first visit to the windy city, and I have to say that the staff did a great job at making me feel right at home – thanks to one and all of them! Although I was there for the new store opening, I also got the chance to meet the guys of the store's games club. These madmen (no other term will do!) were playing a 30,000 point per side game(!), on a 'table' measuring 30 feet by 45 feet(!!) which was painted on the floor of a hall they'd hired for the day(!!!). To say the game looked awesome is a major understatement. I spent a very happy hour or so chatting to the guys who were playing the game and watching what was going on.

One of the things that the guys told me about were the special rules they used for 'force marching', which basically allowed models to move faster if need be – a vital consideration on large tables where you could end up dozens of feet from the action! Hmmmm, I thought, there's a bit of luck – I can use that rule in the article for roads and craters... and so that is exactly what I've done. Thanks to the guys in Chicago for letting me steal their idea, which appears below. The credit for the rule belongs to them, while any typos or mistakes are all thanks to me! Have fun and if you've any comments to make please send them in!

Jervis Johnson

CRATERS IN 40K

Craters are a new type of terrain that are 'created' during a battle by ordnance attacks and preliminary bombardments, rather than being set up in the normal fashion. Craters count as difficult terrain, and provide a 5+ cover save for units that are inside them. Units are not allowed to take advantage of the cover save on the turn that the crater is created. Units that have a crater appear under them don't have to make a Difficult Terrain test until they move off the crater.

Craters are created in one of two ways: by preliminary bombardments, or by ordnance attacks. In both cases the crater is placed by the player whose unit was attacked or fired at. A player does not have to place a crater if he doesn't want to (i.e. their placement is optional), but if he decides to do so then obviously he needs to have an appropriate crater terrain piece to lay down. Craters may only be placed on flat areas of the tabletop that will allow their placement; if it's impossible to place a crater because already placed terrain gets in the way, then the crater is not placed at all.

Preliminary Bombardment: If a unit suffers a hit from a preliminary bombardment, a crater is placed 'under' the unit, so that at least one model from the unit is in the crater. Place the crater after the unit is hit but before any casualties are worked out; models removed from the unit as casualties must be taken from those closest to the centre of the crater first, then working outwards.

Ordnance Attacks: If an enemy unit makes an ordnance attack, then the opposing player may choose to place a crater with its center under the center of the ordnance template.

Designers Note: You'll find that a few craters are a worthwhile addition to any army, being in effect a form of cover that you get to place on your own units if they come under fire from enemy ordnance.

ROADS IN 40K

Roads are a common feature on the battlefields of the 41st Millennium, and can be included in any 40K battlefield set-up. If you are using the random terrain generators in the rulebook then roads can be added to a set-up in addition to the terrain that is generated. I'm not going to write long and convoluted rules telling you how to set the roads up; just do so sensibly and logically and everything will be fine. Roads have two effects; they make it easier to enter reserves, and they can be used to allow units to force march quickly across the battlefield.

Reserves: If a road extends from a table edge which a player is allowed to use to bring on reserve units, then that player can declare that any of his reserves will be using the road to travel to the table. He must say which units will be using the road at the start of the battle, after both sides have set up. He can then add +1 to the dice roll to see if a reserve unit using a road appears. However, assuming the unit turns up, then it must enter along the road. Note that some units can use the road and some arrive normally if desired. Also note that deep strike units, such as teleporting Terminators or Space Marines with jump packs, may not use roads if they are using their deep strike ability to deploy anywhere on the table.

Force Marching: Units that force march and which start and finish their move on a road can triple their normal move rate instead of doubling it. Skimmers, troops with jump packs, or any other type of unit that can fly or ignore terrain as it moves, may not take advantage of this rule!

FORCE MARCHING IN 40K

Before making its move in the movement phase a player can declare that a unit is going to force march. A unit may not force march if it is falling back, or is pinned, or there are any enemy models within 24" of a model from the unit before the move starts.

Units that force march double their normal move rate, but may not enter or cross difficult terrain. For example, a model on foot will move 12", while a fast vehicle can move 48"! Some units can triple their move if they are travelling along a road (see above). However, a unit that force marches may not shoot or assault, and may not move within 12" of an enemy model at any time during the move. Note that force marching units cannot make assault moves. In addition, a unit that force marches becomes more vulnerable to enemy fire. This has the following effects:

Infantry: A unit of infantry which force marches and suffers any casualties from shooting in the following turn, will automatically fall back 2D6" without a Morale check having to be taken (this replaces the normal '25% casualties Morale check'). Units that normally automatically pass Morale checks still have to fall back, but will rally automatically at the end of the move in the same way that Space Marines do if they fail a Morale check.

Vehicles/Dreadnoughts: Any Vehicles or Dreadnoughts which force march and suffer damage from shooting in the following turn are destroyed if they suffer a 'Crew Stunned' or 'Immobilized' result on the damage tables (it is assumed the damage causes them to crash!).

