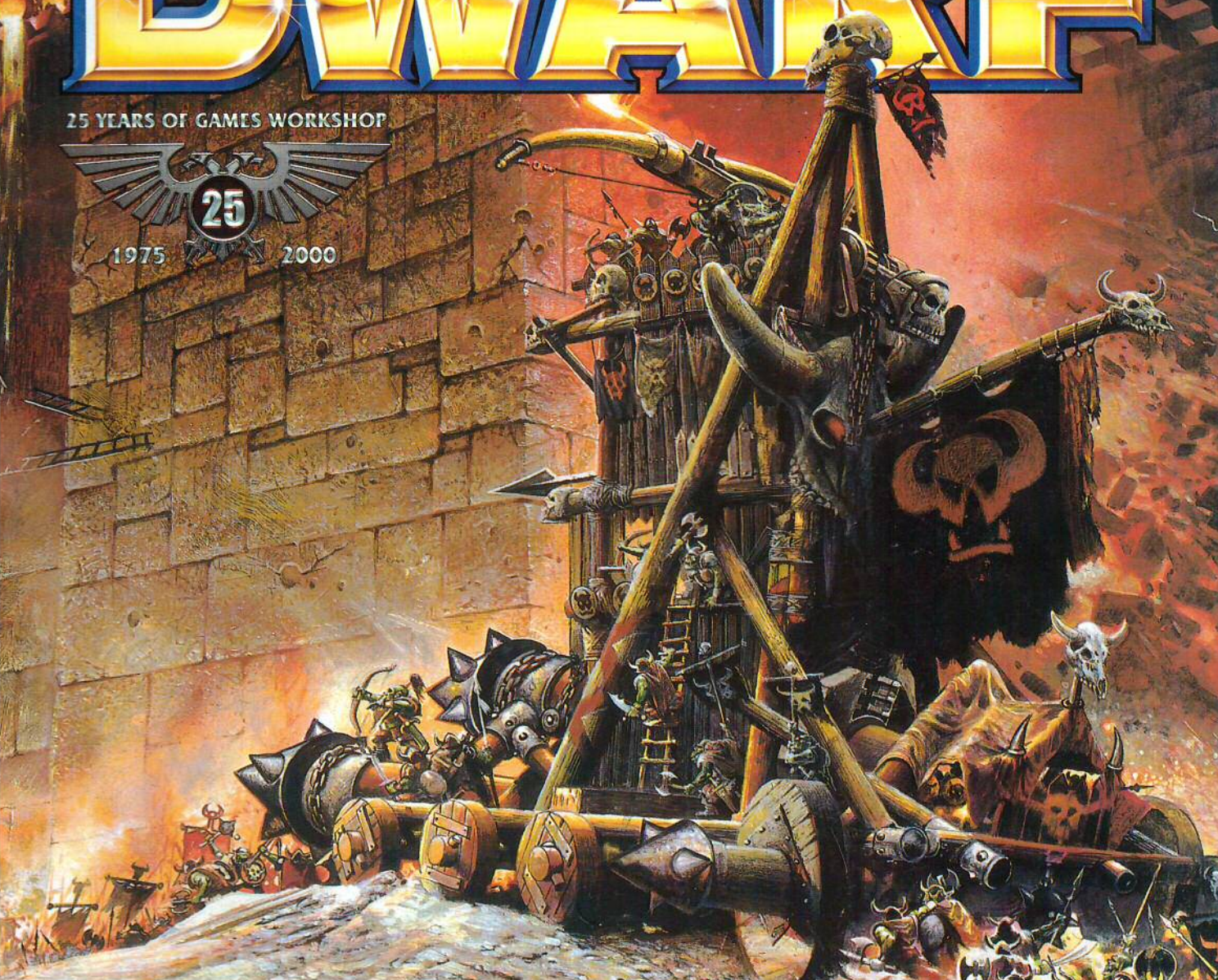


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WHITE DWARF

25 YEARS OF GAMES WORKSHOP



GREEN DEATH!

WARMASTER ORCS & GOBLINS!

WD247 July £3.50

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GAMES WORKSHOP®

Kin-Strife on Kalamir

99 ▼ Civil war erupts as two Craftworld Eldar armies clash over a conflict of interests.



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One of the regiments from Ian Whitaker's Chaos army.



56 ▲ **Close Support**
The versatile Sentinel returns.



8 ▲ **Greenskins, thousands of 'em!**
The Orc & Goblin hordes storm into Warmaster.

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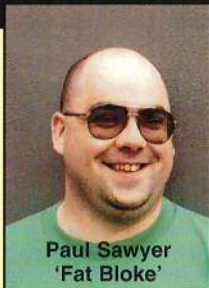
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Product Code: 60249999247

NEWS

The Fat Bloke Editorial



Paul Sawyer
'Fat Bloke'

Blimey! I've been taking a peek at the plans for the next few issues and we've got an abundance of battlefield delights for you! Now, I'm not going to give too much away here but fans of Warhammer and Warhammer 40,000 won't be left wanting, oh no...

We have something very, very exciting planned for Warhammer but you'll have to wait for the next couple of issues to get the details.

Warhammer 40,000 gamers should look no further than this issue for the lowdown on what can only be described as a cataclysmic event that will affect every single one of you! You see, it seems that the nemesis of the Imperium, Ork Warlord Ghazghkull Mag Uruk Thraka, hasn't finished with the Armageddon sector...

All of this is what we have in store over the next few months, but what of this issue? With last month's release of Codex Craftworld Eldar we've taken the opportunity to have another look at these enigmatic aliens as our own

Phil Kelly delves into the nearly dead Iyanden Craftworld. In addition, two craftworld armies go head-to-head in this month's battle report.

Warmaster author Rick Priestley gives us his vision of the future of the game and there's the release of the Orc & Goblin army too.

This issue sees the start of a new series, Index Astartes, which takes a look at all things Space Marine. The first in the series takes a look at the initiation rites of a prospective Space Marine as well as the genetic enhancement required to become one of the Adeptus Astartes.

Warhammer fans aren't left out as they are regaled by Jonathan Green on the dangerous merits of Dragons on the battlefield. We also take a look at Ian Whitaker's fearsome Chaos Warrior Warhammer army.

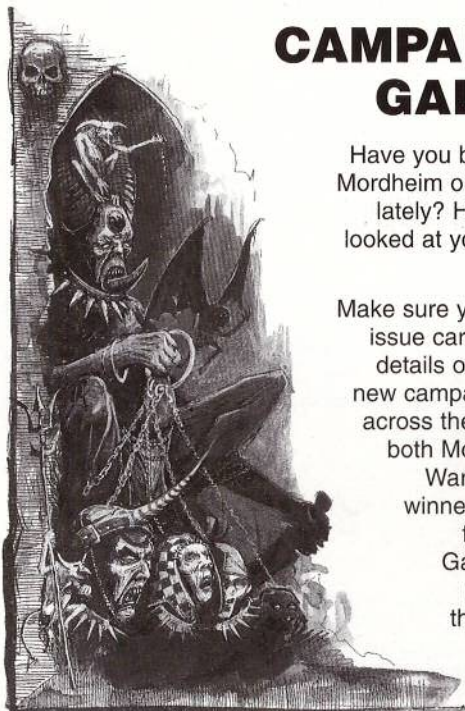
Until next month.

FAT BLOKE

CAMPAIGNS GALORE

Have you been playing Mordheim or Warmaster lately? Have you not looked at your warband in a while?

Make sure you read this issue carefully for full details of an exciting new campaign running across the country for both Mordheim and Warmaster. The winners will get to fight it out at Games Day in order to find the champion gamer!



HOLIDAYS NORTH OF THE BORDER

This month sees the start of the summer holidays in Scotland and many other areas, and every Games Workshop is ready, with a huge variety of events including massive games, painting competitions, quizzes, and much, much more. Watch this space for details of a whole host of roadshows touring the length and breadth of the country shortly (and rumours of Warhammer 40,000 scale Titans are completely true)!

NEWS

WAAAGH!

WARMASTER GREENSKINS ARE 'ERE!

Orcs and Goblins are savage tribal raiders who regularly invade the lands of the Old World to loot, pillage and kill (and rather good at it they are too!).

The Warmaster Greenskin army is out this month, complete with huge Black Orcs, Goblin archers, Boar riders and Wolf chariots, not to mention Rock Lobbers, Giants and Orc Bosses mounted on monstrous Wyverns.

The models were designed by Colin Grayson and Alex Hedstrom with help from Brian Nelson, Tim Adcock and Mark Harrison. These remarkable models really portray the unique character inherent to an Orc and Goblin army.



Neil Green constructed and painted this diorama using the Wyvern model sculpted by Alex Hedstrom.

DIRE NEWS

This month sees the release of the spanking new Dire Avenger Aspect Warriors boxed set. Based on the excellent Eldar Guardian plastics, the addition of new components means you can now scythe down your foes in a withering hail of shuriken fire.



Right: The Dire Avenger Exarch

Below: Dire Avengers armed with Shuriken catapults



INQUISITOR

At every Games Day in recent memory and at every Warhammer World event so far we've played the *Inquisitor* video footage on the big screen. Every year we get asked when it will be released for sale. Well, we've finally given in to popular demand to release the Inquisitor live action mini-film onto video for the very first time.

The story follows Inquisitor Krieger and his return with a detachment of Dark Angels to Ganaris Prime – the scene of an earlier mission of which he was the only survivor and of which he has absolutely no memory. You will be able to enjoy the sound of live bolter fire in the comfort of your own living room from July onwards. Keep an eye on the pages of White Dwarf and the Black Library website for further details...



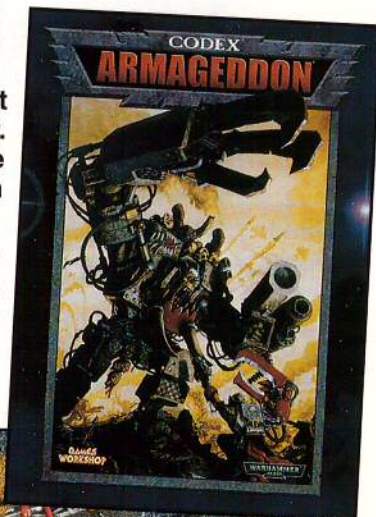
NEWS

GHAZGHKULL IS BACK...

...and this time it's Waaagh!

The infamous Ork Warlord Ghazghkull Thraka has assembled the biggest Ork invasion force ever seen – its target: the entire Armageddon sector. Despite being driven off by the combined forces of the Imperium as he attempted to wrestle the strategically important planet of Armageddon from Imperial control, he has now returned stronger than ever.

Later this issue you'll find the story of what has gone before and the opening shots of Ghazghkull's latest invasion. Next month we'll bring you details of a worldwide campaign where you can influence the fate of a thousand worlds. Alongside this gaming extravaganza we'll be releasing Codex Armageddon which includes loads of background to the invasion as well as FOUR brand new army lists. See the Armageddon preview later in this issue for all the details.



WARHAMMER 40,000 GRAND TOURNAMENT



A few weeks ago (at the time of writing) the Warhammer 40,000 Grand Tournament was held at Warhammer World. Nearly two hundred avid gamers gathered to battle it out for the prestigious titles that were up for grabs.

We'll be bringing you reviews of the tournament, including full details of all the winners, in a forthcoming issue. Meanwhile we are in the process of photographing all the best armies that took part – also to show off in a future White Dwarf.

NEWS



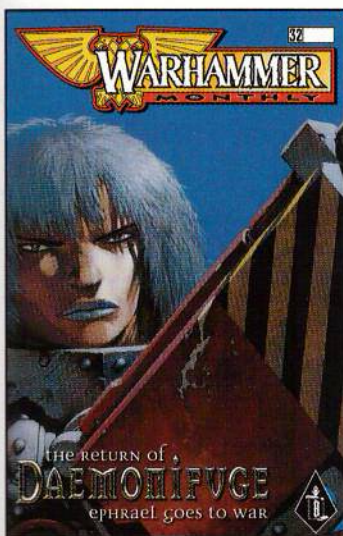
Whispers from the **Black Library**

BLACK LIBRARY OPEN DAY

Once again the Black Library is throwing open its ancient doors for you to catch a glimpse of some of the wonders contained within its hallowed halls.

This year's Black Library Open Day promises to be bigger than ever before. There are stacks of things to see and do, including sneak previews of forthcoming projects, a chance to meet many of the Black Library's most famous artists and writers and, of course, a chance to win the prestigious Black Demon trophy in the Black Library's very own miniature painting competition.

This year will also see loads of games to play based around your favourite Warhammer Monthly and Inferno! characters, a special costume competition and a chance to delve into the dark world of Warhammer Fantasy Roleplay.



NEW DAEMONIFUGE

Holy Boltguns! Battle Sister Ephrael Stern returns to the pages of Warhammer Monthly this month. Left for dead on the ravaged world of Parnis, Ephrael's hopes are raised when a strange ship makes planetfall, but does it contain friends or foes?

STATUS DEADZONE BOOK

Necromunda fans rejoice, the Black Library's scribes have been hard at work collating the greatest Necromunda stories ever to grace the pages of Inferno! into one mighty tome. Status Deadzone is the latest in the Black Library's collection of short story anthologies containing nightmare tales of the Underhive from such luminaries as Gordon Rennie, Alex Hammond and Jonathan Green.

NEW THIS MONTH



This month's releases for Warhammer 40,000:

IMPERIAL GUARD

Sentinel (plastic boxed set)	£10.00
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ELDAR

Dire Avengers (plastic and metal boxed set)	£12.00
Fire Dragons (2 models per blister)	£5.00
Swooping Hawks (2 models per blister)	£5.00
Swooping Hawk Exarch (1 model per blister)	£4.00
Fire Dragon Exarch (1 model per blister)	£4.00



This month's releases for Warmaster:

ORCS & GOBLINS

Orc Warriors (6 models/3 stands per blister)	£5.00
Orc Boar Riders (6 models/3 stands per blister)	£5.00
Black Orcs (6 models/3 stands per blister)	£5.00
Night Goblin Archers (6 models/3 stands per blister)	£5.00
Goblin Wolfboyz (6 models/3 stands per blister)	£5.00
Goblin Wolf Chariots (3 models/3 stands per blister)	£5.00
Trolls (3 models/3 stands per blister)	£5.00
Ogres (3 models/3 stands per blister)	£5.00
Giant (1 model per blister)	£5.00
Orc Characters (3 stands per blister)	£5.00
Orc Rock Lobber (1 model per blister)	£4.00
Orc Boss on Wyvern (1 model per blister)	£8.00



This month's releases from the Black Library:

Warhammer Monthly 32	£2.20
Death Blow 3	£2.75
Inferno 19	£5.00
Darkblade, graphic novel	£4.99
Gang War 6	£2.75
Town Cryer 9	£2.75
Status Deadzone, new novel	£5.99

DARKBLADE GRAPHIC NOVEL

Merciless Dark Elf anti-hero Malus Darkblade returns to the Black Library in the latest graphic novel release. Darkblade Book 1, charts the epic quest of the doomed druchi as he travels the Warhammer world in search of the five arcane artefacts that will free his soul from the Daemon Tz'arkan. Darkblade Book 1 is essential comic carnage from the pens of Kev Hopgood and Dan Abnett.

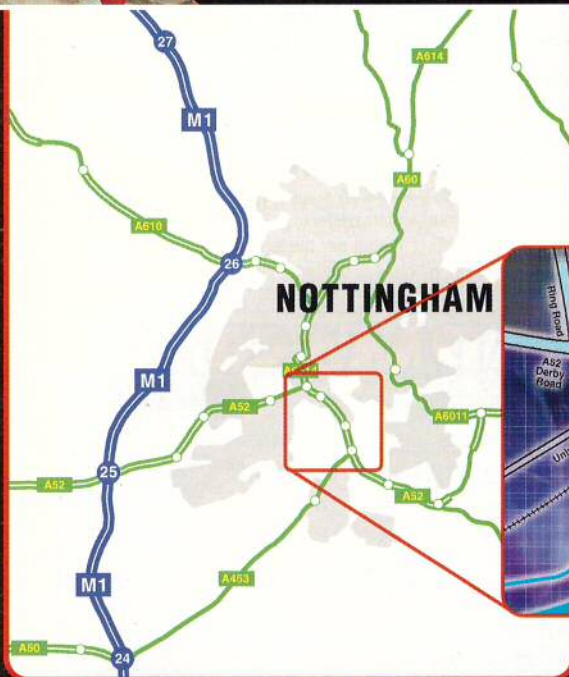


WARHAMMER WORLD

The
Games
Workshop
Museum

GAMES WORKSHOP EXHIBITION CENTRE,
Games Workshop HQ, Willow Road, Lenton, Nottingham.

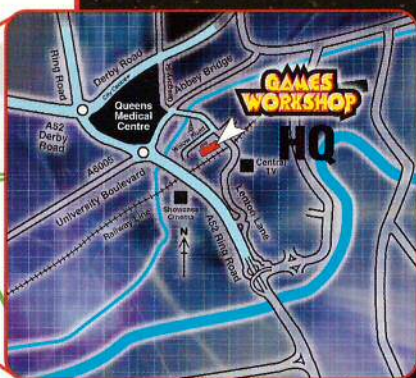
- SHOP
- EVENTS
- MUSEUM



COME TO WARHAMMER WORLD AND EXPERIENCE EVERY GAMER'S DREAM.

Warhammer World is located at Games Workshop's HQ and is the centre of hobby excellence. At Warhammer World you can look around the museum of lifesized WH40K exhibits; marvel at the gigantic display games, such as the Battle of Antioch Plains, the entire Ultramarines Chapter and the awesome Siege of the Emperor's Palace; visit the shop with its complete range of GW products and finally, finish your visit with a thirst-quenching refreshment in the famous Bugman's Bar.

Guided tours take place on most days, although the museum does occasionally close for special events, so please call before make a journey.



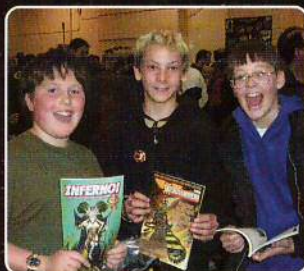
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Black Library Open Day

SUNDAY 16TH JULY 2000 10am-4pm

FOR ONE DAY ONLY, THE DOORS TO THE INFAMOUS BLACK LIBRARY ARE THROWN OPEN, ALLOWING YOU JUST A GLIMPSE OF SOME OF THE ARCAN E MARVELS CONTAINED WITHIN ITS HALLOWED HALLS!!



Forge World



Hot from the Forges come the latest, super-detailed resin creations, including character busts, collectors figures, Imperial Armour vehicle kits and battlefield scenery sets designed for Warhammer and Warhammer 40,000, all from the treadheads at Forge World.



Find out what's new when you meet your favourite novelists, story writers and comic creators on the Black Library stand. Plus don't miss out on the chance to quiz your favourite artists and writers in our brilliant themed seminar sessions and book signings.



and much more...

There is also the hard-fought Black Demon painting competition, loads of participation games covering all of our games systems, and some awe inspiring demonstration Games. Finally if you're a Warhammer Fantasy Roleplay fan, don't miss out on the chance to see latest from the Hogshead Publishing people.

TICKETS ARE PRICED AT £6 EACH FROM GAMES WORKSHOP STORES OR UK MAIL ORDER. GET THERE EARLY AND GET A FREE BLACK LIBRARY GRAB-BAG!

WARHAMMER

GRAND TOURNAMENT 2000

Are you ready to face the challenge? 29th & 30th July!



As dawn approaches, the massed armies of the mightiest Warhammer gamers in the world gather to contest the greatest prize of all. It is once again time to decide the International Warhammer Champion.

To take part, you will need a 2,000 point army, conforming to the Warhammer Armies books. When you order your ticket, you will receive an information pack containing full rules and all the details for this incredible event.

Tickets are priced £30 and are available from Mail Order or from your local Games Workshop stockist.



THE GREEN HORDE

Orcs in Warmaster



All Orcs and Goblins live in warrior tribes or warbands. These tribes can vary in size, but often many of them will band together to form a huge army of greenskins. The usual bands of Orcs who raid the settlements on the borders of human lands are nothing compared to the might of a massed horde of Orcs and Goblins.

Orcs and Goblins can be found almost anywhere, from underground tunnels and savages wastes to the deep forests. Orc and Goblin settlements are mostly concentrated around the areas between the southern World's Edge Mountains and the Black Mountains, also known as the Badlands. They can also be found in the foothills of the World's Edge Mountains between Blood River and Black Fire Pass. Orcs are usually as tall as a man, although there are many that are taller. They have large, broad bodies and large heads with huge, jutting jaws.

Orcs are not the most intelligent of the races, but they do have one mental strength, their single-mindedness; unlike say a Man, who might spend hours trying to decide something, an

Orc who wants something simply goes and takes it.

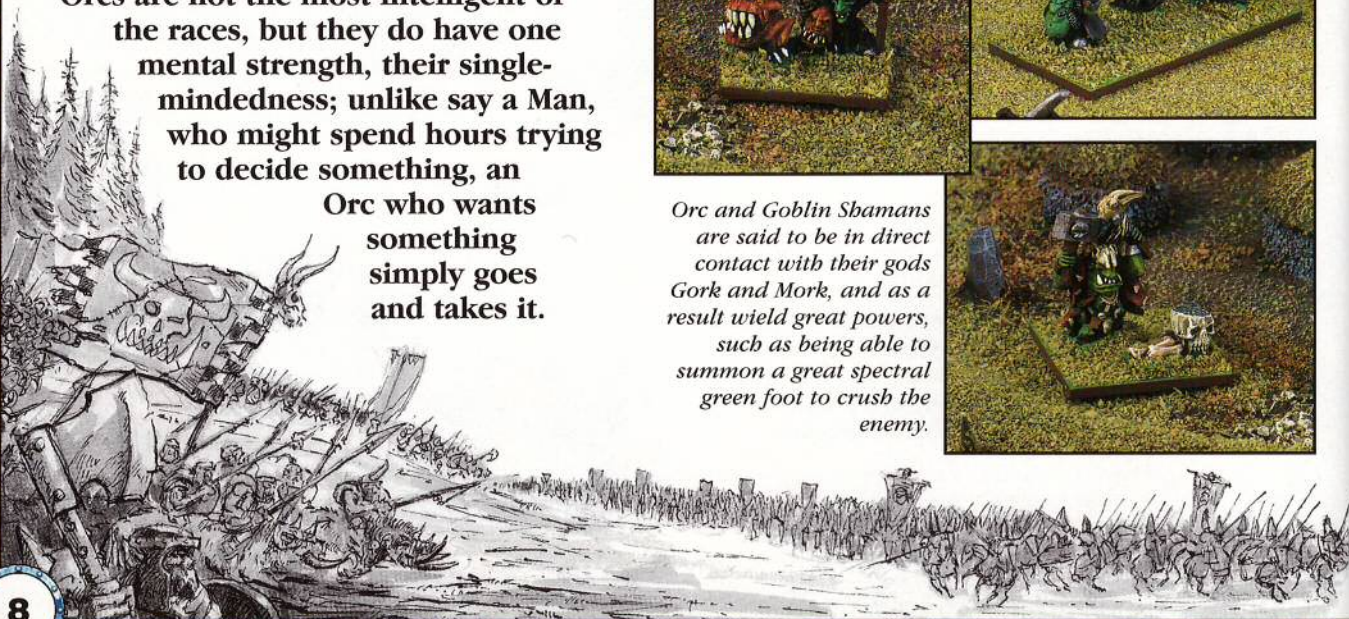
The Orc General's command value of 8 is relatively low when compared to other armies' leaders. This is tempered however by his low points value.



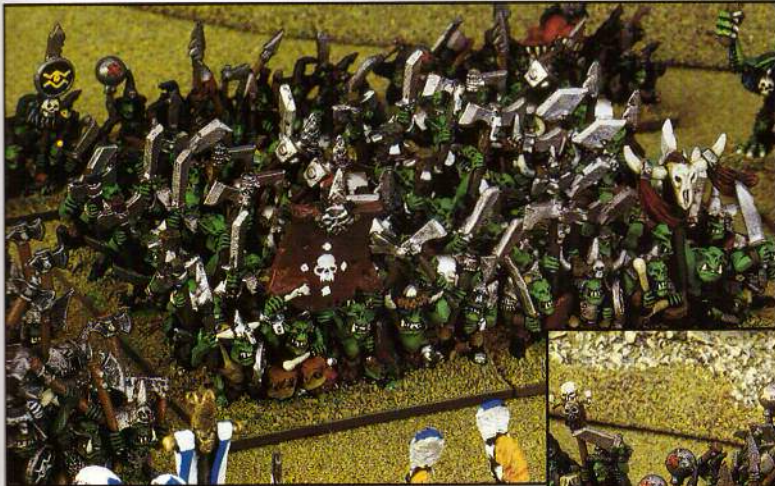
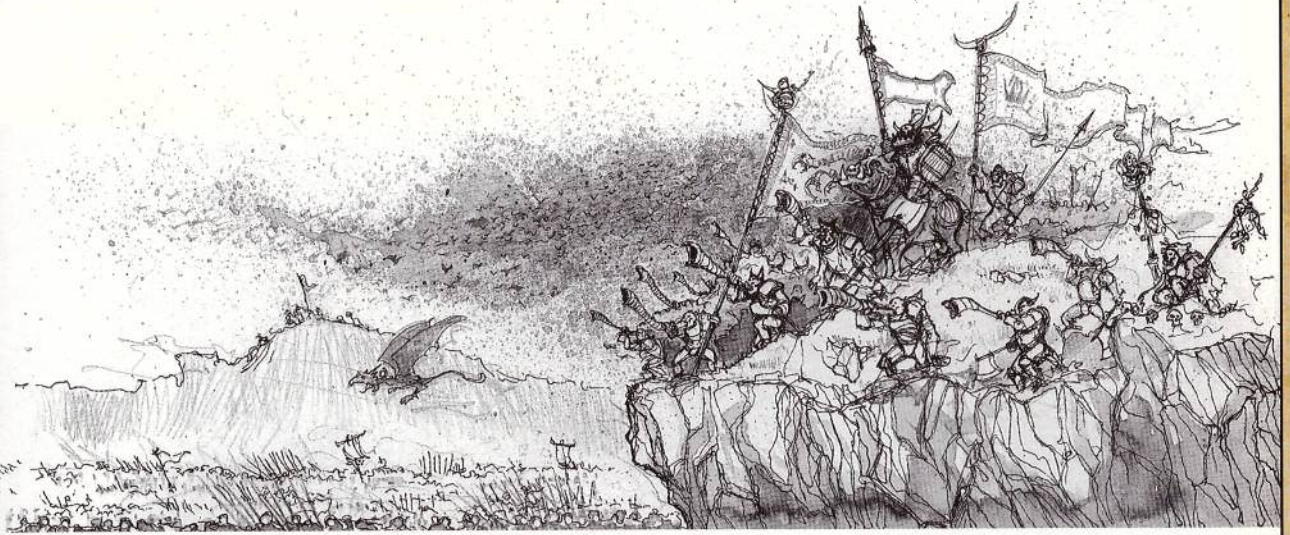
Orc and Goblin Heroes add +1 Attack to any unit they accompany.



Orc and Goblin Shamans are said to be in direct contact with their gods Gork and Mork, and as a result wield great powers, such as being able to summon a great spectral green foot to crush the enemy.



ORC AND GOBLIN WARRIORS



Black Orcs are tougher and stronger than normal Orc warriors and are also better equipped. To represent this, they have 4 hits, and a 5+ save.



Orc Warriors are the mainstay of most Orc armies. They are strong, tough and can hold against almost any enemy in battle.

Goblins fight in tightly buddled mobs which can include a variety of differently armed warriors. They have bows, clubs, spears and practically any weapon they can get their green hands onto. To represent this, they have a missile attack of up to 15cm.



Orc Rock Lobbers are crude but effective war machines. They hurl great rocks at the enemy and can easily crush the most heavily armoured warriors.

ORC AND GOBLIN CAVALRY

Unlike the other armies in Warmaster, Orcs and Goblins have two different types of cavalry. The Orcs have Boar Riders who ride ferocious war boars, which are as big as horses and are both very dangerous and unpredictable (just like an Orc). The Goblins, on the other hand, ride giant wolves, which are very fast, and they are often employed as scouts.

Goblin Wolf Riders are the fastest and most mobile troops in an Orc army. They are well known for their ability to quickly surround an enemy and fill them with arrows. To represent this, they have a 15cm missile range and can fire in any direction.



Wolf Chariots are as fast as Wolf Riders, but with three attacks in close combat they can be even more lethal.



Orc Boar Riders are a fearsome combination of Orc and gigantic boar. They are as dangerous as the most heavily armoured knights of the Empire or the High Elves.



MONSTERS

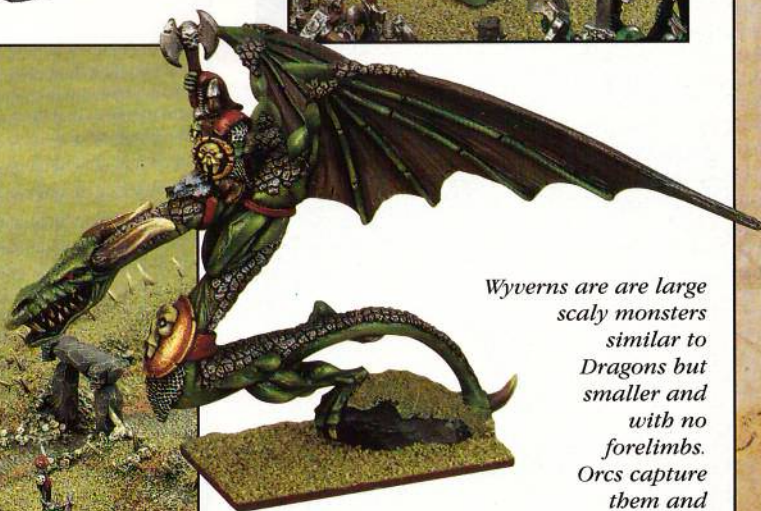
Ogres are drawn to fight in the ranks of an Orc army by their vast appetite for raw human flesh. To represent this, when they are within 20cm of a human unit they must use their initiative to charge; the Orc General can do nothing to stop them.



Trolls are hideous, lumbering monsters. On the battlefield they can be very difficult to control due to their stupidity, but when in a fight they can take a lot of beating before they go down. This is due to their ability to regenerate one outstanding hit at the end of a combat.



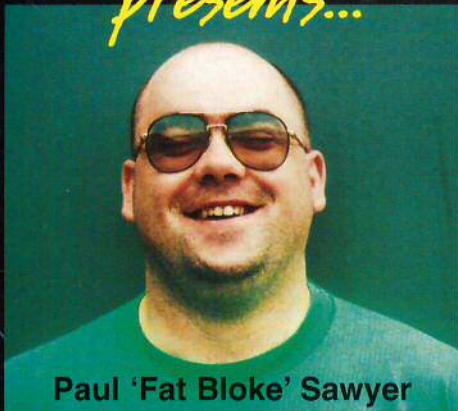
Giants are huge creatures drawn from their lairs by the prospect of strong beer and raw flesh. On the battlefield they are capable of great destruction, but they often go wild and turn on friendly troops!



Wyverns are large scaly monsters similar to Dragons but smaller and with no forelimbs. Orcs capture them and beat them daily until they are tame enough to ride.

The Orc General, Heroes and Shaman characters can use these creatures as mounts in battle. This adds +2 to the rider's Attacks.

Fat Bloke *presents...*



Paul 'Fat Bloke' Sawyer

It's the summer and you've got lots of time on your hands. What you need is to get yourself down to your local Games Workshop store so you can take part in...

The Great Warhammer World Campaign!

On 15th July Games Workshop launches a nationwide campaign in which you can take on all comers at either Warmaster or Mordheim, with the finalists battling it out at Games Day!

If you have a Mordheim gang or Warmaster army, prepare them for battle this summer as we aim to find a champion for both Mordheim and Warmaster out of all the budding warband leaders and generals out there.

It doesn't matter whether you've played before, or what your age is, as there will be separate youngbloods and veterans categories – just get down to your nearest store and take to the field of battle.

The heats of each tournament will be held at Games Workshop stores and some independent stockists throughout the UK. From the store champions will emerge victorious the regional champions, who will meet at Games Day to take part in the Grand Final and find the best general and captain in the land.

The final will be held at Games Day, on Sunday 24th September at the N.I.A. in Birmingham. So muster your troops, it's going to be a long, hard campaign season with only the strongest surviving to the very end...

FAT BLOKE



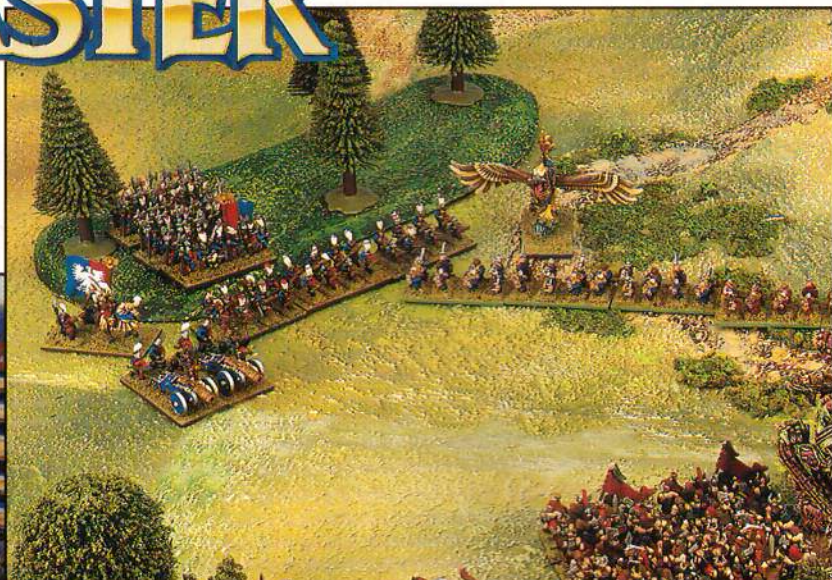
Cut down your enemies and claim the wyrdstone in Mordheim, City of the Damned!



MORDHEIM

WARMMASTER[®]

Use your guile and superior leadership skills to crush the foe at Warmaster!



TITLE FIGHT!

Vanquish all who dare oppose you in our Warmaster and Mordheim campaigns.



Champions will get to fight it out for the top spot at Games Day!



The Path of the Warrior calls to all Eldar at some time during their long lives. This path, unlike others, is divided into many separate Warrior Aspects representing the Eldar war god Kaela Mensha Khaine. This month we take a look at these Warrior Aspects and what draws the Eldar onto the Warrior path.

The Eldar are extremely long-lived by human standards, commonly surviving for over a thousand years unless a premature death in battle or an accident takes them. They also live at a pace and pitch of intensity many times greater than even the most talented and determined humans. It's hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure or sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life. Amongst the most arduous of all paths is that of the Seer, for the Seers manipulate psychic forces to foretell the future, and Seers of great accomplishment have fearsome powers.

Once an Eldar has mastered a path he then chooses another, and in this way builds up a repertoire of abilities over which he has complete control. An Eldar will travel many different paths in his life, and the skills he learns in each path serve to enrich further accomplishments. A few Eldar may be drawn so deeply along their chosen path that they can never leave it. This is a frightening fate for the Eldar, for anyone who is trapped in this way can never choose another path, but must live out the rest of their life as a living icon of achievement. Such individuals slowly deny the broad range of experience,

THE WARRIOR ASPECT

By Rick Priestley

concentrating increasingly on their path, until their self identity disappears and they become pure expressions of their path. In the case of the Warrior Aspects, these individuals are known as Exarchs.

THE PATH OF THE WARRIOR

The Path of the Warrior calls to most Eldar at some time in their long lives. Unlike some of the other Eldar paths, that of the Warrior is divided into many separate ways. Each of these is called a Warrior Aspect, and represents a different facet of the Eldar war god Kaela Mensha Khaine. Every Aspect differs in its methods of warfare, and many offer specialist skills designed for specific battlefield roles. Exactly what draws an Eldar onto the Path of the Warrior is uncertain. Perhaps it is the recognition of an innate destructive impulse in their soul which only ritual training and combat can purge.

Each Warrior Aspect on a craftworld is represented by a shrine. Within these shrines the Aspect Warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents.

The Aspect Warriors do not live in the shrines, and when they put aside their ritual masks and uniforms they can walk at peace through their craftworld. Only the keepers of the shrine live within them. The Exarchs – the lost ones – are Aspect Warriors who have become so wholly one with their Aspect that they cannot leave the Path of the Warrior. Exarchs emerge from their shrines only in times of war or conclave, and are held in a mixture of fear and awe by other Eldar.



Dire Avengers & Fire Dragons led by their Exarchs engage in a vicious fire-fight to clear the Imperial Guardsmen from their trenches.

Although there are many different Warrior Aspects there are some which are common to all, or at least to most craftworlds. These are the Aspects of the Dire Avengers, the Howling Banshees, Striking Scorpions, Shining Spears, Swooping Hawks, Fire Dragons, Dark Reapers and Warp Spiders. Each Aspect has its own warrior costume, a form of ritual battle suit, and distinctive weaponry. When the Eldar go to war, the Warrior Aspects fight in a predetermined role associated with their shrine.

All Aspect Warriors wear a flexible armoured suit of Aspect armour. This is fashioned from a psycho-sensitive material which reacts to the movements of its wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. The material itself is quite rigid when the warrior is still, and its surface is reactive to impact so that it stiffens even further if subjected to a blow. Some suits also include inflexible bone-like plates to protect vulnerable areas.

Each of the Warrior Aspects is associated with certain colours and themes which are reflected in the uniforms of their shrine. No shrines use exactly the same uniform, and some shrines have so many warriors that they have varied uniforms so that each fighting squad of warriors is visibly different.

DIRE AVENGERS

The Dire Avengers represent the Aspect of the war god as noble warrior – merciless to his foes and unstinting in his devotion to his people. They are the least specialised and the most tactically flexible of all Warrior Aspects. They are also the most common, and their shrines are the largest among all of the craftworlds. Their ritual weapon is the shuriken catapult in the use of which they are highly skilled. Of all weapons, this one is most distinctively Eldar and it is a fitting armament for the Dire Avenger as the most archetypal Eldar warrior.

FIRE DRAGONS

This Warrior Aspect is modelled upon the dragon of Eldar myth, the writhing, sinuous fire-breathing reptile which represents wanton destruction and devastation. Their armour is the colour of fire and flame, and they carry the powerful fusion guns which spew deadly fire. Fire Dragons are experts at close-quarter fighting, where their fusion guns and melta bombs can destroy any foe no matter how well armoured.

HOWLING BANSHEES

In Eldar legend, the Banshee calls the dead spirit into the warp, and its eerie howl is said to be a certain premonition of death. The Banshee's call has an even more sinister implication, for it is said to call spirits from their spirit stones and lure them into the arms of the Chaos gods. Certainly the release of a spirit is often accompanied by a strange call, felt rather than heard, and it has been known for spirits to disperse unexpectedly into the warp when transferring into the spirit stones.

Unlike most other Aspects, the Howling Banshees are almost always female Eldar, for the Banshee is said to be a female spirit. The Howling Banshees are fast and mobile, and their warrior training is in swiftness of foot and mobility. Death, they say, will find you when your time has come, no matter where you may hide, and the same may be said of the Howling Banshees. These Aspect Warriors are armed with shuriken pistols and power swords, weapons of the close-quarter fighter, and it is in hand-to-hand combat that they excel. Their other weapon is the banshee mask, an enclosing death's head helmet which contains a psychosonic amplifier. This device intensifies the warrior's battlecry into a howling shriek of psychic rage. By means of their banshee masks, the warriors focus their enmity, flooding the central nervous system of their adversary with psychic energy and causing temporary paralysis.



In the close jungle terrain, a Fire Dragon Exarch leads his Aspect Warriors in an ambush on Space Marine Terminators of the Crimson Fists Chapter.

STRIKING SCORPIONS

Though small, the scorpion is deadly and may sting and kill a creature many times its size. The Warrior Aspect of the Striking Scorpion epitomises the deadly attributes of its namesake, and they are one of the most potent of all close-quarter fighting Aspects. Only the strongest and toughest of the Eldar join this Aspect. Although not as swift as the Howling Banshees, the other common close-quarter fighting Aspect, the Striking Scorpions are more heavily armoured and excel in dense terrain.

The Striking Scorpions' Aspect armour is reinforced with rigid plates that offer more protection than most other Aspects. Their costumes are primarily green, but may incorporate bands of strongly contrasting colours such as black, yellow and orange. Their weapons are the shuriken pistol and chainsword, a combination which is deadly in its own right, but it is reinforced by the Striking Scorpions' unique mandiblaster.

The helmet of the Striking Scorpion incorporates a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandiblaster weapon, an extremely short-ranged weapon, useful at a distance of only a few metres or so. It is fired by means of a psychic node within the helmet.

When fired, the mandiblaster discharges a hail of tiny psycho-conductive crystals, like tiny needles only a few millimetres long. These needles can tear and lacerate exposed flesh, but this is not their principal damaging effect. The deadly sting is actually a psychokinetic laser charge which energises the crystals and creates a tightly controlled plasma discharge. This sting is delivered as the Striking Scorpions enter combat, and can often kill their opponent before they have a chance to fight back.

WARP SPIDERS

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising



Striking Scorpions charge the retinue of a Dark Eldar Archon.

at a new location. They have evolved from the psycho-plastics of which the craftworld is made, and are therefore able to meld with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar. In theory, it would be possible for a Daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres away. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of mono-filament wire ensnaring and contracting around their victims the more they struggle.

DARK REAPERS

The Dark Reapers are the most sinister and most lethal of the Warrior Aspects. They portray the war god as destroyer, and their skull-

encrusted costume embodies death as the dark reaper of souls. Their Aspect armour is black or a midnight shade of blue, and it incorporates interlocking plates and heavy limb supports to increase stability when firing the deadly reaper launcher. The Dark Reapers' armour also incorporates sensory and range-finding equipment. This enables the Dark Reapers to lock onto a fast-moving target, and increases their already deadly accuracy still further.

The tactical role of the Dark Reapers is to provide heavy, long-ranged support. Dark Reapers usually take up positions in cover, often behind the main Eldar line of advance, from where they direct their deadly weapons against suitable enemy targets. Their unerring accuracy enables them to dominate the battlefield, pinning down enemy forces before they can advance, and destroying selected targets at will.

SHINING SPEARS

In Eldar mythology, the war god Khaela Mensha Khaine carried a great spear that could kill any foe with a single blow. Aspect Warriors of the Shining Spear shrines take this weapon as their inspiration. Uniquely amongst the Aspect Warriors they ride jetbikes, allowing them to strike with the speed of a coiled snake. The laser lance that they carry is designed to fire a powerful laser bolt into enemy ranks, reducing the odds against the Shining Spears before they close to impale their foes.

They are particularly suited to leading massed assaults or pouncing on isolated units. The small size of Shining Spear squads means it is unwise to commit them by themselves, but if they are well-supported they will be more than a match for nearly any foe.

SWOOPING HAWKS

The Swooping Hawks take their name from the wild hunting birds of the Eldar myths which are portrayed as birds of vengeance and retribution. In ancient times the Eldar believed that the spirit of a murdered person would pass into a hawk, in which form it would seek out the murderer, hovering above his head as a mark of guilt for all to see.

The Swooping Hawks are the most mobile of all Aspect Warriors as they have the ability to glide or even to fly high into the air. Their wings are made from vibrating feather plates and incorporate small jet motors and gravitic reaction lifters. When they fly,



Swooping Hawks with their Exarch drop behind an Ork mob to catch it in a deadly crossfire.

their wings vibrate with such speed that they turn into a blur of colour and emit a characteristic shrieking note. Their Aspect costumes are coloured like the sky, whether blue and clear or dark and grey, with contrasting bands of colour.