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules, and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you have got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS.

Note: Please don't include rules queries, etc. with your letters, as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.



Using craters as cover,
Tallarn Imperial Guardsmen
ambush an Ork convoy.

Abram clutched the worn metal casing of the autogun closer to his chest as the first missiles began to fall. All around him the other members of the coven hunched among the rubble and whispered prayers to the Pattern. He Who Weeds Fate. The barrage thundered closer, as they chanted louder and more fervently to drown out the shrieks of those

blown apart by the deadly hail.

Ahah! Uri Arvad Abi-ba'at Aduni-ba'at. Sapati ba'at.

Abram could not understand why they were suffering so. Had not the Servant of the Pattern promised that its awesome powers would drive back the denizens of the False Emperor? Had it not sworn that the uprising would be an unstoppable force, a swinging hammer which would smash apart the shackles of the Dead Emperor which bound them into slavery? If this pounding continued there would be no-one left alive to liberate.

As if in answer to Abram's prayers, the explosions abruptly ceased. Stones and shrapnel thrown up by the bombardment hissed to the ground for a second or two before an eerie silence fell. Abram cautiously peered out of his hiding place and into the clouds of smoke drifting over the ruins of the settlement. There! A flash of red in the haze, and another! Giant, red-armored figures stalked forward across the shattered landscape like primordial beasts. Abram felt a shudder down his spine - the blood suckers were here, sniffing out survivors to rip apart with their bare hands and drain of their blood. Abram gripped his autogun more tightly as their leader, Boreaus the Demagogue, gestured his surviving companions forward. They all knew they could expect no mercy from the blood suckers, and even less from the Servant of the Pattern if they lost their faith now.

Merkin was blown apart by an explosive bolt as soon as he stood up to shoot. Then Jaynak and Veril, followed by three others Abram didn't know. Malakur was lucky and only had his arm blown off, but his screaming ceased in seconds as his life-blood gushed out onto the dusty rubble. Abram and the others were splattered with blood, viscera, and flying stone fragments as more bolts roared across the position. Abram felt the urge to run (if only he could break the shackles of fear which bound his legs). Boreaus tried to rally them, chanting the prayer the Servant had taught them until his voice became cracked and hoarse.

Budi-ba'at, Ba'at-ashupu, Ba'at maluku...

As Boreaus chanted, Abram felt a tingling thrill through him, a... a change seemed to be taking place. Boreaus' words became shrieks as his spine twisted back and limbs splayed apart. Blue fire spilled from his jaws as they stretched out to an impossible length. His skin split as something far too big unfolded itself from within him. Scintillating feathered wings shook themselves outward, glittering like jewels as the Servant of the Pattern reared its slender body up to twice man-height. Abram averted his gaze and grovelled as its ancient, inhuman eyes swept over the coven and out to where the blood suckers approached, unflinching as a storm of bolter fire roared past. It spoke with a rich, melodious voice.

"Come my children, your time is nigh..."

With a beat of its mighty pinions, the awesome presence was gone. Abram and the others surged forward after it, their terrified voices howling a song of praise to the Lord of Change.



CHAOS CULTISTS



Any Chaos Space Marine army may include one or more units of Chaos Cultists, counting them as Troops choices on the force organization chart.

Across the countless worlds of the Imperium, there are many who plot and rebel against their masters. Most dangerous of all are those who become seduced by the power of Chaos, believing that the worship of the Dark Gods will give them a quick and easy way of achieving their goals. The lure of Chaos attracts all manner of men on all kinds of different worlds. All planets, even those which vary tremendously in their civilizations and technical achievements, harbor the followers of Chaos - from the most blood-splattered practitioners of ritual worship on feral worlds to the sophisticated membership of secret societies on Hive Worlds. Even on comfortable, civilized worlds there are those who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the galaxy, even upon Mars and Ancient Terra, at the heart of Mankind's rule, there are heretics willing to dabble in dark arts beyond their understanding.

The ever-present dangers of discovery by the Inquisition and other Imperial agencies make it imperative for Chaos cults to conceal their activities. Under the guise of normality, perhaps beneath the legitimate facade of a labor union, charitable organization or business venture, the cult will accumulate power and additional members through blackmail, bribery and corruption. Once the cult has become strong enough it will start an uprising which, with the blessings of the Dark Gods, will deliver the entire planet into the arms of Chaos. The cultists will summon plagues of Daemons through possession, ritual and sacrifice, they will send forth a call to draw renegades and Chaos Space Marines to their aid. If their efforts meet with their gods' approval they may even be blessed with a Greater Daemon or Daemon Prince to lead them against their foes.

One way or another, Chaos Cultists are utterly damned. If their revolt fails, the terrible retribution of the Emperor's minions will be exacted upon the survivors. If it succeeds, the Cultists will have unleashed the power of Chaos and all but the most powerful members of the cult will be enslaved by Daemons on a hell-world of their own making.