The Swooping Hawks' ritual weapons consist of the multi-barrelled lasblaster and a special pack of grenades. These grenades are contained in a pack strapped to the warrior's leg. Grenades can be removed from the pack and thrown by hand, or discharged directly from the pack whilst in flight, scattering lethal charges over the enemy below. This combination of weapons is especially suited to the Swooping Hawks' role. They often attack the enemy ahead of the main Eldar army, flitting over their foes' heads and discharging grenades, and then attacking in close combat or retiring into cover to use their lasblasters.

EXARCHS OF THE WARRIOR ASPECTS

The Eldar mind is capable of depth and understanding which goes beyond the concept of mere human obsession. Such obsessions are likened to traps or nets, waiting to catch the unwary upon the Eldar path and hold him fast forever. When an Eldar's mind becomes so tightly focused upon one thing he can no longer make the change to another path. This is a terrible thing for all Eldar, as it is a fate which can befall any of them despite all of their discipline and training.

An Eldar who is lost upon the Path of the Warrior is called an Exarch. Such a fate does not befall an Aspect Warrior quickly, but the repeated exhilaration of battle can act like a dangerous drug upon a warrior's psyche. Aspect Warriors learn to control their warrior-selves, putting on and casting aside their warrior-self as they don or discard their ritual costumes. An Aspect Warrior who becomes an Exarch loses this ability to dissociate himself. This has serious consequences because upon his death an Exarch's soul cannot be freed into the infinity circuit, or its only impulse is to wage war; all other feelings are subordinated to that single deadly desire. When an Aspect Warrior becomes an Exarch he adopts an armoured suit from his shrine, often the very suit worn by one of the shrine's founders. Once put on, the suit is never removed and becomes a permanent part of the Eldar, its psycho-plastic form meshing with his own body tissues. If slain, the warrior's costume will be found to be empty, the body having long since been consumed within the suit itself. Exarch suits are studded with the spirit stones of all the Eldar who have ever worn the suit. Their spirits continue to circulate throughout the suit, like a miniature version of the infinity circuit of the craftworld. It is the presence of this spirit-pool of raw psychic energy that gives the suit and warrior (for the two are indistinguishable) their special warrior powers.



SWOOPING HAWK EXARCH



FIRE DRAGON EXARCHS



Once he has become an Exarch, a warrior is known by the ancient name associated with his armoured suit. The warrior's personality flows into the spirit-pool of the suit and is conjoined with the personalities of all the other Eldar who have ever worn it. Their lives and experiences meld with his own, and his name is added to the long list that constitutes the suit's full title. It is the first Exarch whose name alone denotes the warrior within, and whose personality remains strongest within the spirit-pool. Thus an Aspect Warrior who becomes an Exarch is reborn as an ancient warrior hero.

Exarchs do not leave their shrines except in times of war or high conclave. Even the smallest shrines are extensive structures with areas dedicated to training, instruction and ceremony. Each shrine has its own armoury, and its own inner sanctum where the Exarchs administer the rites of war before the altar of the Bloody-handed God. It is here that the Exarchs recite the battle songs of old and mark the warriors' bodies with runes of blood before they don their Aspect's armoured suits in readiness for war. In this way, the Exarchs are the priests and guardians of the shrines, as well as armourers and instructors who will guide their fellow Eldar along the Path of the Warrior.

The Exarchs' ritual armoured costumes and weapons are unique and incredibly ancient. Invariably their weapons are extremely potent and their abilities are far more developed than even the finely-honed warrior skills of the Aspects. The spirit-pool of each armoured suit combines the lives and abilities of all the Eldar who have ever worn it, a sum total of energy which far outstrips that of any ordinary Eldar. The Exarchs' skills reflect the Aspect of the shrine to which they belong. Their armoured suits to some extent resemble those of their shrine's uniform.

THE PHOENIX LORDS

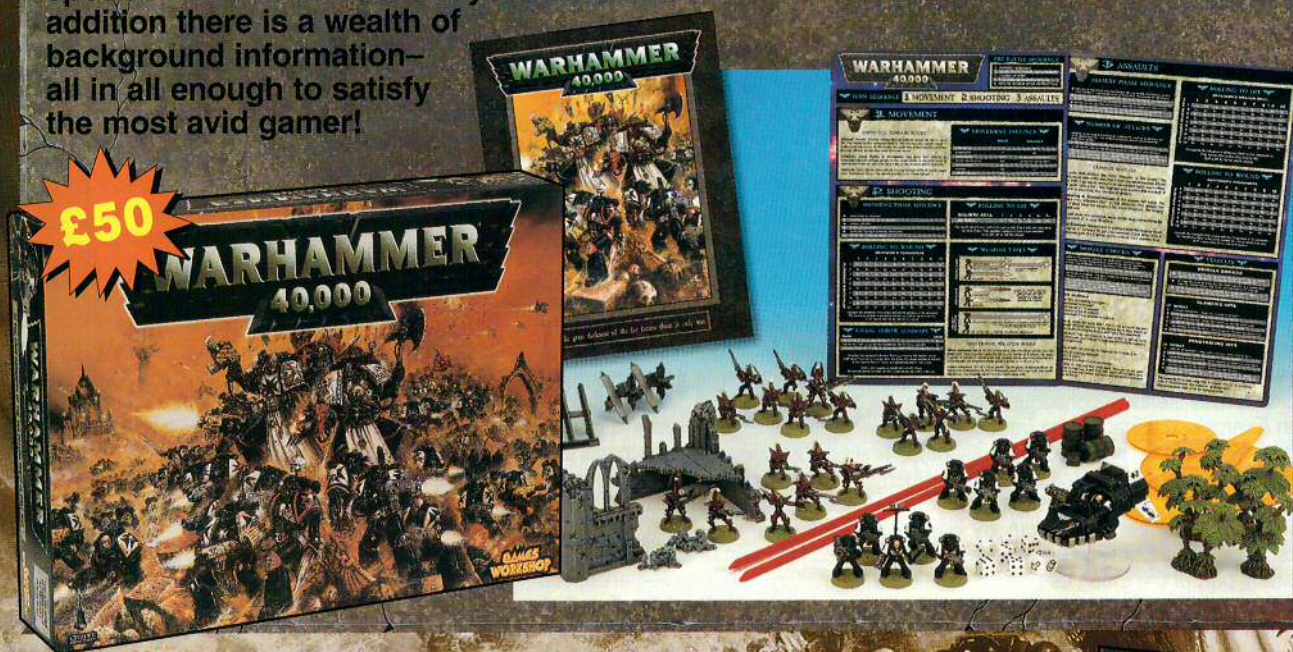
A few of the most ancient Exarchs have no shrines and no craftworld to call their home. They wander from world to world, instinctively driven by war, attracted by places of great danger and need. These Exarchs are known as the Phoenix Lords and they are great heroes amongst the Eldar race. During moments of desperation they appear, sometimes just one but often several depending upon the perils faced. Following in the path of the Bloody-handed God, their names are well known throughout the craftworlds, and their deeds form part of the legends of the Eldar.

No one knows exactly how many Phoenix Lords there are, for some are seen but rarely, while others disappear for millennia only to reappear suddenly and unexpectedly. Some have undoubtedly perished far away, their suits lying upon some hostile world awaiting discovery by some predestined Eldar warrior doomed to don the armour and become the ancient hero for another cycle of his existence.

Some of the Phoenix Lords are as old as the Fall. They were heroes during the cataclysm, and were the first to bear the spirit stones of the Warrior Aspects. Perhaps they never reached the craftworlds and so never founded their own shrine as others did, or maybe their shrines have since been destroyed along with their craftworlds. Whatever their past, they are the most fearsome of all Exarchs, and the most powerful warriors of all the Eldar.

In the grim darkness of the 41st Millennium there is only war.

Warhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In addition there is a wealth of background information—all in all enough to satisfy the most avid gamer!



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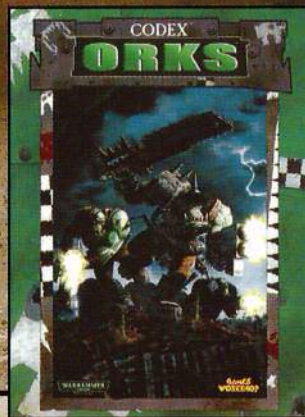
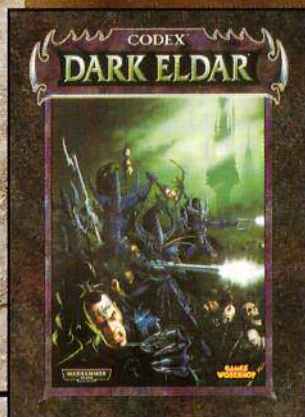
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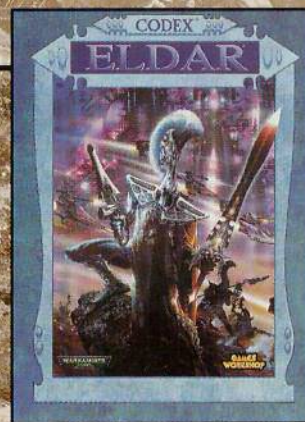
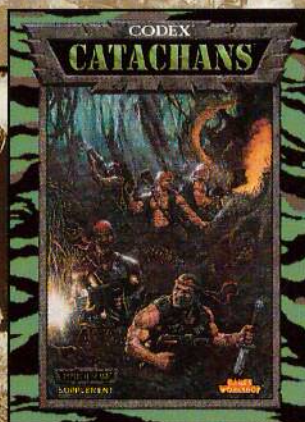
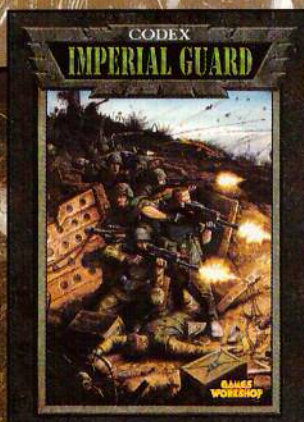
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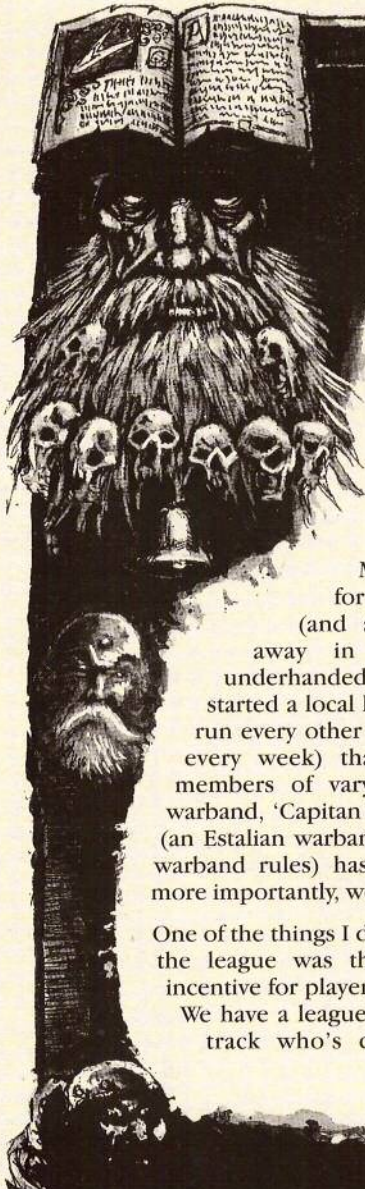
Note: You'll need Codex Imperial Guard to use this supplement.

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the Imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flamers and demolition charges appeals to you, this Codex is ideal. Inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting.

CODEX ELДАР £8

The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warriors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, alien warriors.





Wild Magic!

Creating your own scenarios is a great way of adding an extra level of detail and fun to your Mordheim campaigns. Here, Mark Havener talks about his own new campaign scenario. In it, warbands are looking for wyrdstone near the crater in the centre of the city, and large quantities of wyrdstone have some rather unpredictable effects on magic...

With the appearance of Mordheim, it didn't take long for the new game to sweep me (and a good many local players) away in a fervour of warbands, underhanded dealings and hasty alliances. I started a local league which was supposed to run every other week (and ended up running every week) that currently has around 30 members of varying levels of devotion. My warband, 'Capitan del Norte's Raiders of Solkan' (an Estalian warband that uses the Marienburger warband rules) has been doing fairly well and, more importantly, we've all been having lots of fun.

One of the things I decided early on when I started the league was that I wanted to provide an incentive for players to show up week after week.

We have a league standings sheet and on it we track who's currently winning the most

games, but I didn't feel that that would be enough to keep the players' interest. To keep them from getting bored, I decided to do two things: restart the league on a regular basis (it was every month, but we're currently experimenting with a 6-week limit), and provide special scenarios that were different to those which the players would play outside of their normal Mordheim games on non-league nights. Every other week I introduced a new scenario – my players have fought against dreaded Bone Giants, sacked the local Merchant's Guildhouse and borne witness to the grisly remains of a no-quarter battle between rival warbands. It seems to be a pretty popular aspect of our league, and I encourage anyone who is considering starting his or her own Mordheim league to do the same thing.

On the next few pages I've included one of these home-brewed scenarios, 'Wild Magic', plus new random scenario charts for either one-on-one or multi-player games. Feel free to use the scenario for your games, or substitute your own homemade scenario in its place on the chart!

Reinhold had been in the cursed city a long time. He now walked with a limp, and his left eye had been taken out by a lucky shot from a Dwarf crossbow. Damn that stunty – he'd thought he was out of range! In the weeks and months that he had been fighting here, the old veteran figured he'd seen everything a man could see and still be alive. Not much surprised him anymore. Sure, the danger of losing life and limb was still ever-present, but everything seemed to be much the same, day in and day out. It was as if he'd never left his father's farm! As he looked down the street from the cover of a ruined chapel, he saw a warband of the Possessed. They appeared to be waiting for Reinhold's warband. Another street fight, thought the old warrior ironically. Was it his imagination, or did the enemy warband look just as bored as he at the prospect? As he signalled his men forward, Reinhold wondered if he would learn anything new this day, or if it would be just like any other. As soon as they came within range, the Wicker Man, the warlock Reinhold had hired long ago, began the chant that would start the spell he always began each battle with – Bolts of Silver... or was it Arrows of Light? Reinhold couldn't remember the name the hedge wizard gave the spell... all he knew was that he had seen it and its effects

countless times. Down the street the enemy Magister looked to be preparing a spell of his own.

Almost as one, both wizards finished their chanting – the spells were ready to be released. With a flash of light a half-dozen sparkling arrows flew from the Wicker Man's outstretched fingers toward the enemy. On the other end of the street, a shimmering glow appeared in front of the Magister, it appeared that he was invoking the Eye of God. Suddenly there appeared to be a twist in the air, and the ordinary became decidedly EXTRA-ordinary. The Wicker Man's silver arrows did a quick twist in the air and flew back towards Gunnar, one of Reinhold's spearmen. The poor fellow was skewered by three bolts of light and fell to the ground in a heap. In front of the Magister an equally strange thing happened – a Bloodletter, cursed Daemon of Khorne, stepped out of the shimmering circle in the air in front of the Magister. The Daemon took a quick look at his surroundings and proceeded to attack the astonished band of Chaos cultists.

Well I'll be damned, thought Reinhold, utterly baffled by these new developments. Something new today after all!

Scenario table for one-on-one games

2D6 Result

- 2 Play the new scenario: Wild Magic.
- 3 Play Scenario 2: Skirmish.
- 4-5 Play Scenario 3: Wyrdstone Hunt.
- 6 Play Scenario 4: Breakthrough.
- 7 Play Scenario 5: Street Fight.
- 8 Play Scenario 6: Chance Encounter.
- 9 Play Scenario 7: Hidden Treasure.
- 10 Play Scenario 8: Occupy.
- 11 Play Scenario 9: Surprise Attack.
- 12 The player with the lower warband rating may choose which scenario is played.

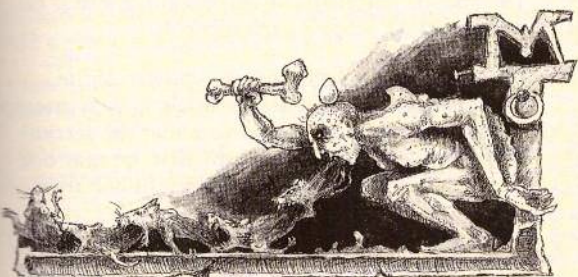
Scenario table for multi-player games

2D6 Result

- 2 The player with the lower warband rating may choose which scenario is played.
- 3-4 Play Scenario 1: Treasure Hunt.
- 5 Play Scenario 2: The Lost Prince.
- 6 Play Scenario 3: The Pool.
- 7 Play Scenario 4: The Wizard's Mansion.
- 8 Play Scenario 5: Street Brawl.
- 9 Play Scenario 6: Ambush!*
- 10 Play Scenario 7: Dragonhunt.
- 11 Play the new scenario: Wild Magic.
- 12 The player with the lower warband rating may choose which scenario is played.

*Note on Ambush! In our league we've found that this scenario can get quite vicious if the ambushed player is not on good terms with his fellows. To remedy this, we've come up with the following 'fix': Any player may have his models drop the wyrdstone that they are carrying at any time. Place Wyrdstone counters on the table exactly as if the models carrying them had been taken out of action (see the rules for Ambush!). This player's warband may not pick up this wyrdstone later in the game (his warriors have decided to give up to the treasure to their betters!). Any player whose warband is **not** carrying wyrdstone may voluntarily Rout if able to do so under the normal rules. This gives players a way out that can keep their warbands from getting unfairly slaughtered.

A besieged Reiklander warband defends its gold stash from a swarm of Skaven.



Scenario: wild magic

Shards of wyrdstone lie throughout the doomed city, but rumours abound that the largest deposits by far lie near the area known as the Pit, the site where the meteor landed. Warbands who dare venture near the Pit risk discovery by the servants of the Shadowlord, and even those that escape the attention of these foul denizens find that the proximity of so much wyrdstone can have a strange effect on reality. Extended periods of time spent near the Pit can warp both mind and body, and those foolish enough to search these areas frequently find themselves sinking into madness or mutation. Even short periods of time spent in these areas can be hazardous, while dabblers in magic find that the presence of large amounts of wyrdstone can make casting spells more difficult, and their incantations can sometimes have unexpected results.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set-up within an area roughly 4'x4', or 4'x6' for multi-player games.

warbands

For basic (one-on-one) games, each player rolls a dice. Whoever rolls highest chooses which table edge to set up on, placing all of his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. In multi-player games, players use the normal set-up rules (see 'Setting up the Warbands' in the multi-player rules from WD242).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

wyrdstone

Due to the large quantities of wyrdstone nearby, all warbands add +2 shards to the number found at the end of the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

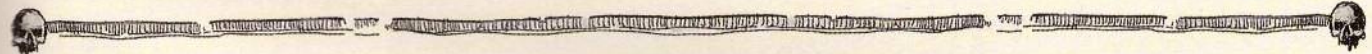
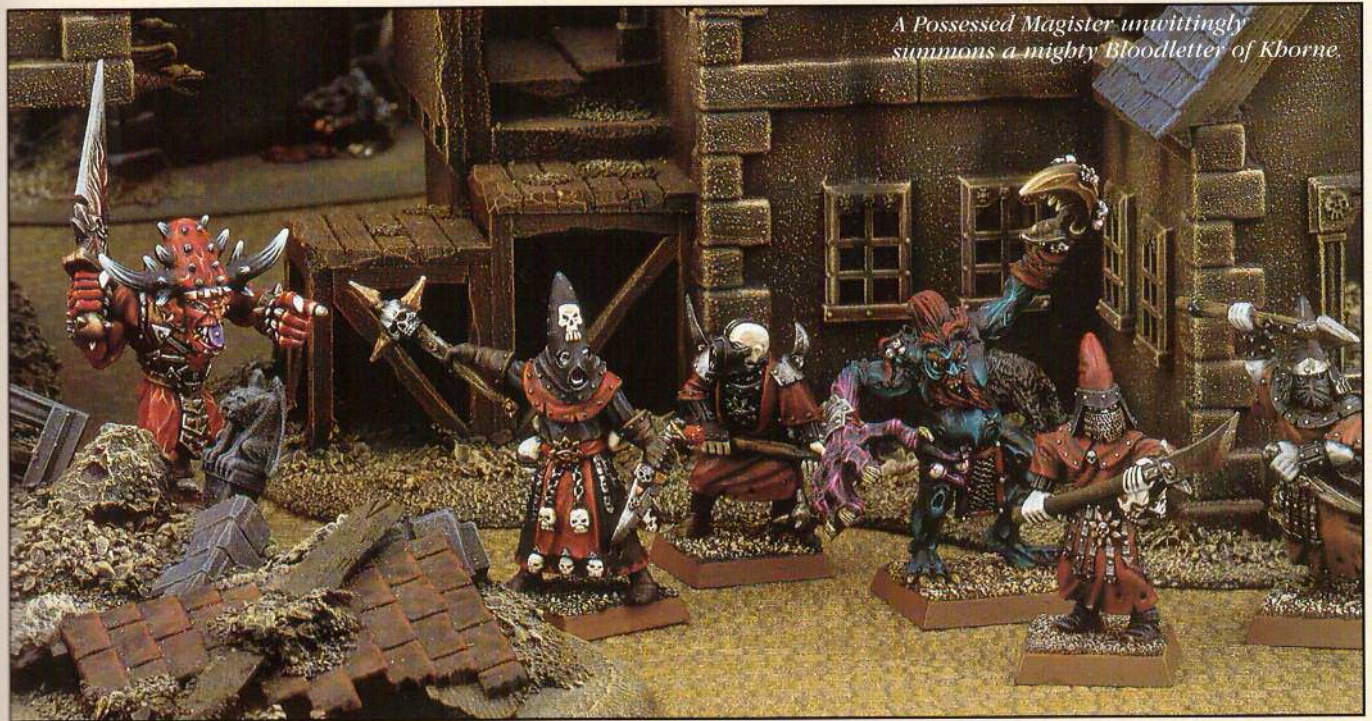
+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

special rules

Each time a wizard wants to cast a spell, nominate the spell (and target) as normal, but before rolling to see if the spell is successful, roll on the following chart to determine what effects the large deposits of wyrdstone nearby have on his spellcasting:

2D6	Effect
2	The wizard is overloaded with power and may cast no spells this turn.
3	+1 Difficulty on any spell attempted this turn.
4	The range of any spell that the wizard casts this turn is halved. Note that this has no effect on a spell that doesn't have a range (like a spell centred on the caster).
5	The spell is cast as normal, but it is weak and may be resisted. If the target's controller wishes, the target may resist the spell by making a 1d test on 2D6. If the test is passed, the spell has no effect. Note that resisting the spell is an option; some spells may help the target and he may therefore not want to prevent their effect.
6	The spellcaster has inadvertently created some sort of effect in addition to the spell. Resolve the spell as normal (rolling against the spell's Difficulty, etc), and then roll on the Random Happenings chart, printed in White Dwarf 240, to see what added effect the spellcaster's inept dabblings have created. If the players do not have the rules for Random Happenings, the randomness of the spell has injured the caster. Roll once on the Injury table to determine what happens to the spellcaster.
7	Role reversal! If the spell is normally cast on a friendly model, it is cast on the closest enemy model within 12" instead (resolve any effects like extra movement or attacks during the enemy player's turn). Conversely, if the spell is normally cast on an enemy model, it is cast on the closest friendly model within 12" instead.
8	-1 Difficulty on any spell attempted this turn.
9	The range of any spell which the wizard casts this turn is doubled. Note that this has no effect on a spell that doesn't have a range (like a spell centred on the caster).
10	The wizard may direct his spell at two targets within range instead of one. Spells that affect the caster may be directed at another friendly model within 6" as well.
11	The spell is automatically successful; there is no need to make a Spell Difficulty roll.
12	The caster is filled with magical power! If the spellcaster has more than one spell, he may attempt to cast two spells this turn. Note that the second spell must be different than the first; he may not choose to cast the same spell twice in one turn.

A Possessed Magister unwittingly summons a mighty Bloodletter of Khorne.



Hear ye! Hear ye!

Town Cryer is a Fanatic Press publication that is packed full of new rules, scenarios and warbands for you to use in Mordheim. Written by gamers for gamers, Town Cryer provides the very best in hardcore hobby. Issue eight is available now. Some of the exciting articles in this issue are:

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KNIGHTS OF BRETONNIA BATTLE EVIL

The chivalric sons of fair Bretonnia have been seen leading their brave and loyal retainers in running battles against the vile creatures dwelling in our once fair city. The knights of Bretonnia will hopefully help the beleaguered warbands of the

Empire in defeating the foul followers of the Chaos Gods.

As yet, there has been little contact with our brave cousins from across the Grey Mountains apart from trade and lodgings and their true intentions still remain a mystery.

A spate of fires has been reported in the remains of the northern quarters of the city. Bands of Possessed cultists are believed to be linked to these acts of arson

in what are thought to be vicious territorial disputes amongst the godless heathens. All upstanding, righteous men are advised to stay away from this part of the city

Ye noble sons of Bretonnia have been spotted doing all things knightly to evil deeds.

Madam Helga gives her accurate predictions as to the weather

Here Within

A look at the spate of arson that appears to be all too prevalent in the city.

Rumours abound of a wizened priest of Ulric wandering the streets.

Ye noble sons of Bretonnia have been spotted doing all things knightly to evil deeds.

Madam Helga gives her accurate predictions as to the weather

ARMAGEDDON

The hive world of Armageddon, the principle world in the Armageddon sector, lies roughly 10,000 light years to the galactic north east of Terra. It is a vital node at the centre of the Armageddon sector's navigational channels and its thousands of weapons shops supply arms to Imperial Guard regiments several thousand light years away.

The loss of Armageddon would pose a serious threat to the Imperium's power in this area of the galaxy, as was proved when a massive Chaos host invaded in the mid-41st millennium. Although that titanic battle has long since passed into history, a more recent conflict has shown how vulnerable the Imperium's control is.

In 941.M41, the Ork Warlord Ghazghkull Mag Uruk Thraka invaded Armageddon at the head of a massive Ork Waaagh. At the time, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Iron Skulls Titan Legion as *"the greatest waste of flesh and bone born in the last five hundred years"*. It was von Strab's complete lack of preparation that cost the Imperium dearly. Even when a hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its

appearance to other Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defence regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies. Armageddon Prime quickly capitulated, its supply lines were cut and Ork warriors stormed through the tunnels of its hives. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from Ghazghkull.

Von Strab was not concerned with the loss of Armageddon Prime, declaring that the Orks would never be able to cross the thick jungles that separated them from Armageddon Secundus. He was wrong. Ghazghkull's forces swept out of the jungles and embarked on a massive conquest, crossing the Stygies and Diabolus rivers and marching on the hives of Armageddon Secundus. Von Strab ordered Princeps Mannheim to lead his Titans into battle against the Ork armies, unsupported by other forces. Mannheim had little choice but to obey, though he knew that it would lead to the destruction of his forces.

Although they inflicted heavy casualties on the

Ghazghkull's back and



EDDON

Orks, the Legio Metalica were all but annihilated by the numerous Ork Gargants that opposed them. Everywhere the Imperial forces were being driven back in disarray.

The Orks swept onwards, storming Infernus Hive as the Season of Storms broke in full fury. Refugees numbering in tens of thousands marched across the inhospitable ash dunes, dying from exposure to the harsh environment or falling prey to the rampaging mobs of Ork Speed Freeks which constantly harried them in their flight. As the Orks moved southwards they split, descending on the Hades and Helsreach Hives. When the Orks besieged the massive cities, von Strab unleashed a secret weapon, a massive stock of virus bombs from his personal arsenals. However, the ancient devices frequently malfunctioned and although they took a heavy toll on the unprotected Orks, many humans were lost too as missiles flew out of control and plunged into Imperium lines or exploded in the refugee camps. At Helsreach, converted supertankers took those unable to fight across the Tempest Ocean and, once the last ship had left, those who remained grimly swore to defend the city to the last man. Suicide teams charged into the Ork encampments and detonated home-made explosives, while the dockside loaders welded themselves into the armoured

cabs of their cranes and fought with the gigantic Gargants rampaging across the city. The fighting was bitter, but in the end, Helsreach fell to the Orks.

Although the battle for Armageddon had been ferocious, it was at Hades Hive that the conflict entered a new stage of savagery and fierceness. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against such stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus the stage was set for the greatest contest of wills in the entire war. For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork, making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy: sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes. When Ghazghkull mustered all of his Kommandos into a huge infiltration force, Yarrick assembled volunteer cadres of men who were once maintenance workers in the labyrinth of the hive's air and fuel ducts. A deadly battle was

this time it's Waaagh!



fought in the darkness between these drug-crazed psychopaths and the Ork Kommandos, and in the end it is said that not a single Kommando escaped alive.

As Yarrick and Ghazghkull fought over Hades, the remaining Ork columns rumbled southwards towards the only other surviving settlements – Acheron and Tartarus. At Acheron, as the Orks made their assault, the defenders swore to die rather than surrender. Such dedication was admirable but, in the end, unnecessary. The Orks were ripped asunder by the thunder of bombs and the crash of gigantic cannons as the sky overhead filled with the shapes of Space Marine Thunderhawk gunships. The Blood Angels led the reinforcements, the military commanders of Armageddon ignoring von Strab's authority to follow Dante's legendary leadership. Von Strab was arrested for his crimes against the Imperium, though he later escaped.

With the coming of the Ultramarines, Salamanders and Blood Angels, the tide began to turn on Armageddon. The factories of Acheron and Tartarus churned out weapons and vehicles by their thousands, whilst the Space Marines began to force the Orks to retreat from the south. If Ghazghkull had turned his attention southwards and made immediate plans to thwart this sudden counter-attack, Armageddon may still have fallen. However, the siege of Hades Hive had become something more than simply a military objective. Yarrick's uncompromising resistance challenged Ghazghkull's ability and reputation as a Warlord – a challenge he could not back down from. The Ork Warlord gathered every available warband to his army and, with this almighty force, fell upon Hades Hive with the hatred an Ork reserves only for his greatest enemy. Despite desperate rationing, supplies in Hades had all but run out, and seeing the mass of Orks preparing to attack, Yarrick decided that the city could no longer stand. Those who could be were evacuated by daring shuttle runs, risking the Ork anti-aircraft fire and interceptors to escape.

The Space Marines arrived too late to save Hades, attacking the Orks even as they smashed their way inside. Yarrick was almost slain, but his iron will stopped him succumbing to the near mortal wounds he suffered. Whilst the fate of Hades was being sealed, Ghazghkull revealed the true extent of his cunning. Masses of Ork reinforcements poured in from the west, intent upon Tartarus Hive in the south. If Tartarus was overrun, the industrial power in the south would be smashed and the Orks could easily consolidate their position while the Imperial armies were being moved down from the north. As the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Transporting his Blood Angels back to their orbiting ships, he led a massive drop pod assault into the heart of the Orks. Though horrendously outnumbered, the Blood Angels set to massacring any Ork unlucky enough to be caught by them. Fuelled by their righteous hatred, the Blood Angels slew nearly half of the entire Ork army, and it was rumoured that Ghazghkull himself had been felled, though this later proved to be false. Leaderless and assaulted on



Check out the Armageddon Campaign website now:

++++ LAST KNOWN TRANSMISSION FROM TASK FORCE TRAJAN +++++

Priority level:Military Intelligence-utmost urgency
Transmitted:.....Fire of Heaven, Fleet Flagship, Desedna System
Date:3453999.M41
Transmitter:.....Astropath Prime Spartax
Receiver:Astropath-terminus Ragnafar
Author:Admiral Trajan
Thought:.....Sorrow awaits the foolhardy

Over the last 48 hours (Earth standard), I have received transmissions from over two dozen Imperial planets in this sector, indicating that they are under attack from Ork raiders. Attacks are spread over a five hundred light year radius. All indications are of a major Ork assault on a scale unknown in living memory. In all cases the Ork attackers have appeared on the planet without warning, and have used the element of surprise to their advantage. Our best estimate is that seven sparsely populated worlds have already been lost (see attached sub-files Alpha 1-7 & Beta 8-29).

Upon learning of the Ork attack I positioned picket ships at the periphery of our system. Within the last hour their long range sensors have picked up Ork ships entering the outer reaches from deep space. I am proceeding to attack and destroy the invaders. We are the Emperor's sword! They cannot stand before us.

++++ END TRANSMISSION +++++

all sides by the Emperor's forces, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon.

As is the way with Orks, the greenskins were never fully eradicated from Armageddon, and it is unlikely that they ever will be. In the depths of the jungles and in the ruins of fallen hives they continued to breed, only to be hunted down by Imperial kill-teams. Hades Hive still lies shattered, whilst the rebuilding of Tartarus and Infernus has only just begun. The legacies of the Second Armageddon War are still plain to see.

What happened next...

Ghazghkull was not idle following his defeat in the Second Armageddon War. Retiring to his stronghold – a network of systems controlled by his forces in the Golgotha Sector – he carried on with the master plan that had been revealed to him by Gork and Mork years before. If the Imperium made one terrible mistake following the Second Armageddon War it was to believe that Ghazghkull had been defeated. This was far from the truth. What the Ork gods had revealed to Ghazghkull, or rather what he said they had revealed to him, was that in order to destroy your foe you must first know him. For Ghazghkull, the war had been a way to learn how the Imperium would react and deal with a major invasion. In effect, Ghazghkull had been doing little more than testing the Imperium's defences.

In the decades that followed the war, Ghazghkull carried on with his master plan. Having learnt all he needed to know about Imperial strategy he began practising the tactics that he felt would lead to his enemies' defeat. As he did not want to draw undue attention to himself, these experiments were carried out on a much smaller scale than the invasion of Armageddon. From 945 to 959.M41 the Imperium received numerous reports of small

raids and attacks against Imperial bases and outposts that were led by Ghazghkull Thraka personally.

Then, in 962.M41, an Imperial military base on Buca III was annihilated by missiles fired from an Ork base hidden on an asteroid. The asteroid entered the system from deep space and bypassed all the Imperial sensors undetected before unleashing its deadly missiles at the unsuspecting outpost. In 972.M41 the Imperial agri-world of Chigon 17 was overrun by a massive force of Orks allegedly under Ghazghkull's command. Despite the fact that the Imperial Guard defenders were well-equipped with tanks and other vehicles, they were defeated by the Orks in a lengthy guerrilla campaign which rendered the Imperial defences utterly useless. In 986.M41 the Imperial Battlecruiser, the *Radiant Way* and its attending escorts were lost with all hands in a sudden attack by Ork pirates, again led by Ghazghkull. The Imperium responded in force but discovered that the Orks had disappeared by the time they arrived.

Most recently, Ghazghkull allied with the Ork Warlord Nazdreg Ug Urdgrub to make a vicious assault on the Imperial planet Piscina IV. The Orks used a previously unknown type of teleportation device which enabled them to manoeuvre their troops directly onto the planet from a space hulk located a massive distance away from the planet. The Imperial garrison was taken completely by surprise and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overrun by the alien hordes.

However, this second defeat was of little consequence to Ghazghkull, for, with the completion and testing of his new 'tellyporta', he was finally ready to unleash his full force against the Imperium. A plan that had been fifty years in the making was about to reach fruition...

PREPARE FOR INVA



Can the combined might
Imperial forces resist the
tide or will Armageddon

Check out the Armageddon Campaign website now:

SION!



of the green fall?

The return of one of the Imperium's deadliest foes, the Ork Warlord Ghazghkull Mag Uruk Thraka means that once again the fate of a thousand worlds hangs precariously in the balance and billions of lives depend on the outcome of the coming Ork invasion.

Now you will be able to influence the fate of every planet in the Armageddon sector! Next issue we'll be bringing you all the details of a massive worldwide gaming event (some of you may remember the Ichar IV campaign which ran a few years ago). The plan is for gamers across the world to get together and fight battles between Armageddon's defenders and the Ork invaders. As you send us the results of your games, a dedicated Armageddon war-team will collate them on a massive war map and publish the results in White Dwarf. This really is your chance to help decide the fate of an entire planetary sector and change history forever! Suffice to say, you should get painting in earnest because both sides will need bolstering as the struggle for supremacy begins.

Whilst the Third Armageddon War is primarily a conflict that rages between the Ork invaders and the combined forces of the Imperium, there are also other allied or mercenary forces involved. The Orks have Dark Eldar and Chaos Space Marine contingents within their midst whilst the enigmatic Eldar have reportedly been seen aiding both sides! Even Tyranid players will be able to lay waste to the planets of the sector as recent reports have shown an ever increasing number of sightings of Tyranid hive fleets in the inner galaxy and Armageddon is no exception. So as you can see, anyone with a Warhammer 40,000 army will be able to take part in this gargantuan conflict.

To coincide with this gaming extravaganza, the next issue of White Dwarf sees the release of Codex Armageddon. This new Codex focuses on the return of Waaagh! Ghazghkull to the strategically important Armageddon sector and in particular the colossal war that threatens to consume the planet of Armageddon – a planet whose name has become a byword for war and destruction on a massive scale.

Codex Armageddon doesn't merely feature a single army as our other Codexes have. Oh no, it features four brand new army lists. That's right **FOUR** army lists! It also features all the background from past conflicts on Armageddon and detailed information on forces and famous (or infamous, depending on your viewpoint) individuals on both sides of the imminent Ork invasion. The army lists included in Codex Armageddon are Salamanders Space Marines, Black Templars Space Marines, Ork Speed Freaks and the Armageddon Steel Legion, a mechanised Imperial Guard regiment.

And still there's more! We'll also be cramming as much extra stuff about Armageddon into the pages of White Dwarf as we can over the next few months, as well as showing off a plethora of superb new miniatures due to be released alongside this remarkable new Codex. So don't miss the next issue of White Dwarf, as it will introduce the start of the Third Armageddon War and bring you details of how you can get involved.

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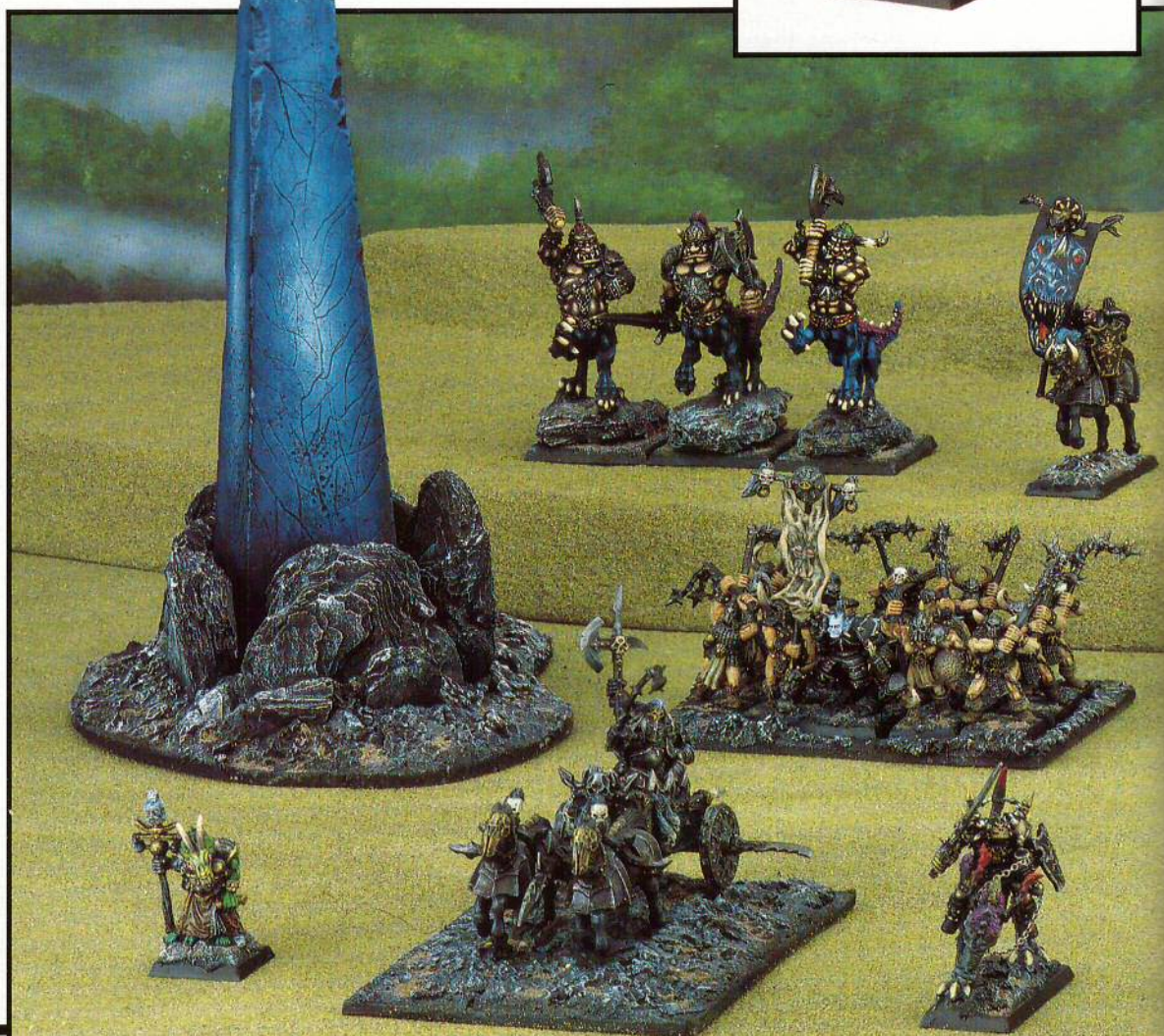
— The 3rd War for —
ARMAGEDDON

HORDE OF THE DAMNED

Here at White Dwarf we always relish the chance to show off a great looking army. This month is no exception with this superb Chaos army, which owes a good deal to the wonderful conversions and dark and sinister colour scheme. Ian Whitaker takes us through some of his great creations.

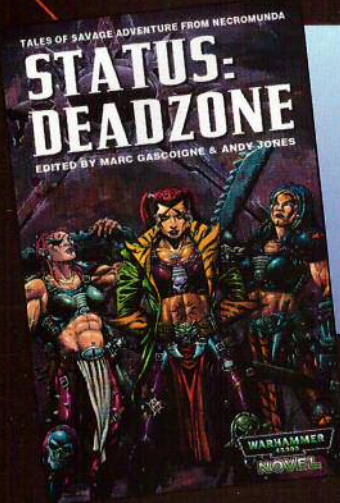
► Chaos Champion on Steed of Slaanesh

I usually use this figure as my general, the idea being that he would want to race forward and challenge the opposing army's general. What better mount to stick him on than a Steed of Slaanesh. The character himself is just a plastic chaos knight, with the right arm off a chaos warrior. I chopped off the weapon and then attached a chain which was part of an old necklace.





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STATUS: DEADZONE – TALES FROM NECROMUNDA

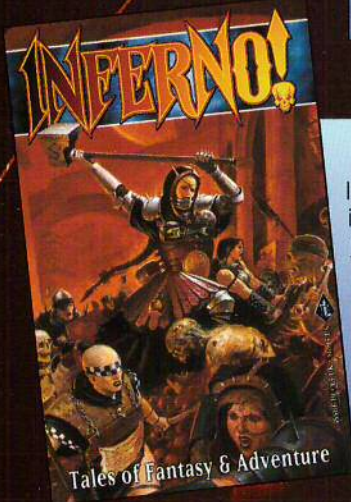
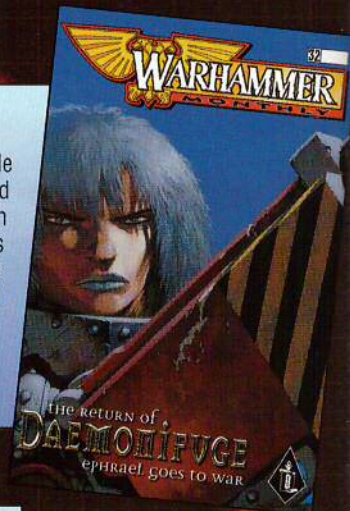
On the industrial hive world of Necromunda, savage gangs struggle for survival in the shattered tunnels and domes beneath the teeming hive cities. Status: Deadzone is a savage anthology of dark science fiction short stories, all set in the devastated urban nightmare of Hive Primus. Featured authors include Gordon Rennie, Jonathan Green, Alex Hammond, Neil Rutledge and Matthew Farrer.

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WARHAMMER MONTHLY #32 – Ephrael's back!

This month's war torn issue sees the return of daemon-slaying Battle Sister Ephrael Stern in book II of the stunning Daemonifuge. Trapped in the Eye of Terror, Leonatos must battle against Tzeentch's chosen champion, Haeroth, to win the Blade Encarmine. In Gordon Rennie's Sacrifice, can the noble Ultramarines destroy the Chaos infested space hulk before it engulfs their planet? And in Mordheim – City of the Damned, hardened mercenaries Ulli and Marquand must use all the tricks of their trade to outwit an assassin.

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INFERNO #19 – Tales of Fantasy and Adventure

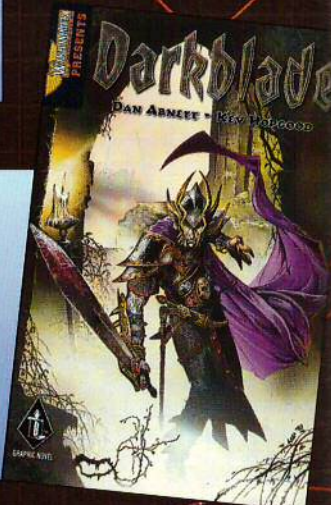
Inferno! is Games Workshop's all-action anthology of short stories, illustrated features and comic strips. In Mark of a Warrior, we find out just what it takes to join the feared gangs of House Goliath. There's more comic mayhem this month as the suicidal fighta-bommer pilots of Deff Skwadron take to the skies for Da Big Push. Also, a bizarre tale of intrigue and adventure from the tables of Talabheim's most notorious drinking den kicks off the first of many Tales from the Ten-Tailed Cat. All this and more in the new Inferno!

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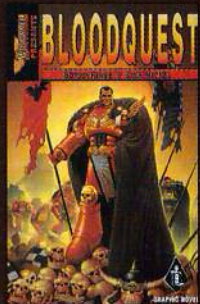
DARKBLADE – The Graphic Novel

Here at last, the first book of the adventures of the Dark Elf, Malus Darkblade. Enticed by rumours of a fabulous treasure, while raiding an ancient temple, Darkblade falls foul of the daemon, Tz'arkan. The mighty warrior and his lizard mount, Spite, have but one year to complete a most perilous quest at the daemon's bidding. Malus must travel to the very edges of the world in search of the five arcane artefacts, or the daemon will keep his soul! Non-stop carnage from Dan 'Gaunt's Ghosts' Abnett and Kev Hopgood.

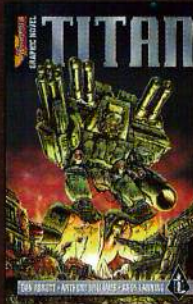
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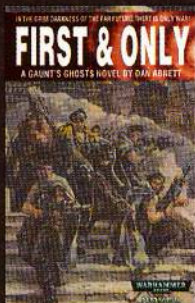
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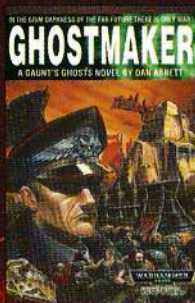
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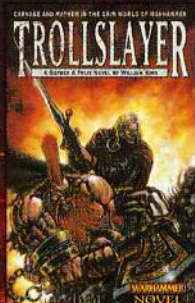
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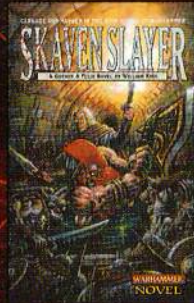
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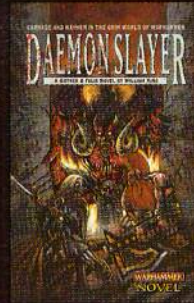
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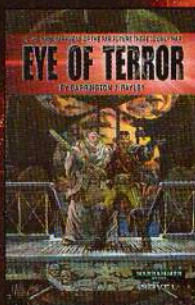
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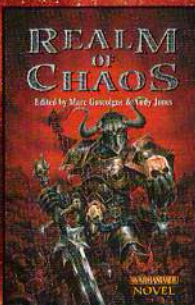
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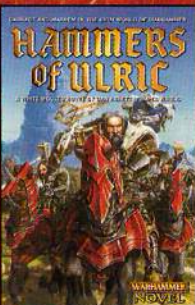
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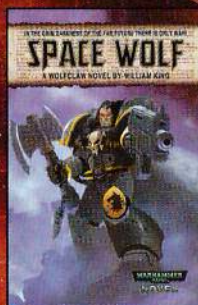
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Index Astartes



A series focusing on the
Imperium's finest warriors,
the Space Marines of the
Adeptus Astartes

rites of initiation

The creation of
a Space Marine

With a soft hum, the doors opened and a burly figure stepped through, swathed in a red cloak. As the elevator doors hissed shut behind him, Inquisitor Thraxx gazed around the chamber.

"Apothecary Malus?" Thraxx asked the room in general and one of the assembled Space Marines stepped forward, his power armour replaced by a long white robe.

"I am he," the Apothecary replied in a deep voice, bowing his head slightly to look at the Inquisitor.

"I have come to Varsavia to further investigate the purity of the Silver Skulls' gene-seed, following study of the reports by your Lord of the Household."

"Of course, Inquisitor," Malus replied smoothly. "I shall show you our Apothecarion. We have nothing to hide."

The Origin of the Legions Astartes

The Legions Astartes (Space Marines) were instrumental in the early wars that put the Imperium on the galactic map. At the end of the Age of Strife, Earth was a single sovereign planet which had only recently become free of volatile warp-storms. With the sudden dispersal of these storms, it became possible once again for spacecraft to travel to and from Earth. Earth's forces carved out an Empire that stretched almost half-way across the galaxy within two hundred years. This was the Great Crusade.

Research and development leading to the creation of the Space Marines was undertaken in the thirtieth Millennium immediately prior to the beginning of the Great Crusade. This work was conducted in laboratories built deep inside Earth. The objective of the program was to create a caste of warrior elites, characterised by super human strength and unflinching loyalty. The first of these warriors were used by the Emperor to reconquer Earth and subjugate the various barbarian tribes and rival factions that contested for control of the planet. Later, the Emperor created twenty beings known as the Primarchs. Quite what the Emperor intended for the Primarchs is not known, but while they were still mere infants they were snatched from Earth by a great Chaos vortex and scattered around the galaxy. The Emperor's geneticists continued their studies and created the first true Space Marines, as other scientists engineered the first suits of powered armour and boltguns.

During the Great Crusade, the Emperor encountered the Primarchs in turn, each having risen to a position of authority within the cultures they had been deposited in, due to their superhuman skills and physiques. It was found that the genetic data of the Primarchs could be used to greatly speed up the development of the organs and genetic material needed to make a Space Marine, and the event known as the First Founding occurred. Twenty Space Marine Legions were formed, each led by one of the Primarchs, and his genetic data was passed on to his warriors. After the Primarch Horus rebelled against the Emperor, the Legions were split into many smaller fighting forces during the period known as the Second Founding. These forces are called Chapters and consist of roughly a thousand battle brothers.

Gene-seed and Zygotes

There are nineteen varieties of gene-seed corresponding to the nineteen different superhuman organs that are surgically implanted into a Space Marine.



Phase 1 – Secondary Heart. The simplest and most self-sufficient implant. The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The Phase 1 implant enables Marines to survive low oxygen concentrations and traumatic injury.

Phase 2 – Ossmodula. This is a tubular shaped organ whose small size belies its complex structure. The ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton.

At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marine's diet. Two years following implantation, this will have caused considerable strengthening of the long-bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

Phase 3 – Biscopea. This organ is implanted into the chest cavity. It is small, approximately spherical and, like the Ossmodula, its primary action is hormonal. The presence of the biscopea stimulates muscle growth throughout the body.

Phase 4 – Haemastamen. This tiny organ is implanted into a main blood vessel. The haemastamen serves two purposes. It monitors and to some degree controls the Phase 2 and 3 implants. The organ also alters the constituent make-up of the recipient's blood. As a result, Marine blood is considerably more efficient than ordinary human blood, as it has to be when you consider the extra biological hardware a Marine carries inside him!

Phase 5 – Larraman's Organ. This is a liver shaped, dark, fleshy organ about the size of a golfball. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special 'Larraman cells'. If the recipient is wounded, these cells are released into the blood stream. They latch onto leucocytes in the blood and are transported to the site of a wound. Once in contact with air, the Larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area.

Phase 6 – Catalepsean Node. This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Marine sleeps like any normal man, but if deprived of sleep, the catalepsean node 'cuts in'. A man implanted with the node is capable of sleeping and remaining awake at the same time by 'switching off' areas of the brain sequentially. This process cannot replace normal sleep entirely, but increases a Marine's survivability by allowing awareness of the environment whilst resting.

Most Chapters have existed for thousands of years. During that time, gene-seed belonging to some Chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances, changes in an organ might reduce its effectiveness or cause strange new effects. Whatever the result, it will affect the entire Chapter – all Space Marines belonging to a Chapter share implants cultured from the same original gene-seed.

As well as mutant implants, many Chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few Chapters therefore possess all nineteen implants. All possess the carapace implant (phase 19). It is this implant which marks a Space Marine for what he is, irrespective of other implants, training or psycho-surgery.

Implants

The nineteen organs created by the ancient technicians of the Emperor are described below. Each of these organs is extremely complicated and because many of the organs only work properly when another organ is present, the removal or mutation of one organ may affect the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Marines have to undergo corrective surgery or chemotherapy to re-balance their metabolism.



Phase 7 – Preomnor. The preomnor is a large implant which fits into the chest cavity. It is a predigestive stomach which allows the Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the preomnor. Individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the preomnor from the rest of the digestive tract.

Phase 8 – Omophagea. This is a complicated implant. It really becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertebrae. Four nerve sheaths called neuroclea are implanted between the spine and the preomnor stomach wall. The omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. This endows the Marine with an unusual survival trait. He can actually learn by eating. If a Marine eats a part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh eating and blood drinking rituals for which many Chapters are known, as well as giving the names to Chapters such as the Blood Drinkers, Flesh Tearers etc.

Phase 9 – Multi-lung. This is another large implant. The multi-lung, or 'third' lung, is a tubular grey organ. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air. Most importantly, it is able to do this without suffering damage thanks to its own efficient toxin dispersal, neutralisation and regeneration systems.

Phase 10 – Oculobe. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Marine's eyes to respond to optic-therapy. The oculobe does not itself improve a Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase 11 – Lyman's Ear. This organ enables a Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Marine cannot become dizzy or nauseous as a result of extreme disorientation. Lyman's ear is externally indistinguishable from a normal human ear.

Phase 12 – Sus-an Membrane. This flat, circular organ is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition, a Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Marine from this state – a Marine cannot revive himself. The longest known period of deanimation followed by successful reanimation is 567 years in the case of brother Silas Err of the Dark Angels (d.321 M.37).

Phase 13 – Melanochrome, or Melanochromic Organ. This organ is hemispherical and black. It functions in an indirect and extremely complicated manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation. Differing melanochrome organ gene-seed from Chapter to Chapter leads to variations in skin and hair colour, and in some Chapters all of the Marines may have identical coloration, such as is found in the albino warriors of the Death Spectres Chapter.

Phase 14 – Oolitic Kidney. This red-brown and heart shaped organ improves and modifies the Marine's circulatory system enabling other implants to function effectively. The oolitic kidney also filters blood extremely efficiently and quickly. The secondary heart and oolitic kidney are able to act together, performing an emergency detoxification program in which the Marine is rendered unconscious as his blood is circulated at high speed. This enables a Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

Phase 15 – Neuroglottis. Although the preomnor protects a Marine from digesting anything too deadly, the neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree, a Marine is also able to track a target by taste alone.

Phase 16 – Mucranoid. This small organ is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Marine until activated by appropriate chemotherapy. As a result of this



treatment, the Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Marine against extremes of temperature and even offers a slight degree of protection in vacuum. Mucranoid chemotherapy is standard procedure on long space voyages and when fighting in vacuum or near vacuum.

Phase 17 – Betcher's Gland. Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palette. Betcher's gland works in a similar way to the poison gland of venomous reptiles by synthesising and

storing deadly poison. Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Marine to spit a blinding contact poison. The poison is also corrosive. A Marine imprisoned behind iron bars could easily chew his way out given a few hours.

Phase 18 – Progenoids. There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Marine's Chapter. Each organ grows within the Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years, the neck gland is mature and ready for removal. After ten years, the chest gland becomes mature and is also ready for removal. A gland may be removed any time after it has matured. These glands represent a Chapter's only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Marine. Once removed by surgery, the progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Phase 19 – Black Carapace. This is the last and the most distinctive implant. It looks like a film of black plastic when it's growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Marine's torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Marine. After several months the carapace will have fully matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial 'plug-in' points mesh with features integral to the powered armour, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace, a Space Marine's armour is relatively useless.

Variations between Chapters

Each organ serves a specific function as outlined above. Although a Chapter's Apothecaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ.

The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from Chapter to Chapter, depending on the condition of that Chapter's gene-seeds and the degree of debasement of its surgical procedures. In some Chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning, has twisted the functioning of implants. For example, the omophagea gene-seed of the Blood Drinkers has mutated so that all Blood Drinkers have an unnatural craving for blood. In other Chapters individual organs are either useless or absent altogether.

Reproducing Zygotes

Gene-seed can only be obtained by removing one or both progenoid organs from a living (or very recently deceased) Marine. For this purpose, Space Marine Apothecaries carry a special device known as a reductor, which they can use in battlefield conditions to remove the progenoid glands of a fallen

Marine. The whole purpose of the progenoid organ is to provide gene-seed to enable the Chapter to continue. It is not possible to create a zygote in any other way. Each Chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a Chapter, representing its identity and future. Without gene-seed, a Chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of a Phase 18 or 19 gene-seed would effectively mean an end to a Chapter.

As each Marine has only two progenoid glands, the rate at which a Chapter can create new Marines is restricted. It may take many years for a Chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different Chapters' progenoid gene-seed also varies, so some Chapters are able to make up their numbers faster than others.

Founding new Chapters

According to their charter, each Chapter is obliged to send 5% of its genetic material to the Adeptus Mechanicus on Mars. This 'tithe' has two purposes. Firstly, it enables the Adeptus Mechanicus to monitor the health of each Marine Chapter. Secondly, it enables the Adeptus Mechanicus to store gene-seed with a view to founding new Chapters.

A new Chapter cannot be founded overnight. A single suitable gene-seed must be selected for each zygote. Zygotes are then grown in culture and implanted into human test-slaves. These test-slaves must be biologically compatible and free from mutation. Test-slaves spend their entire lives bound in static experimental capsules. Although conscious, they are completely immobile, serving as little more than mediums within which the various zygotes can develop. From the original slave come two progenoids, which are implanted within two more slaves, from which come four progenoids and so on. It takes about 55 years of constant reproduction to produce 1,000 healthy sets of organs. These must be officially sanctioned by the Master of Adeptus Mechanicus and then by the High Lords of Terra speaking for the Emperor. Only the Emperor can give permission for the creation of a new Chapter.

Recruitment and initiation

The various implants cause vital changes in a Marine's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully functional, if they are carried out once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. The catalepsean node, occulobe, and sus-an membrane will only develop to a useable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.





These considerations mean that only a small proportion of people can become Space Marines. They must be male because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these tests prove successful, a

The Marines tensed as they heard the faint but unmistakable sound of an approaching mole mortar shell. Battle-brother Draeg was already moving before the earth began to bulge upwards – hurling himself flat onto the rising shell before his brothers even saw it. He was only fully aware of his action when his world exploded in white flame that hurled him into darkness.

It was the feel of cold air on his face and the acrid smell of burnt flesh that revived him to a dim awareness. He struggled to ignore the pain of his shattered body and made his remaining eye focus on the figure that knelt beside him.

"Your wounds are too grave, brother," he heard the Apothecary speak, as though from a great distance. "Do you desire the Emperor's Peace?" The Apothecary raised the Reductor, and Draeg was dimly aware of the click as the bolt was drawn back into the firing position. With what remained of his life, Draeg tried to speak. The Apothecary seemed to understand.

"The others? They are whole, brother. You saved them. Your name is entered in the Book of Honour."

Draeg nodded weakly and closed his eye. His gene-seed would return to the Chapter.

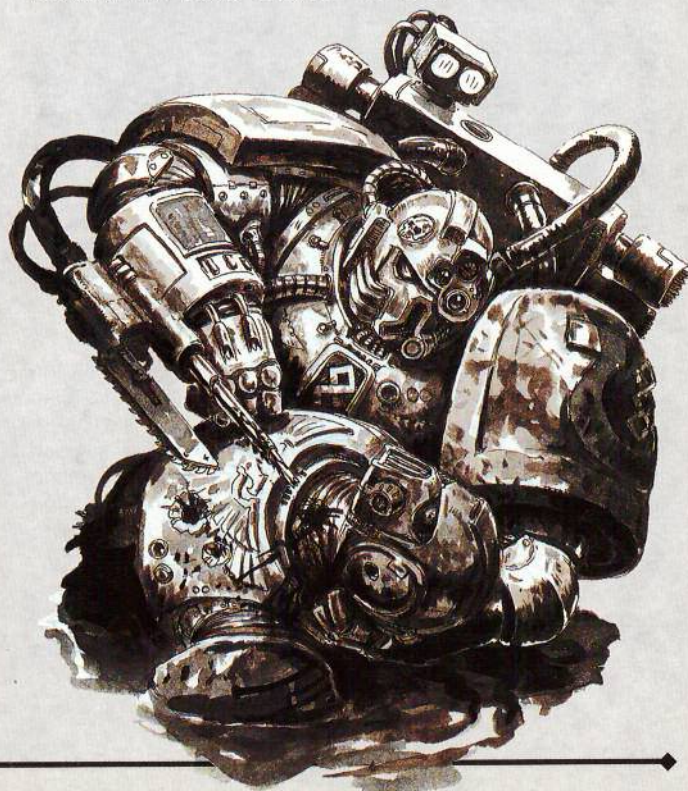
candidate becomes a neophyte. With the completion of organ implantation and attendant chemical and hypnotic training, the subject becomes an initiate. An initiate receives training before joining the ranks as a full brother. A Marine usually joins the ranks between the ages of 16-18, but such are the hormonal changes induced by the process of creating a Space Marine that recruits are physically fully grown before then. Pressures during wartime may accelerate the process.

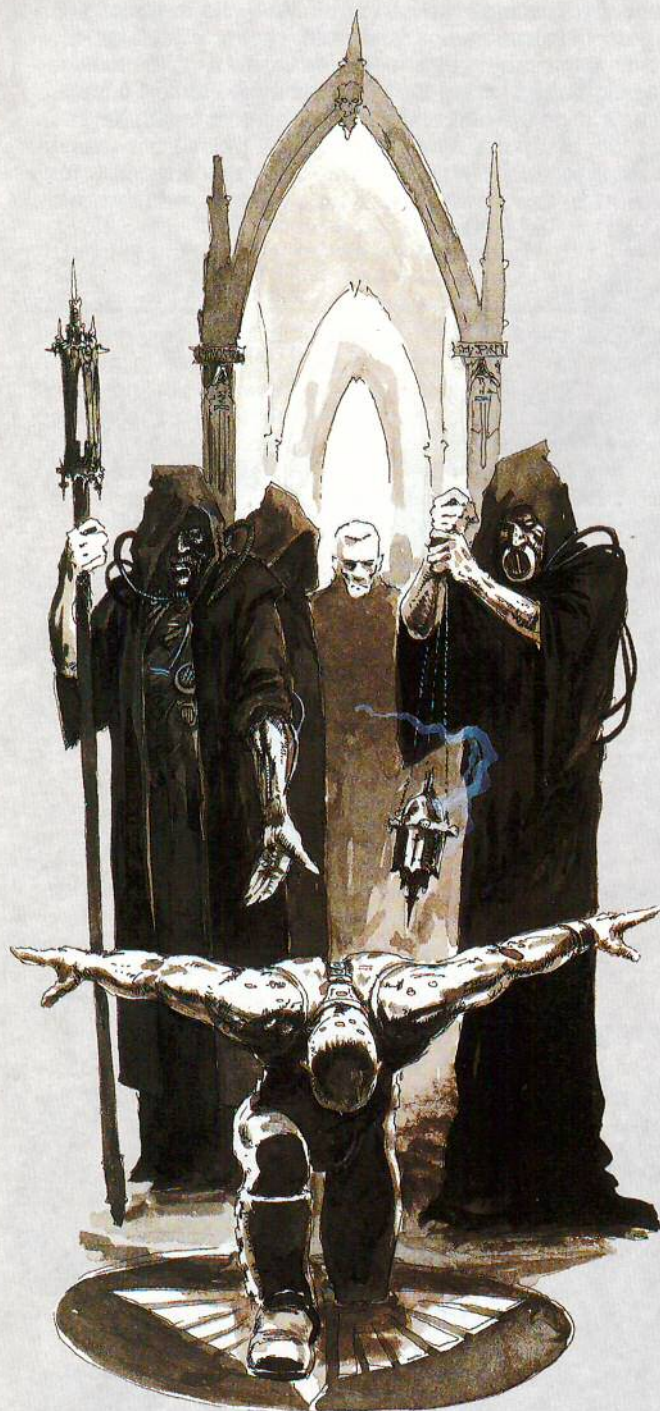
The Risks

Although the Chapters are careful to select only the most suitable candidates, not all neophytes survive to become initiates. This is due in part to the degeneration of knowledge amongst the individual Chapters that makes screening procedures less effective than they once were. Nor are operational methods entirely satisfactory in some cases. In many Chapters implant surgery is heavily ritualised, and is often accompanied by scarring, incantation, periods of prayer, fasting and all sorts of mystical practices which compromise medical efficiency. For example, the Space Wolves' Phase 17 implant has slightly mutated so that Space Wolves' canine teeth continue to grow throughout their lives, turning them into vicious fangs over several centuries. The length of fangs is a source of Chapter tradition, and is even part of their organisation, hence the veterans of their heavy weapons squads being known as Long Fangs.

Another Chapter about whom there is widespread rumour regarding their gene-seed are the Blood Angels. They often lapse into a battle-induced frenzy, known as the Black Rage, and can become berserk warriors who thirst for blood and raw flesh. The Blood Angels search eternally for a cure to the Curse of Sanguinius, but at the same time the Death Companies made up of such Marines are highly valuable shock troops, who are almost impervious to pain and rend apart their foes with their bare hands.

Another extreme example of gene-seed deterioration can be found in the Black Dragons Chapter, whose Ossmodula





implant functions in an abnormal way. This leads to the growth of bony crests on the head, and blade-like protuberances from the forearm and elbow. Like the Death Company of the Blood Angels, warriors inflicted with such abnormal developments are formed into a separate fighting unit. Known as the Dragon Claws, they sharpen their additional protrusions and sheath them in adamantium to turn them into vicious close combat weapons.

If an implant fails to develop properly, it is likely that a Marine's metabolism will become badly out of synchronisation. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die.

STAGES IN SPACE MARINE INITIATION

Phase	Implant	Age range for implantation	Notes
Phase 1	Secondary heart	10-14 years	Phases 1-3 can be introduced at the same time.
Phase 2	Ossmodula	10-12 years	
Phase 3	Bisceopa	10-12 years	
Phase 4	Haemastamen	12-14 years	Phases 4-5 can be introduced at the same time.
Phase 5	Larraman's organ	12-13 years	
Phase 6	Catalepsean node	14-17 years	Hypnotherapy begins.
Phase 7	Premnor	14-16 years	Phases 7-9 are usually introduced simultaneously.
Phase 8	Omophagea	14-16 years	
Phase 9	Multi-lung	14-16 years	
Phase 10	Occulobe	14-16 years	
Phase 11	Lyman's ear	14-16 years	
Phase 12	Sus-an membrane	15-16 years	
Phase 13	Melanochrome	15-16 years	Phases 14-15 may be introduced at the same time.
Phase 14	Oolitic kidney	15-16 years	
Phase 15	Neuroglottis	15-16 years	
Phase 16	Mucranoid	16 years	
Phase 17	Betcher's gland	16-17 years	
Phase 18	Progenoids	16-18 years	
Phase 19	Carapace	16-18 years	Final implant.

Those unfortunates that do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots. When a Chapter is at full strength these misfits may be put out of their misery. However, if the Chapter is short of Marines they are often allowed to live, and may be placed within their own special units. Those who display uncontrollably psychotic tendencies can be recruited into suicide assault squads.

Some Chapters deliberately foster such creatures, even going so far as to implant deformed zygotes into some initiates. This is very dangerous, and the practice is discouraged by Imperial edict. But old traditions die hard.

"This is where the main implantation takes place," announced Malus, gesturing to a wide steel table that looked more like a torture device than surgical apparatus. Various bindings of differing sizes were chained to its surface, along with a complex mechanism of blades, saws and drills which hung on a hydraulic arm over the operating table. The floor around its feet, which the Inquisitor noted were bolted into the flagstones, was stained dark red from centuries of spilt blood.

"Rest assured, we are most vigilant in our ablutions and the maintenance of cleanliness," Malus told the Inquisitor, noticing his gaze on the discoloured flags. "Many of the organs must be implanted whilst the subject is in a fully coherent status, and there can be much pain, more than we can compensate for with pharmaceuticals."

"I see," the Inquisitor replied after a moment's thought, his hand resting on a great iron ring protruding from the bench, positioned to grip the occupant's chest.

"And where do you keep the gene-seed before it is implanted?" he asked, turning to face Malus.

The Apothecary gestured to a massive reinforced door behind the Inquisitor. Coils of pipes ran through the walls, and large runes of Varsavian script were painted in red across the door lintel.

"Afraid it will get stolen?" the Inquisitor commented sarcastically, pointing towards the heavy barring on the portal.

"No, Inquisitor," Malus replied heavily. "The gene-seed storage facility is the most heavily armoured location in the fortress-monastery, even including the arsenal. If the monastery is destroyed, it will survive and the Silver Skulls can be reborn in the future. We do not take any risks with that."

Psycho-chemical and other conditioning

Implantation goes hand-in-hand with chemical treatment, psychological conditioning and subconscious hypnotherapy. All of these are essential if the Marine is to develop properly.

Chemical treatment – Until his initiation, a Marine must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of corrupt development treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. This is why their power armour suits contain monitoring equipment and drug dispensers.

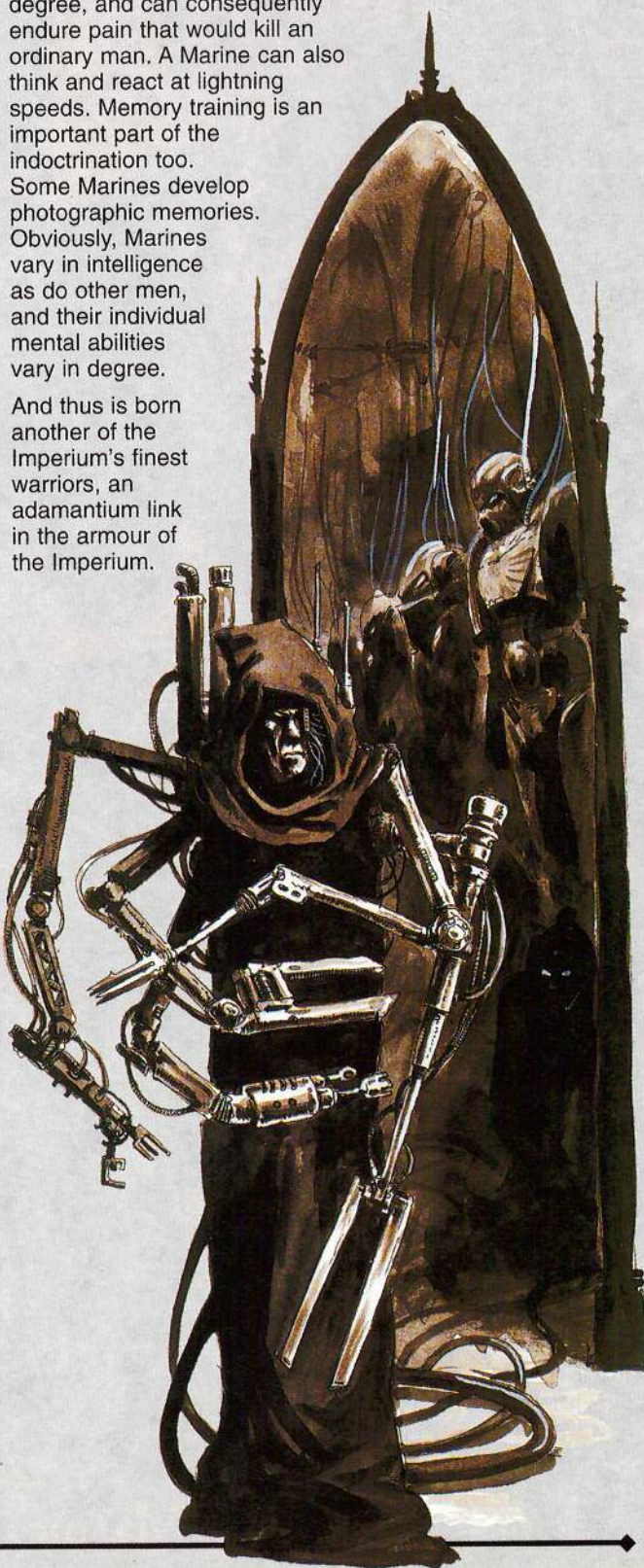
Hypnotherapy – As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the Phase 6 and 10 implants, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

Training – Physical training stimulates the implants and allows them to be tested for effectiveness.

Indoctrination – A Marine is more than a human with extraordinary powers. Marines have extraordinary minds as well! Just as their bodies receive 19 separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers described previously. For example, a Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill an ordinary man. A Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination too.

Some Marines develop photographic memories. Obviously, Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

And thus is born another of the Imperium's finest warriors, an adamantium link in the armour of the Imperium.



And they shall know no fear...

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They shall be bright stars in the firmament of battle. Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

Roboute Guilleman
Primarch of the Ultramarines



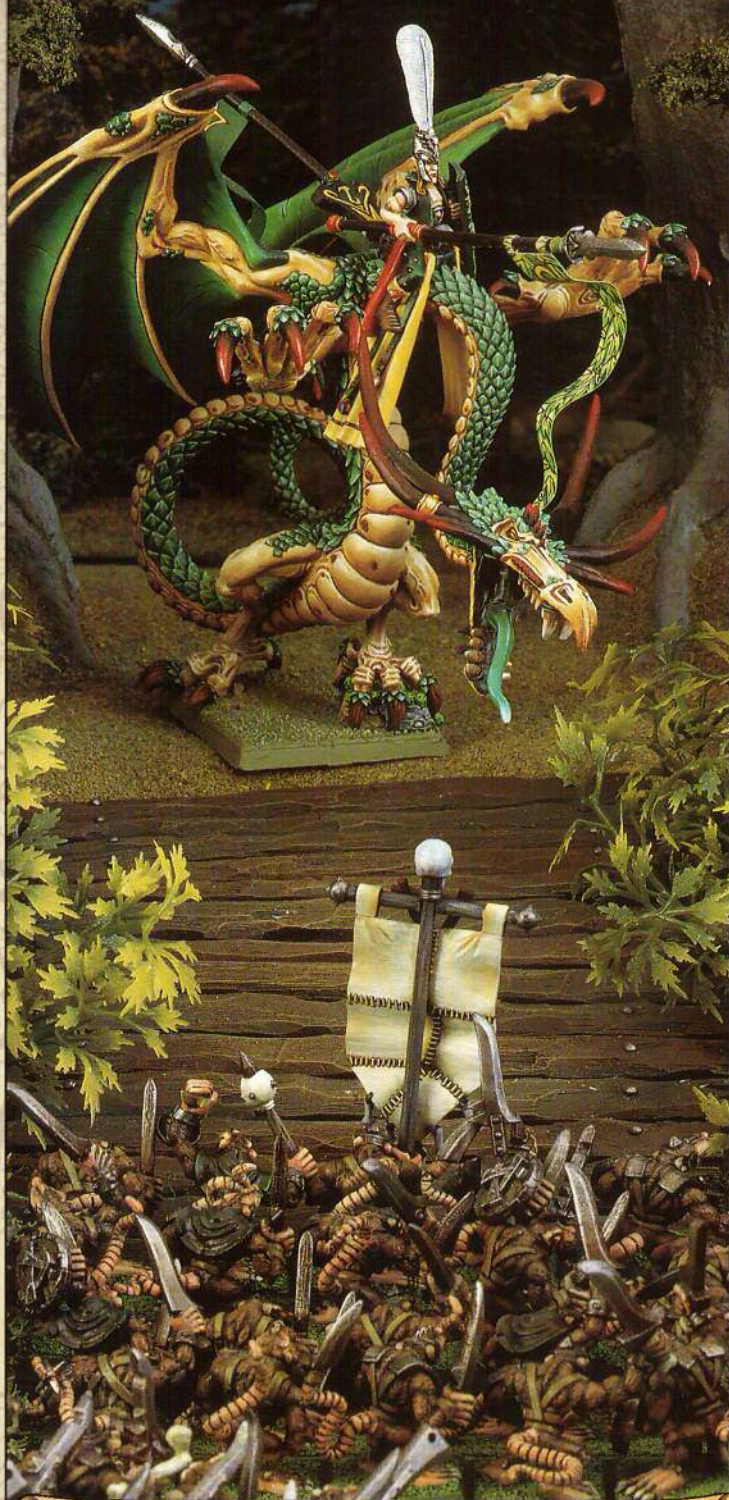
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Jonathan Green takes a look at one of the most ancient and magnificent creatures of the Warhammer world, that mighty serpent of the skies, and one of the most powerful models on the battlefield – the Dragon.

WARHAMMER

Enter the Dragon

By Jonathan Green

Ask anyone who is uninitiated in the ways of Warhammer (or indeed the whole fantasy milieu) what they associate with the 'fantasy' genre and they will probably say swords, sorcery and Dragons. Ever since the Middle Ages when cartographers wrote 'Here be Dragons' on their maps of the uncharted reaches of the world, and legends such as that of Saint George or Siegfried spoke of heroes slaying vile wyrms, right up to the relatively recent writings of Tolkien and beyond, Dragons have played a central part in the fantasy tradition. They can variously represent nobility, ancient wisdom, forgotten mystical powers, great strength, even greater age, fearful ferocity, an obstacle that must be overcome and base evil. What could be more intrinsic to the fantasy genre than the Dragon? And the world of Warhammer is no exception.

The Children of Kalgalanos

In the Warhammer world, Dragons are an incredibly ancient race. Be they referred to as Serpents, Wyrms or Drakes, the first of their kind lived many thousands of years before either Men or Elves settled in the Old World. Compared to those legendary times long past, today's Dragons are few in number. There was an age when Cold Drakes and Dragons vied for supremacy of the primeval skies. But those that exist in these turbulent times are reclusive creatures that spend long decades asleep in their hidden lairs deep beneath the oldest mountains.

As a race, Dragons display an infinite variety among their kind (especially in the case of Chaos Dragons). The species varies enormously in coloration and abilities, particularly in reference to that for which they are most well known – their breath attacks. Despite these differences (and they can be huge) all Dragons share the same ancient ancestor, for they are all the spawn of Kalgalanos the Black. The father of all Dragonkind sired offspring that were red, golden, silver, white, blue and all colours under the sun. These differences in coloration denote peculiarities in the differing metabolisms of Dragons, resulting in various sub-species being able to project a number of differing

Dragons in Warhammer

Of course, it goes without saying that Dragons are truly a force to be reckoned with on the battlefield. Such is the impact they can have on a conflict that it can be fairly said that the Dragon race has helped to shape the history of the Warhammer world. The following rules apply to Dragonkind in general. For the special rules associated with particular characters see the relevant Warhammer Armies book.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9
Chaos Dragon	6	6	0	7	7	7	6	8	8
Forest Dragon	6	6	0	6	6	7	8	7	7
Zombie Dragon	4	4	0	7	6	7	3	6	8
Wyvern	6	5	0	5	6	4	4	3	5

Fly

Dragons have wings and can fly up to 24" as described in the Warhammer Rulebook.

Scaly Skin

The scales that cover a Dragon's hide are extremely hard, acting like armour that protects them from attack. This gives a Dragon an armour saving throw of 4+, regardless of the Strength of the attack. This save is only ignored if the attack discounts saves altogether (e.g. stone throwers, bolt throwers, cannons, etc.)

Terror

Being huge and frightening monsters, Dragons cause *terror* as described in the Psychology rules on page 49 of the Warhammer Rulebook.

Dragon's Breath

The nature of the breath attack, that Dragons are renowned for, depends on the beast's colour. Breath attacks are worked out using the teardrop-shaped template. (If, for some reason, this is not the case, special rules for the Dragon concerned will explain how the attack should be worked out instead.) Place the broad end of the template over the target and the narrow end at the Dragon's mouth. Any model lying under the template area is hit on a D6 score of 4 or more.

Dragons use their breath attack in the shooting phase. Dragons fighting in hand-to-hand (or should that be claw?) combat can continue to breathe in the shooting phase but must direct their attacks against the units that they are fighting. Models removed as a result of breath casualties in the shooting phase are not counted towards the combat result.



breath attacks from their great mouths. For example, Green Dragons belch corrosive fumes from their acidic gullets while Red Dragons breathe jets of roaring flames.

Dragons continue to grow in size as they age throughout their lives so that, if they live long enough, they are able to attain truly gigantic proportions (although as a result of their great size the more powerful Dragons are also slightly slower). In these lean times, the dying days of Dragonkind, few Wyrms come close to the size of Kalganos the Black himself. For the Father of all Dragons' body was bigger than a ship, his head larger than a house and his wingspan as wide as a battlefield. To take account of such variations in size and age, the scholars of the Old World classify older and larger Dragons as either Great Dragons or even as Emperor Dragons (in the case of the incredibly ancient).

A High Price

Being able to have such all-consuming fiery death at your disposal in your Warhammer army comes at a price. Dragons are among some of the most expensive models points wise in the Warhammer game, but ultimately they are worth it!

Type	Points
Dragon	450 points
Great Dragon	600 points
Emperor Dragon	750 points
Chaos Dragon	625 points
Forest Dragon	450 points
Zombie Dragon	500 points
Wyvern	180 points

Here be Dragons

Despite being few and far between compared to days of yore, Dragons can still be found right across the Warhammer world. Long ago, the skies were filled with the great winged beasts riding the thermals that rose over volcanoes. Nowhere were they more prevalent than in the skies over the realm of Caledor in Ulthuan. Now the volcanoes are cold and the Dragons sleep beneath the Dragon Spine Mountains. In the Old World, with the rise of the younger races, the Dragons also retreated to the mountains where they have had to face the destructive attentions of Dwarfs of the Slayer cult, but still some survive within the impassable mountain ranges. Despite the best efforts of Questing Knights, Dragons can still be found in the wild, untamed Forest of Arden while in the lands of the Empire the dark, ancient woodlands hide many terrible secrets. In the magical forest realm of Loren the peculiarly adapted Green Dragons of that land have found their own hideaways within the almost

impenetrable Chasm Glades. From the frozen lands of Norsca and the ever-changing Realm of Chaos at the northern pole, as far as the scorching Plain of Bones to the south, where the great reptiles of times past went to die, Dragons can be found throughout the Warhammer world.

Notorious

Tales abound across the Old World and beyond of infamous Dragons who have been tracked down by Questing Knights or Dwarf heroes and slain, for the good of all mortal races, and of evil wyrms yet to be brought to account for their heinous crimes against humanity. The greatest of all Dragonkind in the Old World still lie beneath their ancient stony mounds. They are the kin of the beast known as Graug the Terrible, or Dwarf Slayer. It was this foul creature that slaughtered the last Dwarf defenders of Karak Azgal, taking their treasure to line his golden nest which, as a last act of desecration, he made within the throne room of the Dwarf Lords. Having collected all the gold and jewels that lay within the stronghold itself, Graug began to roam further afield so as to increase his hoard. Even Bretonnia, the Land of Chivalry, fell victim to his attacks. Entire villages were devoured to satisfy his ravenous appetite while armies sent against him were all vanquished by the ancient serpent. After terrorising the lands of Men and Dwarfs for over a thousand years, Graug was finally slain by the Dwarf Skalf Dragon Slayer who, as his prize, claimed the fortress of Karak Azgal for himself and all Dwarf people.

Bretonnia has received the attentions of more than its fair share of Dragons, or so it would seem. Malgrimace was a ferocious monster, the greatest Dragon of his time, who terrorised the people of that fair and noble land. The cruel wurm captured the King of Bretonnia's daughter but this proved to be his undoing for it drew the Questing Knight Jasperre le Beau to hunt him down and kill him in order to rescue the princess. Malgrimace's defeat earned Jasperre the title of 'Dragonslayer'. Almost as infamous was the Dragon Drogo Le Mal, who made his lair among crags within the wild heath that bordered the mysterious Forest of Loren. Drogo Le Mal had been a persistent scourge on the Domain de Beaumarchais and its neighbouring dukedoms. He was a fearsome Dragon (but then, aren't they all?) who plucked labourers from fields so that he might feast upon tender human flesh. Drogo was at last slain by

two knights, Agravain and Jacques, whose quests it had been to kill the Dragon, set to them by the Lady Isabelle of Beaumarchais to see which knight would rule that domain. Between them, the pair thrust their lances deep into Drogo's gullet, through his open jaws, and through its black heart.

Despite the number killed by the knights of Bretonnia and Dwarf Dragon Slayers there are still a multitude of monstrous, winged, fire-breathing serpents ready to test the mettle of any warrior or army that might decide to stand against them.

Heroes

Of the twelve races*, both good and otherwise, for which there are currently fully-fledged Warhammer Armies books, eight include Dragon-riding characters among their army lists, or at least, in the case of the Orcs and Goblins, a War Wyvern. Almost every race uses them (although notably not the Lizardmen, who have their own ancient reptiles). However, it is often through their riders that the great lizards' reputations are known. These human or Elf companions are often paragons of their own races (Orcs are something else altogether!). They are all imposing figures on the battlefield and many are renowned individuals whose exploits are spoken of in towns and villages across the Old World.

High Elves

The High Elves of the island continent of Ulthuan are an ancient and honourable race. As such they have, in the past, made a special bond with the Dragons that now lie dormant within the cold volcanoes of the Dragon Spine Mountains in the thinly populated realm of Caledor. Long ago, the High Mage Caledor Dragontamer came to this fabled land and bound the Dragons to his will, using enchanted truesteel harnesses forged in the fiery heart of Vaul's Anvil. His descendants, in honour of the mighty mage, named the kingdom after him. Indraguir, the greatest and oldest Dragon of that time, was presented to Aenarion, the first Phoenix King, by the Dragontamer and it was mounted on this fiery steed that Aenarion led the Elves against the Chaos hordes that threatened to overwhelm Ulthuan.

The Dragon Princes of Caledor are formidable yet noble warriors who are still able to rouse their Dragon steeds, when called upon for their aid in times of direst need. At other times the Dragon Princes ride to war on mighty Elven horses instead, which are armoured so

CHAOS DRAGONS

Chaos Dragons have two breath attacks, thanks in part to having two heads and in part to the corrupting influence of Chaos itself. The Dark Fire of Chaos causes a Strength 4 hit on a victim. The Fumes of Contagion also causes a Strength 4 hit but allows no armour saving throw.

GREEN DRAGONS

Green Dragons belch acrid clouds of corrosive green fumes, which irritate eyes and even dissolve skin! A model suffering an attack in this way suffers a Strength 4 hit (with no saving throw for armour allowed). In addition, a unit attacked by choking fumes may be forced to give ground as they back away from the inexorable approach of the corrosive cloud. The unit must take a Leadership test which, if failed, results in the unit moving directly away from the attack by D6" (this does not affect the unit's move next turn). The Forest Dragons that dwell within the sunless Chasm Glades of the mysterious Forest of Loren are a form of Green Dragon.