CHAOS CULTISTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultists	3	2	2	3	3	1	3	1	7	-
Demagogue	+4	2	2	3	3	1	3	2	8	-

Squad: A Chaos Cultist squad consists of between 10 and 50 Cultists.

Weapons: Close combat weapon.

Options: Any model may be given a laspistol/autopistol for +1 point or a lasgun/autogun/shotgun for +1 pt. Up to one model in ten may be given one of the following weapons; plasma gun at +6 pts, meltagun at +6 pts, flamer at +2 pts, heavy bolter at +6 pts, Grenade launcher at +6 pts, heavy stubber at +4 pts or an autocannon at +6 pts.

One of the Cultists may be upgraded to a Demagogue at an additional cost of +4pts. The Demagogue may be given additional equipment, Marks of Chaos and Gifts from the Chaos Armory in Codex Chaos Space Marines up to a total value of 40pts.

Heavy Stubber: These are old-fashioned automatic weapons which fire a hail of solid shot. Though most commonly found amongst defense militias and hive gangs, they often find their way into the hands of Cultists as they are simple to maintain and operate. Range 36", Strength 4, AP 5, Heavy 3.

To find out what Chaos Cultist models are available, Call the Mail Order Trolls!
In the U.S.: 1-800-394-GAME
In Canada: 1-800-GW-TROLL

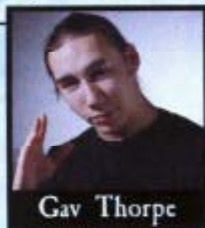


BATTLEFLEET GOTHIC™

THE SLAYER OF WORLDS

Particulars of the Planet Killer, most malefic engine of the Chaos fleet.

Recently, White Dwarf has published exclusive Battlefleet Gothic rules for Space Marine fleets and special torpedoes, and being the nice, kind, generous souls that we are, we thought we'd do it again! Tim Adcock has produced a stunning (and very, very big) model while Gav has concocted some suitably terrifying rules for the most heavily armed ship in the Gothic Sector.



Gav Thorpe

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would

have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries, and torpedo launchers. Well armored and protected by a plethora of shield generators, the Planet Killer's only weakness

seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.



The Planet Killer, sighted near the Port Maw system, in formation with an unidentified Chaos fleet.

History of the Origins and Activities of the 'Planet Killer', Flagship of Abaddon the Despoiler during the Gothic War [M.41].

Compiler Athrix Heremongh, by Order of Inquisitor Horst

The following chronography has been compiled from a number of sources, placed at my disposal by the revered Inquisitor Horst. Although derived from a wide source of evidence, this chronography is by no means exhaustive, and only reasonable accuracy can be achieved in placing events which occurred outside of Imperial presences, where little or no corroboration exists. Some secondary events which relate to the activities of Abaddon are included, to place the movements of the Planet Killer into context.

MAJOR SOURCES:

- Interrogation of captured Renegades of the Black Legion;
- Bureau of Stellar cartography, Proximus Mundi;
- Lord Milanavin, Imperial Naval Attaché, Port Maw;
- Numerous interviews of Imperial personnel eye witnesses, including Navy, Imperial Guard, and Planetary Defense staff;
- Orbital chronologicistic surveys;
- Ships' logs of Imperial Naval vessels.

c.978.M40 - Abaddon overthrows Lord Teknos of the renegade Forge World of Ruj IV. The traitor tech-priests swear allegiance to Abaddon and return with him to the Eye of Terror.

c.982.M40 - The tech-priests begin construction of a massive stellar vessel within the Eye of Terror, using data recovered by Abaddon's forces from the halo world of Lannovergeist.

c.990.M40 - Abaddon's advisor, Zaraphiston, leads Abaddon to the Daemon world of Spawndeth. Abaddon returns and urges the tech-priests to increase their efforts to complete construction of the Planet Killer.

c.000-015.M41 - Abaddon's agents and forces search for rumors which will lead to the location of ancient artifacts known as the Hand of Darkness and the Eye of Night. Abaddon orders his forces to capture these items at all costs.

c.016-143.M41 - Whilst construction continues apace on the Planet Killer, Abaddon awaits the recovery of the items he seeks.

139.M41 - Zaraphiston's visions show him the Arx Gap, a stable route out of the Eye of Terror which bypasses the heavily defended Cadian Gate. Abaddon sends a vanguard fleet to destroy the Imperial monitoring station on Arx.

c.139.M41 - The Planet Killer is completed and a massive effort begins to find enough crew to man it. Zaraphiston binds several daemons to the huge vessel, greatly reducing the manpower needed to run it. As warp storms begin to engulf the Gothic Sector, Abaddon commands his subservient Warmasters to attack.

c.140.M41 - Abaddon leaves the Eye of Terror through the now-clear Arx Gap, ordering the tech-priests to follow once the Planet Killer is operational.