BLUE DRAGONS

Blue Dragons have the ability to spit out bolts of lightning generated within them. This electrical charge attack does not use the flame template. The lightning has an initial range of 12". A single enemy model within range is nominated as the target. The target is hit on a D6 roll of 4+. If the target is hit, the lightning bolt will then leap to a model touching the original target, again on a roll of 4+, and so on, and so on. This continues until a roll of 3 or less is made, meaning that the lightning bolt has hit the ground and been earthed. The Dragon can direct the bolt to some extent by choosing where the bolt leaps to next where there is a choice. Any model struck by lightning suffers a Strength 6 hit from a Dragon, a Strength 7 hit from a Great Dragon and a Strength 8 hit from an Emperor Dragon. Armour saving throws are allowed as normal.

RED DRAGONS

Red or Fire Dragons, as you would expect, breathe flames. Each of the enemy models hit suffers a Strength 4 hit from Dragons, a Strength 5 hit from Great Dragons and a Strength 6 attack from Emperor Dragons. Damage and saving throws are worked out normally. The Dragon also causes extra damage on particularly flammable targets, such as Mummies and Treemen.

WHITE DRAGONS

White Dragons breathe a freezing chill mist so cold that enemies are frozen on the spot. Any frozen model suffers 1 wound on a roll of 6 on a D6, regardless of its Toughness, with no saving throws permitted for armour. A frozen unit may fight if attacked but will require 6's to hit, otherwise if may do nothing else at all until it thaws out. Those affected by the freezing chill are automatically frozen for 1 turn; after that they must test to see whether they thaw out at the beginning of the player's following turns. Units frozen by a White Dragon must roll 2 or more on a D6 to thaw out, those frozen by a Great White Dragon require a roll of 3+ and the victims of an Emperor White Dragon's icy breath must roll 4+.

* Dogs of War mercenary armies are made of characters from the other races.

High Elf Prince Imrik challenges Azbag the slaughterer during a High Elf assault on an Orc fort.



as to look like Dragons. However, the bond between a Dragon and its rider is unusually strong thanks to the fact that generations of Elves and Dragons have grown up together over the endless centuries. As a result there are a number of particular skills concerning the care of Dragons which the Elves of Caledor possess but other races do not.

If a Dragon's High Elf rider is slain then the beast becomes subject to Dragonrage. Roll on the Monster Reaction Table in the Warhammer Rulebook as normal, but add +1 to the dice score. This means that a Dragon will never fly away from battle. On rolling a 6, you may choose any result you wish from the Monster Reaction table.

The Elves of Caledor have a natural empathy for Dragonkind that is recognised by all Dragons of any alignment. This gives them the power of Dragontamer. If a High Elf character is riding a Dragon and fighting in hand-to-hand combat with another Dragon, the second beast must pass a Leadership test on 2D6 before it attacks. This test uses the Dragon's Leadership characteristic if it is unriden, the rider's Leadership if it is ridden, or the General's Leadership if he is within 12". This test is only taken at the start of the combat, the result determining whether the Dragon fights to the finish or refuses to fight at all. Should the Dragon be attacked, it will always fight back, whatever the result of the initial Leadership test.

Prince Imrik, Lord of Dragons

Prince Imrik, Lord of Dragons, is the last descendant of the house of Caledor, the Phoenix King of ancient times. As such, he is imbued with all the power and nobility of that great and noble house. When he calls on them, the greatest of the Dragons will wake from their sleep of centuries and come to the aid of the High Elves.

Prince Imrik is the greatest High Elf warrior of his age. Some even go so far as to say that in him has been reborn the nobility of Phoenix King Caledor and the battle prowess of Phoenix King Tethlis! The first an enemy will know of Imrik's presence in a battle will be when the Lord of Dragons plunges to the ground on the back of his Dragon in a burst of lightning-like, destructive fury. The great wyrm seizes its victims in its great claws and tears the poor wretch apart, or crushes them between its terrible fanged jaws, as Imrik thrusts his magical Star Lance into the ranks of the foe. The beasts themselves may change but Prince Imrik remains, guiding his fiery steeds with all his experience of countless campaigns.

Asarnil the Dragonlord and Deathfang

Another of the High Elves of Caledor who has passed into legend is the mercenary Asarnil, who rides into battle mounted on his Dragon-steed Deathfang. Asarnil was the

son of Aserion, the hero of a thousand battles, and in time became a great warrior in his own right. Able to rouse the Dragons of the mountain realm, one of the mightiest, Deathfang the Great Green Dragon, became his companion, and together they were all but invincible. However he earned the enmity of the Phoenix King Finubar having disobeyed direct orders after the Battles of Finuval Plain in order to protect his precious Caledor. Too proud to face Finubar's justice, Asarnil was stripped of his title and lands and exiled from Ulthuan.

A prince without a domain to preside over, Asarnil gathered together his weapons and armour and, riding on the back of his loyal Dragon mount, departed the island continent of the High Elves forever. The Dragonlord eventually found himself in the Tilean city of Remas, which was built on the ruins of a much earlier settlement once

occupied by Elves, and allied himself with the Prince of Remas. Thanks to the assistance of Asarnil and the awesome Deathfang, Remas defeated its rivals. Since then the two inseparable companions have fought in countless battles across the Old World. Whoever hires them is almost guaranteed victory against their enemies.

Wood Elves

On the whole, the Forest of Loren is free from many of the monsters that roam the ancient woodlands of the Old World. However, within the almost inaccessible Chasm Glades, which lie at the foot of the Grey Mountains, dwell the Forest Dragons, ancient reptiles awesome enough to rival anything that the darker forests of the world might have to offer and a race apart from other wyrms. Over centuries of isolation they have adapted to their woodland habitat, their nests protected by the inaccessibility of the

KARAK KADRIN
(Slayer Keep)

DESOLATION
OF DRAKENMOOR

BLACK DRAGONS

Black Dragons emit thick, oily smoke from their mouths. Each model hit by this breath attack is choked, suffering a number of wounds equal to D6 minus the target's Toughness. No armour save is allowed. Great Black Dragons inflict 1 extra wound on top of this total, whilst Emperor Black Dragons inflict 2 extra wounds.

ZOMBIE DRAGONS

Zombie Dragons, titanic skeletal Undead creatures from the forbidding Plain of Bones, with wings of ragged, parchment-like skin, have their own particular Pestilential Breath attack. Zombie Dragons can expel a deadly black vapour from their rotten throats that blackens skin and withers flesh, resulting in an agonising death for the victim. Any model hit in this way suffers 1 wound on a D6 roll of 4 or more. No armour save is allowed except that given by magical armour. However, Zombie Dragons have a second defence. Clouds of flies surround their decaying carcasses. When a Zombie Dragon is fighting, these insects fly into the mouths and eyes of its opponents, the terrible distraction making them deduct -1 from their to hit rolls in hand-to-hand combat.

WYVERNS

Wyverns make their nests in dark caves, high on the upper slopes of the World's Edge Mountains. It is there, having braved the perils afforded by the crags, that Night Goblins find what they prize so dearly - Wyvern eggs. Wyverns are the mounts particularly favoured by Orc Shamans. Amazingly, these vicious reptiles develop a strong bond of loyalty to their masters.

Wyverns should not be underestimated as they are ferocious creatures that must be bound by magic or years of training if they are to be ridden, or fight for their masters in battle. As a result, it is subject to the Bound Monster rule (see the Monsters section of the Warhammer Rulebook). They are highly prized battlesteeds as they cause *terror* and are able to fly.

They do not, however, have any form of breath attack. Instead, they make up for this with their venomous tails. In hand-to-hand fighting, before it makes its normal attacks, a Wyvern may make a special venomous tail strike. To do this, roll a D6. Any enemy models in base contact with the Wyvern that have a lower Initiative score than the number rolled are automatically hit by the Wyvern's sting and suffer a Strength 5 hit (with large monsters and riders, and crewed chariots, each rider, mount or crew member is treated separately).

Wyverns, although not strictly Dragons, are still related to the Dragon species. They can be longer and more sinuous, with mouths full of cruelly barbed teeth, but lack forelimbs. Like Dragons they are scaly beasts, their hides made up of thick, overlapping plates of horn which acts like armour in its ability to protect them from injury, giving them a saving throw of 5 or more on a D6.





*A Wight Lord rides
away from his tomb,
mounted on his
ancient and decaying
Zombie Dragon.*

that roam the oceans of the world, seeking out slaves to take back to the Land of Chill, make use of Dragons, not only as aerial attack units but also as the means of bearing their loathsome, twisted towers into battle across the seas. Sea Dragons are the largest of the Dark Elves' sea-going monsters, quite capable of carrying huge, spired castles on their backs. These creatures were once true Dragons but over the centuries they have mutated, perhaps under the influence of Chaos that is so prevalent in the dark realm of Naggaroth, becoming something less than true Dragons and yet more. They are now bound to the will of the Dark Elf sorcerers to do their evil bidding. Helldrakes are smaller by comparison but are still used to carry floating fortresses to war over the waves in a ferocious onslaught of claws and fangs.

The Beastlord Rakarth of Karond Kar and Bracchus

The Dark Elves of Naggaroth are infamous for their use of enslaved monsters, whether it be to carry their Black Arks on their voyages of destruction or to terrify the foe in land battles. There have been many Beastmasters in the past, but none have ever matched Rakarth in his ability to tame any wild creature. His steely-eyed gaze has subdued countless beasts that now fill the dungeons beneath Karond Kar, the Tower of Despair.

Since his childhood Rakarth displayed an almost supernatural ability to tame wild animals. At the age of eight he mastered the vicious Dark Steed Bracchus that even his father could not break. From then on, the horse was Rakarth's faithful mount, serving the Beastlord well until it was slain at the Battle of Finuval Plain. Rakarth now rides to war on the back of a mighty Black Dragon, named Bracchus in honour of the Dark Steed.

Chaos

Under the corrupting influence of Chaos, a Dragon is able to achieve all its dark potential for cruel, destructive power. Chaos Dragons are wracked with mutations that make them appear to be an amalgam of two ancient reptiles, having two heads and two tails. Each head is able to breathe different forms of devastating Chaos power. This destructive energy merely augments the Dragon's savage death-dealing abilities that come from its long, sword-like fangs and terrible scything talons. It is hardly surprising then that they are the mightiest of Dragonkind.

Chasm Glades, to the extent that they no longer eat meat but rather the roots and branches of ancient trees.

With their hides of mottled green and the leaf-like appearance of their iron-hard scales, Forest Dragons are supremely camouflaged to hide among the trees of Loren, but still the Wood Elves know where to find them. A few exceptional Wood Elves, and in particular the mages of that race, communicate with the Forest Dragons who are just as much protectors of the forest realm as the Elves are and as a result are natural allies. On occasions a mage is even able to persuade a Forest Dragon to leave its chasm home and help the guardians of Loren fight off evil-intending invaders.

Dark Elves

Like their kinder-hearted kin, the Dark Elves of Naggaroth have their own bond with Dragons, though it is a vile, evil pact made with human sacrifice and obscene promises to the bloody-handed god Khaine. Even the Dark Elf fleets

Egrimm van Horstmann and Baudros

The imposing figure of Egrimm van Horstmann riding atop his two-headed Chaos Dragon is immediately identifiable when the Sorcerer of Tzeentch leads the armies of the Cabal against their enemies. Once the Grand Magister of the Order of Light, van Horstmann had sworn allegiance to the Changer of the Ways long before he feigned loyalty to the mortal Emperor. While pretending to serve the Order of Light he sowed his seeds of corruption in the darkness. He unleashed unimaginable horrors on the world before his evil and the depth of his deception was eventually uncovered by the Grand Theogonist Volkmar and the Inquisitors of Sigmar.

Baudros, the most infamous of all the Chaos Dragons, was freed from its timeless prison beneath the Pyramid of Light by van Horstmann. The sight of the Sorcerer riding across the sky from the Screaming Hills at the edge of the Chaos Wastes on the back of this sail-winged monstrosity strikes fear into the hearts of brave men. Baudros breathes both the Dark Fire of Chaos and Fumes of Contagion from the grotesquely fanged maws of its twin, twisting-horned heads and is capable of wiping out an entire army by itself, without the warriors of the Cabal to support it.

Orcs and Goblins

As already related, Wyverns are the most favoured monstrous mounts of Orcs and Goblins, particularly Shamans. It is a truly terrifying sight to see a greenskin warlord, waving his notched battleaxe, bearing down on you from out of the sky on the back of a venomous, armour-plated, sinuous beast with its fang-lined maw snapping at you as its snake-like neck darts forwards with lightning speed.

Azhag the Slaughterer

There have been many infamous Wyvern-riders from the green-skinned tribes of the Badlands. The Dwarfs speak of Scarbone and his Wyvern Bigbeast, which helped lead the assault on the doomed Dwarf stronghold of Kazad Grund, but none was more feared by the people of the Empire than the Orc Warlord Azhag the Slaughterer. He was one of the

most dangerous warlords of recent years, his destructive campaigns almost bringing the eastern provinces of the Empire to their knees. Having defeated countless Orc and Goblin tribes from the World's Edge Mountains, Azhag led his greenskin horde into Ostermark, looting several towns and destroying the Temple of Sigmar in Nachtdorf.

Azhag was helped to achieve his conquests by the Crown of Sorcery that he had in his possession. This strange iron crown was taken by the Grand Theogonist of Sigmar after Azhag's final defeat and locked away forever so that it would never again elevate some other upstart warlord to such a dangerous position. Azhag always rode into battle on the back of a huge Wyvern and would harry his fleeing enemies from the air after the battle had been won.

Of course it is not only these heroes who may ride Dragons, should the scaly beasts permit it. Bretonnian dukes and Imperial nobles have also been known to pay high prices in order to obtain Dragon eggs that they might raise the creatures from hatchlings to be their steeds in battle (this is as much for prestige as to reduce a foe to a pile of charcoal before them).

No Smoke without Fire!

But why use Dragons in the first place? They have an extremely high points cost, they're big, obvious targets and attract unwanted attention: any opposition will no doubt try to knock a Dragon and its rider out first. But let's look at the plus points. Firstly a Dragon is a huge modelling project, which is a big part of what the Warhammer hobby is all about! To put together one of these imposing, ancient, winged lizards and then paint it up, putting in hours of painstaking work, is extremely rewarding.

When it comes down to it, that high points cost is worth it! A Dragon is a massive, leathery-winged monster with fangs like ploughshares, talons like scimitars and the ability to breathe a plethora of noxious or flammable substances from its maw. The mere sight of such a beast bearing down on them across a battlefield instills a primordial fear in most troops causing them to act on their most primitive instincts and run

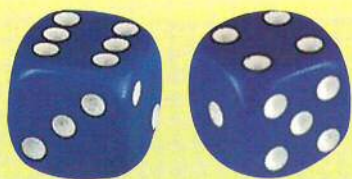
away! It takes someone truly special (or clinically insane) to stand up to a Dragon!

With between 6 and 8 Attacks, just one Dragon in an army can have a truly devastating effect on the battlefield. Just as it can dish out more than its fair share of attacks, a Dragon can stand up to numerous attacks simply because most of them will just glance off its scaly, armour-thick hide. Being able to fly means that with a Dragon in your army you can take on high flyers sent by the enemy, the bane of many a general. Dragons are noticeably more powerful than other large, flying monsters such as Manticores, Griffons and Hippogriffs, able to strike them down before they attack your own troops.

Don't hold back with your Dragons either. What is the point in having such a creature in your army if you don't use it? Your Dragon will undoubtedly attract the attention of the enemy, becoming a focus for their attacks. It is such a huge threat that they will probably want to destroy it as quickly as they can (although it's possible that the enemy will be so terrified of the monster that they prefer to leave it alone and hope it will just go away). Don't let this put you off. You can pretty much ignore the foot soldiers barring the way, as your Dragon will shrug off their attacks, and instead you can concentrate on sending the monster and its rider after the serious targets, which are a threat to your own force.

Conclusion

And of course, going back to the point with which I started this article, one overriding reason for including a Dragon in your army is that these mighty, ancient, winged reptiles are inherent to the fantasy genre! What else can make your army stand out better than a Dragon? It is the mark of a truly remarkable general that he can call on such a magnificent and awe-inspiring beast as a Dragon to fight for him in times of need. Of course, they look great too, as a centrepiece to your miniatures collection! So, as I bid you farewell, I wish you well in your Dragon-hunting and may Kalgalanos smile on you in your quest to tame the beast of all beasts – the Dragon!



GAMING CLUBS

Being a part of a gaming club can be an incredibly rewarding experience. You get to meet loads of great people who are interested in the same things as you, play titanic battles, organise campaigns, make awesome terrain tables and stacks more!

However, finding or starting a club can be less than straightforward, so here, with news on how Games Workshop is helping to support gaming clubs and people interested in starting their own clubs, is Che Webster...



CLUBS, CLUBS, CLUBS!

Why do people enjoy gaming clubs? Because they are the best things going to get you playing more games,

learning how to paint and model better, and of course trying something bigger and more challenging than the same old 1,500 point bash with your mate.

Of course, it can be tricky if you don't have one already set up nearby or in your school. And the idea of starting up a new club can seem pretty daunting – how do you go about it? And once it is up and running, how do you make yours special and different every time you play together?

Every week we get calls and letters asking us questions like, "how do I set up a club?", "can I get a poster to stick up on the school notice board?", and "is there anything special for people who run clubs?"

CLUB TOOLKIT!

Games Workshop has been trying to figure out the best way to help you either to get going with a club, or to get a little bit more out of your existing group. What we've come up with is the Club Toolkit!

The Toolkit is a pack of stuff aimed at giving you and your mates, the group at your school, or your folks a bundle of ideas and gear that will get you going. Playing games regularly with a group of gamers is a lot more interesting than just playing the same chap over and over, so this kit will be the beginning of a whole range of new things to do.

WHAT'S IN IT?

The Toolkit has a load of useful stuff if you want to get a group of gamers together. The Manual is the place to find good information on gaming together, including tips on building simple boards and terrain. It also gives



The gaming club pack is priced at £20 and available from GW Mail Order. Here's what you get...

- Gaming Club Manual
- 5 Warhammer 40,000 posters (A3)
- 5 posters (A3)
- Gaming Club Flyers
- Warhammer 40,000 Campaign Map (A2)
- Warhammer Campaign Map (A2)
- Range rulers
- Bag of dice
- Selection of paints & brushes
- Warhammer roster sheets
- Intro to Fantasy Wargames
- Cardboard Warhammer buildings
- Warhammer 40,000 Crates



Check out our clubs website: www.gamingclub.org.uk

ideas on collecting and painting armies. In the Toolkit are two full-colour Campaign maps (yes, you guessed it – one of the Warhammer world, and one of a 40K sector!), a bunch of full-colour posters (to help you advertise on notice boards) and a great master Flyer to complete the deal.

The Wargear box that comes with it contains a bundle of essential stuff that groups always ask us for: extra dice, templates, rulers, paints, brushes and scenery stuff.

In addition, when you order the Toolkit you can register your group on our Club Network, advertising your existence on the Internet and in forthcoming Club Newsletters! You can stay on the Network and keep getting the Newsletter, to make sure you get plenty of new ideas and all the latest from the Club scene!

CLUB NEWSLETTER

The Club Newsletter is a new part of our Club Network. The Newsletter gives you regular extra projects for your Toolkit Manual, club news and tips, and means that you'll never be short of a great idea for your club meeting.

Projects, like the ones in the Manual, are designed to be straightforward ideas that you can try out at your regular gaming group. They range from scenario ideas, through scenery projects, and on to campaign rules and much more!

CLUB NETWORK

The Club Network is an Internet based register of all the gaming groups that have decided to join. The website can be found at www.gamingclub.org.uk and is the easiest place to order your Toolkit, catch up on the very latest news and see who else is running a club. Of course, we won't advertise you on the Network site if you don't want to be there. However, those of you in schools, colleges, universities or running larger public clubs can all find out who's who on the site.

WHAT'S THE DEAL?

If you want a Club Toolkit and to take part in this excellent community of

hobbyists, then either log onto the Club website or call Mail Order now! The Toolkit is available for £20.

CLUBBING TOGETHER!

Clubs are all about getting together and gaming with other people regularly. That means you can share the scenery, help each other with the painting and modelling, and get a good range of exciting games whenever you meet. If you want a hand, the Toolkit is for you!



Telephone Mail Order on 0115 91 40000 for your toolkit

PAINTING WARMASTER



Rick Priestley

On a recent foray to Rick Priestley's winter refuge in the potting shed, we discovered that he had been frantically painting his Warmaster Orcs. So we plonked him in front of a typewriter and bribed him with cups of tea until he agreed to tell us about how he collected and painted his Warmaster Orc army.

When we're working on a new game, the game design and model design take place more or less together. This means that most of the development of Warmaster was conducted with trial models and preliminary mock-ups. One of the last armies to be started was the Orcs and Goblins. Although Brian Nelson was originally scheduled for this work, other projects intervened and in the end Colin

Grayson completed the bulk of the range. The result is a very impressive mix of Brian's distinctive '28mm Orc' look and Colin's accomplished micro-modelling.

As the new models emerged, I quickly decided that I had to have an Orc and Goblin army. Unfortunately, because the little greenies were the last army to be designed, and bearing in mind

that White Dwarf is put together eons before it is published, I have only just begun. But by the time you actually read this, the horde should be virtually complete.

For this article, I've put together a few notes about painting Warmaster models based on my own experience. The aim was to put together an entire army that looked good en masse and in a reasonable time.

TOOLS AND SET-UP

A craft knife and files are needed to clean up the castings just as with regular models. I found that clippers were essential to separate the characters, artillery crews and other individual figures from their 'strips' – the castings are too robust to break apart and sawing them takes ages.

Superglue was used to assemble the components and also to stick the individual strips to their bases. The bases themselves are 'sanded' by sprinkling a mixture of sand and grit over PVA glue. I also used a little static grass on the finished bases.

Before painting, each unit (i.e. six strips in the case of infantry) was fixed to a piece of long, thin card using a dab of superglue. The models were then undercoated with black undercoat spray.

Citadel Colour paint and brushes were used throughout. A fine detail brush was employed for general work and an old basecoat brush for applying glue to the bases.

My standard painting set-up is a desk which is well covered with newspaper, a jar of clean water, an old plate to mix on, some kitchen roll, and an angle-poise lamp with a daylight bulb.

Right: Making a start! The core of the army is now finished and Rick will soon have a useable force to take to the field of battle.



UNDERCOAT

I found it more convenient to attach the entire unit to lengths of fairly robust card before undercoating with spray paint. All the spraying was done in my garage where I have a covered workbench and decent ventilation (i.e. an open window). Black undercoat was used and I tried to get a good overall coverage. Just to make sure, each unit was checked over before painting and any exposed metal was covered over with black paint. There's always a bit!

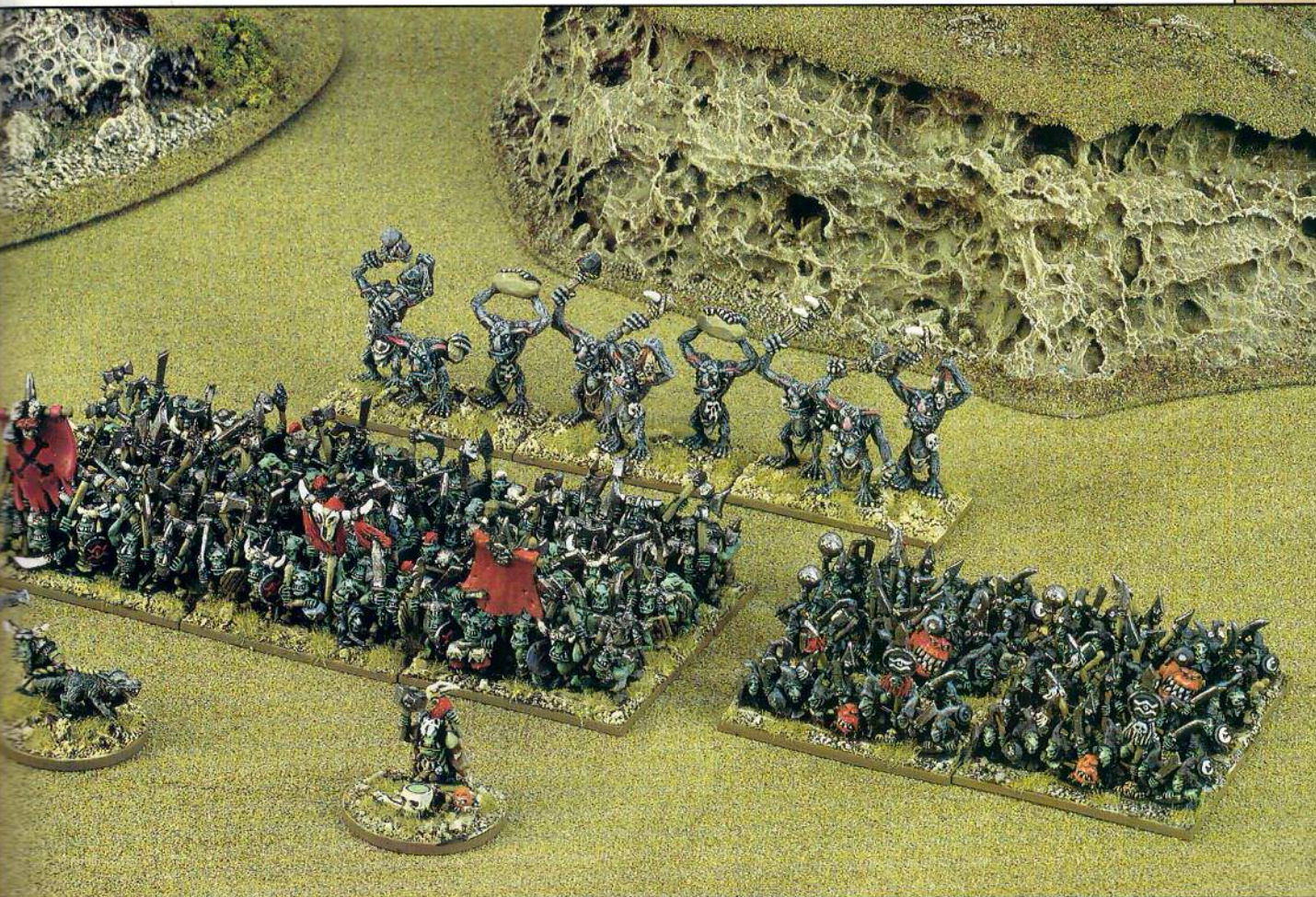
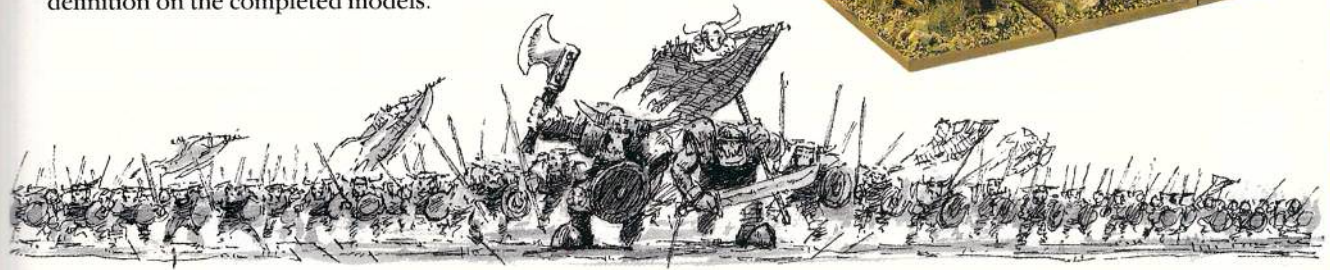
The black undercoat does two jobs. It acts as a 'primer' or 'key' for the paint and, by leaving much of it uncovered by other paint, it provides all the dark shading and definition on the completed models.



Orc Warriors



Goblin Wolf Riders



MIXIN' IT

I hardly ever use Citadel Colours straight out of the pot, but transfer some to a plate where the colours can be mixed or thinned with water as required. It astonishes me that anyone can do anything else, although I'm constantly told that few people mix or thin colours at all. I stubbornly refuse to believe this!

Citadel Colour dries out quickly whether on your mixing plate or in an open pot. It's worth putting a few drops of clean water into the pots as you paint and especially before putting the tops back on after a painting session.

COLOURS

Citadel Colours are generally very strong and distinct colours that lend themselves well to painting standard sized models. I find that when painting Warmaster models, far lighter colours work much better. This is partly because the black background makes the models look darker anyway, and partly because very small areas tend to demand lighter colours. I don't know why this should be – it just seems to be so!

To achieve the desired lighter, softer look I did two things. Firstly, I lightened up the colours by adding white. This has a further advantage in

that white paint covers well and a mixture including white covers much better than a standard colour. Secondly, at the start of each session, I mixed a batch of 'soft' grey on my plate. This was added in small amounts to other colours to tone them down as required. This colour was made by taking Blood Red and Goblin Green and mixing them together so that the result looks neither red nor green but kinda... ugh! If a little of this mix is added to white you should get a neutral, slightly brownish or 'warm' grey as opposed to the 'cold' grey you get by mixing black and white.

A FEW TIPS

- When the infantry are based up you won't see the back bottom half of the front stands or front bottom half of the back stands. Figure out which stands go where as you paint and don't waste too much effort where it won't be seen.
- You can animate the individual figures by twisting arms and weapons slightly. Some of the weapon tips join on to the next figure to facilitate casting, but can be separated fairly easily with clippers or a knife. Some of the Trolls can be carefully coaxed from their upright position into a more menacing posture.
- If, like me, you choose to mount your character stands on coins or washers, it's best to glue the figure to the base and apply the base texture before undercoating. This makes the piece easier to handle and saves time rebasing.
- Don't put your freshly made cup of tea right next to the water pot as the inevitable always happens.



Orc Shaman



BASES

You'll often hear it said that armies which are nicely based will always look good on the table top. The Warmaster models come with flat 20 x 40mm bases which you can arrange the models on and complete as you wish.

The painted strips were superglued onto the bases. As you do this it is a good idea to check that the individual strips don't overlap or interfere when stands are placed next to each other. In the case of the Wolf Boyz and Trolls you can arrange the models in a variety of ways so that they look purposeful.

I decided to finish the bases with sand. PVA glue was applied to the base using an old brush and sand sprinkled on to produce a rough texture. Note that if you glue the front and back ranks of the infantry very closely together it is difficult to reach the gap between them.



Trolls

Once dry, the sand was painted a dark brown colour, Scorched Earth in this case, although I also use Dark Flesh on occasions.

Beware that gap! Painting the gap between the two infantry pieces is a real pain and I'm keen to find a way round this in future. It would probably be better to glue one strip to the base, paint the area where the gap is, and then glue the second strip in place. Unfortunately I based all the models shown here in one go before I realised. Slow careful work!

The actual base colour is a lighter mix of Snakebite Leather and white brushed over the darker brown and finished with a very light mix of the same colour. A little black or green added to the mix takes the warm edge off the Snakebite Leather.

To complete the bases, a little static flock has been glued in place. Just dab a little PVA here and there and dip the base in the flock. This works best if you don't overdo it. Too much and all you see is flock!

RELAX!

Painting is a craft, and like all crafts the process can be very satisfying in itself. The style adopted for this army was intended to be fairly relaxed, not too demanding, aiming for overall effect rather than absolute precision. It's easy to overdo Warmaster models by trying to paint each tiny figure individually. This obviously takes forever! I found that it took a couple of hours to paint an infantry unit once undercoated – that's not including basing.

APPLYING THE PAINT

Warmaster models are rather small and for this reason a fine detail brush is much 'handier' than a larger brush. My preference is to start with the flesh and then work from the inside out, finishing with weapons, spearpoints and

so on. This has the advantage that you don't have to be ultra-neat because each coat covers up previous mistakes.

Each unit was painted all at once – all the flesh, all the clothes, all the belts/bits, and so on.

I found that by drawing the tip of the brush over the model's features it was possible to cover the faces, arms, and other fleshy bits without obliterating all the recessed shading. Nice sculpting Colin!

For the Orc clothing I started off with a mixture of Snakebite Leather, Skull White and my soft grey. As I worked I added a bit more brown, white, grey or black to the mixture so that each Orc got a slightly different shade of jerkin, trousers, etc.

The Goblins are Night Goblins and all wear hoods and cowls. Although the finished result looks black these are actually painted a brownish grey and varied slightly from figure to figure to produce a rag-tag look. I like Night Goblins to look a bit shabby.

Some of the shields and larger weapons have a wood effect finish which dry-brushes very effectively.

The same is true for the Troll skin and the wolves, whose textured fur lends itself to a light stoke with an almost dry brush.

Where appropriate, it is possible to add a few highlights as you go, by adding white to the basic mix and just lightly picking out prominent features such as noses, the tips of chins, knuckles, and so forth. You can use almost a pure white for this – too subtle and it won't show.

Eyes? – are you crazy! OK I couldn't stop myself with the Trolls but these are bigger models and I confined myself to a simple white dot. Teeth can be brought out with a single light stroke whilst bigger tusks are picked out individually.



Orc Warlord



Rick P



Imperial Guard attack an Ork held position, closely supported by a Sentinel.

DESIGNS ON A SENTINEL

The Imperial Guard Sentinel is a very adaptable vehicle. Veteran Imperial commander, Matthew Sprange, takes a look at its tactical use on the battlefield, whilst Nick Davis interrogates Tim Adcock and Andy Chambers about the new kit's modelling opportunities.



Many Imperial Guard commanders have had cause to praise the versatility of the Sentinel in battle and I'm no exception. Though it was primarily designed as a light scouting vehicle, the chassis has proved adaptable enough to be suited to a wide range of roles in military service and in this article I'll look at the various ways in which you, as an Imperial Guard player, can integrate Sentinel squadrons into your games.

BATTLEPLAN: SENTINEL - BASIC CONCEPTS

Whilst the Sentinel may, at first appearance, seem too lightly armoured and too undergunned to survive the rigours of

battle, skillful use of the walker will allow you to achieve many tasks not suited to the other units you field.

Primarily, I find the Sentinel most useful in an infantry support role – that is, moving squadrons alongside infantry squads so that both derive mutual protection from the other. In this way, the Sentinels are used in a similar manner to two adjacent infantry squads on their own, providing the enemy with two targets rather than just one and throwing out double the firepower of a single squad, enabling a far quicker suppression of enemy targets before they can bring their own weapons to bear.

A Sentinel squadron will lend far greater flexibility to you than two infantry squads alone. A Sentinel's strengths and weaknesses are well complimented by those of the infantry squad it moves alongside. The squadron is capable of dealing with large numbers of infantry that would otherwise swamp the Guardsmen, whether it is armed with multi-lasers or heavy flamers. On the other hand, the squad's own heavy and special weapons are able to protect the Sentinels from enemies that, on a level field, would have little trouble destroying the Sentinels – enemy armoured vehicles are a good example here. In extreme circumstances, the Sentinels may even be employed to physically shield the infantry squad from enemy fire by having the squad take cover behind them.

After playing just a few games, you'll more than likely find that Imperial Guardsmen are extremely vulnerable to assault. Here too, the Sentinel proves a very capable machine as most

enemy assault infantry, such as Eldar Banshees and Ork Boyz, are unable to breach its armour. Even in the face of stronger opposition, such as Chaos Marines or Genestealers, a squadron of Sentinels will easily be able to tie up large numbers of them, leaving the infantry squad free to attack more important targets. The Catachan Sentinels, with their rough terrain modifications, are particularly well suited to this type of combat.

As the Sentinels are vehicles, they will never flee from assaults and may well effectively pin down a valuable enemy squad for much of the battle, rendering them next to useless.

IN ASSAULT AND DEFENCE

Combining all of this into a cohesive battleplan is what will make or break you as an Imperial Guard player. In every battle you'll have to, at the most basic level, accomplish either a successful attack or an unbreakable defence. Whilst specific goals may vary from battle to battle, every fight is a variation of an assault or a defence. It is therefore important to know exactly how to employ high value units such as Sentinels in each battle.

HOLDING THE LINE

The key to a successful defence is to stall an enemy long enough for your own forces to deliver a series of unrecoverable killing blows. With the Imperial Guard, this is usually achieved through the use of superior firepower concentrated at a few key points in the enemy's line. However, any Imperial Guard force is going to find itself extremely vulnerable to any form of breakthrough by the enemy. This is where the Sentinels come in. A squadron can lend its weight of firepower to that of the rest of the army whilst keeping close to the squads it protects, until the enemy musters enough strength to attempt a breakthrough of the Guard line.

If the enemy attempts to annihilate the infantry squads through the use of heavy anti-personnel fire, the Sentinels can simply move to block lines of sight, shielding the squads as they will be relatively unharmed by such weaponry. If, however, the enemy tries a more direct form of assault, then the Sentinels

can move forward to block their attack and tie them up for a good length of time.

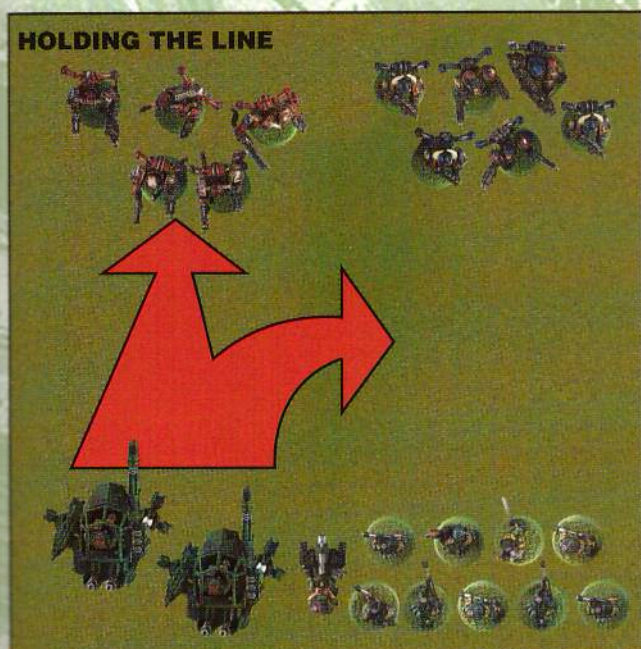
In either case, the Sentinels should be considered expendable – sometimes, just keeping their infantry squads alive and functioning for just one more turn may grant victory. After all, how many battles have you fought where you could have won if you had had 'just one more turn?' – I've lost count of how many times this has happened to me! For this sort of battle, the Sentinels are best armed with multi-lasers, and suitable upgrades to be considered are hunter-killer missiles, extra armour and armoured crew compartments – anything, in fact, that keeps them moving, firing and capable of tackling enemy offensives.

BREAKTHROUGH AND ATTACK

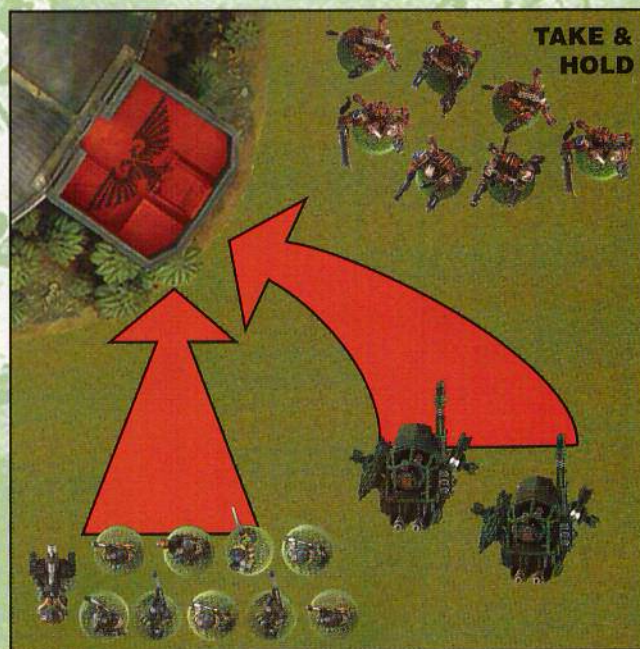
Assaults typically take a lot of planning for an Imperial Guard player as the army is very 'static' in nature and always operates better from prepared positions. Inevitably, however, there will be times when an army is called on not just to destroy an enemy, but to seize terrain or capture a valuable objective. You'll find the Sentinel can be an immense help in this situation.

Usually in an assault, you will deploy a good portion of your army far back, to provide supporting fire for a forward assault force that will be tasked with covering ground and taking objectives. Sentinels can form a valuable part of this assault force for a number of reasons...

Firstly, the majority of Imperial Guard units find that their firepower suffers whenever they begin to move – heavy and ordnance weapons cannot fire and the effective range of small arms is greatly reduced because of the Rapid Fire rules. With one or more squadrons of Sentinels marching alongside infantry squads, a veritable hail of fire can be kept up until the squads get within range with their lasguns and special weapons. The Sentinels can serve a double role in this way by actually shielding the squad as both of them advance, but you must take extreme care or the Sentinels may prove just how fragile they can be. With the likelihood of facing very heavy



Above: The Sentinels can move to block the assault troops or shield the infantry from fire.



Above: The Sentinels can shield the infantry and give covering fire as both move towards the objective.

enemy fire during the advance, every piece of terrain must be used by the Sentinels and the squads they protect to provide cover or fully block off lines of sight as they close the distance. It is also imperative that the rest of the army behind the assault force co-ordinates its fire to eliminate the most serious threats, not to themselves, but to the Sentinels and squads ahead.

Sentinels used for this sort of attack can be suitably armed with either heavy flamers or multi-lasers, but upgrades are best confined to extra armour, smoke launchers and rough terrain modifications. These upgrades will ensure that the Sentinels are able to keep moving forward towards their objectives whilst under the heavy fire which they are likely to attract.

One very rash tactic sometimes attempted by the more impetuous players is to make use of the Sentinel's ability to scout ahead of the rest of the army and begin engaging in combat almost as soon as the battle begins. This is done by deploying the Sentinels right at the front of your army when the enemy sets up only 18" away, then moving them forward 6", thus putting them in range to move and charge on the first turn. This is typically used to either get the Sentinels immediately into assault with an enemy infantry squad that

has deployed too far forward or to take an objective early on in the battle. It has to be said that this is a very dangerous tactic to try, especially in larger battles where the squadron may well find itself quickly cut off from the rest of the Guard army, without support and without hope. In this position, the Sentinels' thin armour will prove to be little comfort as every heavy weapon begins to target them. I advise that recently-graduated Imperial Guard commanders don't try this tactic until they've become fully familiar with Sentinel operations and then only when the situation is of the direst importance – it is likely that you'll lose the whole squadron very quickly.

SENTINELS... ADVANCE!

Hopefully, my thoughts will have helped you to discover new and more effective ways of using Sentinels in combat as part of an overall plan of battle for your Imperial Guard army. You can experiment with different deployment strategies and new vehicle upgrades for your Sentinels, but the basic principles discussed here will remain the same from battle to battle.

So, get your Sentinel jocks to strap into their walkers, fire up the engines and start dealing destruction to the enemies of the Emperor!



Tim Adcock

SENTINEL TANK HUNTER

The Sentinel designer, Tim Adcock, has put together a rather unique variant to join his growing Sentinel squadron – A Sentinel Tank Hunter. This is what he did...

Radar & rocket launcher from the Land Raider kit.

Brass mesh, available from model shops.

Rivets on cab made from thinly sliced micro rod.

Flamer from an Imperial Guard Catachan kit, mounted on buzz saw arm.

New exhaust made from plastic tube and thin plastic strip.

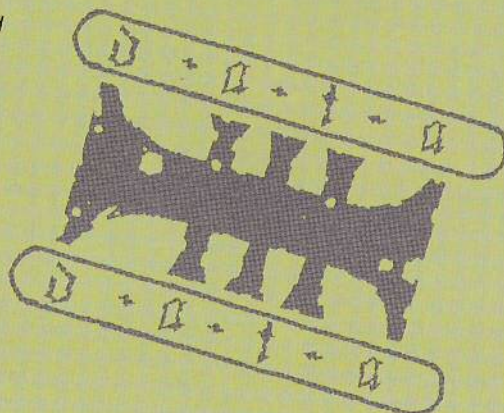
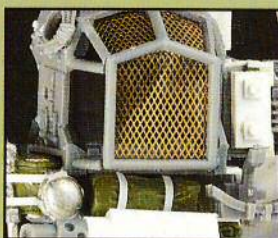
Helmet and lasgun from a Cadian Imperial Guard miniature.

Leg cut at knee joint.

Scratch-built lascannon made from laminated plasticard, plastic tubing and Green Stuff.



Bed rolls & tarpaulins made from Green Stuff and thin plastic strips.



XXIII ORAN, 3RD REGT. "HEADHUNTERS" SENTINEL SQUADRON



Andy Chambers

My Sentinel conversions started a long, long way back when I first got hold of a squadron of the old all-metal type to add to my Imperial Guard XXIII Oran "Headhunters". I wasn't too keen on the basic body of the old-style sentinel (AKA the egg on legs), so I decided to use an old trick of obscuring their shape with lots of camouflage, ammo, stowage, grenades, guns and even skulls (I wanted my squadron to have a very feral look) scavenged from different kits. With the foolhardiness of youth, I stuck everything onto the models and then had to struggle with painting them afterwards, using a fairly bold and mercifully disruptive green/brown camo scheme.

Many years passed and thanks to the great efforts of Tim Adcock and Jes Goodwin, the superb new plastic Sentinel came in to being. The kit-bashing side of my nature rose to the challenge immediately, although this time it felt a little sacrilegious to mutilate a very nice model. But I really wanted to have a go at personalising these Sentinels like my other squadron, and I had Jes badgering me to go ahead and do it because he really liked what I'd done with the old ones. So, out with the knives, clippers and superglue and off I went.

I built each Sentinel in turn, modifying it as I went along. I found that it was best to start off by painting half of the cockpit (the multi-laser side) and, while that was drying, start construction on the legs. I then popped those in place onto the hip section but didn't glue them on for the time being. Having done any monkeying around I deemed necessary with the pilot figure, I then stuck him in place before gluing the two halves of the cockpit together (I failed to do this on one and had a curse-filled five minutes jamming the model home).

Engine and exhausts went on next, and while that was drying I clipped the feet off the legs and tried posing the legs before gluing them into place on the base once they looked OK. Finally, I glued the cockpit assembly on top of the hips and added extra bits on the outsides. This worked well as it meant that I had several sections on the go at the same time and I could spend some time putting dents, nicks and bullet holes into the bodywork of the Sentinels using a sharp knife.

I paid particular attention to the exhausts at the back as these would be quite prominent and real-life exhausts are made of thin metal which gets pretty battered looking. I also cut out the door panel from the cockpits on my Sentinels, figuring that this would give them more of a stripped down, irregular look. I've given each of the Sentinels a name to help me 'theme' each one; as I built them I tried to keep these in mind, while giving them a few helpful vehicle upgrades along the way.

So here's the lowdown on the XXIII Oran, 3rd Regt. Sentinel Squadron...

Mangrove Jack

Upgrades: Camo netting.

On the first, and probably most restrained, Sentinel conversion, I used water bottles, pouches and knives from the Catachan and Mordheim kits to give the cockpit a lived-in feel and attached a variety of heads culled from the Skeleton, Ork and Zombie kits to keep up the feral feel. Other bits of clutter include a fuel can from the barrels set and a Necromunda autopistol for Jack's personal side arm.

The main thing I did to this model was to add camo netting over the roof and cockpit front, with a minor theft from our first aid box to get some bandage. I soaked the bandage in a mix of PVA glue and water and then draped it into place on the model, taking care to tease it out quite thinly so that didn't look too lumpy. Once the netting was dry, I pruned a few leaves off the plastic aquarium plants in my jungle terrain collection and glued them onto the netting with super glue. Further domestic theft turned up some brush bristles which I glued on for radio aerials. These are a bit too fine really and I may replace them with wire at some point.

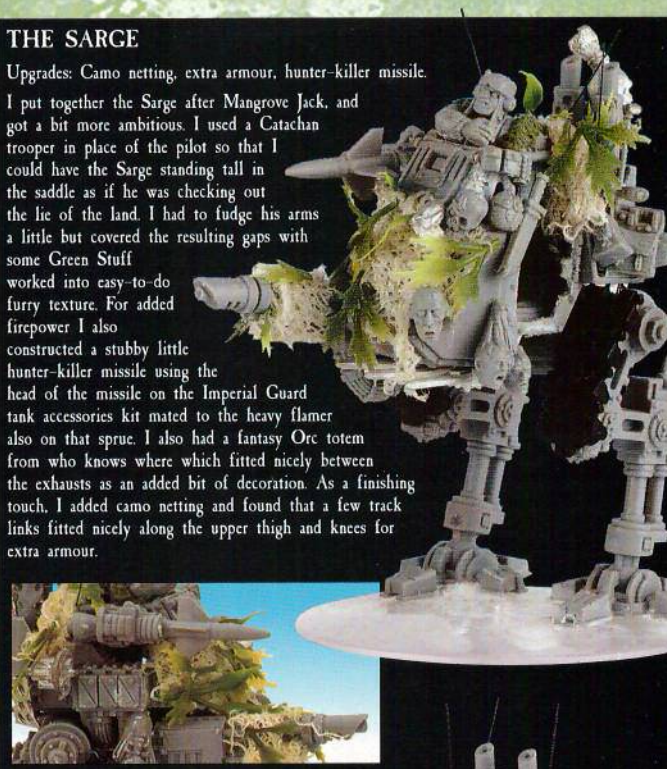


The original Oran XXIII Regt. 3rd Company Sentinel Squadron - The Headhunters.

THE SARGE

Upgrades: Camo netting, extra armour, hunter-killer missile.

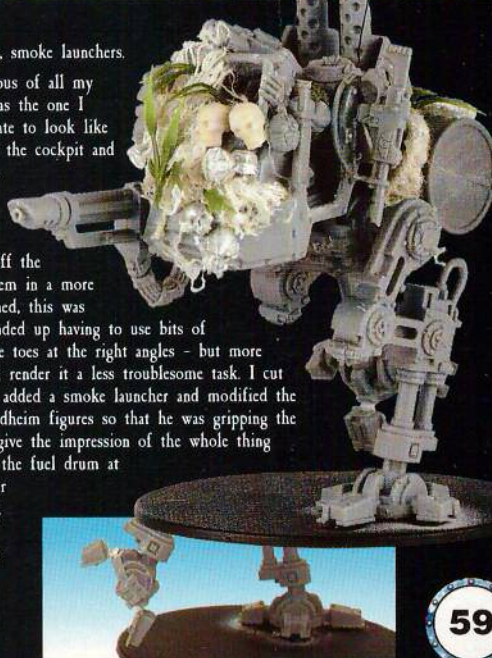
I put together the Sarge after Mangrove Jack, and got a bit more ambitious. I used a Catachan trooper in place of the pilot so that I could have the Sarge standing tall in the saddle as if he was checking out the lie of the land. I had to fudge his arms a little but covered the resulting gaps with some Green Stuff worked into easy-to-do furry texture. For added firepower I also constructed a stubby little hunter-killer missile using the head of the missile on the Imperial Guard tank accessories kit mated to the heavy flamer also on that sprue. I also had a fantasy Orc totem from who knows where which fitted nicely between the exhausts as an added bit of decoration. As a finishing touch, I added camo netting and found that a few track links fitted nicely along the upper thigh and knees for extra armour.



Gas Boy

Upgrades: Camo netting, smoke launchers.

By far the most ambitious of all my conversions, Gas Boy was the one I wanted to try and animate to look like it was running. I canted the cockpit and hips over as far as they would go in opposite directions and modified the foot of the raised leg, cutting off the toes and re-attaching them in a more closed position. Be warned, this was horribly fiddly and I ended up having to use bits of plastic strip to brace the toes at the right angles - but more care and patience should render it a less troublesome task. I cut away most of the roof, added a smoke launcher and modified the pilot using bits of Mordheim figures so that he was gripping the remaining stanchion to give the impression of the whole thing lurching along. I added the fuel drum at the back to help counter balance the whole thing, which had become dangerously front heavy, meshing it in with a draped camo-net.





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SATURDAY WARLORDS

SUNDAY INITIATE

HOLIDAY GAMING

Don't be bored in the school holidays this year!

If you live in Scotland then we have a whole plethora of activities lined up for your school holidays. Every Games Workshop store will be the centre of a whole host of games, battles and events in your area. Whether you play Warhammer 40,000, Warhammer Fantasy, Mordheim or Warmaster, you'll find something for you. There will be battles everyday for anyone to join in, but that's just the start of it. Each day of the week there'll be something a little extra:

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We'll have our most experienced scenery maker in on Mondays to give advice, practical demonstrations and even hands on help on every aspect of terrain making for every game.

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Have you never heard of Blood Bowl or Epic? Or have your Necromunda Orlock gang been sitting on a shelf for over a year?

Then Tuesday is for you – you'll see games played you've only ever heard about (if you want to play just tell your local staff beforehand), so if you're a Necromunda, Epic, Blood bowl, Quest, Space Hulk or Gothic fan then this is for you.

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Bring in your miniatures and receive practical help on getting the most from your painting abilities, or just turn up, and learn the arcane secrets (well not so arcane to be honest) of drybrushing, washes and a host of other techniques.

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A day of ferocious conflict in every store, which continues right up until 8pm (or whatever time your local store closes). Make sure you don't miss out on all the action.

FRIDAY – General's Bunker

Does your opponent beat you every time? Are you collecting a new army and don't know where to start? Learn all there is to know about collecting an army, and the tactics that can turn your army into a battle winner overnight from our expert gamers.

SATURDAY – Warlords Gaming and New Releases

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SUNDAY – Initiates Gaming

Throughout the holidays, any beginner is welcome into the store to learn how to play. Sunday's have been put aside especially to help those just starting out. Our new Initiates scheme will take you through the basics step-by-step; simply ask one of our staff for details.

Add in campaigns, competitions and a host of other activities, and there's everything anyone could want in your local store.



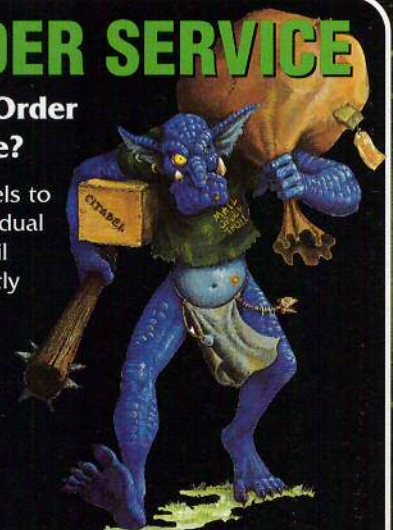
A customer takes advantage of the In-Store Mail Order service at the Warhammer World store.

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Did you know that you can use Mail Order in every single Games Workshop store?

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To use the In-Store Mail Order service, simply pop into your local Games Workshop and ask one of our friendly staff for help. Also don't forget that all purchases through Mail Order earn you more Skulz tokens, which can get you a special free gift.

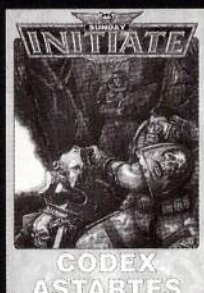
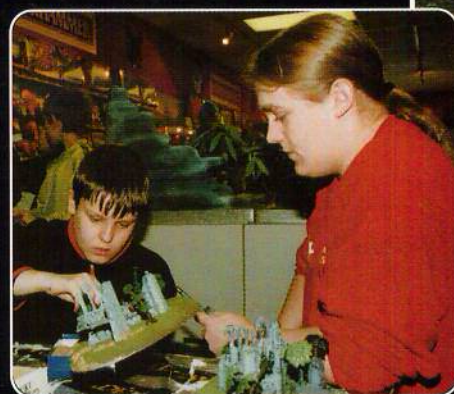


SUNDAY INITIATE

Playing Games Workshop games is an incredibly rewarding experience. What other hobby offers such a large range of different things to do? However, we do understand that getting into the Games Workshop hobby can be something of a daunting experience; bulky rule books to read, incredibly detailed background worlds, thousands of different miniatures to choose from, and dozens of colours to paint them. How on earth do you know where to start?

We'll never fear, because your local Games Workshop store is here with the answer. If you're new to the Games Workshop hobby, or perhaps your son or daughter needs some guidance, then simply pop down to your store on Sunday, where our staff will be running special Sunday Initiate days.

These Sundays are especially put aside to show anyone new to the Games Workshop hobby just how great it is. If you've just bought your first models and want to find out just how to go about painting, collecting and playing games then Sunday Initiates is just for you.



Our Initiates Program takes you step-by-step through the first stages. You will receive an Initiate Card that will help you chart your progress, and once you have completed the card you will receive a free commander for your army. For more details, give your store a call, or pop in and have a chat with the staff.

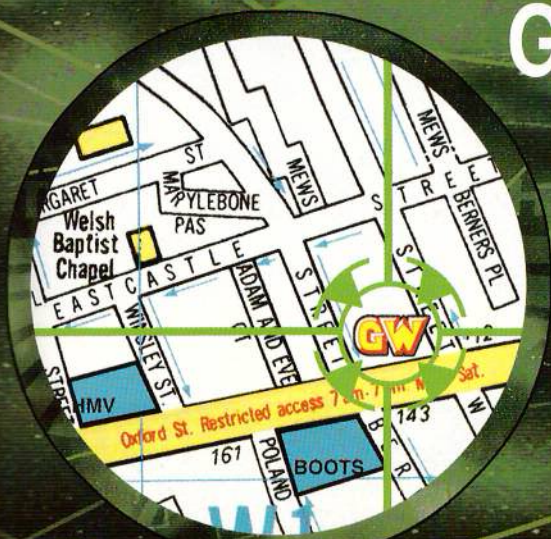
ore.	Has had two painting lessons.	Sign
home.	Has two painted troop choices.	Sign
of terrain.	Completion will grant access to further training.	Approved Date

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ICE STATION ZERO!

GAMES WORKSHOP ALTRINCHAM
SPACE MARINES



This month's store army is slightly different as this awesome Space Marine army actually belongs to Dan Dare, one of the regular customers at the Altrincham store.

Dan has always been a fan of Space Marines, but when he saw the new miniatures that were released with the latest version of Warhammer 40,000 he decided to paint himself a new Space Marine army. We asked Dan to tell us a bit about his army...

Dan: In the past all my armies have been designed to play on green tables and for this one I wanted to

do something a bit different. In the end I settled on doing snow covered bases. I didn't just stop with the bases though. I wanted to give the army a feel of battling through real arctic elements, so I have added patches of snow to the tanks and vehicles, as well as a few nooks and crannies on some of the Space Marines' armour. To do this I simply took some PVA glue and put patches where I wanted the snow to be, then I sprinkled on some basing sand to represent the snow. Once this was dried I painted it grey and drybrushed it with white, to give the snow look. I tried to put

the snow in crevasses and areas where the snow would build up naturally.

As you can see I have gone for quite a balanced force, with a good mix of the different troop types. I like to have a nice mix of unit types to choose from. That way I can easily vary my force from game to game, to try out different combinations and keep my regular opponents guessing as to exactly what's going to be in my army.

Dan's army is currently on display in the Altrincham store, so why not pop down and take a look.



SCHOOLZ

GAMES WORKSHOP HITS THE ROAD THIS SUMMER WITH TWO FANTASTIC ROADSHOWS

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Norwich
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St Albans

3rd AUGUST

Reading

5th & 6th August

Aberdeen
Belfast
Birmingham
Bolton
Brighton
Croydon
Glasgow
Harrogate
Hull
Ipswich
Metrocentre
Northampton
Nottingham (central)

Southport
Stockport
Watford

9th AUGUST

Oxford

12th & 13th

August

Altrincham
Canterbury
Colchester
Dundee
East Kilbride
Harrow
Leeds
Leicester
Lincoln
Lisburn
Milton Keynes
Plaza (Central London)
Preston
Sunderland
Solihull
Warrington

19th & 20th

August

Ayr
Bedford
Cribbs (Bristol)
Blackpool
Chelmsford
Coventry
Dublin
Enfield
Grimsby
Liverpool
Manchester
Maidstone
Newcastle
Perth
Sutton
Walsall
York

25th AUGUST

Gloucester

This awesome Roadshow continues into September. Check out elsewhere in this issue for more details on the huge Armageddon campaign.

Please ring your local store for more details, as times

OUT FOR

SO LOOK OUT FOR CARNAGE AND MAYHEM AT A STORE NEAR YOU...

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A huge Warmaster battle you can take part in, featuring that most ancient of empires, the High Elves. This roadshow features not only this awesome battle but also a whole host of other events. Don't miss out on this extraganza at a store near you.

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5th & 6th August

Crawley
Eastbourne
Exeter
Norwich
Peterborough
St Albans

12th & 13th August

Aberdeen
Belfast
Birmingham
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Brighton
Croydon
Glasgow
Harrogate
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Lisburn
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Sunderland
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Warrington

26th & 27th
August

Ayr
Bath
Bedford
Blackpool
Chelmsford
Coventry
Dublin
Enfield
Grimsby
Liverpool
Manchester
Maidstone
Newcastle
Perth
Sutton
Walsall
York

This awesome Roadshow continues into September. Throughout the Summer every Games Workshop store, and many independent stores & clubs will be hosting the Warmaster and Mordheim tournaments, culminating in the finals at Games Day 2000.

and details of the games may vary from store to store.

Path of the Warrior

*Warhammer 40,000
participation game*

*Saturday
1st
July*

Ring your store for details

Get down to your local Games Workshop on the 1st of July and get ready to do battle.

You'll need all your cunning and guile to protect your Eldar craftworld as it is beset on all sides by forces intent on mayhem and carnage!



THE GHOST IN THE MACHINE

Collecting an Iyanden Craftworld Ghost Warrior army, by Phil Kelly.

Iyanden. A beautiful world-ship gracefully carrying its people across silent light years of empty space. But the surface is blackened and desolate, the once majestic buildings ripped to pieces by violence and war. This peaceful Eldar home world bore the brunt of a vast Tyranid invasion, a massive swarm of bio-engineered aliens intent on destroying all other lifeforms. Iyanden was directly in the path of Tyranid Hive Fleet Kraken when it spread like a plague across the galaxy. Finally though, the black swarms that engulfed the craftworld were beaten back and eventually stopped in their rampage. Only the intervention of a fleet led by the rogue Exodite and pirate Yriel, a former Iyanden noble, saved the craftworld from being devoured whole by the invading Tyranid swarm. At the cost of countless thousands of Eldar lives, Craftworld Iyanden had achieved an almost impossible task – stemming the tide of the Great Devourer. Tragically, the craftworld suffered such horrendous casualties that the Iyanden Army is now mostly comprised of the dead.

The Ghost Warrior army is not the easiest to command, but is extremely rewarding, and every victory for Iyanden is a cause for celebration.

If you're new to this craftworld and the unusual practices of its inhabitants, I probably have some explaining to do. The army of Iyanden is structured like no other – nothing in the Warhammer 40,000 universe comes close. Firstly, it is important to understand just why this army is so different, and how the craftworld deals with the fact that almost all of its soldiers fight on despite already being dead. Secondly, I'll take you through the steps necessary to get started, and how to build your warhost to 1,500 points and more. In terms of background, Iyanden has one of the richest and most detailed histories in the Imperium. The craftworld concept is as exciting as it is eerie.

But on the field of battle, what does the Iyanden army have going for it? How can the army of this decimated civilisation hope to survive the heat of battle? The answer is simple: the Iyanden army is extremely tough. The troop choices in the Iyanden army lists are squads of Wraithguard and Wraithlords (although you cannot have more Wraithlords than Wraithguard squads). I cannot stress enough just how



difficult it is to stop the march of a well-coordinated Iyanden army in the hands of a competent general. The troopers are comprised of faceless artificial constructs made from the psycho-active material Wraithbone, and range from nine to thirty feet in height. Each of these troopers is host to the spirit of an Eldar warrior, bound within a glowing soulstone. The constructs housing these spirits are immune to pain. They are immune to fear. They will never, under any circumstances, fall back, and cannot be pinned. They are tougher than a Space Marine, benefit from the same saving throw as power armour, and are all armed with the most lethal of advanced Eldar technology that can carve through the armoured shell of a tank as if it was paper. With a bit of psychic trickery from the Spiritseers who accompany the Wraithguard into battle, even a direct hit from a lascannon may not kill one of these Ghost Warriors. Being dead isn't the handicap it ought to be in an Iyanden army.

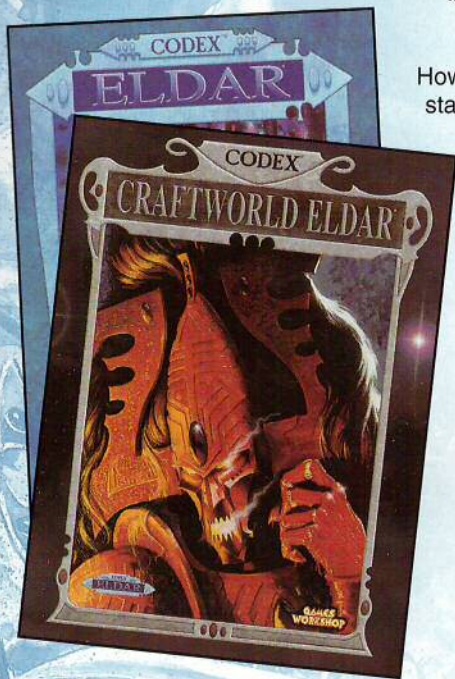
So given this impeccable list of credentials, where are the drawbacks? Yes, you guessed it – the points values! Only in an Iyanden army are the characters and squad leaders cheaper than the troops. But after reading more about these deadly machines, believe me, you'll see why. Of

course, there is a bright side to fielding an army comprising of quality over quantity. There are less models to paint, so you can lavish a bit more time on each miniature. Also, you don't have to buy as many. Iyanden can be difficult to use properly as they will inevitably be outnumbered. However, this is one of the things I shall be addressing later on, so don't worry if you're new to the Eldar.

When starting to collect any army, it is vital that you obtain a copy of the relevant Codex. Because Craftworld Iyanden is a special type of Eldar army, the details are contained in

the recently published supplement *Codex Craftworld Eldar*.

However, as this is not a stand-alone Codex, you will need a copy of *Codex Eldar* as well. These books provide everything you need to know about the Eldar and Iyanden, from detailed background to complete army lists, and from modelling advice to special characters. For the time being, though, let's look at what comprises a Ghost Warrior warhost.



THE GHOST WARRIORS

Long ago, the Eldar mastered advanced psychic and soul-grafting practices and technologies. In conjunction with the development of Wraithbone, a strange psycho-responsive plastic that is so tough as to be virtually indestructible, the Eldar have devised a way for the souls of Eldar warriors and heroes to fight on. When an Eldar dies, his soul can be stolen and consumed by the nemesis of the Eldar race, Slaanesh. This evil god, whom the Eldar name 'She Who Thirsts', was born of the race's previous folly, before the Fall. Each Eldar dreads this fate, and rightly so, but they have devised a way to escape this foul destiny. They wear a special psychically attuned gem on their chests, called a spiritstone, and when an Eldar dies his essence passes into the stone, entering an empty but peaceful limbo, preferable to the hell they would otherwise experience. However, for those who died in defence of Iyanden, that is far from the end of the warrior's story. Many of these spirits are awoken from their peaceful afterlife, torn from the emptiness and silence of their crystal tomb by the Spiritseers. They are then grafted into the huge, inert forms of the Wraithguard, elegant war machines that form a host for the now bodiless souls. The soulstone sits within the construct's wraithbone body, and the dead warrior can once more bear arms for the craftworld. However, although this seems like a perfect solution to Iyanden's problem, this process is abhorrent to the Eldar, living and dead. It is only in the direst necessity that the Spiritseers dare disturb the rest of their war heroes and ancestors. Unfortunately, there is no other way to preserve what is left of the shattered craftworld, and the living Eldar are ridden with guilt and shame at what they are forced to do.



They are effectively exhuming their dead and asking them to fight again and again, a twilight existence of death and war.

As you can see, this craftworld's concept runs a little deeper than most, and for me this makes it that much more interesting to collect. But back to the staple troops of the Iyanden army: the Wraithguard. You will need to buy plenty of these to complete your army, but they are beautiful models and, as mentioned above, form extremely efficient front line troopers. To start with I would recommend getting them in squads of five.

A squad of Wraithguard can march across the battlefield without worrying too much about bolter or lasgun fire; their Toughness of 5 and save of 3+ means that most bolter shells will patter off the carapaces of the Wraithguard like rain. Also, because your army will include Wraithlords (larger and more powerful versions of the Wraithguard) your opponent's heavy weapons fire will most likely be focused elsewhere. This is invaluable, because the one weakness that the Wraithguard suffer from is their speed, because, unlike most other Eldar, they may not *fleet of foot*. Bearing in mind their potent weaponry only has a range of 12", this means that they will have to march right across the battlefield to get into range. Obviously, it is important that you do not sustain too many losses before you reach the enemy.

The Wraithlords are also artificial Wraithbone constructs, only they are far taller, more heavily built, and better armed. These towering behemoths are used as host bodies for the most revered of Eldar heroes, normally Exarchs who are unwilling to give up the struggle for their craftworld, and who have performed so valiantly that they are given the honour of inhabiting one of these vast Dreadnoughts. Unlike the Dreadnoughts of other races, the Wraithlord is long limbed and elegant, and moves with a grace that belies its lethal arsenal of weaponry and vast strength. There are very few war machines in the galaxy as difficult to destroy as the Wraithlord, so they are rightly feared by any non-Eldar



The Studio's Craftworld Iyanden army in all its glory. This army goes a long way to providing what you will need to field a Ghost Warrior army, and Mail Order are currently running an Army Deal for this very force.

The Army Deal includes: 1 Farseer, 16 Guardians, 10 Wraithguard, 1 Warlock, 2 support weapon platforms, 1 heavy weapon platform and a Wraithlord.

If you're interested, why not give the Mail Order Trolls a call on **0115 91 40000**.

commander because of their potency on the battlefield. I will describe how best to use these excellent additions to your army list later in this article.

Finally, the Iyanden army also includes the remnants of the living denizens of Iyanden. Only a handful of squads of Guardians can be roused in times of war, and the number of Aspect Warriors which Iyanden can employ is worryingly small. As a result, the Eldar seen in the Ghost Warrior army tend to take up support roles, taking no risks and ensuring their safety at all costs. For this reason, I would advise against taking units such as Guardian Stormsquads, jetbikes and even Howling Banshees. These squads often tend to get completely wiped out before the battle ends. Although Iyanden expects casualties from those already dead, they typically do not squander lives in reckless charges into enemy ranks. It is a good idea to look at support troops and heavy weaponry to cover the inexorable advance of the Wraithguard, and we shall be taking a closer look at these later on. But first, let's take a closer look at the staple troops of the Ghost Warriors army.

THE WRAITHGUARD

Now we have some understanding of how an Iyanden army operates and what comprises the warriors of this strange craftworld, we can take a look at exactly what to utilise when building the army, and how best to employ your forces on the battlefield.

Firstly, when starting an army I find it is a bad idea to buy a huge amount of miniatures at one go and then sit there thinking, "How on earth am I going to get this lot painted?" At

the risk of repeating myself, it really is a good idea to collect your army in manageable chunks, and paint it a squad at a time. This way you can get a small army together and play a few games as you paint up the rest of the battle force. Luckily, with the Ghost Warrior army, all the troops are great models that are easy to paint. So long as you are neat, the Wraithguard look fantastic however you paint them. Which is good news, as the first thing to get your hands on is a squad of five Wraithguard and a Warlock.

Bear in mind that because Wraithguard are so tough, they cost more points. Eldar psykers, although relatively cheap, have to pay for the psychic power they intend to use. This first squad will set you back around 200 points. So I shall explain why.

Wraithguard are very difficult to hurt. Their Toughness of 5 is the equal of an Ork Warlord, and as mentioned above, they have the same saving throw as power armour. You'll probably have seen a squad of Wraithguard in action on the battlefield, and they most likely lost some of their number to heavy weapons fire. True, heavy weapons of AP 3 or lower pose a problem, as do power weapons. But this is true for any troop type in the Warhammer 40,000 galaxy. Besides, remember that your basic troops are even tougher than Lictors and Ogryns, they will never fall back, and never become pinned. They are also immensely strong; each Wraithguard has a Strength of 5, more than enough to bend an Ork's big shoota around his loathsome green neck. When you field more than one unit of these war machines in conjunction with Wraithlords, the enemy will be very limited in what he can achieve.

The Wraithguard is armed with a wraithcannon, an extremely advanced weapon that is unique in the way it destroys the enemy. Wraithcannons are like portable D-cannons, they work by opening a hole in the warp where their target is, ripping them apart between conflicting dimensions. This means that regardless of how tough an opponent is, how well-armoured they are or even how many Wounds they have, a hit from a wraithcannon can kill them instantly. A model hit by a wraithcannon takes a wound on a roll of a 4+, regardless of its Toughness. The weapon is AP1, and the target will die instantly on a To Wound roll of a 6. This is incredibly useful against high Toughness troops with multiple Wounds such as Carnifexes, Hive Tyrants, mega-armoured Nobs and the like. A squad of five Wraithguard, all firing their wraithcannons at one target, is among the most lethal prospects an enemy can face. Imperial heroes in Terminator armour, Tyranid Warriors, and even the notorious Dark Eldar Talos can be killed with one shot.

If you think I've finished extolling the virtues of these incredible weapons, you couldn't be more wrong. Firing a set of five wraithcannon at a model with an Armour value is where the fun really begins. It doesn't matter whether the target is a Dreadnought or a Land Raider, a hit from your wraithcannon will cause a glancing hit on the roll of a 4, and a penetrating hit on a 5 or a 6. Needless to say, this is incredibly useful, especially when you have a set of five targeted on an enemy vehicle. It won't guarantee you a kill, but it isn't far off, and short of a big squad of Fire Dragons these troops are a perfect tank-busting unit. I must admit, I like the image of a Land Raider with huge, perfect spheres of matter missing from its hull. The only drawback is that these weapons have a comparatively short range of 12", but anything that comes close is in serious trouble, and as I will mention later, there are ways around the range problem. Besides, they are assault weapons, which means you can move, unleash a devastating salvo of high-tech fire, and then charge into combat.

Amongst all the benefits of fielding Wraithguard, there is one major drawback. Wraithguard do not have eyes, or any kind of sensorium. They 'see' by detecting the shifting emanations of other spirits, and as a result are often slow to react to the chaos and havoc of the battlefield. Every turn, each unit must roll a D6, and on the roll of a 1, does nothing at all that turn. This is a real pain if you are in hand-to-hand combat, or in front of an Imperial Guard battalion. Standing stock still in front of a battlewagon full of Orks is also a bad

idea. Luckily, there is an easy solution to this: any unit of Wraithguard led by a Warlock, Farseer or Spiritseer is immune to these tests.



The tireless Iyanden Wraithguard

THE SEERS OF IYANDEN

The addition of a Warlock or Spiritseer to your Wraithguard unit can make all the difference. Over the millennia, Iyanden's Warlocks have specialised in communing with their dead through the infinity circuit. The reliance upon these techniques has given rise to the Spiritseers, Warlocks whose abilities at necromancy far exceed

those of other psykers, and whose minds act as both an anchor and beacon for the spirits of the dead. As well as being skilled at war magic, these Spiritseers have one major advantage; they can guide the dead even in the midst of a roiling battle. Make sure that there is a Warlock in each squad of Wraithguard, or at the very least a Spiritseer nearby, as any Wraithguard unit within 6" of a Spiritseer does not have to test for the disabilities of their Wraithsight. Spiritseers count as independent character models, so you need not attach them to a squad. Thus you can take care of two squads with one Spiritseer should you need to. There is a major benefit to accompanying your troops with a psyker: Eldar Warlocks are among the most accomplished in the universe. Of the four Eldar psychic powers, three are ideal for the Warlock accompanying the Wraithguard. *Destructor* is basically a sort of psychic heavy flamer, and uses a template so is very handy before charging troops in cover. *Enhance* is even more useful when you are about to charge an enemy, and turns your Wraithguard into an excellent assault squad: the Wraithguard with the Warlock will benefit from +1 Weapon Skill and +1 Initiative. The squad will now have a Weapon Skill, Strength, Toughness and Initiative of 5. Any unit charged by them will be faced with a close combat nightmare. Last of these psychic powers is *Conceal*, and although it is not quite as dramatic, it makes sound sense to use this power. Covering the unit with a shifting haze of psychic camouflage, the Warlock can transfer a 5+ cover save to the entire unit, even when they are standing right out in the open. This means that in the event of your Ghost Warriors falling under heavy weapons fire that would negate their armour save, such as lascannons or krak missiles, they still have a good chance of survival. As you can well imagine, this is well worth it when you have paid 35 points per trooper.

One psyker that is compulsory in the Iyanden army list is the Farseer. The Farseer acts as the HQ unit of your army, and therefore it is important you give this miniature a decent paint job. The Iyanden battle leader is a master of necromancy and the guiding of the departed Eldar spirits. The Farseer's role in this army is different from most others. I would recommend keeping him near the back of the army, with the support troops. Giving your Farseer the *Guide* psychic power is a good move, as it vastly improves the efficiency of Guardian support troops (we'll take a look at these later on). This power is at its most useful on troops with a low BS, and when used on barrage weapons it allows you to re-roll the Scatter dice. Needless to say, this can turn a powerful but inaccurate weapon into a blossoming pattern of Blast templates.



Chris Smart's converted Spiritseer

THE STRIKING SERPENT

So far, the troop types we have examined are all lacking in one vital thing: mobility. The Iyanden army is mostly comprised of foot troops, and sadly this will allow your enemy to outmanoeuvre you. Wraithguard are simply too big to fit into a Falcon. However, the Eldar Wave Serpent troop transport can accommodate a squad of five Wraithguard and a Warlock. Wave Serpents are resilient, fast and well-armoured. Because they are classed as Fast vehicles, if you keep them moving, your enemy can only cause a glancing hit on them. They are also protected by an energy field; this rippling force field means that any ranged attack with a Strength greater than 8 only counts as Strength 8. Also, weapons such as meltaguns, multi-meltas and ordnance weapons may only roll +1D6 for armour penetration, rather than two. Simply fill this excellent transport with a squad of Wraithguard, accompany them with a Warlock with the *Enhance* power, and fly deep into the enemy's flank to cause some major problems. If you're clever, you can drop this unit near enough to the enemy that they can fire their Wraithcannon and then immediately charge into combat. This squad will form your elite assault unit, and a well-placed offensive will buckle the enemy lines even before the rest of your army gets into range. Arming the Wave Serpent with twin-linked starcannon will really give your opponent some trouble, as it fires three Strength 6 AP2 plasma bolts, re-rolling any shots that miss. Also, Iyanden vehicles are likely to have a large auxiliary spirit stone, holding the essence of a long-dead pilot who can command the Wave Serpent in the event of the crew becoming stunned or shaken. Even the vehicles of Iyanden can be used to house the essence of the deceased. (For ideas on converting a Wave Serpent model check out WD238.)

LORDS OF THE DEAD

Now onto the part we've all been waiting for – the Wraithlord. These mighty giants are incredibly tough. In a recent game I saw a Wraithlord bear the brunt of an entire Steel Legion battalion (*you'll have to wait till next issue to find out what these are – Fat Bloke*) and their Space Marine allies. When the smoke cleared, the Wraithlord was a battered mess, but it was still standing, and to the Imperial player's horror, it proceeded to charge a nearby unit of Space Marines who had no hope of wounding it at all. This is because the Wraithlord is unlike other Dreadnoughts in that it has a Toughness value, not an Armour value. You'll be happy to hear that its Toughness is 8, the highest in the Warhammer 40,000 universe. Because of this, it is impossible to wound it with a Strength less than 5, and therefore most troops are incapable of damaging it in combat. As a result, it tends to attract a vast amount of heavy weapons fire, but this is where it excels over other Dreadnoughts and even heavy duty tanks. The Wraithlord has three wounds, which means you have to hit it three times, then wound it three times, before it will finally keel over (this is assuming the weapon fired has an AP of 3 or better). Even the heavily armoured Land Raider can be despatched with one lucky hit from a lascannon. The Wraithlord will always need to be wounded three times; very tricky when it has such a high Toughness and a saving throw of 3+. So you



The Ghost Warriors relentlessly advance upon the Dark Angels' fortifications.

can afford to put it right at the front of your line and march directly into the thick of the fighting. Also, it cannot be stunned, shaken, disarmed, immobilised or suffer any of the undesirable fates of the Vehicle Damage charts. Because it is manned by a fearless (and deceased) Eldar hero, it cannot be pinned, and will never fall back. Also, it can fire up to two of its weapons even when moving, and this includes heavy weapons. As most Wraithlords have a shoulder-mounted heavy weapon such as a brightlance or starcannon, this can be extremely useful.

As all good Warhammer 40,000 commanders know, some troops are actually safer in combat than they are on the open battlefield (they can't get shot to pieces!) and this is especially true of the Wraithlord. As I said before, most troops cannot hurt the Wraithlord in close combat. The only weapons that a Wraithlord need fear are power fists, chain fists and weapons that double the user's Strength. However,



A towering Iyanden Wraithlord strides into battle.

there is a bright side: Wraithlords are not only exceptionally good in close combat, given their Weapon Skill of 4 and three attacks, but they are also armed with power fists. Two of them. This means that a Wraithlord's Strength is a mighty 10, and best of all, unlike your assailants, they do not strike last in combat! As a result, it makes sense to charge the enemy model hefting a power claw around and crush him to a pulp before he can strike back. As an additional bonus, the extra Strength conferred by the power fists will be enough to kill most characters outright. Lastly, each fist incorporates a flamer or a shuriken catapult. It's worth the tiny amount of conversion work necessary to equip Wraithlord with two flamers just to see the look on your opponent's face when you pick up two Flamer templates and roast half of the squad you are about to charge. Be careful though, not to kill the enemies within 6" or you won't be able to charge at all.

It is worth bearing in mind that more often than not your enemy will go to extraordinary lengths to take out your Wraithlord. Despite the fact that they are very difficult to kill, I'm afraid to say that outside of combat a concerted effort over a couple of turns will finish one off. Sniper rifles, wounding on a 4+ regardless of Toughness, also pose a problem for Wraithlords. However, for this Iyanden army I would recommend taking at least two, and this will mean the rest of your army can advance whilst your opponent frets about your towering Dreadnoughts. A Wraithlord, equipped with a brightlance or starcannon, costs a mere 120 points.

THE STILL-LIVING

The next addition to your army should be some Guardian Defenders, which count as a Heavy Support option. I firmly believe every Eldar army should have a squad of these troops, and they are far more useful than they are given

credit for. Unlike Ulthwé, whose Guardians are professional soldiers, the Guardian Defenders of Iyanden are more likely to be artisans, musicians and retired warriors forced by necessity to bear arms. Perhaps the soundest reason for including them is to bulk out the numbers a little. You will have to get used to the fact that in most games you will be badly outnumbered, but it is reassuring to know that if anyone strays too close to your support troops' baseline, you can pour shuriken catapult fire into them until they stop. Guardians are sold in boxed sets of 16 and are excellent value for money. Guardian Defenders are counted as Heavy Support options in the Iyanden army, and so it is worth having a large group of them to act as an anchor point for your forces. Splitting them into more than one unit is a mistake; not only will they be easier to break on the battlefield, but they will use up valuable Heavy Support options for later on. A squad of 16 Guardians will set you back a mere 128 points.

Finally, a word about support troops. Iyanden is likely to place emphasis on long-range fire, keeping the enemy at bay until they can close quarters with the Ghost Warriors. As a result, it is worth taking a close look at the support weapon batteries available to your army as a Heavy Support option. Each of the three weapons available has its strengths and weaknesses: the vibro-cannon is very useful against heavily armoured vehicles, causing an automatic glancing hit. The D-cannon (a larger area-effect version of the wraithcannon) is also superb at taking out vehicles, as it is Strength 10 and rolls on the Ordnance Damage table. Aside from this it does not need line of sight, so you can fire from the other side of a building if you wish. This is often a good idea with support weapons as they are quite fragile. The down side to the D-cannon is that it has a comparatively short range of 24".

The Studio army is equipped with two shadow weavers, massive cannons that fire clouds of monofilament wire high into the air, to drift down onto their enemies. The wire cuts straight through flesh and bone and even light armour, reducing its targets to bloody heaps. This barrage weapon is most effective against massed infantry, and with a Strength of 6 and a very cheap points value the shadow weaver takes an important role in the Iyanden arsenal. Although traditionally a support weapon ought to be able to slam a hole through the wall of a reinforced bunker, the shadow weaver only has an AP of 6. However, considering that most of your army is equipped with the very best in anti-tank weapons, it is useful to have something to carve great chunks out of massed infantry. They excel against Tyranids and Orks, and when under the influence of your Farseer's *Guide* power, they can be deadly even at their long range of 48". Not only do they force their targets to take a pinning test if casualties are caused, they do not need line of sight and can be concealed behind hard cover.

In my opinion, no Eldar army would be complete without a squad of Aspect Warriors. Like many Eldar commanders, I started collecting Eldar because of the diversity and style of these elite warriors. Although nearly all of the Iyanden forces have been destroyed, it is not out of the question that a small squad could be mustered in times of need. On a craftworld so involved with the study and philosophy of death, what better addition to your army than a squad of Dark Reapers. These have to be one of the best troop types available to the Eldar, and are unparalleled in the amount of destruction they can cause to an army equipped with power armour. Every member of the squad is armed with a Reaper Launcher, a compact missile launcher that can fire two shots per turn. The projectiles are AP3, and having seen the horrific



A Farseer 'Guides' an Iyanden firebase, with the support battery taking advantage of nearby cover.

casualties a squad of Reapers can inflict on a unit of Space Marines, I would recommend taking a squad of four. An Exarch is also worth considering, as their Powers and access to other types of heavy weapon allow you to tailor your squad to take down even the most heavily armoured of targets. Giving your Exarch the skill *Fast Shot* and an Eldar missile launcher with plasma missiles allows you to lay down two Blast templates per turn. Placed behind a screen of Guardians to protect them from assault, the inclusion of these death-dealing adepts should soon even out any numerical advantage your enemy may have.

PUTTING IT ALL TOGETHER

Having examined everything that our Iyanden army will include, it's time to see exactly what we can afford. With a Ghost Warriors army, it is fairly pointless aiming for the total of 500 points. Due to the cost of the troop choices in the army, it will only comprise of around 18 models. This almost guarantees that you will be outnumbered and outmanoeuvred, and as a result I would recommend playing an Iyanden army of at least 1,000 points.

In an army of this size, you will need a couple of five-man strong Wraithguard units. One of these can be mounted in your Wave Serpent, along with a Spiritseer. The Spiritseer is very useful if the Wraithguard are engaged in combat and become separated due to the confusion of close combat; so long as the Spiritseer remains within 6" they do not need to roll for Wraithsight and risk inactivity for a turn. This assault squad should be deployed on your flank, and as the Wave Serpent is relatively lightly armed you can afford to move its

maximum distance (24") without wasting too much in heavy weapons fire. It will intimidate and confuse your opponent to see one of your most formidable squads crash into his flank at the very beginning of the game. After the initial salvo of wraithcannon fire, the assault phase will progress relatively smoothly (provided you have not charged a large group of close combat experts) and you can work your way through to another squad whilst the rest of the army marches forward. Another tactic is to keep the Wave Serpent out of the way until the rest of your army is in range, and then, in the space of one turn, launch a devastating offensive at several points on the enemy line. The drawback here is that you may allow your opponent a couple of turns of shooting before you can close the distance and unleash your attack.