143.M41 - Abaddon enters the Gothic sector, using the Hand of Darkness to capture the Blackstone Fortress at Rebo V. He then makes a rendezvous with the Planet Killer and takes it as his flagship. His first target is the world of Savaven, populated by members of the Ecclesiarchy. Cardinal Klein orders the Imperial Commander to refuse Abaddon's demand for unconditional surrender. Abaddon uses Savaven as a trial for the Planet Killer, destroying the planet in less than an hour and killing fourteen billion people.

144.M41 - The Planet Killer arrives at Saviour, a highly populated system in Lysades sub-sector. After revealing the Planet Killer, Abaddon demands that Saviour's orbital docks begin producing ships for the Chaos fleet. The commander of Saviour has little choice but to agree, the lives of eleven billion people are at stake.

144.M41 - The Commander of Brinaga [in the Brigia system] receives warning that Abaddon may attack soon, in an attempt to capture Blackstone VI. All communications are lost with Brinaga shortly afterwards. A patrol vessel reports that the existence of Brinaga can no longer be confirmed.

144.M41 - Abaddon takes the Planet Killer to Fularis, where Blackstone I orbits Fularis II. While the captured Blackstone Fortresses destroy Fularis II, Abaddon uses the Planet Killer and its attendant fleet to shatter battlegroup Merlin which protects the system. Unopposed, the Planet Killer destroys the second moon of Fularis III, long suspected of being the lair of an Eldar pirate band.

146.M41 - The Planet Killer is spotted moving towards Stranivar in Rhein Morr. Stranivar has been blockaded for two years, but still refuses to surrender. Communications are lost with Stranivar, an investigating fleet discovers much of the hive world devastated by meteors created by the destruction of all three of its moons.

147.M41 - An Imperial patrol flotilla encounters the Planet Killer as it leaves warp space, entering the Corain system. They attack immediately before the rest of Abaddon's fleet can arrive. After causing considerable damage, the Imperial fleet is finally driven off by the Planet Killer's immense arsenal. Abaddon's forces invade Corain VI and take over its mines. Loyalist guerrilla fighters report that considerable amounts of trikali crystal are shipped into orbit, where the Planet Killer is stationed. Trikali crystal is mainly used in the anti-magnetic containment fields of warp generators and plasma reactors.

148.M41 - Abaddon invades Drakulu system and enslaves the two million inhabitants of the system's main planet, an agri-world. It is widely believed that many of these end up as sacrifices for Zaraphiston's magics, the remainder being forced into service as crews on the Planet Killer and other vessels.

150.M41 - Zaraphiston predicts that the warp storms will end soon. Abaddon quickly moves his fleet out of Drakulu and meets with the Blackstone Fortresses. News reaches Abaddon of reinforcements gathering in the Tamahl Sector, ready to counter-attack through the Tarantis jump point. He sends the Blackstone Fortresses to destroy the Tarantis star and thereby prevent enemies from using the jump point, while he takes the Planet Killer to neighboring Boetia. Using the power of the Planet Killer, Abaddon eradicates the Adeptus Astra Telepathica facility in Boetia's asteroid belt, cutting off the navigational beacon that would have helped any Imperial ships daring to jump through the warp storms.

151.M41 - Abaddon leaves the Planet Killer under the command of Warmaster Malefica Arkham and travels with the Blackstone Fortresses to Schindlegeist to attack Blackstone V. The Planet Killer is dispatched to attack Arimaspa as a diversion. Abaddon is defeated at Schindlegeist, but the Planet Killer succeeds in destroying two of the five planets that make up the Arimaspa system.

154.M41 - Malefica Arkham, having been abandoned by Abaddon, tries to use the Planet Killer to carve an empire of his own. The world of Gonnacash in the Quinox Sound swears sovereignty to his rule, but, as he moves the Planet Killer to Kharlos II, Arkham is discovered by Omega squadron, freshly arrived from outside the Gothic Sector. With no vessels to support him, Arkham still decides to attack, but the Planet Killer is eventually destroyed by the continuous torpedo fusillade of the four Lunar class cruisers.

156.M41 - An expedition is launched by Inquisitor Horst to recover the hulk of the Planet Killer for study by the Adeptus Mechanicus. No trace of it can be found, and there are worrying rumors of a Black Legion vessel being sighted in the vicinity.

The ultimate destruction of the Planet Killer cannot be confirmed, yet in the years since the Gothic War there have been no confirmed sightings of it either. Whether this devastating weapon is still at Abaddon's disposal it is impossible to conclusively say at this point. If it is still operational, then the Imperium may once again shudder before its awesome might.

REPORT ENDS

Appendices to Report of the Scribe Historicus

Part the Second: Technical Data

All Technical Details that are Known or can be Deduced from Close Range Observation of the Renegade Vessel Known as the 'Planet Killer'.