The main battle line consists of the two Wraithlords and a squad of Wraithguard accompanied by a Spiritseer. By deploying the Wraithlords on either side of the Wraithguard squad, you can pretty much guarantee that your enemy will concentrate on the Wraithlords and try to bring one down. If the enemy tries to get around the side of this line to attack the more vulnerable targets behind, charge them with a Wraithlord after firing your twin flamers. This will give any squad a headache they are unlikely to recover from. With the Wraithlords deployed cleverly, you should be able to block any offensive your opponent mounts with a thirty-foot construct of angry wraithbone. All the while, your Wraithguard squad advance to a position where they can unleash the devastating effects of their wraithcannon. With a little practice, this strategy can tear an opponent's battle plan to pieces. If you confuse and disrupt the enemy's forces, you are far more likely to succeed.

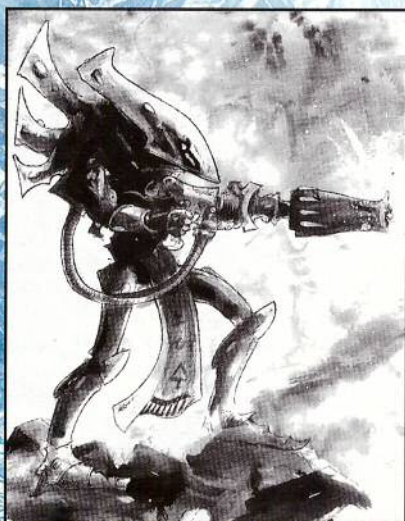
The rest of your army should deploy in cover. The shadow weavers, accompanied by the Farseer, need not be in line of sight of any of the opposing troops at the beginning of the battle; they will still be just as effective. If you are any good at guessing ranges, you can confidently expect this battery to pin a unit of infantry in place and inflict horrible casualties on anything lightly armoured. Just in front of this artillery you should deploy your Guardian squad. This flexible unit acts as the rapid response team, if an enemy unit manages to sneak past your battle line without being caught by the Ghost Warriors, then the Guardians can respond with a deadly cloud of razor-edged shuriken. More wary commanders may wish to reinforce this firebase with a close combat squad. However, assault troops are at their best in the thick of the fighting, not hanging back in case your opponent *Deep Strikes* into the heart of your deployment zone. When using this army, be confident. Most of your troops can handle anything that is thrown at them, and if you hang back and wait then your opponent will really press home his numerical advantage. So get fighting, see which units you think are the most effective, and annoy your friends by repeatedly administering to them the beating of their lives. If you're still having fun, it's time to realise this army to its full potential.



EXPANDING YOUR GHOST WARRIORS ARMY

In a larger battle, the Iyanden army becomes truly fearsome. When aiming for a points value of 1,500 you can vastly increase the impact of your battle line. Your 'assault' Wraithguard in the Wave Serpent fulfil the same role, but your main battle line can now consist of two squads of Wraithguard (accompanied by Spiritseers) and no less than three Wraithlords. Anyone who sees that marching toward them will quite likely be gibbering in fear, especially if they have seen Wraithlords in action. With the frontage allowed by the increase in troops, the chances of anything slipping through the net are reduced drastically.

With a little juggling in the points values, you can also afford to add to your Iyanden firebase. A unit of Dark Reapers will hugely increase its effectiveness, and if cleverly deployed, they can rain missiles upon the enemy even as they prepare for the charge of the Ghost Warriors. The latest models for the Dark Reapers look fantastic and



are great to paint, and the Exarch model is extremely impressive. They are costly in points value, however, and you may need to consider taking only two Wraithlords if you want a squad of any real size.

Finally, the addition of another Warlock or Spiritseer is a sound investment, minimising the chance of your squads letting you down at a crucial

moment. It is always a good idea to shelter the psykers behind the main line as your opponent may pick on them for this reason.

At this level, you can quite rightly claim to have a complete Iyanden army. However, many commanders like to take their armies to a higher points value. With Iyanden this is far easier than most, as you will need fewer models. Perhaps you will consider investing in some more of the superb Aspect Warriors, as each of these squads is tailored to a different role. After identifying any gaps in your army, you will find the answer in one of these elite squads. Don't go overboard, however; remember that you are playing a Ghost Warrior army, so put them first. Expanding the squads of Wraithguard is also a good option, especially if you are the purist type. Each squad can have up to ten models, and swelling the ranks of your main squads is a sound tactical idea. You may even want to take something a little more unusual, such as a squad of Rangers.

Feel free to experiment, but remember the theme of this army and don't lose sight of the concept behind it. Nearly all of Iyanden's soldiers have already given their lives in the service of their craftworld, and the society is on the brink of collapse. It is only the hosts of their undead that stand between the remnants of a once-proud civilisation and total extinction, so use them well. Remember, in every battle the stakes are far higher than with any other craftworld. So take care of those warriors still living, and reach out to the enemy from afar with superior firepower. But with the relentless, silent Ghost Warriors, *go for the throat!*

IYANDEN 1,500 point ARMY LIST

HQ

Farseer	Shuriken pistol, close combat weapon, <i>Guide</i> , runes of witnessing, ghosthelm	82
Spiritseer	Shuriken pistol, close combat weapon, <i>Enhance</i>	36
Spiritseer	Shuriken pistol, close combat weapon, <i>Conceal</i>	41

TROOPS

5 Wraithguard		175
5 Wraithguard		175
5 Wraithguard		175
Wraithlord: 2 flamers, brightlance		120
Wraithlord: 2 flamers, brightlance		120
Wraithlord: 2 flamers, starcannon		120
Wave Serpent: Spirit stone, twin starcannons		135

HEAVY SUPPORT

10 Guardian Defenders	80
4 Dark Reapers	148
Support Weapon Battery: 2 Shadow Weavers	90

TOTAL: 1,497

ASPECTS OF DEATH

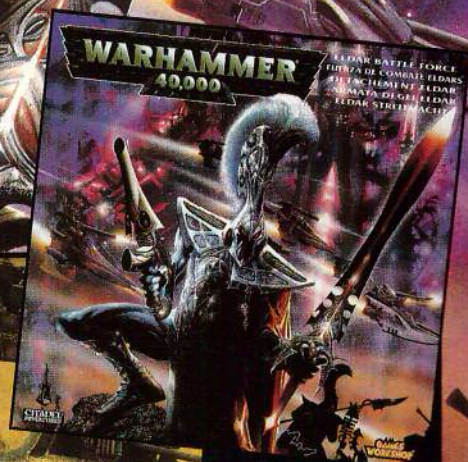
"The stars themselves once lived and died at our command, and yet you still dare to oppose our will."

Farseer Mirehn Biel



The Eldar Battle Force is an ideal way to start a new Eldar force or to further reinforce your existing Eldar army.

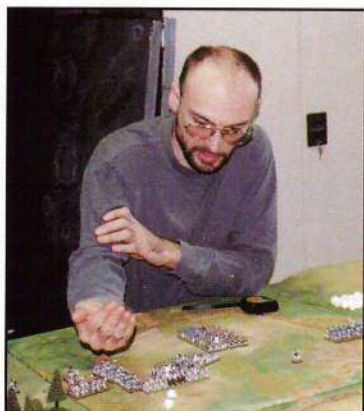
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THE FUTURE OF WARMASTER

Now that all the rulebook armies are available you're probably thinking, "What's next then?" Well, Rick Priestley takes a peek at the future and also looks at some of the models you can expect to see over the coming few months.



At last – we now have the Orc and Goblin army available for Warmaster which, together with the Chaos, Dwarf, Empire, High Elf and Undead armies makes the full six in the Warmaster book. Which begs the inevitable question, "Where do we go from here?" Well for a start you can get painting those marvellous

greenskins, and elsewhere in this issue I've described how my own fledgling green horde is getting on. However, following the wise principle that too much really is never quite enough, what everyone wants to know is what else will be available and when.

I suppose the first thing to make clear is that we will be continuing to support the Warmaster game for the foreseeable future. That doesn't mean that there will be a

Some of the siege equipment we hope to be releasing in the future.



new Warmaster army every month as there has been so far. That would prove too much for our sculptors who, I'm told, have work to do for some other games (can't imagine what!). However, there will be new releases for Warmaster and they will be reasonably frequent too. Some of this work is already completed, some is still under way, and some resides yet in the land of hopeful expectation.

Already in the starting blocks and ready to go is a selection of siege equipment, designed by our trainee figure designers. These





Chaos, Empire and Orc Siege towers.

include siege towers, rams, fieldworks, mantlets, and various defensive gear such as cauldrons of boiling oil and devices for dropping rocks on uninvited guests. Everything you need for a siege, in fact, apart from fortifications, but even here Forge World have come to the rescue with castle walls and towers in resin (see page 96 for more details).

For keeping track of protracted combats we have a range of casualty markers. These take the form of individual round bases each with a number of 'deadies'. As casualties stack up, the markers are used to keep track of how many

hits each unit has taken so far in the combat. I don't know about you but I always have to resort to pencil and paper during complex combats, so I know these markers will come in handy.

We also have some very nice wagons and a small selection of new artillery pieces which we haven't quite decided what to do with yet. I suspect some new rules may be in the offing before these will be ready for sale.

Two big Warmaster projects are still under development. That means the figure designers have done some of the

▼ *This scenic Warmaster gaming board was built by Tony Curasco from our Torquay store. If you've made any terrain or conversions you think are worthy of gracing these pages, write in and tell us about it (including a photo).*





Dave's first concept models for the Bretonnian army. Although these are not the final versions, they do give a good idea of how the range will look.



armies whilst players want to collect them.

Aside from new models and new armies we have been busy with plans for expanding Warmaster by means of the GW web-site and an appropriately modest but intensely dedicated magazine which will probably be called Warmaster Magazine (I'm easily confused so it's best to keep things straight forward). We'll be posting

work but haven't quite finished. Almost complete at the time of writing is the new Kislev army from the master of all things tiny, Colin Grayson. Colin sculpted the bulk of the Empire and Orc ranges and these new models are every bit as good. I won't tell you what the army itself is like except to say that there are bears in it somewhere! Although not yet scheduled for release I wouldn't anticipate having to wait too long as Colin has definitely got the Warmaster bug – you should see the Kislevite log fort that's taking shape behind his desk!

Whilst Colin has been hammering away at the Kislev army, Dave Andrews has been making progress on the Bretonnians. Dave made the bulk of the Undead and Chaos armies for the Warmaster range but his real passion is for the high medieval style of the Bretonnians. As Dave is having to fit this work in amongst his other commitments this project isn't as far advanced as the Kislevites, so you'll have plenty of time to practice painting Warmaster scale heraldry. I may be able to persuade the White Dwarf crew to sneak in a photograph of some of Dave's early test models.

Once this work is complete, we have plans to continue producing further Warmaster models for existing armies and new armies too. Colin is already lined up to produce another army as soon as the Kislevites are complete. Quite a few players have asked whether we will eventually make every Warhammer army for Warmaster. Right now I don't know the answer to that. It's taken us years to build up the Warhammer range to the size it is today with 14 armies (Yes I know it's not necessarily 14... it depends how you count them). I think the only assessment it's possible to make right now is that we'll continue to work on new

news and information about our plans on the web-site and in White Dwarf.

Is there any more? Well a few players have asked me about tournaments and I would certainly like to see something organised if there is the demand to justify it. I know that only a tiny proportion of players actually participate in tournaments, but nonetheless I believe that they are important to the life of any game. Just as we have Warhammer and Warhammer 40,000 national and international tournaments, it would be great to include Warmaster in the tournament circuit.

And I think that's probably enough to be going on with. If you love Warmaster and want to see more, all I can say is keep playing it, keep telling us about it and keep spreading the word. I certainly intend to do all I can to champion Warmaster, but I recognise that ultimately the popularity of a game depends upon the enthusiasm and support of its players. So – I would like to thank you very much, each and every Warmaster player. Now – back to those greenies!



Baggage train

Tony also made this stage-by-stage guide to making a ruined farm building out of nothing more than a box of matches.



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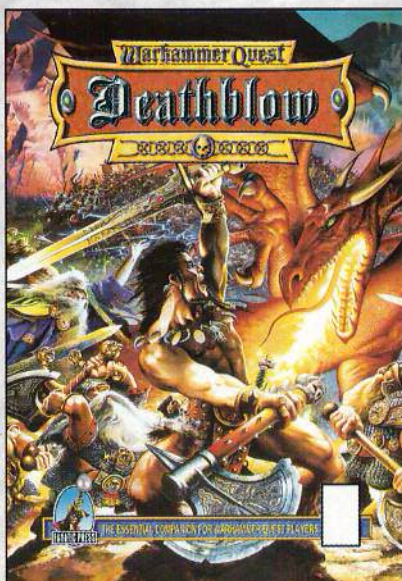
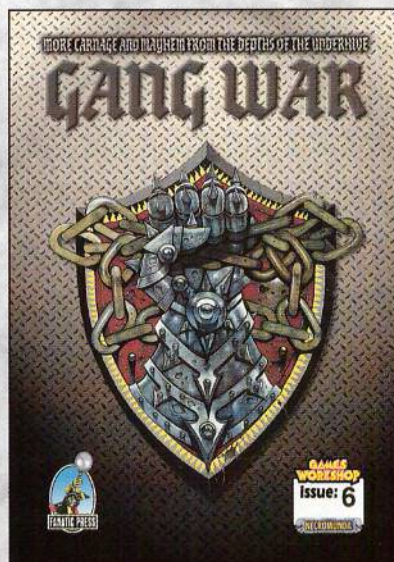
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One of our Land Raiders is missing

When the Orks invaded the home world of the Crimson Fists Space Marines, it was a disaster for the Chapter. Amidst the great tales of heroism, one particularly strange event came to light. During his epic fight across Rynn's world, Chapter Master Kantor came across a burnt and abandoned Land Raider, surrounded by Ork bodies and wrecked greenskin vehicles. Inside, they found Ork bodies sprawled across the controls and decking. Following a lengthy interrogation of the Land Raider's machine-spirit, the following story was related.

When a malfunctioning defence missile had all but destroyed the Crimson Fists' Fortress-Monastery, almost annihilating the entire Chapter, the Land Raider *Rynn's Might* survived the blast and was hurled clear. The detonation woke the vehicle's machine-spirit, which went about executing the last orders it had received – seek and destroy.

Rynn's Might spent several hours righting itself from amongst the tangled wreckage before setting off in search of the enemy. It came across an Ork vanguard shortly after and attacked immediately, its lascannons and heavy bolters turning trucks and buggies into flaming coffins for the Orks. After destroying some thirty Ork vehicles and chasing down their fleeing crews, *Rynn's Might* continued its search.

For three days it scoured the area around the burning Fortress-Monastery, running across several Ork patrols and swiftly annihilating them. It was as night fell on the third day that *Rynn's Might* encountered a full Ork warband. The Orks were thrown into confusion by the sudden attack of the lone Space Marine assault

tank, disturbed by the metallic war cries bellowing forth from its external speakers. In the darkness, the Land Raider's artificial eyes and ears served better than even the night vision of the Orks, and as they recoiled from its initial assault, *Rynn's Might* attacked with greater determination.

Missiles and high energy bolts scorched the hull of the Land Raider, but it continued its charge, crushing bikes and Orks under its armoured tracks, its weapons lighting the darkness with flashes of lascannon bursts and heavy bolter fire, illuminating the battle with the flames of wrecked Dreadnoughts and Killer Kans. The Orks attempted to muster a counter-attack, their Warboss gathering his bravest warriors and Nobz about him. *Rynn's Might* noted this build up of force and headed for the Ork leader at full speed, ignoring the shells that ricocheted off its armoured hide as it drove over the mangled corpses of the greenskins.

Out of heavy bolter ammunition and with its lascannons fused from near-continual firing, *Rynn's Might* used the only weapon left to it – its bulk and weight. Many of the Orks fled from this image of the Emperor's fury as it bore down on them, searchlights blazing in their eyes, external vocalisers still blaring prayers to the Emperor. The Warlord stood firm though, firing blast after blast from his crude cannon, until a lucky shot splintered a track link and sent *Rynn's Might* spinning madly. Immobilised, there was little it could do as the Orks clambered across its hull with their tankbusta bombs, blowing off chunks of ceramite and adamantium.

But *Rynn's Might* was to have a final vengeance. It opened up its hatchways and assault ramp, and the Orks poured on board, eager to loot what they could from this prize. As they entered, *Rynn's Might* slammed the entrances shut again, hydraulic rams cutting Orks in half and trapping the Warlord and his bodyguard on board. In a final act, *Rynn's Might* overcharged its reactor, spewing plasma and poisonous gases into its own interior, incinerating and choking the greenskins that had got inside.

Kantor ordered the location of *Rynn's Might* to be recorded carefully and left a guard over its remains, vowing to return and retrieve its machine spirit and give it a new body so that it might fight with such vigour and determination once again.

By Gav Thorpe



The Orks feel the full fury of the Land Raider.

OBJECTIVE 103

Rittman took a last drink of aquavit and wished he hadn't bothered. He spat the mouthful back into the flask, then reached up and turned on the command readout. It came online, the enemy positions marked in red, his own forces in blue.

He punched up the primary objective marker. A pale blue star moved over the holo and settled on a tall building with no name, only a designation: Tower 103. The rebel command bunker for this sector was supposedly in its sub-basement. The secondary marker slid into place, hovering over a line of lower buildings which ran along the river front one thousand metres beyond the tower. One by one the icons changed. Reconnaissance reports were filtered into the system, and a large red symbol flared next to the objective marker. A Titan, but only one Titan – a Night Gaunt. Smaller red triangles marked probable infantry in their bolt holes. In all, less than a full battlegroup. Perhaps there was a chance the attack would work after all.

As each vehicle captain completed his system checks, one by one the Land Raider icons flashed, then became a steady white, a tiny number next to each. Sword Seven, the oldest machine in the company, was the last to report in as usual. The tech-adepts had spent much of the night repairing its worn suspension units. The comm-net whispered as each Raider crew joined in prayer to the Emperor. Sword Company was ready to move.

Rittman sat quietly, reviewing the situation. Behind his force, other units were coming online. A batch of white triangles marked the infantry dispositions behind him. This time they would follow the Land Raiders, rather than ride in the machines, reducing any pockets of resistance that remained. But it was Rittman's company that would bear the brunt of the fighting, running on point. His machines, still hidden in the ruins of a warehouse complex, would have to fight and win against the Night Gaunt. That meant crossing open ground under fire from the gigantic machine. Rittman hoped that there would be enough of the company left to do the job afterwards. There was nothing to be gained by staring at a display. "This is Sword Leader. Company!" he paused. "Follow me!"

The Raiders' tracks squealed as they moved out of the warehouse. Rust, shaken loose by the howling engines, fell from overhead beams and covered the machines. Rittman watched the holo as the Land Raiders rumbled into position in the company column. They drove between shattered buildings, each machine's tracks throwing up rubbish as they moved over patches of rubble. They crossed a square, its abandoned market stalls still laid out waiting for long-dead customers. The Raiders crashed through them all, trailing streamers of bright cloth from hatches, tracks and lascannons. Where the cloth flapped against hot exhausts it smouldered, dropping from the machines in small, burning lumps.

Rittman monitored the company's movement on the holo. The Land Raiders were running parallel to the rebels, shielded from view by a line of ruined buildings. The road they were using was taking them closer to the enemy, but ahead the ruins turned to tangled wreckage. It was impassable to the heavy armoured vehicles. They had come as far as they could manage, and it was time to break cover.

Rittman leaned forward. "Company, left wheel. Follow me."

Lahoon, Rittman's driver, slewed the machine round and drove straight into a ruined building. Plasteel clattered down on the hull as he drove through its broken front windows. Then the back wall collapsed as the big machine crunched through it. The Raider turned sharply as its tracks caught on a crossbeam, and Rittman was thrown sideways in his seat.

One by one, the rest of the company followed. The information opened out as the Land Raiders jolted across the rubble. In front of the machines was open country, a dead zone which stretched all the way to the rebel oppositions. A killing ground which had to be crossed quickly.

The Night Gaunt's Princeps had seen them at last. The composite image in Rittman's tactical display showed the Night Gaunt's plasma reactor coming online. Its shields winked into existence. Its plasma reactor was still warming up as the company moved forward. Then the Titan was striding towards the Raiders, its macro cannon aimed and ready. Smaller weapons winked at its feet as the rebel foot soldiers opened up. At this range their firepower was of no consequence. It was only the Titan that mattered. Rittman switched the holo to overview. Sword Company, all thirteen vehicles, was spread out in a rough line. The Raiders were running at top speed towards the Titan.

In his earpiece he could hear Lahoon repeating a prayer to the

Emperor. The range was closing rapidly. The Titan fired, and a Land Raider, Sword Ten, skidded to a halt. Its hull was blackened and charred, its entire left side gone, torn away by the macro cannon's blast. Rittman watched as Sword Ten's icon went black in the holo.

"All Swords, attention. Evens, advance. Odds, overwatch fire." Rittman selected the auto-fire systems of his own lascannons, and left the machine-spirit to do the work. The tiny thought-machine was a better shot than he had ever been.

"Sword Nine. Ignore the infantry." The Titan, that was the only true enemy here. It fired again. Sword Nine had no time to obey Rittman's orders as it took a direct hit and dissolved into a bright mushroom cloud. There was another black icon in the holo display.

"Odds, advance. Evens overwatch. By the numbers." The lascannons on Rittman's command Raider fired again. The Night Gaunt's icon flared orange as a void shield collapsed.

The Land Raiders were moving forward in pairs, one machine firing from what little cover was available while the other rushed forward. Again the Titan icon went orange as another shield went down. Sword Twelve melted in the heat of a direct hit, spraying metal into the air. The Raider's icon vanished for a moment as the holo's system was confused by the metallic cloud of debris. Then it came back, the solid black of a kill. Sword Seven dropped out of the line and came back to a halt, broadside on to the Titan. The suspension units had failed again. The vehicle captain scrambled clear as the Night Gaunt took aim. His driver was less fortunate, and the Raider became his tomb. In Sword Leader, Rittman cursed.

Yet the Titan was pulling back, its Princeps picking his way through the rebel positions. He was walking the machine backwards, and managing not to crush any of his supporting forces. Even in the heat of battle, Rittman could admire the man at the Titan's controls. Such a talented heretic had to die, he could not be allowed to use such skills against the Emperor.

"Evens maintain fire on the Titan. Odds fire at rebel ground targets." They were close enough for the infantry to be a danger.

Rittman's tactical display flickered as the Titan's last void shield collapsed. The Night Gaunt stopped moving backwards, its Princeps had realised that retreat was futile. Rittman was ecstatic.

"Fire at will. We have him!"

The Raider crews needed no encouragement – time was not on their side. The Night Gaunt's shield generators might reset at any second, and then it would be invulnerable again. Only while its void shields were down was there any hope of besting the machine.

Molten metal flowed down the Titan's legs and chest as the Raiders' lascannons scored hits. In the holo Rittman saw the Night Gaunt's shoulder fuse; its macro-cannon was locked in position, pointing uselessly at the skyline. Its chest armour failed, and a las-cannon bored into its internal mechanisms. The machine was wounded, perhaps even dying, but it could still win this fight. A good Princeps could still use the Titan's size and speed to stamp Sword Company's Land Raiders into the ground.

"The chest! The chest! Go for the chest!" the Night Gaunt was no longer a machine for Rittman. He was slaying a giant, ripping its heart out, breaking its bones, stabbing the life out of a monster.

Then one stray shot caught the Night Gaunt in its knee. The joint popped and the Titan leaned over as the leg buckled under its weight. The Titan fell backwards, its chainfist flailing uselessly as the Princeps



Land Raiders thunder across open ground.

ed to keep his balance. Rittman waited for the head to eject, carrying the Night Gaunt's crew to safety, but it didn't happen. The chest, already weakened, groaned and shattered under the new strain, opening out in jets of white light and screeching gas as the plasma reactor went critical. The Night Gaunt crashed to the ground, and the boiling plasma, hotter than a sun's heart, did the rest. It exploded in white fire, and the rebel position around the machine's carcass dissolved. Rittman's holo cut-offs overloaded and went dark.

There was a moment of stunned silence in each Land Raider, the only sound the muted roar of engines. Then the comm-net started chattering, the crews congratulating each other.

"Echelon Left. Range two hundred. Rapid fire."

Rittman allowed his crews no time to enjoy their victory. He was determined to win. He switched on the holo. He could see tiny, fleeing figures – some of the rebels were breaking. The catastrophic loss caused by the dying Night Gaunt had been too much for them. In places, he saw, the Traitor Marines were holding, trying to make a fight of it. But even they were shaken by the destruction of their only Titan.

"Advance. Odd numbers forward. Evens overwatch." Rittman's words carried through the sound of battle to each vehicle captain.

Sword Leader's hull shuddered, as though hit by a tremendous hammerblow. Lahoon's gasp was loud in Rittman's ear. He stared at the damage readouts: all clear. He punched up the playback and watched a Dreadnought fire a missile at his Raider. It came straight in, a perfect shot aimed at the transmission systems. He blinked involuntarily as the recorded missile hit, waiting for an explosion that never came. It had malfunctioned! Surely here was an omen – the Emperor's luck was with him today!

And then, in an instant, Rittman thought the advance was on the point of dissolving into confusion. Sword Company were still moving forwards, following orders to the letter, but now the raiders were rolling over and through the rebel positions. If an enemy officer managed to rally his troops, any of his troops, Rittman's company would be vulnerable.

But it didn't seem to be happening. The enemies were still running. Sword leader came to a halt outside Tower 103. Its icon flashed, blue and white, on the holo: Objective Taken. The command acknowledgement from headquarters came up. Rittman's achievement was confirmed. Outside the vehicle, rebels streamed past, throwing aside their weapons, dropping packs and respirators in their desperate attempts to escape. They were running towards the river, their only hope of salvation.

But Rittman had to be sure that the victory was his. No one was going to take it away. He snarled and punched his personal code into the Raider's command system. The top hatch opened, and he climbed up, standing on the command seat. He swung the command hatch's storm bolter around and pointed it across the smoking ruins, firing into the fleeing rebels. They were swept away by a cloud of tiny explosions. He kept firing and the bolter readout glowed amber, then red. It had run out of ammunition. Rittman heard a single shell case slide down the front of the Raider and drop to the road with a tiny clink. Behind him Sword Four was burning, a loose hatch flapping in the fire's breeze. Beyond the wreck were the familiar figures of his infantry support, advancing through the smoke.

The smell of burning meat blew across Rittman as a flamer team hit a foxhole, and another one, and then a wrecked Dreadnought. The troops were burning everything in sight, a celebration of victory. There was a



He flipped back to real-time, the Dreadnought got no second chance. Sword Three crashed forward, sweeping the rebel heretic off its mechanical feet. The enemy machine was crushed beneath the Raider's tracks. "General advance. Fire at will. Watch your targets!" Rittman grinned like a Fenrisian wolf. The attack was becoming a pursuit. All around Sword Company the ground and sky seemed to be on fire. Rittman could hear the chatter on the comm-net as his drivers and captains pinpointed targets. He watched the command readout count down the distance to the Company's primary objective, then he punched up the range to a secondary target.

"Keep going, keep going," Rittman howled at his company. He could feel the berserker rage building within him. Victory was within his grasp. "We have them now. Dress the line, Sword Five."

Sword Five burst apart as it ran over a rebel suicide bomber. The leading Raider, Sword Two, threw a track and was immediately covered by the swarming rebels. There was dull explosion, and Sword Two's white icon turned black on the command holo. Rittman turned his Raider's lascannons on the remains of Sword Two and fired. The rebels fell back, leaving their cauterised dead as grotesque decorations on the Land Raider's hull. Rittman screamed in hatred – didn't these fools know when they were beaten?

"Kill them all! Vengeance for the fallen! Vengeance for the Emperor!"

dull 'crump' and the flamer ignited a grenade, the laughter at the dead rebels who twitched horribly as their ammunition cooked off.

Rittman pulled the comm-net out of his ear and swung his legs out of the hatch. Suddenly careless, he sat down and drummed his heels against the armour. Lahoon had powered down the engines, and they creaked quietly as they cooled. He nodded as an Imperial Guard sergeant saluted him. The man's uniform was pristine. As he turned away to shepherd his men past the battered Land Raider, Rittman had to fight down the urge to ask the sergeant where he had been, to throw dirt all over his spotless uniform, to hit him, perhaps even shoot him – but the bolter was empty.

The moment passed. The battle was over, and Rittman was weary.

By Bill King. Edited by Jervis Johnson

Editors Note: This story was set during the Horus Heresy, the galaxy wide rebellion led by the Warmaster Horus. The rebellion occurred during the period when the Imperium was being founded in the 30th Millennium. At that time the Space Marines were organised into Legions rather than Chapters. The Legions were considerably larger than the later Chapters, and it was not uncommon for them to include entire Companies of Land Raiders.

Behind Enemy Lines.

One of the most famous stories in the history of the Red Talon Space Marine Chapter is that of Tech-Marine Clearn, his driver Marine Rillan, and their Land Raider *Eagle's Claw*. The action took place during the first day of the Battle of Amion, during the campaign fought against the rebel Imperial forces of the self-styled King of the Further Reaches in M41.917. The battle resulted in the breaching of the rebels' main defensive lines, and led to the final defeat of the rebel forces.

Eagle's Claw formed part of the Red Talon's 6th Company, which had been split up over a wide front to support the Imperial Guard units making the attack. Clearn had been given the task of first supporting the assault and then, once the rebel lines were breached, to aid the 189th Armageddon Steel Legion as it exploited the breakthrough.

By 0620 the Land Raider was 2000 metres ahead of its original start line and was beginning to catch up with the Bane Blades, Leman Russ battle tanks and Imperial Guard infantry assault teams attacking the rebel lines. As *Eagle's Claw* crossed the last line of rebel trenches it came under fire from rebel anti-tank teams armed with Imperial lascannons, which had already managed to knock out two of the Guard's Leman Russ tanks. The lascannon fire damaged *Eagle's Claw's* communications array, cutting Clearn off from the rest of the Company for the remainder of the battle. Undeterred, Clearn was able to use a belt of trees for cover in order to close with the enemy in relative safety. Bursting from the tree line the *Eagle's Claw* swept over the rebel position. The rebels attempted to flee but were cut down by the Land Raider's heavy bolters. The Guard assault squads arrived to occupy the position and Clearn set off again, travelling east towards the main objective of Amion itself.

By now the 189th had come forward and were beginning to harry fugitives from the broken enemy lines. Unfortunately, wherever they met stiffer opposition, the mechanised infantry began to suffer casualties and were forced to halt. Clearn provided assistance in two such actions, destroying five enemy tanks and killing dozens of enemy infantry in the process, but more importantly allowing the mechanised infantry to head on towards their next objective.

At this point Clearn evidently decided that he would make far better progress on his own. His map told him that there was an enemy supply cantonment in a shallow valley not more than five kilometres away. He headed towards the location of the camp, and when he finally reached the crest of the valley, he found the occupants hastily stuffing their belongings into their packs as they attempted to evacuate. Clearn opened fire at once, killing or wounding sixty of the rebels before the rest made good their escape, and then using *Eagle's Claw's* lascannon to blow up the rebels' vital stock-piles of fuel and ammunition which had been left in the camp.

This secondary objective having been reduced to a blazing inferno, Clearn decided to head towards the main objective of Amion. He soon came across files of rebel infantry retreating towards the defences of the hive and engaged them at ranges of 200 to 600 metres. *Eagle's Claw* remained in the area for over an hour, shooting at any sign of movement as it cruised up and down. In the process, return fire damaged the *Eagle's Claw's* fuel cells, which started to leak fumes into the interior of the tank, rendering the air so poisonous that the crew were forced to don the helmets of their power armoured suits.

Because of the risk of fire and explosion most men would have decided that enough was enough. Clearn, however, was not a man – he was a Space Marine, and a Space Marine of the Red Talons Chapter at that. So, although he was now completely alone, he decided to press on. Soon he found himself in the midst of the retreating rebel army, surrounded by columns of vehicles and marching men who believed they were beyond the reach of danger.

When *Eagle's Claw* opened fire on them at close range, inflicting heavy losses, a wild panic ensued. Men ran in all directions, vehicles careened out of control and crashed into each other. It was carnage!

Now satisfied, and with no ammunition left for his heavy bolters and the barrels of three of *Eagle's Claw's* lascannons burnt out from over-use, Clearn ordered Marine Rillan to turn for home. But he had left it a moment too late. The enemy had brought up a battery of Basilisks, which quickly scored three hits, causing *Eagle's Claw* to burst into flames. Clearn and Rillan leapt clear, pausing only to grab their bolters from the burning vehicle's ready rack as they did so. Surrounded on all sides by enraged rebel infantry, the fate of the two Space Marines was never in doubt. Nonetheless, they put up a stiff fight as the rebels swarmed round them. Finally, however, Rillan was shot dead, and Clearn was dragged down and kicked and hammered with lasgun butts until he was unconscious.

Hours later the burned out shell of *Eagle's Claw* was found by the advancing 189th Armageddon Steel Legion some 16 kilometres beyond what had been the original start line. How it had got there remained a mystery and a source of much speculation to the troops that made up the armies fighting in the campaign for many months. It was only when Clearn was freed from the cells of infamous Temple of Truth Through Pain that the full story was able to be told. But by then the colourful tales of the exploits of the Land Raider *Eagle's Claw* had already become legend...

By Jervis Johnson

The Battle of Thranx

Few worlds have suffered beneath the scourge of heresy and treachery like the hive world of Thranx in the Segmentum Solar. From its day of liberation during the Great Crusade to the day of its Exterminatus by the Dark Angels, Thranx was a by-word for anarchy and disruption. During the 36th Millennium an alien-inspired rebellion erupted amongst the monolithic equatorial heat sinks which controlled the atmosphere and heat exchanging across the rest of the world-encompassing hive. Aliens controlling the rebels sought to ransom the world for their own ends but were met by the solid resolution of Governor Gount Momery. He sent his own finest mechanised regiments against the rebel positions without hesitation. At his command, ten thousand Leman Russ tanks clattered across the endless rooftops and terraces which covered the world-hive.

The Governor's proud tanks were decimated in the course of a single afternoon by rebel lascannons and Earthshaker cannons mounted high on the ziggurat-like steps of the heat sinks. As the tanks advanced across the open rooftops the rebels simply picked them off. Over five thousand wrecks were left upon the battlefield. Governor Momery was a rash man, and sent his depleted regiments again the next day, this time preceded by a massive bombardment from orbital monitors and attack craft. Unfortunately the damage to the rebels' defences was counterbalanced by the cratering of roadways and bridges the tanks needed to advance. Two thousand more wrecks were added to the battlefield before the regiments broke and fell back again.

By now the rebels were literally turning the heat up across the whole planet and millions of citizens were already dying of heat



Dark Angels Land Raiders patrol on a hive world.

stroke and dehydration. At last Governor Momery instructed his Astropaths to request assistance from the Adepts of Earth. By great good fortune, a Battle Barge of the Iron Hands Chapter of the Adeptus Astartes was passing close to Thrax and it was diverted to prevent Thrax becoming a dead world. The Iron Hands Companies aboard were depleted after a tunnel fighting campaign on Kolyra, but their vehicles were intact. Their leader, Commander Sien, determined to make a last ditch offensive using his handful of Land Raiders and the Governor's surviving tanks for support. Although his force was limited, he believed that if the rebels' defensive position could be cracked at one point, the entire ring of heat sinks could be easily rolled-up by the Governor's troops. He led the five Land Raiders of his company forward during the night, walking ahead of them to personally examine the route while the rebels were kept busy with a bombardment from the battle barge overhead.

Commander Sien mounted up and led his Land Raiders into the attack at dawn, forming a hardened tip to a wedge of Thrax Steel Legions in an assault on Heat Sink 871. The defence was bitter, from the instant the Land Raiders appeared they were at the centre of a storm of shells and bolts raining down from above. The heavy armour of the Raiders shrugged aside much of the fire but Sien had advanced no more than 200 metres before Land Raider four, *Metallus Gravis*, was immobilised by a shattered track and then destroyed as rebel Earthshaker batteries found their range. The other Astartes battle tanks pushed forward, racing along a shell-torn skedway to reach the first ramp up the flank of the heat sink. Land Raider two, *Quoth Karrasis*, was blown apart by a direct hit from a rebel defence laser at the top of the ramp. Sien allowed the laser no time to recharge and gunned his own machine, *Cestus*, up the perilously narrow roadway to get a clear shot at the laser's armoured cupola. After a few tense seconds *Cestus* reached a firing position, only to miss with his first salvo of lascannon fire and be left fully exposed to the emplacement's return shot. To Sien's amazement the panicking rebel gunners also missed and he was able to use the Land Raider's heavy bolters to drive them away from their position.

Wasting no time, Sien turned up the second ramp followed by Raiders three and five, only to find his way blocked by welded steel anti-tank obstacles. Commander Sien and his Tech Marine dismounted under increasingly intense fire from rebel infantry to attach melta bombs onto the obstacles, both being lightly wounded in several places. As they remounted, Raider five notified them that the defence laser was being re-manned. Sien detailed Raider five to keep the laser position suppressed, but as the giant tank turned to bring its full armament to bear it slipped partly off the roadway and was left with its right tracks hanging over empty space a hundred metres over the steel plain below. With commendable clarity of purpose, Raider five opened fire on the laser emplacement and knocked it out with several direct hits. Seconds later a shellburst tipped Raider five over the edge and Sien was reduced to a command of just two tanks.

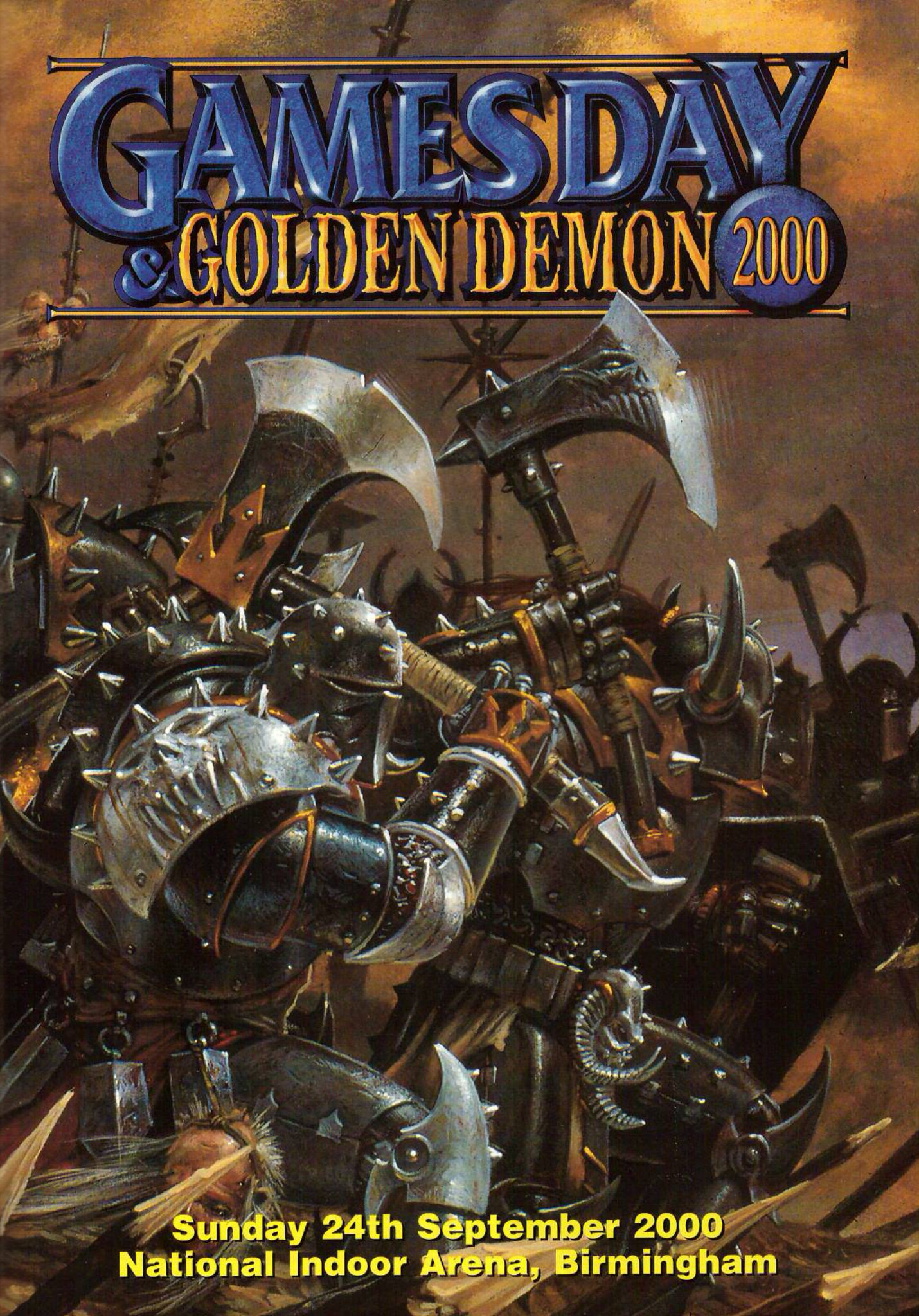
Sien triggered the melta charges and pushed on, *Cestus* leading and Raider three giving fire support, the two battle tanks ground up the second ramp, scattering enemy infantry and taking more hits as they did so. The third and final ramp was blocked by a salvaged Leman Russ, its battle cannon zeroed in on the corner as Sien made the turn. Once again the Emperor was watching over Sien and the hit only wrecked one of his lascannon sponsons. Slewling his vehicle to bring the other weapons to bear, Sien riddled the Leman Russ with lascannon bolts. To clear his path he maintained fire on the tank until it was reduced to a molten skeleton. Crunching over the wreck brought him to the top of Heat Sink 871 where the two battered Land Raiders made short work of the Earthshaker battery atop it. With the rebels' defences fatally breached the Thrax Steel Legions swarmed into the gap and began the long process of reducing the rebel redoubts. At the end of the battle Sien counted the number of hits to his Land Raider's adamantium hide and found it had survived 132 enemy shots.

By Andy Chambers



**Tickets
on sale to White
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GAMESDAY & GOLDEN DEMON 2000



**Sunday 24th September 2000
National Indoor Arena, Birmingham**

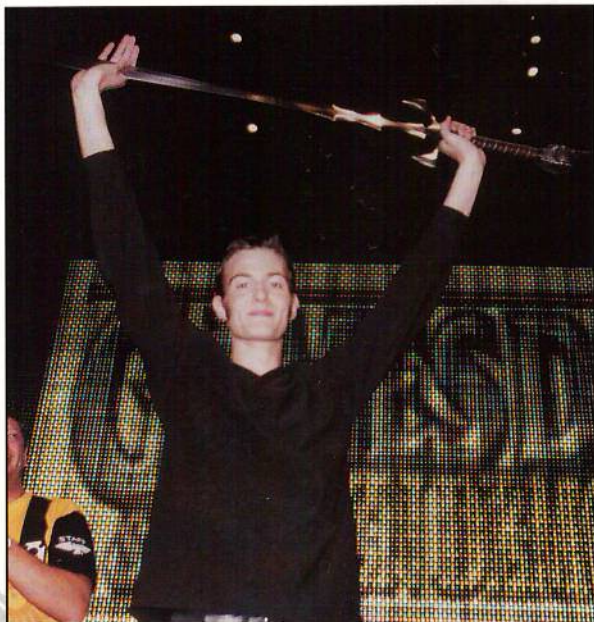


It's that time of year again as another Games Day approaches. Golden Demon marshal Alan Merrett gives us the lowdown on the entry requirements for the Golden Demon 2000 tournament which, as usual, will be held on the day. So get painting and don't waste those long, lazy days (and evenings) of summer!

There are few sights as awe-inspiring as the display tables at the Golden Demon competition. Thousands of carefully painted models fill every square inch of available space, each model the result of hours of painstaking care and attention. What a testament to the skill and patience of the competitors! It is a great thrill for those of us who work for Games Workshop to see how inspiring our labours have been and to be inspired in turn by the fabulous range of entries. Year after year two things still bring a smile to my face. The first is seeing the delight, pride and excitement the winners enjoy when they are presented with their Golden Demon trophies, the second is the sheer number of entries we get each year. This doesn't make judging very easy but does show that there is huge interest in taking part in the event, which is really the point of the whole thing after all!