Compiler Athrix Heremongh, assisted by Magos Technologis Ginf Chcro.

Unidentified Structure

Possibly an extra-spatial pickup device of sorts. Some have hypothesized that these are simply communications and/or sensory arrays, in which case their configuration is such that interference from the warp core would make them all but useless.

Macro-Projectile Weapons Systems

Massive calibre weapons capable of firing large rounds to an extreme range. Other than their unusual size, these are of similar pattern to those observed on other renegade vessels.

Execration Pattern

Tri-diotic Laser Array

This weapon system has been in continuous use since mid M23, although it is currently classified *Perdita* by Imperial Naval Commissioners.

Torpedo Tubes

Unusually configured to allow a wider arc of launch than is standard on our own vessels. These are capable of launching a torpedo spread commensurate with the size of the vessel.

Armageddon Gun Projection Barrels

These elements are unique to this vessel and we are as yet no closer to fully understanding the manner of their operation. That they are capable of focusing and projecting an energy beam of immense power is beyond doubt. However, the type of energy involved and exactly where it is generated remain a mystery. The reason for the larger size of the central barrel is equally shrouded in uncertainty. Many hypotheses have been put forward but none bear up to close scrutiny or sustained logic.

Ventral Stabilization and

Trans-Etheric Relay

A common structure seen on many renegade vessels and older patterns of Imperial shipping. The size of these is inconsistent with the estimated mass of the vessel, so it is possible that other systems are also incorporated into these structures.

Note Regarding External Dimensions

Unfortunately no reliable assay has been made of the vessel's size, but it is without doubt significantly larger than our battleship classes. Captain Vinrex of the *Felicitas* estimated gross displacement as being in excess of 400 million!

Unidentified Structure

Postulated functions include tertiary warp-core phasing accelerator or some kind of 'charging-coil' for the vessel's primary weapon system. Certainly no identifiable system on this vessel is capable of generating the phenomenal levels of energy which the weapon must require.

ABADDON THE DESPOILER

Scourge of the Gothic Sector

...And lo the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Orations of Saint Josephus, apocryph of Savaven.

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic Sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos lords and warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the

remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in

mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

Special Rules

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite

The envoy stood in front of the ornate throne, visibly shaking with terror.

"Re...regrettably, Imperial Commander Lorcus has instructed me to inform you that your demands for the surrender of the Imperial world of Savaven cannot be considered," the envoy said, his voice quivering with fear. "This world is the sovereign domain of the almighty Emperor of Mankind, blessed may He be in His benevolence."

"The Emperor of Mankind?" Abaddon growled, leaning forward in his skull-encrusted throne to glare at the envoy. "Soon, I will be the new Emperor of the galaxy. That weakling fool on Terra will be no match for me when the full power of Chaos infuses me. Even Horus will pale in comparison to my might. I shall be a living god!"

The Warmaster sat back and closed his eyes for a moment, deep in thought, or perhaps communing with some unseen entity. His eyes snapped opened again and a fierce light burned in them.

"You dare to resist me?" Abaddon stormed, stepping out of the throne, his bulky Terminator armor grinding loudly. "I will crush you for this impudence! I will see the stars extinguished with the blood of your kind!"

With a bestial roar, Abaddon smashed his right hand into the envoy's chest, the Talon of Horus ripping through flesh and bone with a splintering noise. With a snarl, the Warmaster closed his fist and wrenched his hand out. Turning to Zaraphiston, the Sorcerer of Tzeentch, Abaddon held up the envoy's heart, blood running down his arm and dripping onto his face and chest.

"Power up the main weapon. I will destroy Savaven for her impudence. I shall send a message of terror to a hundred worlds!" declared the Warmaster, his eyes staring mudily at the Sorcerer.

With a gesture Zaraphiston sent renegade tech-priests scuttling around the bridge. The deck began to throb as the mighty battleship's engines pushed the huge vessel into orbit, while the whine of power building up reverberated off the bulkheads. For several minutes the gigantic starship forged through the void towards the Imperial planet. About the world were several orbiting stations, and as Abaddon's flagship approached, the defenses opened fire. Missiles streaked across the ether only to be obliterated by fierce volleys from the dozens of turrets studding the ship's hull. Orbital defense lasers opened fire, most of their energy beams scattering harmlessly off the powerful protective

Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time..."

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.



ABADDON THE DESPOILER, WARMASTER OF CHAOS

shields of the battleship, the few hits that managed to penetrate barely leaving a mark on the massively armored hull.

A few heavily armed defense monitors clumsily maneuvered into position to attack the approaching vessel, but, as the Chaos ship closed the range, it returned fire. A fusillade of destruction lit up space as the Planet Killer's batteries targeted the defense ships, smashing them aside in a few deadly salvos. Torpedoes roared from the battleship's dozens of tubes, erupting across the surface of a defense station in blossoms of fiery destruction, the wreckage tumbling out of orbit to burn up in the atmosphere of Savaven. Still the battleship continued its relentless advance, the ravening energies of lances slicing through orbital docks, while plasma drivers and fusion cannons obliterated everything within range. Even as it entered low orbit, the gigantic vessel continued its

bombardment, its powerful weapons striking against bunkers and missile silos on the planet's surface, leaving palls of smoke dozens of kilometers long drifting across Savaven's night sky.

An aura of energy built up around the core of the ship, a storm of lightning arced from the edges of the aperture until, with a blinding flash that eclipsed the light of Savaven's star, the Planet Killer fired. A storm of destruction struck Savaven, it's atmosphere began to boil away, the immeasurably powerful beam boring through its crust causing earthquakes and tidal waves to sweep across the Cardinal world's surface. The ice caps began to melt and chains of dormant volcanoes erupted across the globe, vaporizing the seas and sending scorching steam billowing into the thin air. With a continent-sized detonation, the planet's core erupted, the massive release of energy thrusting the

planet out of orbit and sending it spinning wildly off its axis. With a final death-spasm Savaven disintegrated into a billion shards of molten rock, which spread across the heavens like glowing dust.

Zaraphiston laughed out loud as he looked at the twinkling remains of Savaven on the hololithic projector.

"Isn't that beautiful?" he crowed, turning to look at Abaddon beside him.

"It is just the beginning," the Warmaster replied. "I shall write my name across the stars with the blood of my enemies. Death cries beyond counting shall sing a hymn of doom to herald my divine ascension."

PLANET KILLER RULES

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full*, or *Brace For Impact* special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the center of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg if you roll a double six, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

FIRING THE ARMAGEDDON GUN



The Planet Killer in Exterminatus

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically.

INCLUDING THE PLANET KILLER IN OTHER BATTLES

Below is an additional entry to the Chaos incursion fleet list so that you can use the Planet Killer in your Battlefleet Gothic games. However, the Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you

could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to maneuver in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.



CHAOS PLANET KILLER

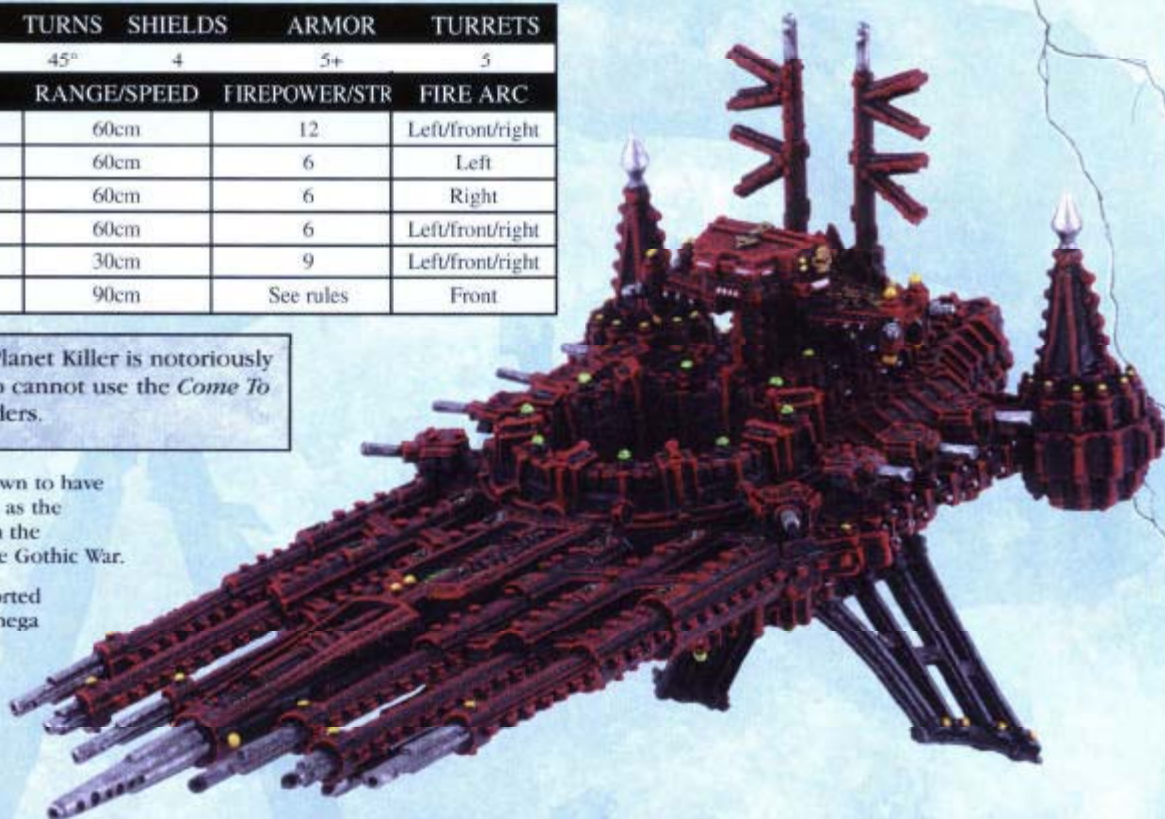
505 pts

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		60cm	12		Left/front/right
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Dorsal lances		60cm	6		Left/front/right
Prow torpedoes		30cm	9		Left/front/right
Armageddon Gun		90cm	See rules		Front