As in previous years we are running three separate competitions: Golden Demon itself, the Young Bloods competition and the Open competition. The main event is Golden Demon and there are gold, silver and bronze trophies to win in each of the ten categories. The model judged to be the best of all the Golden Demon entries wins the coveted 'Demon Slayer Sword'. The Young Bloods competition showcases the very best efforts of the younger enthusiasts. The Open competition is our special 'free-for-all' tournament. Anybody can enter but beware, even the GW staff can have a go so the standard is always very high indeed!

Veterans of Golden Demon will be very familiar with the format of the competition and how to enter, but check out the categories carefully, as some of them have changed. For those of you thinking of entering for the first time, read these pages carefully, especially the Competitor's Guidelines! Anyone coming to the Games Day 2000 event can enter Golden Demon. For full details of the procedure on the day, read next month's White Dwarf. In the meantime, good luck to all of you who enter! See you there!



Above: Last year's Slayer Sword Champion Jakob Neilsen holds his cherished trophy aloft.

Right: Jakob's superb winning entry – Tyrion, High Elf Prince.

Check out all of last year's winners in White Dwarf 244.



COMPETITOR'S GUIDELINES

You can only enter once in each category and all entries to Golden Demon, Young Bloods and the Open must be painted Citadel Miniatures, Forge World models or scratch-built models that you have sculpted yourself.

All single miniatures must be mounted on the appropriate gaming bases.

We welcome conversions and scratch-built models (ie, original designs of your own making) in all categories but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges which we produce.

Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000.

Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly.

We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 24th September 2000. All entries must be collected from the

show stands at specified times by the entrant in person. These times will be published in next month's White Dwarf and will be announced over the PA system on the day.

All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these kinds of things nor the staff to look after them. We will all be far too busy looking after the entries themselves (rather more precious, you'll agree!).

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to display, photograph and publish details of models entered as we see fit.

Finally, remember that the point of the painting tournaments is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

Golden Demon 2000 Categories

There are ten different categories in the Golden Demon tournament. Read the following category descriptions carefully, even if you have entered the competition before. There are one or two surprise changes from last year! In all cases, the judges will be looking for models that are, above all, well painted and well presented. In addition, we will pay attention to how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we will not reward innovation and creativity, but this must be demonstrated within the atmosphere and spirit of the worlds we have created as presented in our games.

Other useful things to think about are the choice of models, the number of categories to enter and the model's base. Don't think that by entering every category you will necessarily increase your chances of winning. In fact most people are better off concentrating on only one or two categories and doing a really top job with the entries rather than spreading their efforts. Again the models you choose can be an

important factor. The judges are all staff at the GW Studio and so are quite familiar with the latest models and new releases. In fact, we will have seen these models many months before the tournament. This means that we are unlikely to be swayed by the novelty of a new release miniature. We will be swayed by superb new interpretations of old favourites! Lastly, a brief note about bases. Put some thought into the base and how it can set off the colour scheme of the model mounted on it. A poorly finished base can ruin a perfectly splendid paint job. Similarly a base completely stacked with mounds of detail can overwhelm a model.

So here are the new categories, and remember that all entries must be Citadel Miniatures, Forge World models or scratch-built models of your own devising. Conversions are allowed and, in fact, welcomed! Warhammer 40,000 categories include entries for Necromunda, Gorkamorka, Epic 40,000 and Battlefleet Gothic. Warhammer includes Mordheim, Warhammer Quest, Warmaster and Blood Bowl.

Category 1: Warhammer 40,000 Single Miniature

Any single Warhammer 40,000 miniature mounted on a standard 25mm round slottabase. Models on larger bases should be entered in another category. Note that bike-mounted character models must be entered in the Vehicle category.

Category 2: Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is the category for Epic 40,000 detachments. It also includes gangs and warbands from Necromunda and Gorkamorka. All 'squads' must be legal in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent. This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger models should be entered into Category 3. All models should be mounted on their standard gaming bases. Many entrants create presentation bases on which the entire squad can be displayed. This is perfectly acceptable and can seriously enhance the appearance of the models. But if you do choose to make a display base for the whole unit, please don't make it too big! We will not show any display bases if space on the day is tight.

Category 3: Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought and walker models. This category includes single bike-mounted characters if this is appropriate to the army in question (eg. Space Marine Captain on a bike). Battlefleet Gothic spaceships can be entered in this category as well. Although most of these models tend not to be supplied with a base it is quite acceptable for you to mount the vehicle on a modest base (no more than 2cm larger than the vehicle itself). Forge World's Imperial Armour models may be entered in this category.

Category 4: Warhammer 40,000 Monster

This category is for any single large Warhammer 40,000 model mounted onto a 40mm square, 50mm square or 40mm round gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc.

Category 5: Warhammer Single Miniature

This is open to any single fantasy miniature (Warhammer, Warhammer Quest, Mordheim, Blood Bowl). This includes single models on horses, boars or wolves, but not mounted on large monsters. All models must be presented on their standard gaming bases. Generally these will be 20mm and 25mm square bases for foot figures and 25x50mm cavalry bases for mounted models.

Category 6: Warhammer Regiment

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be 'legal' units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking for leaders, standard bearers and musicians for Warhammer regiments. Some people like to make a display base for the whole unit. This is fine but please be modest. Space is at a premium and we cannot guarantee that all display bases will be shown on the day.

Category 7: Warhammer Monster

This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg. Orc Warlord on War Wyvern).

Category 8: Duel

This is a new category comprising two single models mounted onto a single 40mm or 50mm square base. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges (or indeed any of our other games).

Category 9: Battle Scene

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

Category 10: Large Scale Model

Another new category, this one is for large-scale gaming or display models. The entry should be a single model and it may be mounted onto a plinth or display base. This category includes busts as well as full models. Models from the Forge World Collector series and Showcase series and scratch-built models may be entered in this category. Note that Imperial Armour models should be entered in Category 3.

The Open Competition 2000

As always, the Open competition is your opportunity to let your imagination run riot! Anything goes! Your entry could be a single model, a sweeping diorama, or an artefact. We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science-fiction modelling can be at its best. Phew! This is always one of the hardest competitions to win, not least because we encourage our own staff to enter. Yes, that's right, GW painters and modellers get to enter this as well! Why? Well we want the Open to espouse the very best aspects of painting and modelling and we want to give our very talented staff the chance to join in the event as well!

The Young Bloods Competition 2000



Farseer by James Taro
1st place Young Bloods 1999

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Gorkamorka or Blood Bowl, on its standard plastic gaming base.

Models must be single foot figures, no mounted models or groups/teams. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the atmosphere and spirit of the game worlds.

HOW TO ENTER

1. Make a separate copy of the entry form shown here for each one of your entries. You can photocopy this form as many times as required. Remember to fill out a different form for each entry.
2. Decide which category you want the entry to be entered

into and mark it on the form: put the name of the category and the number of the category in the space labelled.

3. Fill in the rest of the form in BLOCK CAPITALS.

4. Bring all of these forms with you when you register the models on the day of competition. Note: we will not accept any entries without these forms, so don't forget them!



**Entry
Number**

For official use only

OFFICIAL ENTRY FORM

**IMPORTANT: Please fill in a
separate entry form for each entry!**

Name

Address

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Telephone Number

Category Name & Number

Description of entry

FOR OFFICIAL USE ONLY:

Category Number

1	2	3	4	5	6	7	8	9	10	YB	OC
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The Roll

INDEPENDENT GAMES WORKSHOPS

The Roll of Honour is a list of Independent Games Workshop Full Stockists.

Each of these shops stocks a large range of Citadel Miniatures blister packs and boxed sets, as well as boxed games, rulebooks and supplements for Warhammer and Warhammer 40,000.

This month we are taking a look at Full Stockists in the United Kingdom, next month we will focus on shops in Scandinavia, Benelux and Eastern Europe.

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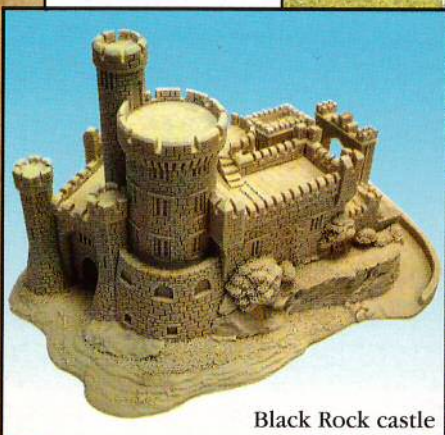
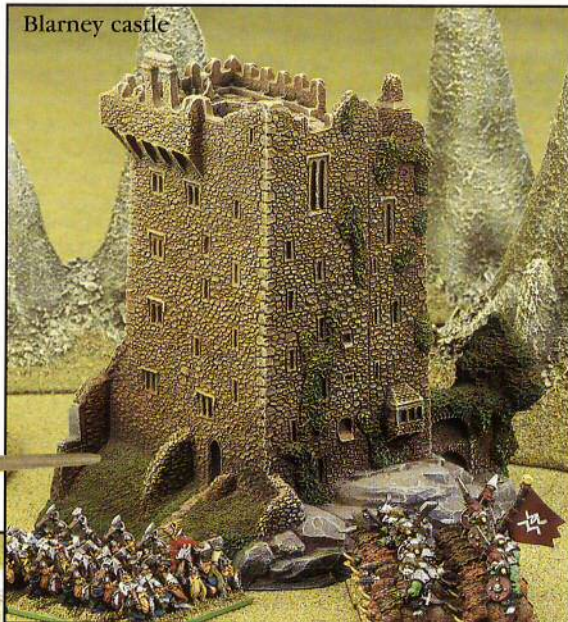
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WARMASTER TERRAIN

Your Warmaster armies can now defend massive stone fortresses against marauding Orc warbands or attack from a mighty Empire ship with the release of Forge World's new range of high quality resin terrain models.

Forge World terrain can be used either as stand-alone pieces or, if you're feeling adventurous, you can incorporate them into your own terrain features to create fantastic landscapes for your armies to fight over.

Blarney castle



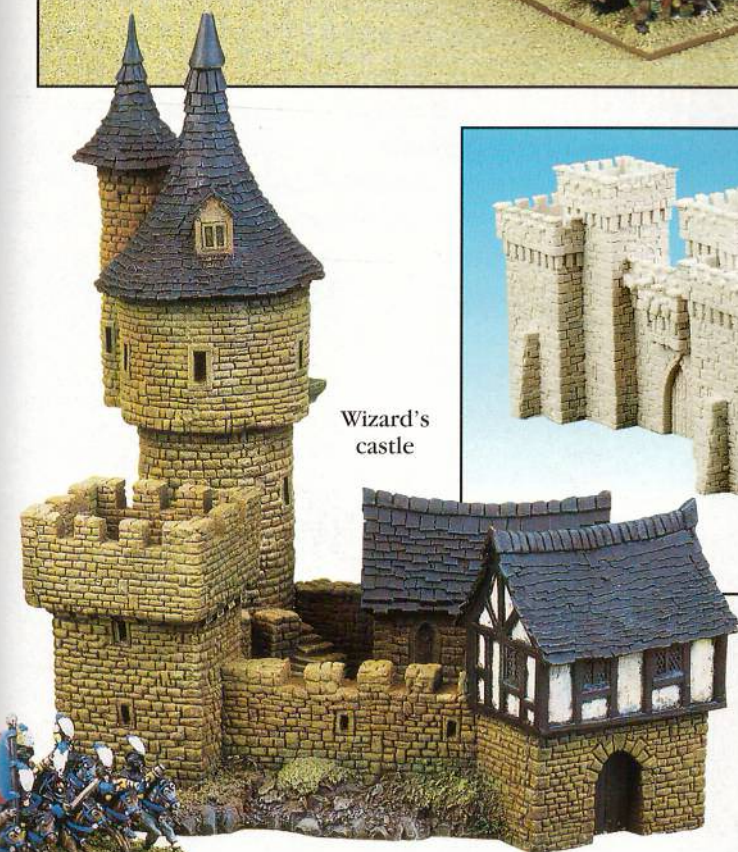
Black Rock castle

► Model maker Mark Jones has modelled the Black Rock castle piece into a modular terrain board to create a sea bastion defending a shore line.

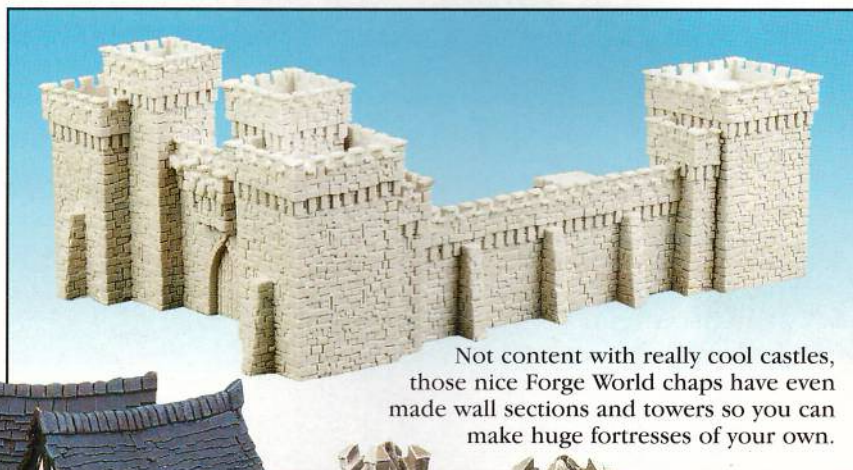




An Orc warband heads out from its settlement to raid and pillage the lands of men.



Wizard's castle

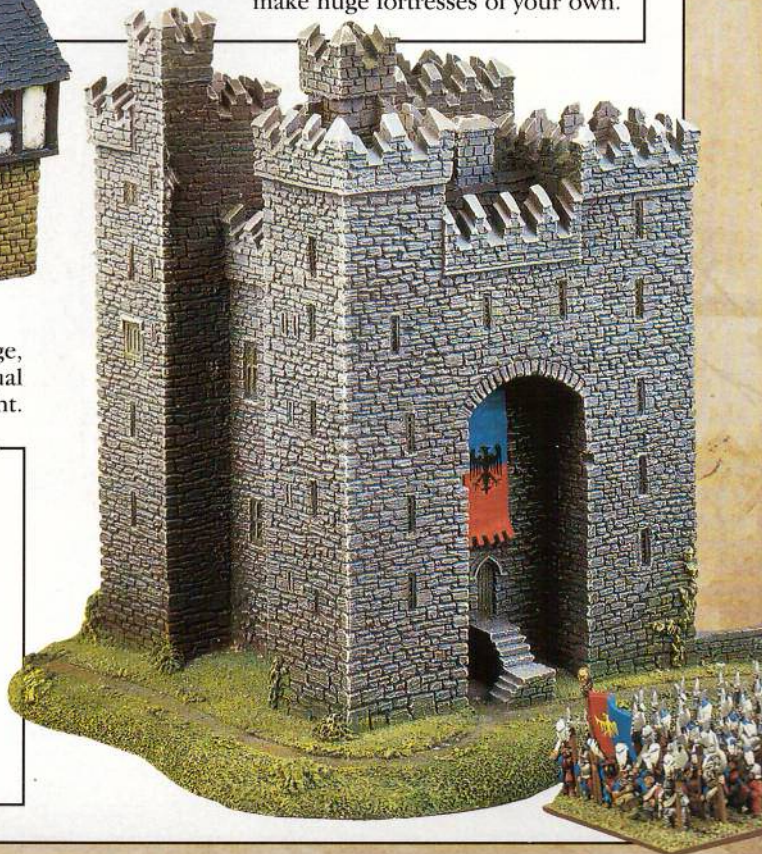


Not content with really cool castles, those nice Forge World chaps have even made wall sections and towers so you can make huge fortresses of your own.

► Produced in conjunction with Irish Heritage, some of the models in the range are scale models of actual castles and towers, such as Bunratty castle shown to the right.

These new terrain features are just the tip of the iceberg. Forge World also makes scenery for Warhammer, Warhammer 40,000 and much more.

For more details on these and other ranges, contact Forge World mail order on 0115 916 8177 (9pm-6pm Mon-Fri UK time) or send an SAE to Forge World, Games Workshop, Willow Road, Nottingham, NG7 2WS for the latest catalogue. Forge World also have an online store at www.blacklibrary.co.uk.



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KIN-STRIFE ON KALAMIR

A WARHAMMER 40,000 BATTLE REPORT BY GAV THORPE, MATTHEW HUTSON AND PHIL KELLY

This month's battle report chronicles the clash of two Eldar craftworlds over the fate of the paradise world Kalamir. Both factions are convinced they are following the right path, and ancient pride will not allow them to back down...

When the Imperial Explorator ship *Firmament Reproached* entered star system LVX-11/a, the Techpriests on board were delighted to find a habitable world within the system's primary biosphere. Lush jungles and verdant plains were revealed by orbital auguries, making it a perfect world for colonising. It was decided to send a ground team to investigate further.

The Rangers of Alaitoc who saw the probes descending thought differently. They had been shadowing the *Firmament Reproached* for many months as it headed towards the world they called Kalamir. Once a principal planet of the shattered Eldar empire, there were many secrets of the Eldar race lying beneath the surface. Secrets that were best left undisturbed. And so it was that word was sent back to their craftworld and a warhost was gathered to repel the investigators.

Meanwhile, the Seer Council of Ulthwé had met to divine the source of the increasingly disturbing omens and portents reverberating through the craftworld's infinity circuit. They traced the lines of probability, stretching their minds out across the lines of fate that criss-cross the universe. As one, their scrying brought them to the ancient world of Kalamir. They saw

the Rune of Alaitoc reversed above the world, implicating that the craftworld was going to be involved in some terrible event. They saw the humans present too, and further investigation showed that the Alaitoc were about to make a terrible mistake. Certainly, their intervention would prevent the humans from settling upon Kalamir, but the Ulthwé Farseers saw something only they, the most powerful of their kind, could see.

In many centuries time, the Great Devourer, the Tiranids, would come to Kalamir. The planet would form a bastion of defence for the human empire, a staging post for reconquests of contested worlds. Without Kalamir, the extra-galactic aliens would not be slowed and they would pour towards Alaitoc intent on its destruction. All were aware of what had happened at Iyanden, when only a trick of fate had prevented the total extinction of an entire craftworld.

However, the Seers of Alaitoc did not take kindly to the Ulthwé messengers who demanded that they leave Kalamir. They accused the Ulthwé Craftworld of being tainted by Chaos,

questioning why the Seer Council had foretold what their own Seers had not. In response to the Alaitoc's refusal, the Ulthwé host resolved to warn the humans of what awaited their landing party, thus preparing them for the fight to come. Overcome with hubris, the Alaitoc set an ambush for the army of Ulthwé, determined that Kalamir would not come under the control of the humans.



'You cannot allow us to attack?' Faeruthir snapped, voice filled with scorn. The Farseer of Alaitoc cast his gaze over the Black Guardians surrounding the Ulthwé Seer council. 'You would bear arms against another craftworld?'

'We would,' replied Farseer Ultharwé calmly, staring intently at the psyker.

'You have spent too much time with the mon-keigh!' Faeruthir said accusingly. 'You have forgotten who the Alaitoc are. We are not Orks or Humans, whose affairs you can meddle with. We shall brook no interference in this matter. We shape our own destiny!'

The other Ulthwé seer, Khaclon, stepped forward.

'Do you not understand the danger?' he asked. 'Are you blind to the consequences of your actions?'

'So say the mighty Ulthwé,'

Faeruthir replied sarcastically. 'Perhaps it is you who have been blinded with your cavorting with daemons and agents of the Great Enemy, succumbing to false visions conjured to set kin against kin. Have you considered that?'

'You accuse us!' hissed Ultharwé, hand straying to the haft of his singing spear. 'Weak-minded fool, you speak of things you know nothing about. You are safe here, out in the dark reaches, hiding, skulking. We face our enemies while you cower in the shadows.'

'I will tell you again,' Faeruthir said heavily. 'Only our enemies can win from this conflict. If you insist in trying to warn the mon-keigh, we will take action.'

With that, the Farseer turned on his heel and stalked into the surrounding jungle. Ultharwé stood for a moment, feeling the eyes of his comrades on him.

'The Red Moon rises again,' he declared. 'Blood will be spilt.'

BRING ON THE BLACK GUARDIANS!

Gav: Ulthwé is my favourite of the craftworlds, as its strengths consist of the same units that I use with my own craftworld (called Morrian for those of you who are interested). Warlocks and Guardians usually play a strong part in my own force, backed up by some heavy support, and when I looked at the 'Eavy Metal army I was glad to see that the army that had been painted followed a similar theme.

Playing against another Eldar army is always a challenge, as both armies tend to deal out a lot of punishment but neither can really stand up to the other. Getting in a good offensive action is the key to winning against other Eldar, as he who strikes the first blow can often settle the battle in one go.

As I knew that Matt had opted for Alaitoc, this gave me some idea of what I'd be up against, which always helps because Eldar are a diverse army that can be specialised in a number of different ways. With the Ranger Disruption rules, any plan you come up with has to be flexible, because you can never tell if a unit is going to start the battle on the table, pinned or even at full strength. With this in mind, I decided I was going to try to disperse my forces from their deployment zone and then close in on the enemy again. Heading for cover was going to be essential, as Rangers, and particularly the elite Path-finders, can ignore armour with a good To Hit roll. The only problem with diving for cover at the first opportunity would be the effect on my movement as it would slow me down. Luckily, Eldar can *fleet of foot*, which is unaffected by difficult terrain, so that would help me close in on my foe.

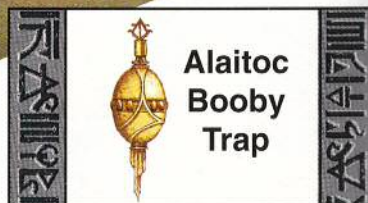
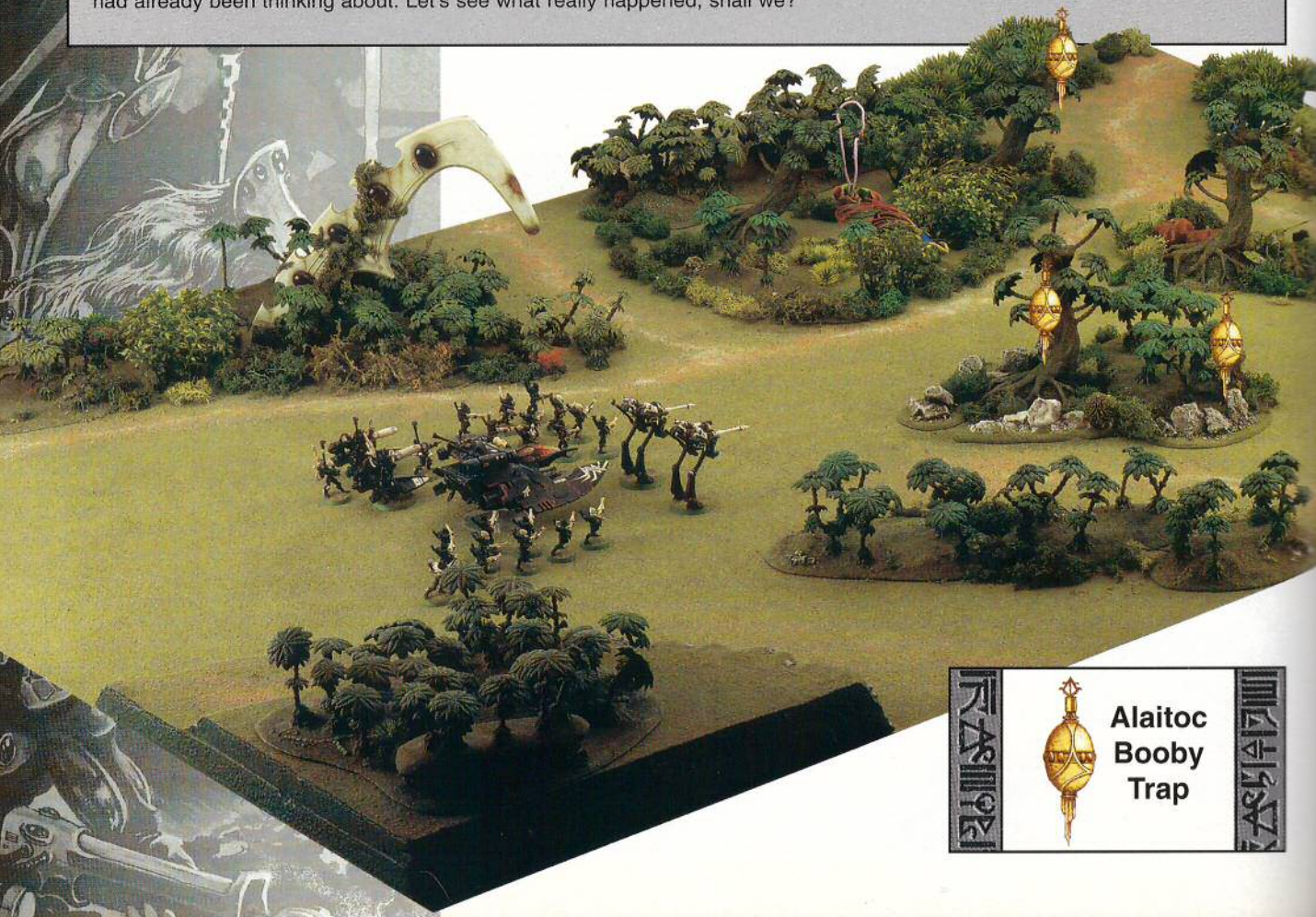
I was expecting at least one, and probably two, units to start the game in reserve, quite a distance from the enemy. However, depending on which units they were, some forced marches (see Chapter Approved in WD238) and *fleet of foot* moves would hopefully bring them into the fray at a good opportunity. The key factor here was not to get too strung out so that my units attacked the enemy piecemeal because they'd been disrupted or bogged down in terrain.

All in all, I reckoned it would be a good fight; Eldar vs Eldar is always entertaining. Also, everybody was keen that I got a taste of my own medicine, in particular suffering the frustrations of the Alaitoc Ranger Disruption table.

THE SCENARIO

Gav: This is a modified version of the Ambush mission, but uses armies chosen from the Standard Missions force organisation chart. The Alaitoc force are the ambushers. Instead of rolling to see which units are set up and which are in reserve, the attacker deploys any Path-finders and Rangers units, leaving the rest of the army in reserve. The game is then played as normal.

Well, that was the plan. As it turned out, things became a bit more complicated. The various factors involved, not least the Ranger Disruption table and the vagaries of Reserve rolls, made this a very one-sided battle. The first time we played the new scenario, it was a real turkey shoot for the Alaitoc Rangers. After modifying our terrain set-up a little (it's amazing what a single clump of trees can do!) the battle swung wildly the other way, with my army romping to an easy victory (I'd like to claim tactical superiority but I can't). It became obvious that some more serious tweaking was needed to stop the battle being too one-sided. Eventually, we ended up with The Gauntlet scenario presented on the next page, and some revised Reserve rules that Jervis had already been thinking about. Let's see what really happened, shall we?



THE GAUNTLET

ATTACKER'S OVERVIEW

Your forces are lying in wait for a convoy of enemy troops heading for the front line. You must destroy the convoy whilst minimising your own losses.

DEFENDER'S OVERVIEW

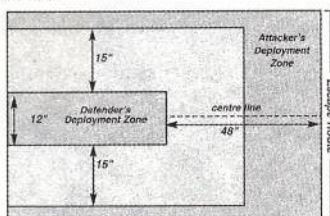
Your force is moving warily towards the front line and expecting to encounter enemy resistance. You must break through the enemy lines to reach safety.

SCENARIO SPECIAL RULES

The Gauntlet Mission uses the Hidden Set-up, Random Game Length, Reserves, Night Fight and Victory Points scenario special rules.

SET-UP

- The defender chooses one of the short table edges as his escape route.
- The attacker rolls a dice for each of his units: on a 3+ they may be deployed at the start of the game. The attacker may choose to leave units in reserve if he prefers, but at least one unit must be in position for the assault at the beginning of the game. If the attacker fails to get any of his units at the start of the game he must choose one unit to make the assault. Any forces which are not assaulting forces use the Hidden Set-up rules. Hidden Set-up counters may be placed no closer than 18" to the defender's set-up zone.
- The defender places his squads and vehicles one at a time. The front unit of the column must be at least 48" from the short table edge, which is the escape route. Each subsequent unit or vehicle must deploy entirely behind the previous unit, creating a column of march. All of the defender's army must be within 6" of the centre line of the board, facing towards the escape route.
- The attacker has first turn.



MISSION OBJECTIVE

The attacker must destroy as much of the enemy convoy as possible, whilst the defender must attempt to escape the trap.

Add the points value of each unit the defender manages to get off the escape route board edge to his victory points total. So if a squad worth 100 points escapes then add 100 points to the defender's victory points total.

The player with the highest victory points total wins the battle.

RESERVES

The attacker's reserves may enter the board from either of the long board edges. They use the new Reserve rules detailed overleaf.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Attacking troops which are forced to fall back will do so towards the closest of the long board edges, by the shortest possible route, using the normal Fall Back rules. Defending troops which are forced to Fall Back will do so directly away from the escape route edge by the shortest possible route using the normal Fall Back rules.

WIPE THEM OUT..

Matt: I chose to fight with Alaitoc because of one unit, Rangers. They and the elite Path-finders excel at disrupting the enemy's strengths in two ways. Before the game starts, you get to roll for each of the units on the Ranger Disruption chart. The results on this can range from making an enemy unit start the game pinned to allowing you a free round of shooting before the game has even started. During the game, their Ranger long rifles can be used to kill heavily armoured troops and pin enemy units. The mission we would play was perfect for them as they can start the game in the cover of jungle, sniping at the enemy from afar. I expected the upcoming game to be quite bloody as Eldar, and Dark Eldar for that matter, have the ideal weaponry for killing each other. Because the game was going to be only 1,000 points a side, the destruction of one of the enemy's main units could be decisive, leaving one side in a very strong position.

I expected to force at least one enemy unit to start in reserve; if given the choice, this would be the Seer Council. Their psychic powers can make all the difference especially when they are in the midst of their force. Black Guardians are destructive enough as it is, but when combined with psychic powers such as *Guide* they can be unstoppable.

My tactics for the game would be simple. My force would sit back and let Gav's army come to me. This would give me time to bring on all my reinforcements from my side of the table. When Gav's army got close enough I would use my mobility to counter-attack. It's always fun playing against a member of Games Development as it gives you a chance to beat them at their own game!

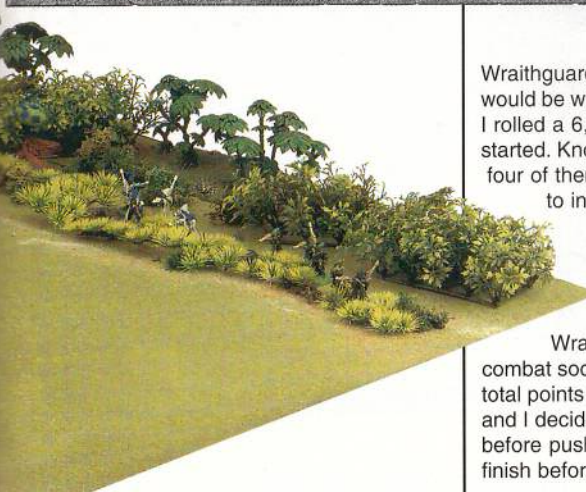
DISRUPTION

Matt: With Gav's forces deployed it was time for me to roll on the Ranger Disruption chart. Rolling two 2s for my Rangers meant that two random units from Gav's force would have to start the game in reserve. These turned out to be the Wraithguard and, more importantly, the Seer Council. This would mean that Gav's force would be without their considerable psychic support for at least one turn. For my Path-finders I rolled a 6, so I would have a free round of shooting from them before the game had even started. Knowing how dangerous the D-cannons can be I shot at these. Scoring five hits, with four of them giving no armour save, I only managed to kill a single crewman. To add insult to injury, the crew also passed their Pinning test.

Gav: Losing the Wraithguard and Seer Council was a bit of a blow. The Wraithguard in particular would be lucky to get into the fight at all, as they have short-ranged weapons and cannot *fleet of foot*. It depended on how far forward Matt approached with his units. If he hung back too far, the Wraithguard might never fire a shot. The Seer Council would be able to get into combat sooner if they could *fleet of foot* at a decent pace. Losing a unit worth almost half the total points value of the army left me seriously outnumbered and outgunned at the front end, and I decided on a fairly cautious approach, allowing my army to gather itself together again before pushing forward. This is risky in a game with random length because it could easily finish before I could start my attack.



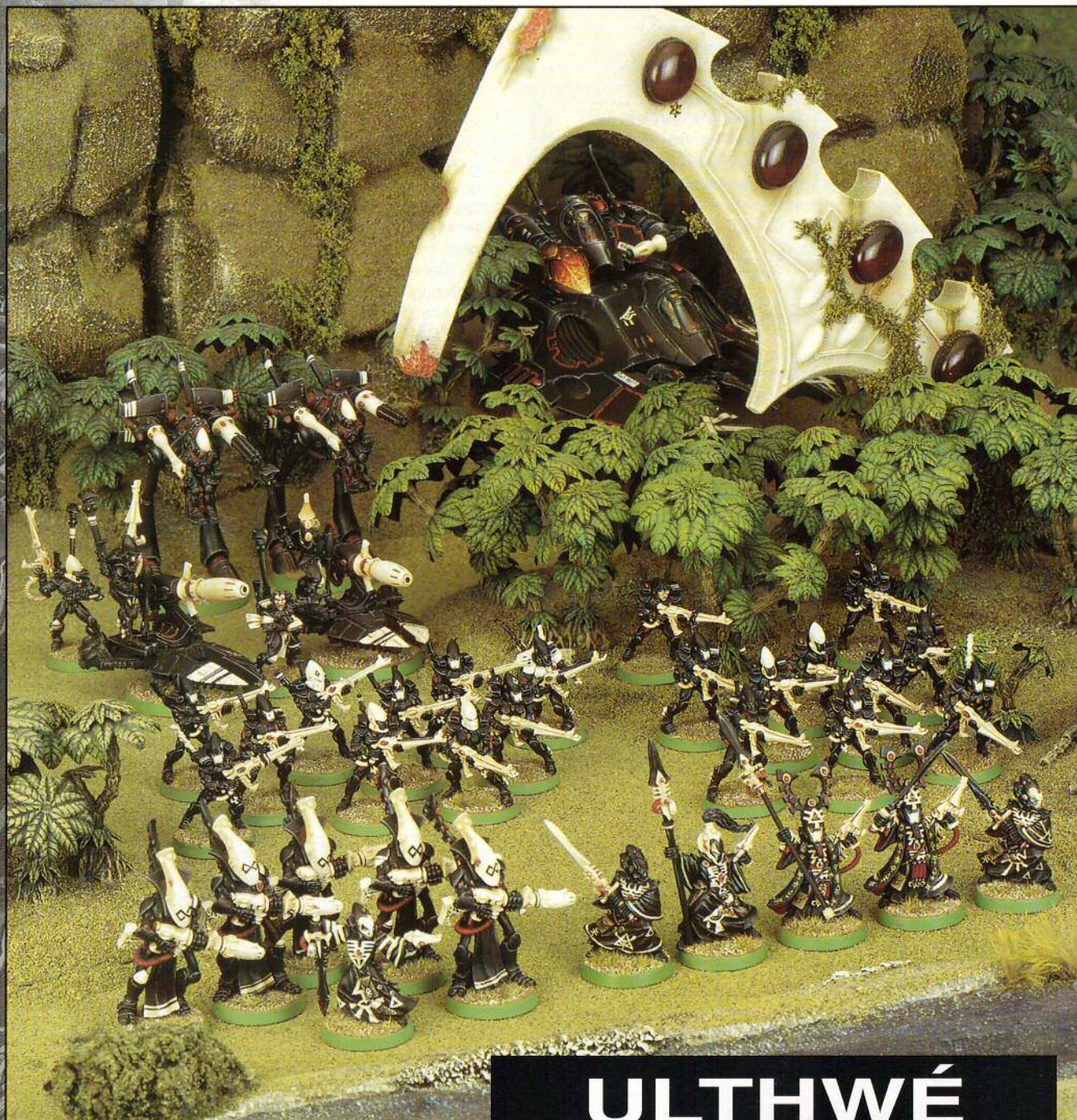
Matthew Hutson



THE RESERVES RULE REVISITED

Tired of seeing reserve troops showing up late and, in some cases, not until most of the battle was over, Jervis tweaked the rules a little and we decided to play this scenario as stated below. This system ensures that you can rely on reinforcements every turn, and that your prized units get stuck in at the beginning rather than at the end of the battle.

At the beginning of each turn, count the number of units you have in reserve. Halve this number, rounding up. This is the number of units you may bring into play this turn. You may choose which units appear on the tabletop. *For example, if Matt has five units in reserve, on his first turn he could bring on three, then on turn two he could bring on one unit, and finally the last unit would arrive on turn three.*



ULTHWÉ EXPEDITIONARY FORCE

HQ

Farseer Khaelon

Shuriken pistol, singing spear, runes of warding, *Guide*

Farseer Ultharwé

Shuriken pistol, witch blade, spirit stones, ghosthelm, runes of warding, runes of witnessing, *Fortune, Mind War*

Warlock Hilan

Shuriken pistol, witch blade, *Augment*

Warlock Morecthion

Shuriken pistol, witch blade, *Enhance*

Warlock Talamine

Shuriken pistol, singing spear, *Augment*

ELITES

Maugannath Arennis (5 Wraithguard)

Warlock Ilandra with shuriken pistol, witch blade, *Destructor*

TROOPS

Ulthrun Lochesis (10 Black Guardian Defenders)

Ulthrun Imeniell (10 Black Guardian Defenders)

HEAVY SUPPORT

Fuenalchú Doril (Fire Prism)

Shuriken cannon, vectored engines

Stelthannir (2 War Walkers)

Brightlance and scatter laser

Noira Balechta (2 D-cannon support platforms)

2 Guardian crew

HQ

Farseer Faeruithir

Shuriken pistol, singing spear, runes of warding, *Eldritch Storm*, *Fortune*

ELITES

Path-finder Squad Ralahir (5 Path-finders)

Ranger long rifle, shuriken pistols

Howling Banshee Squad Shiera (6 Banshees)

Shuriken pistol, power weapon

HOWLING BANSHEE EXARCH ELSHAR – *Executioner*

TROOPS

Ranger Squad Meircha (5 Rangers)

Long rifles, shuriken pistols

Ranger Squad Athercion (5 Rangers)

Long rifle, shuriken pistols

Guardian Squad Saarine (10 Guardians)

Shuriken catapults

Guardian Squad Yaevin (10 Guardians)

Shuriken catapults

FAST ATTACK

Vyper Squadron Ceruithar (2 Vypers)

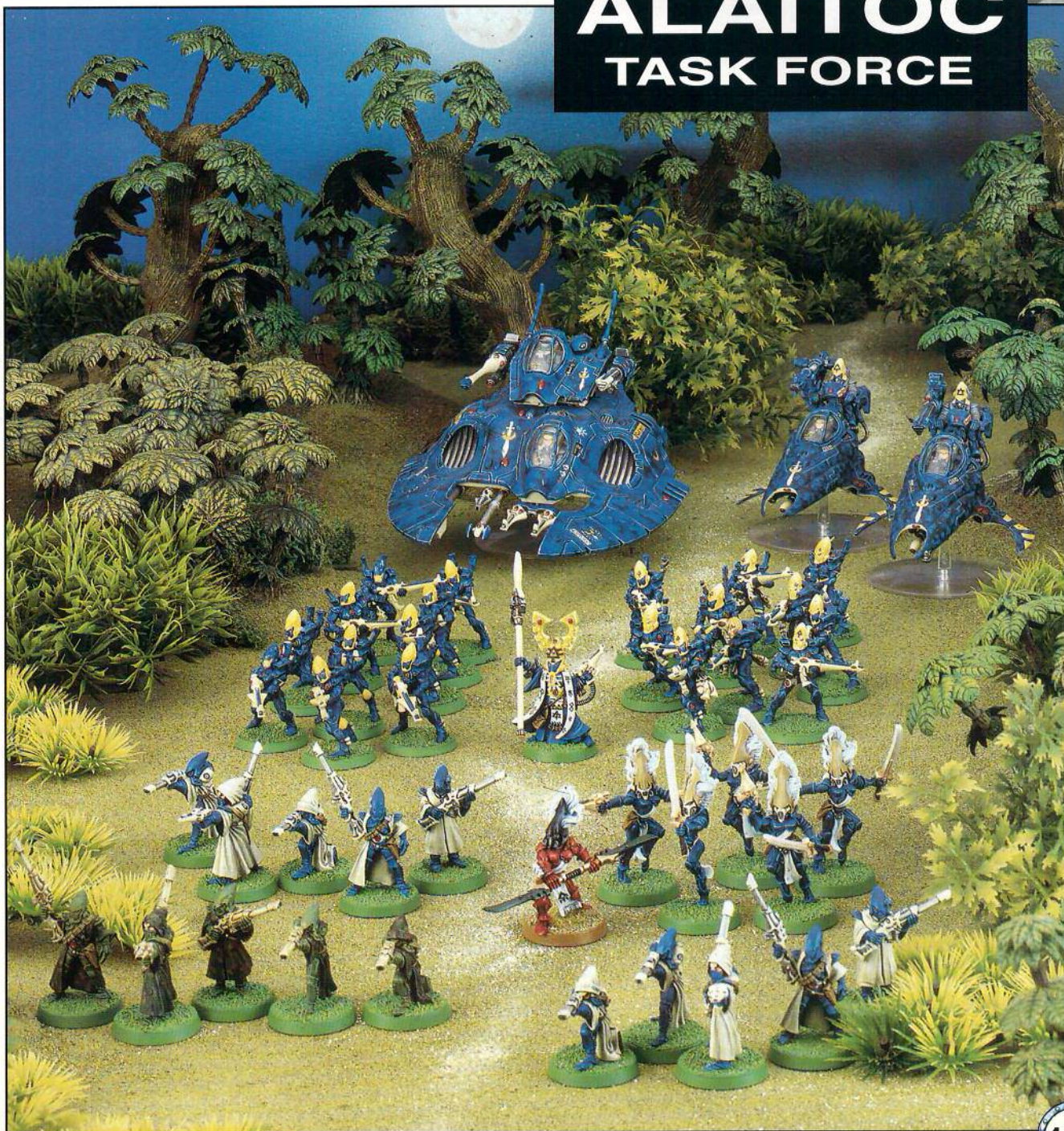
Twin-linked shuriken catapults, scatter laser,
twin-linked shuriken catapults, starcannon

HEAVY SUPPORT

Falcon Faelchu Nael

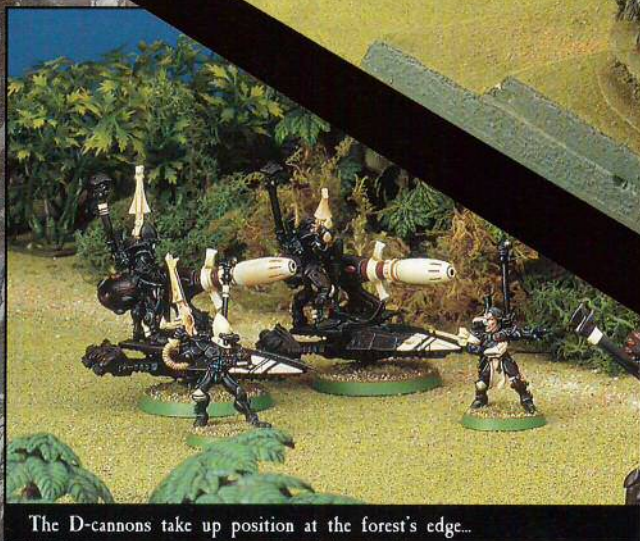
Twin-linked shuriken catapults, pulse laser, scatter laser

ALAITOC TASK FORCE



ALAITOC TURN ONE

Matt: All of Gav's forces were out of range of my Path-finders and Rangers, despite the fact that they were all armed with Ranger long rifles. After setting their sophisticated traps in the brush just ahead of them, the two units of Rangers and the Path-finders laid patiently in ambush. My first turn passed with absolutely nothing happening.