Special Rules: The Planet Killer is notoriously slow to maneuver and so cannot use the *Come To New Heading* special orders.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War.

The ship was eventually reported destroyed by Battlegroup Omega near to the recently annihilated planet of Kharlos II, although the hulk was never recovered as confirmation of the vessel's destruction.



ADDITIONS TO THE CHAOS FLEET LIST

"Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"

— Attributed to Roboute Guilliman, Primarch of the Ultramarines

FLEET COMMANDER

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules as stated in this article.

CAPITAL SHIPS

A fleet of 1,000 points or more may include the Planet Killer.

0-1 Planet Killer

Planet Killer 505 pts



"And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded.

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity."

— From the conclusions of the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth

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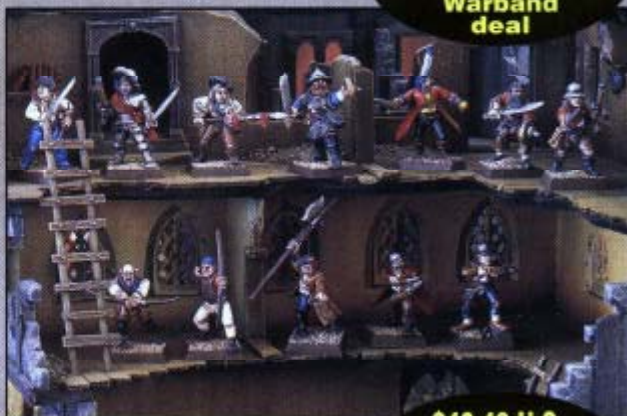


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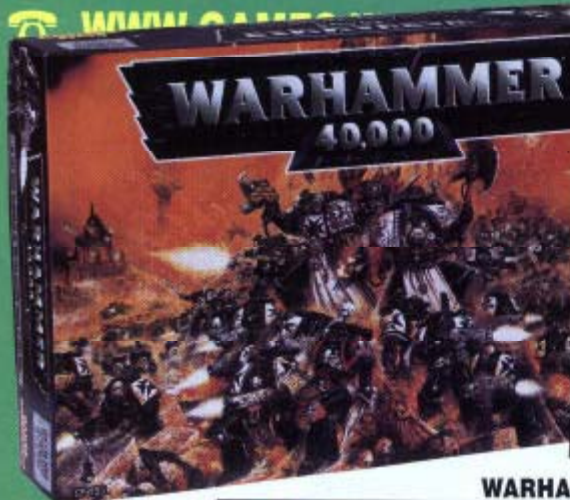


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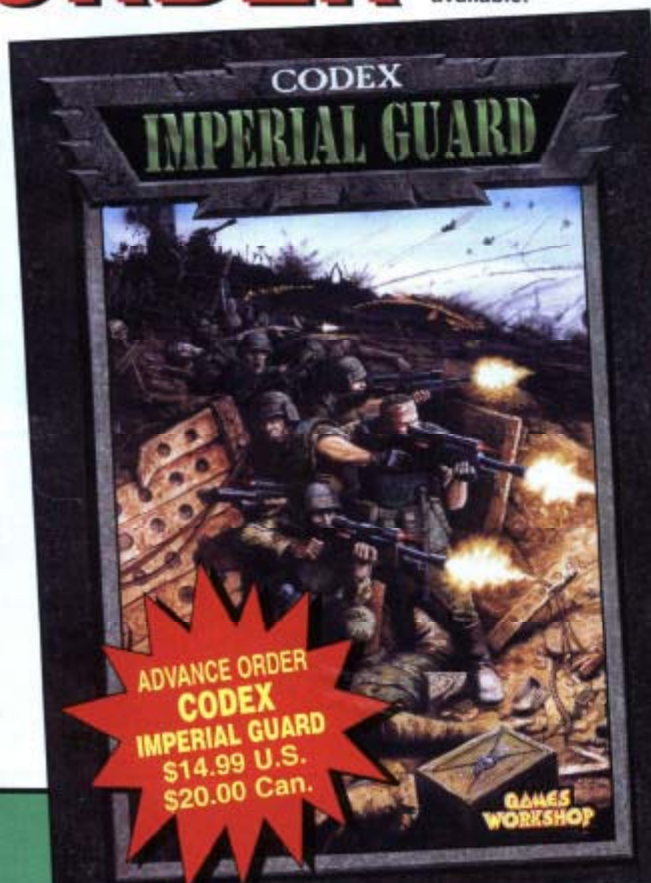


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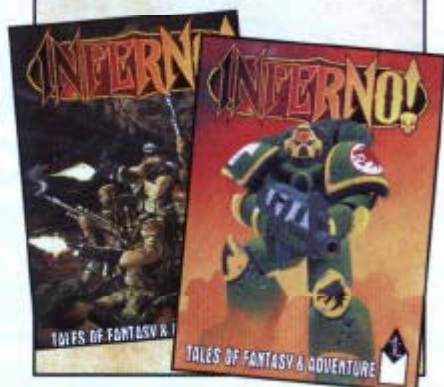
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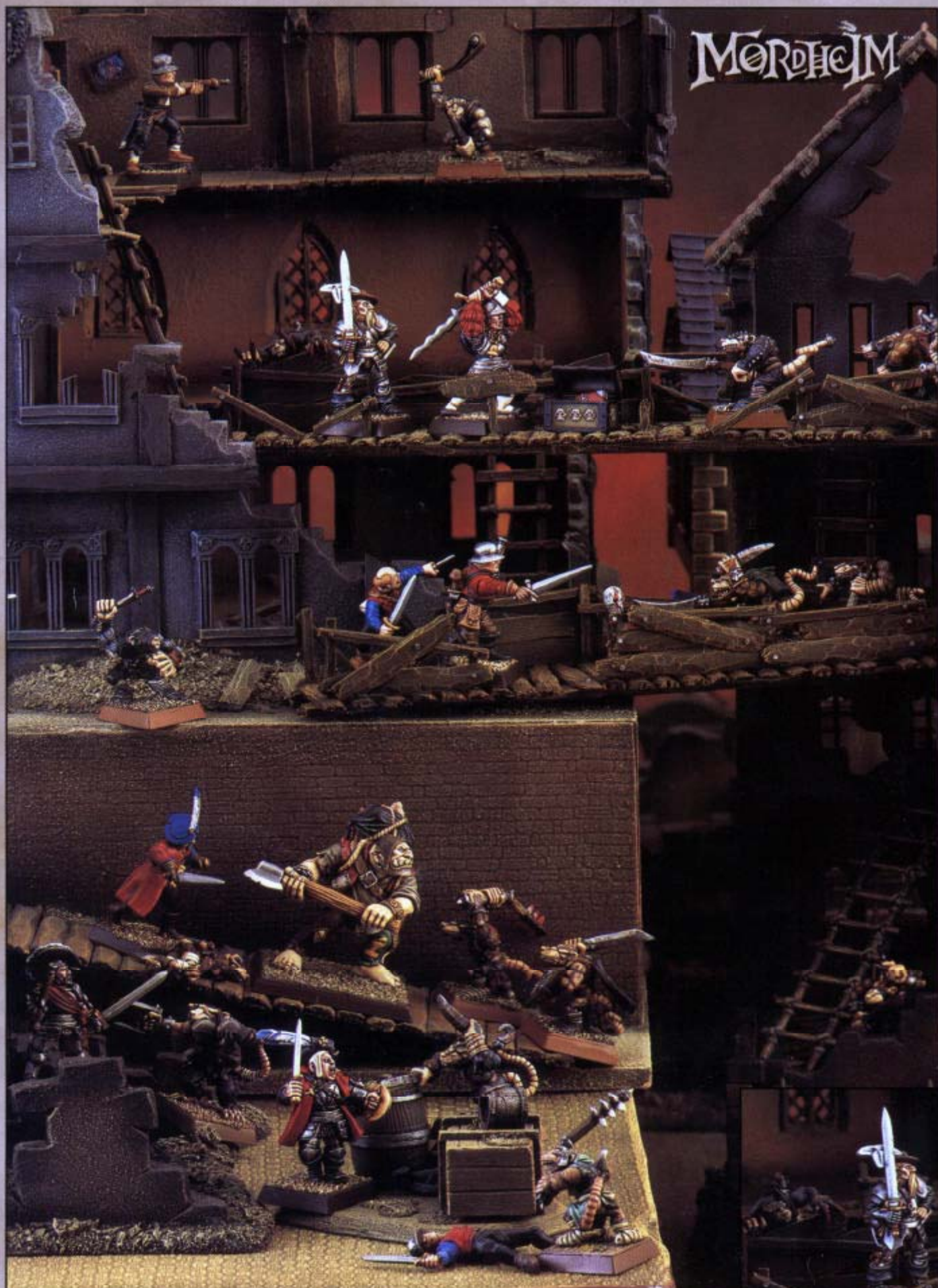
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