The D-cannons take up position at the forest's edge...



...whilst the Rangers of Alaitoc patiently bide their time.

"Teach these imbeciles the error of tarrying with the Mon-Keigh."

Farseer Faeruithir of Alaitoc



ULTHWÉ TURN ONE

Gav: After Matt's uneventful first turn, my forces saw little action as well. As I planned, my Guardians moved into the trees as quickly as possible, both squads getting the full extra 6" on the roll for their *fleet of foot* move to speed them on their way. The D-cannons were looking a bit exposed in the middle of the open ground, not necessarily to the units already on the table but to any of Matt's forces moving on from reserve. To counter this, they followed after Guardian squad Lochesis. Line of sight doesn't matter to D-cannons as they are barrage weapons, so being behind the jungle made no difference to their offensive capability. I wanted to start aggressively with both the War Walkers and the Fire Prism and so squadron Stelthannir moved up to the trail on their left while the Fire Prism headed full speed down to the right flank.

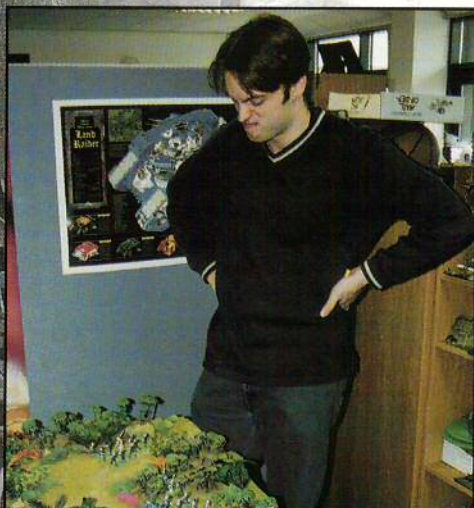
I was hoping that the Guardians could 'jungle-hop' towards the Alaitoc units, using their *fleet of foot* ability and hopefully not fouling up their Difficult Terrain tests too badly. While they attempted this, the Fire Prism and War Walkers could engage the enemy and keep them occupied.



The Ulthwé army advances across the jungle, sure that its invisible cousins lie in wait...

ALAITOC TURN TWO

Matt: With three units of reinforcements available to me this turn, I decided to bring on my Farseer and both of the Guardian units. I brought these slower units on first as I could use them to create a battle line next to my Ranger units. As Gav's forces were still out of range of my deadly long rifles I moved my Path-finders and Ranger squad Athercion into better firing positions for when Gav's forces came into range. It was just as well that I was using the Guardians to consolidate my position as my rolls for *fleet of foot* were dreadful. With all my units still out of range, my turn ended. It was the end of my second turn and so far all I had killed was a single D-cannon crewman, and that had been before the game even started!



That's SO unfair...!!





Farseer Faeuithir is escorted onto the battlefield.

ULTHWÉ TURN TWO

Gav: Matt had, very wisely, opted to consolidate his position at the far end of the table, forcing me to take the fight to him. The only units I had in a position to start firing were the vehicles, and so the War Walkers and Fire Prism continued their advance towards the escape route.

I chose the Wraithguard to arrive from reserve this turn, as they were the slowest of the two units left and so the extra turn's movement would be essential for them to get into the combat. The Seers would be able to make up the ground using *fleet of foot* next turn. Unfortunately, both Guardian squad Lochesis and Guardian squad Imeniell didn't do too well on their Difficult Terrain tests. To further compound this, I completely forgot to move them with *fleet of foot* in the Shooting phase, leaving Lochesis strung out between the jungle and the trail, and Imeniell sitting ducks between two areas of cover. The only plus point was the fact that the Fire Prism obscured line of sight to

Guardian squad Imeniell if Matt decided to bring his Vypers or Falcon down along my right flank.

In the shifting shadows of the night, the War Walkers couldn't quite see the Rangers at the far end of the trail and wasted their shots blazing harmlessly into the darkness. The crew of the Fire Prism fared better, managing to spot the Path-finders as the moon broke briefly from the clouds. Shuriken cannon fire slashed into the undergrowth, shredding leaves and ripping through the trunks of trees. Although all three shots hit and wounded, the Path-finders' excellent cover saved protected two of them. The cover also saved another Path-finder from the prism cannon's laser blast, so in total the Fire Prism succeeded in killing only one of the elite scouts.

Next turn Matt's vehicles would arrive, posing a serious threat to the War Walkers and Fire Prism. Up until now, he had nothing that could really hurt them (Ranger long rifles can't damage vehicles). How well they did would be important.

ALAITOC TURN THREE

Matt: It was turn three and so far Gav and I had only managed to kill a model each. The Night Fighting rules had pretty much nullified what shooting there had been. It was clear that one of us would have to take the fight to the other. In an effort to do this I brought on my Falcon and Banshee squad. I decided that the fast approaching Fire Prism and Guardian squad would need to be stopped so I sent my Banshee-laden Falcon into the cover at the centre of the battlefield. Hopefully I could destroy the Fire Prism this turn with the pulse laser and assault the Guardians next turn with my Banshees. Seeing that the Guardian squad to my right was attempting to outflank me through the cover of the jungle I sent Guardian squad Saaraine and Farseer Faeruithir after them; my plan was to use *Eldritch Storm* to pin them so that my Guardians could move in for the kill. All my other units stayed

where they were, ready to open up on Gav's force. Only Guardian squad Saaraine and Farseer Faeruithir *fleet of footed* this turn. It was now time to do some damage. First of all I rolled to see how far my Falcon could see. With only a 3 rolled all I could see was 9". The Path-finders fared a little better seeing a far further 27" but were just out of range of the D-cannons. Obviously the Ulthwé's black armour in the darkness was affecting my shooting. With my Falcon visible, I expected that this would now become Gav's prime target for his Fire Prism next turn, especially as it contained my deadly Howling Banshee squad.



The Fire Prism uses its vectored engines to manoeuvre amongst the treetops.



The Ulthwé Seer Council sprints forward.

ULTHWÉ TURN THREE

Gav: Luckily the Night Fighting rules had foiled Matt's attempts to shoot at me, giving me the opportunity again to get in another round of firing. I remembered the Forced March rules this turn, and since both the Seer Council and the Wraithguard were far from the enemy and in no obvious danger, they sped forwards as fast as possible. The Seer Council added another full 6" to their move with *fleet of foot*, to catch up with the artificial constructs in front of them.

With the Falcon and its deadly pulse laser squaring off against the Fire Prism, I decided that discretion was the better part of valour. The pilot used the vehicle's vectored engines to skilfully manoeuvre between the tree trunks to get the Fire Prism hull down. This meant that I could only suffer glancing hits, but could still fire all of my weapons (unlike a fast skimmer which moves over 6"). I planned to use the vectored engines to this end for the rest of the battle if necessary.

Guardian squad Lochesis continued to plunge through the jungle on my left, getting a pretty good *fleet of foot* roll to get them all into cover once more. The D-cannons were still well outside their 24" range and so I pushed them further forward too, hoping that next turn they'd be in range of the Falcon, or maybe the Vypers would move into



The Guardian squads begin to close the distance.

range. The War Walkers continued their steady advance towards the Rangers and Guardians down the left-hand trail, but I was at a bit of a loss as to what to do with the Guardians of Ulthrun Imeniell. Deciding to go for the bold (some might say rash) move I plunged them towards the Pathfinders, using *fleet of foot* to close the distance as much as possible. If any of them survived, which was a big if, they'd hopefully be able to get into firing range the next turn.

Again, the War Walkers couldn't see any targets for their weapons, the darkness enveloping the Rangers within the treeline. In a repeat of last turn, the Fire Prism could see just about everything, and I decided to target the Falcon, the biggest threat on this side of the battlefield. The shuriken cannon managed to score its elegant paintwork a little, but the prism cannon missed entirely.

Next turn would be an important one. I was expecting Matt to start his counter-attack now, and how damaging it was would considerably influence the following turns.

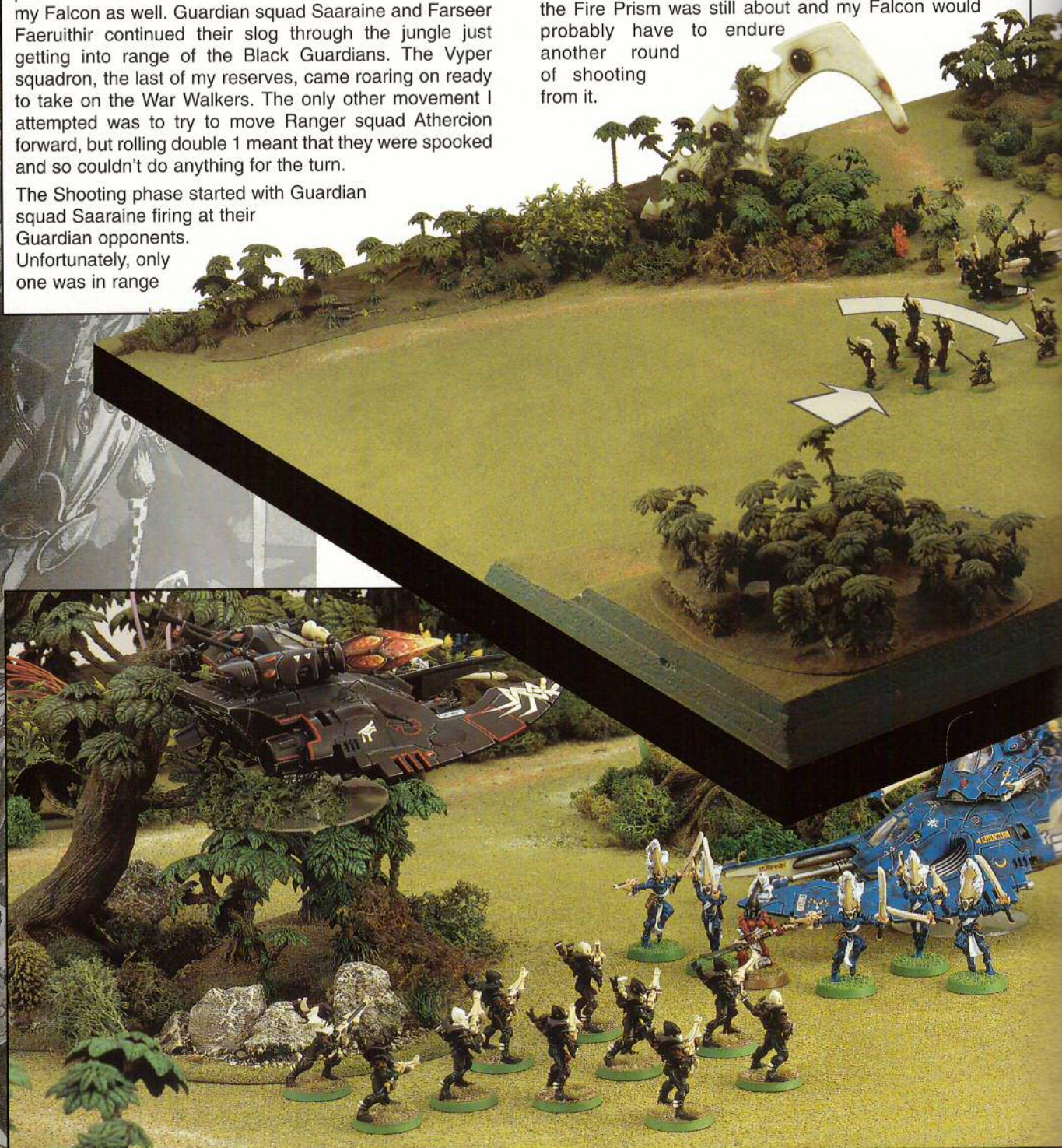
ALAITOC TURN FOUR

Matt: Although the Fire Prism had fired all of its guns at my Falcon, it had survived unscathed. It was now time to take the fight to the enemy. With both of Gav's Black Guardian squads rapidly approaching my lines, I decided that they would be my first target. The Black Guardians' BS of 4 combined with their Strength 4 weapons can be deadly. Even against heavily armoured troops they can be vicious due to the sheer amount of wounds they can inflict. To counter them I sent the Falcon forward, dismounting the Banshees who then used *fleet of foot* to put themselves in a position to assault the Black Guardians in the next phase. With a bit of luck I could destroy the Fire Prism with my Falcon as well. Guardian squad Saarine and Farseer Faeruihir continued their slog through the jungle just getting into range of the Black Guardians. The Vyper squadron, the last of my reserves, came roaring on ready to take on the War Walkers. The only other movement I attempted was to try to move Ranger squad Athercion forward, but rolling double 1 meant that they were spooked and so couldn't do anything for the turn.

The Shooting phase started with Guardian squad Saarine firing at their Guardian opponents. Unfortunately, only one was in range

which I duly dispatched. The Farseer then cast *Eldritch Storm* on them, killing a further two. More importantly, though, they failed their Pinning test meaning that they couldn't move or shoot in their next turn, leaving them in a dangerous position. The Falcon fired next at the Fire Prism with its pulse laser. Rather pathetically, only one laser bolt was fired, which missed its target. The Vypers tried to locate the dark silhouettes of the War Walkers but couldn't quite pinpoint them in the gloom.

The Banshees then charged the Black Guardians. The Guardians were no match for my elite close combat unit and were swiftly wiped out. Their job done, the Banshees consolidated back towards the Falcon. Not a bad turn, but the Fire Prism was still about and my Falcon would probably have to endure another round of shooting from it.



As the two grav tanks engage in a deadly duel, the Alaitoc Banshees leap from their transport and butcher every one of the hapless Guardians.



BOOM! An Alaitoc trap destroys an unwary War Walker...

ULTHWÉ TURN FOUR

Gav: Well, Matt had inflicted his first casualties since rolling on the Disruption table at the start of the battle, but it was enough to give me some consternation. With Guardian squad Imeniell wiped out, my Fire Prism had no infantry support. Guardian squad Lochesis was in a bad position, being pinned for one turn with Matt's Guardians moving in for the kill. It was down to the D-cannons and War Walkers to hold up Matt's counter-attack.

With the Seer Council on the table now, I could start flexing their considerable psychic muscles. I started with Ultharwé casting *Fortune* on his own unit, allowing them to re-roll their invulnerable saves. In my experience, this makes them virtually unkillable except by a very concerted attack (in a previous game, I lost a single Warlock to an entire Imperial Guard platoon and two Leman Russ tanks!). Next I used *Guide* on the D-cannons, which would enable them to re-roll the Scatter dice for their shot, hopefully ensuring that their first salvo would really count. Normally the D-cannons would have been too far away, but Warlocks from Ulthwé get the special Augment psychic power which, if they cast successfully, doubles the range of a Farseer's power (they act as a sort of psychic battery!). It worked this time, and so the D-cannons were

ready to do some blasting.

The Fire Prism was still safely ensconced in the jungle, and so I didn't bother to move it – the Falcon was still its primary target. The War Walkers continued their advance, but unfortunately strayed too close to the booby trap in the jungle to their right. In the resulting detonation, one of the War Walkers was flung forwards, its tangled, burning wreckage crashing to the trail floor just ahead of its companion.

I decided to force march the Seer Council once more, though it was a bit risky; if a unit that is force marching comes under fire, it automatically falls back. Behind them, the Wraithguard were more cautious, moving to support the pinned Guardian squad Lochesis.

The D-cannon battery scored two direct hits on the Falcon, as I'd hoped. Unfortunately, the Falcon had moved more than 6" in the previous turn and so, despite being Strength 10, the support weapons could only inflict glancing hits. Both of them did so, but the total damage only amounted to the Falcon being shaken, so that it couldn't shoot in the next turn – curses! This left the job to the Fire Prism, which duly targeted everything at the Alaitoc war engine. The prism cannon missed yet again, but the fire of the shuriken cannon did manage to destroy the pulse laser, the large laser cannon exploding in a shower of energy. The surviving War Walker targeted the Vyper squadron to its left, its scatter laser bringing the lead vehicle down in a cloud of smoke, the bright lance scoring a hit on the next Vyper which shook the crew so that they'd be unable to return fire next turn. All in all, it could have been better, but it could have been a lot worse!

ALAITOC TURN FIVE

Matt: The Falcon was still alive, just. To get the Banshees out of the open I remounted them in the Falcon and as it couldn't shoot this turn I powered it forward its full 24" to get it behind cover. The Fire Prism was becoming a real pain in the neck, and I was starting to run out of weapons that could deal with it. I sent my last remaining Vyper armed with a starcannon speeding towards it in an effort to neutralise it next turn. I moved Guardian squad Saarine forward so that all of their weapons were in range of the Black Guardians. Everyone else in the army stayed more or less where they were.

The shooting phase started with all of Guardian squad Saarine firing at Gav's Black Guardian squad but only killing three of them. In an effort to stop the D-cannons from shooting at the Falcon, my Farseer unleashed *Eldritch Storm* against them, I managed to get all three surviving crewman under the template but didn't kill any of

them. The D-cannons were proving to be a real pain as I couldn't kill them and, in return, their ability to fire at a target without needing line of sight meant that they could pretty much target anything they liked.

Again the Path-finders attempted to fire but still couldn't see far enough towards the Ulthwé warhost. In the assault phase, Guardian squad Saarine charged the opposing Guardians, killing one of them. Losing the combat, Gav's Guardians failed their Morale check and fled. Opting not to pursue the survivors into the open, my Guardians consolidated back into the jungle to keep out of sight of the Wraithguard and Seer Council.

In all it hadn't been a bad turn; the elimination of both of Gav's Black Guardian squads meant that I had a serious numerical advantage. Next turn would probably be decisive as most of our forces were now in range of each other.



The Black Guardians flee, leaving their dead kin to take their place.

ULTHWÉ TURN FIVE

Gav: Having lost my second Guardian squad, the situation was beginning to look decidedly shaky. The Seer Council and Wraithguard squad would have to do some serious damage to make up for their delay in arriving.

The fleeing Guardian squad ran just far enough into the jungle to put them out of sight of the Alaitoc Guardians who had sent them packing. In a plethora of psychic tests, the Seer Council used *Guide* again on the D-cannons and *Fortune* on themselves, before pushing further towards Matt's army. The Wraithguard could now finally move into range of the enemy, steering a course towards the Guardians on my left flank. The Fire Prism, vectored engines burning brightly, nosed forwards out of the woods to get a clear shot at the rapidly moving Alaitoc Falcon, while the surviving War Walker pressed on towards Matt's second Guardian squad. If I could bring them into combat with the

War Walker, they'd be unable to hurt it in close combat, and Matt would be unable to shoot the war machine either.

As in the previous turn, the D-cannons got two solid hits on the Falcon but its speed saved it, the two glancing hits merely resulting in a stunned crew. The Falcon's lucky streak continued when the Fire Prism's volley of shots could do no better. The Wraithguard, having patiently marched the length of the table, unleashed their Wraithcannons at the Alaitoc Guardians but failed to cause any harm.

After being *Augmented* by Warlock Hilan, Farseer Ultharwé used *Mind War* on one of the Guardians, shredding the Alaitoc Eldar's brain from the inside. The War Walker, firing over the heads of the Guardians in front of it, targeted its weapons at the escaping Vyper, but its brightlance failed to hit and the scatter laser shots bounced off the vehicle's armour without causing any significant damage.

A bit miffed by this lack of results, the War Walker pilot guided his vehicle into the Guardians, kicking out with its powerful legs. A metal hoof connected solidly with one of the Alaitoc, but to everyone's amazement, the Guardian stood up and dusted himself off, apparently unharmed! The War Walker and Guardians remained locked in combat as a result.



The Fire Prism pursues the damaged Falcon through the woodland, still unable to destroy the tank and its lethal passengers.

ALAITOC TURN SIX

Matt: My Falcon's good luck continued but it was now in a very vulnerable position; with its pilot stunned it was unable to do anything at all, so spent the turn drifting. All the Banshees could do was hold on. To save them I would have to kill both the D-cannons and Fire Prism, and with this in mind I sent my forces forward.

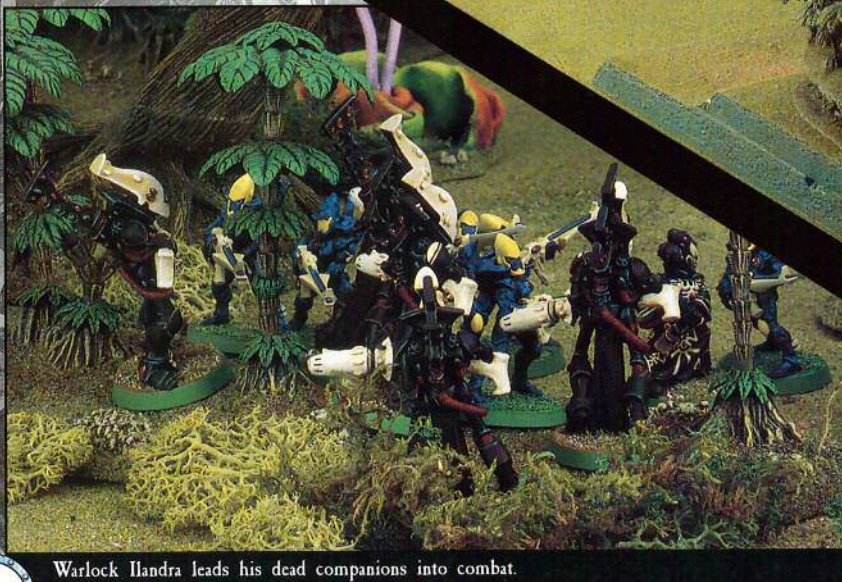
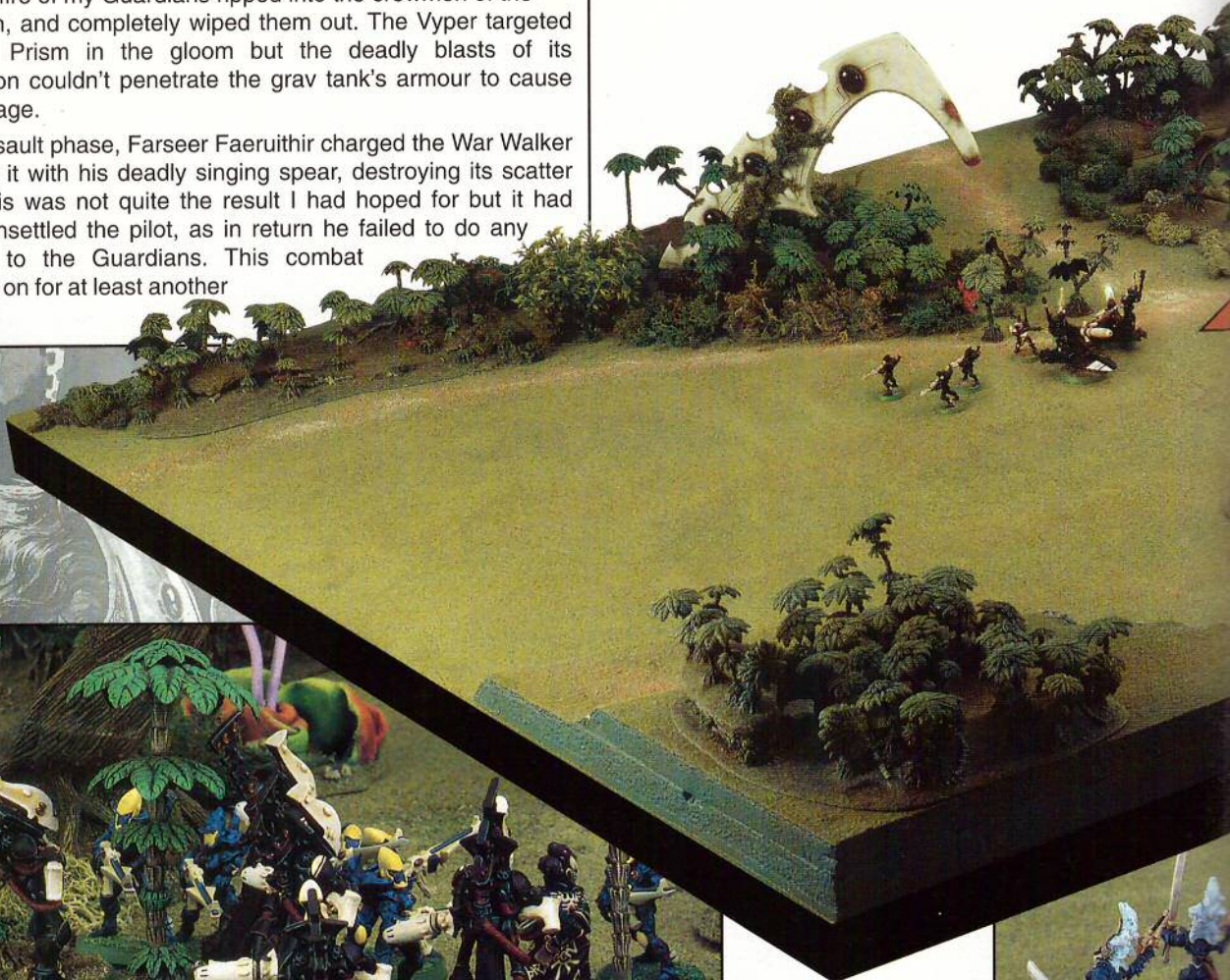
The D-cannons were first on my priority list as they could easily destroy the Falcon and, because they roll on the Ordnance Damage chart, they could kill all of the expensive Banshees inside. Guardian squad Saarine emerged from the jungle to fire at the D-cannons, possibly bringing them into sight of Gav's forces. This left them in a vulnerable position but I was willing to sacrifice them to save the Falcon and Banshees. The remaining Vyper sped towards the Fire Prism ready to unleash its deadly starcannon. As Farseer Faeruthir was the only model near the War Walker that could destroy it in close combat, I sent him charging towards it using *fleet of foot* to get into assault range. All of the Rangers and Path-finders moved, ready to fire at the approaching Wraithguard and Seer Council.

The shooting phase started well for me as the massed shuriken fire of my Guardians ripped into the crewmen of the D-cannon, and completely wiped them out. The Vyper targeted the Fire Prism in the gloom but the deadly blasts of its starcannon couldn't penetrate the grav tank's armour to cause any damage.

In the assault phase, Farseer Faeruthir charged the War Walker attacking it with his deadly singing spear, destroying its scatter laser. This was not quite the result I had hoped for but it had clearly unsettled the pilot, as in return he failed to do any damage to the Guardians. This combat would go on for at least another turn.



The Seer Council emerges from the cover of the rocks.



Warlock Ilandra leads his dead companions into combat.

ULTHWÉ TURN SIX

Gav: Losing the D-cannons was a blow, but in doing so, Matt had been forced to expose the Guardian squad to the Wraithguard, who promptly moved forward to make the most of the opportunity. I reckoned that the constructs could handle themselves and so diverted the Seers towards the Fire Prism, after casting *Guide* on the Wraithguard and *Fortune* on themselves.

Having only drifted last turn, the Falcon was vulnerable to penetrating hits now, and the Fire Prism duly steered its way through the jungle to target the Eldar tank's rear armour. This would be the best chance I had of getting rid of the pesky war engine, and maybe a Howling Banshee or two.

Ultharwé once more used *Mind War* against one of the Guardians, but with a show of appalling willpower failed to beat the Alaitoc's mental defences! A few more years on the Path of the Seer for Farseer Ultharwé, I reckon! The Fire Prism finally managed to deliver the killing blow to the Falcon, its shuriken cannon tearing through the engines and causing the Alaitoc grav tank to explode in a

shower of shrapnel and flame, consuming one of the Banshees inside with the blast.

Warlock Ilandra with the Wraithguard summoned his mental energies and unleashed *Destructor* at Matt's Guardians, consuming three of them with the psychic blast. Despite their re-roll to hit with *Guide*, the Wraithguard again failed to do any damage with their wraithcannons, succeeding only in displacing a giant pumpkin-like plant to the other side of the jungle (okay, we made that bit up, but they must have hit something).

Trusting to Wraithbone fists instead, the Wraithguard charged into assault with the Guardians, but still only managed to inflict a single casualty. Ilandra fared better with his Witch blade, felling another two and sending them fleeing for safety. There was no chance of the Guardians regrouping, and so the Wraithguard consolidated their position, moving towards the combat between the War Walker and the remaining Guardian squad.

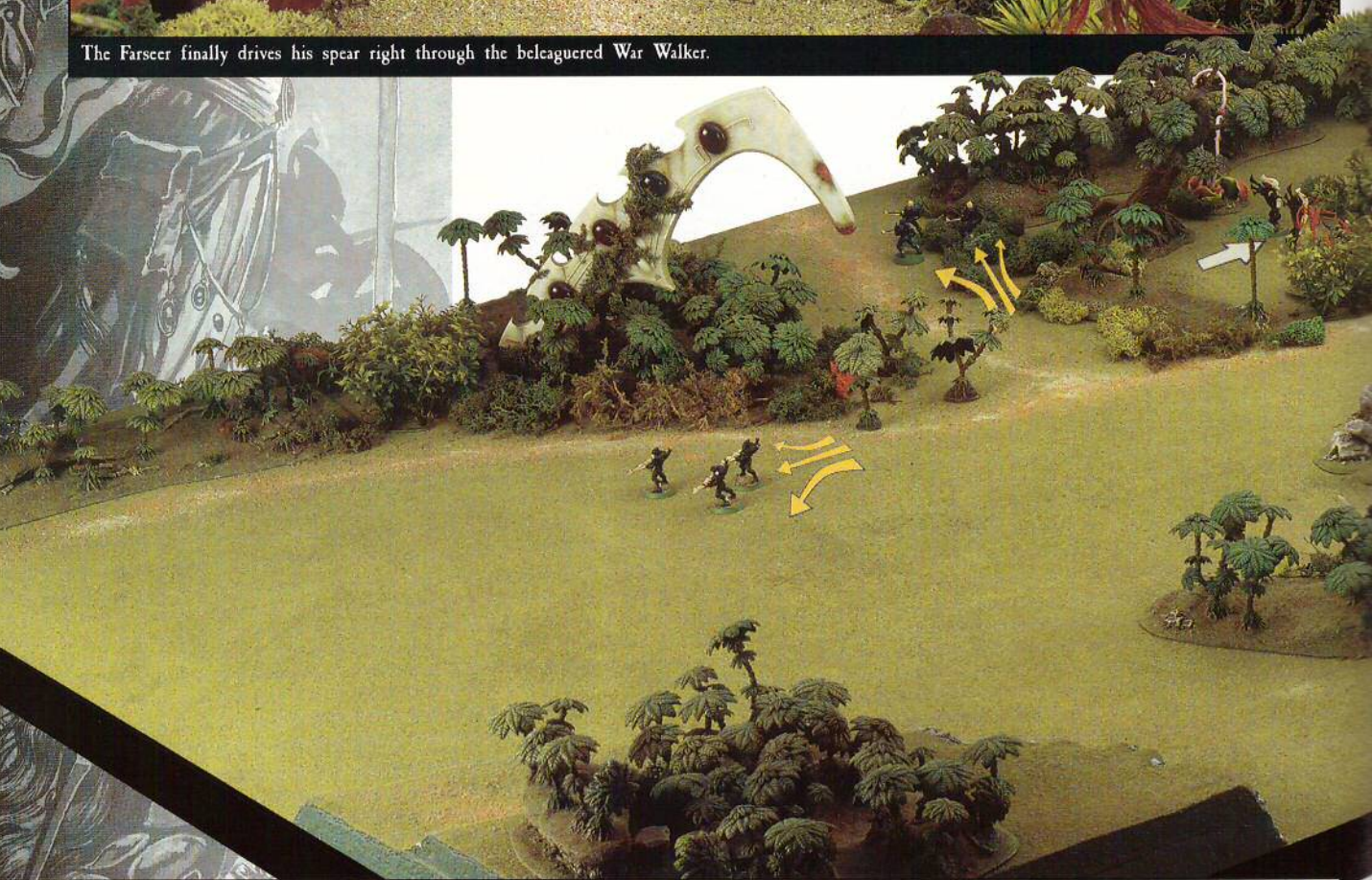
Against the War Walker, the Farseer did little better than last turn, the blow from his singing spear only succeeding in immobilising the Ulthwé walker. This must have been enough to put off the pilot though, as his attacks failed to inflict a hit on the Guardians surging around the legs of his war engine. And so the close combat continued...



Fire gouts from the Falcon's engines, but most of the Banshees leap clear before the grav tank explodes into iridescent flame.



The Farseer finally drives his spear right through the beleaguered War Walker.



ALAITOC TURN SEVEN

Matt: My Falcon's luck had finally run out. But the Banshees had been fortunate in the explosion, only losing one of their number. To destroy the Falcon, the Fire Prism had left itself in a vulnerable position, exposing its weak rear armour to my Vyper. Intent on destroying it, the Vyper sped forward. The Banshees headed for the cover of the jungle.

At last, all of my Ranger squads were in a position to do some damage. Ranger squad Mercha targeted the Wraithguard killing one of the constructs. Ranger squad Athercion opened fire at the Seer Council but despite

hitting three of them with accurate shots, their rune armour, aided by the Farseer's *Fortune* power, saved them from suffering any casualties. The Path-finders also targeted them but still couldn't see far enough in the darkness. The last shot of the turn came from the Vyper which ripped into the Fire Prism sending it crashing into the jungle. Despite only being able to glance it, I rolled a 6 on the damage chart, destroying the grav tank.

In the combat with the War Walker, my Farseer finally managed to destroy it, skewering the pilot with his singing spear. With their opponent destroyed, the Farseer and Guardians headed into the safety of the jungle.

ULTHWÉ TURN SEVEN

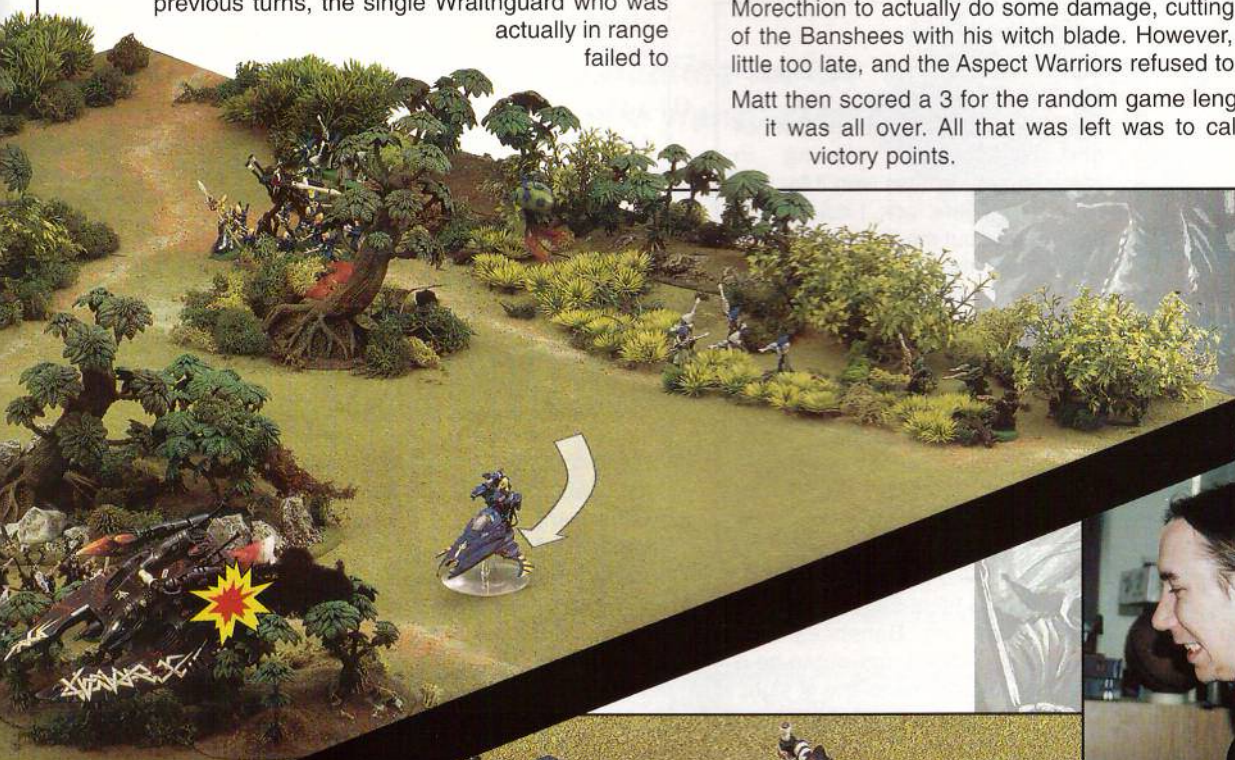
Gav: With only two units left able to do anything, it was looking grim for my army now. Things looked bad, but there were a lot of victory points tied up with the Seer Council, who were still intact. If I could get a unit to flee, the game might end and they'd count as destroyed, perhaps giving me a narrow victory. To this end, I moved the Seer Council towards the Banshees, the Farseers and Warlocks confident that their rune armour would protect them – especially with another successful casting of *Fortune* and benefitting from +1 WS and +1 Initiative because of Morecthion's *Enhance* power! The Wraithguard plunged through the jungle towards Matt's remaining Guardians. They were probably the cheapest unit they could target, but also the easiest to inflict casualties on, and doing some damage was the main objective this turn.

Unfortunately for me, Warlock Ilandra was just outside the range of his *Destructor* power, and in keeping with previous turns, the single Wraithguard who was actually in range failed to

hit the Guardians. The Seers did better, getting a good *fleet of foot* move to bring them to the edge of the jungle concealing the Banshees. If I had a bad Difficult Terrain roll, then it'd all be over, but if I rolled well I was still in with a chance.

One of the dice came up a 6 and the Warlocks and Farseers hurled themselves at the Howling Banshees, determined to exact some retribution for the Guardian squad they had so callously slain. As they were in cover (and had their Banshee masks too!), the Banshees could strike first, the Exarch splitting her attacks between Hilan and Ultharwé, but failing to hit either. The rest of the squad did better though, until I re-rolled my saving throws with *Fortune*, saving Morecthion and Farseer Khaelon from harm. The Banshee Exarch's armour proved too much for the witch blades of Ultharwé and Hilan, whose repeated blows failed to penetrate the Exarch's suit. Khaelon did a lot better until Matt passed his saving throws, saving two of the Howling Banshees from his singing spear. It was left up to Morecthion to actually do some damage, cutting down one of the Banshees with his witch blade. However, it was too little too late, and the Aspect Warriors refused to break.

Matt then scored a 3 for the random game length roll and it was all over. All that was left was to calculate the victory points.



Gav feels the strain...



The Seer Council charge fearlessly into combat with the Alaitoc Howling Banshees, hoping to tip the balance at the last minute...



Little does Matt know, Gav is about to crush every bone in his hand.

Victory Points: Alaitoc: 405
Ulthwé: 310



Victory!

Matt: Unsurprisingly the biggest factor in the game was the Disruption table. The Seer Council and Wraithguard starting in reserve more or less won it for me. With a tad more luck, I could have even wiped out the D-cannon crew. Other than this, the Rangers and

Path-finders spent the game with nothing to shoot at due to the combination of Night Fighting and my bad dice rolling. I must admit that Alaitoc are the perfect ambush force as all those long rifles are great at slowing down an enemy force. I think what lost the game for Gav in the end was his lack of mobility. My mobility allowed me to attack where I wanted on the battlefield as the Banshees showed when they wiped out the Guardian squad. The duel between the Falcon and Fire Prism was quite interesting as both sides seemed unable to destroy the other. The aid of the D-cannons swung it in the end, but it was close. In hindsight, I should have sent the Falcon away from Gav's forces after the Banshees had remounted. Where I tried to hide it didn't turn out to be a very safe place as the D-cannons didn't need line of sight.

The best squad in my army was definitely Guardian squad Saaraine who managed to wipe out a Black Guardian squad and the D-cannons. *Eldritch Storm* proved to be a very good purchase here as without it my Guardian squad would have suffered heavy casualties from Gav's superior Black Guardians.

The game turned out to be a good fight and can I really recommend using the Jungle Fighting rules in your games.

As a consequence of the struggle and the routing of the Ulthwé army, the Alaitoc Rangers and Path-finders continued about their task under the guidance of Farseer Faeruthir. The Imperial landing party was destroyed to a man without even knowing who was sniping at them. The Alaitoc moved in force to occupy the paradise of Kalamir, and the path of the future was set...

Hmm, Disruption Table...

Gav: Despite a slow start, this battle ended up the ding-dong fight I hoped it would be. Looking at the victory point totals, I didn't realise quite how close I was, I thought Matt was further ahead. One of the biggest factors in this game was Matt's choice of who to put in reserve – namely the Seer Council. This turned into a double-edged sword because, although it removed a powerful unit for most of the game, it was also the single biggest source of victory points on the whole battlefield. As it was, Matt never had the chance to do any damage against them. Of course, he won in the end, and so it was probably the right decision, but you never know...

The D-cannons have to be given top marks for effort, although a 'D' for achievement. Against a more suitable target, say a nice fat Leman Russ or Land Raider, they would probably have destroyed it. But in this battle, as in so many others, the Eldar proved that speed is their best defence, not thick armour, and that's how it should be.

As for my army choice? Well, putting almost half my points into the Seer Council actually seemed worth it, and in any other battle (one without Ranger Disruption!) they would probably have been a formidable unit to face. Unlike some other points-heavy units, they don't really have a defensive Achilles heel – the Seers Council's rune armour protects them against all and sundry. However, this is played off against a less offensive capability, because, although good in assault, they'll never be brilliant, and their ranged attacks leave a lot to be desired most of the time.

I would have liked at least one fast element in my army, like a couple of Vypers or a squad of jetbikes, and I'll be petitioning Rich Baker and Neil Green (who painted the Ulthwé army) to add a Fast Attack choice or two to the force. This would give the army something fast and flexible enough to respond to events on the battlefield.

Overall, the scenario in its final form worked well. If I were to change anything, I'd say that you don't start rolling for the random game length until turn 5 or 6, because it isn't until about turn 4 that the armies can really get stuck into each other. Of course, with two faster, more aggressive armies this may well happen a lot sooner. Jarvis' new Reserves rule worked pretty well too, and took out the 'oh no, the whole enemy army's turned up and I've got nothing' situation you can sometimes get. That said, however, I thought it was possibly a little too predictable, and there should be some kind of random element – after all, although you might ask for a Falcon, there's no telling exactly when it'll arrive. I'd suggest trying this variant out: use the new rules as written for the number of units that arrive, but randomise which ones actually turn up. This ensures a steady stream of reinforcements but keeps you guessing as to what you will actually get from turn to turn. This cuts down on the omniscience of you as a player, as opposed to the ignorance of you as the battlefield commander, and ensures that a player who has an adaptable plan and can think on the move will benefit, rather than the player who meticulously plans the whole battle down to the last inch and dice throw.

And yes, the Ranger Disruption table can be very annoying. But then again, that was the idea...



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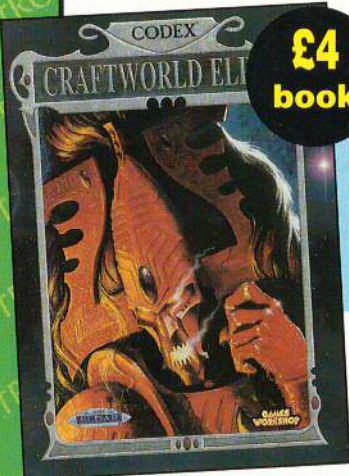
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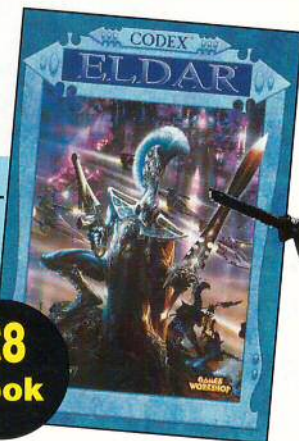
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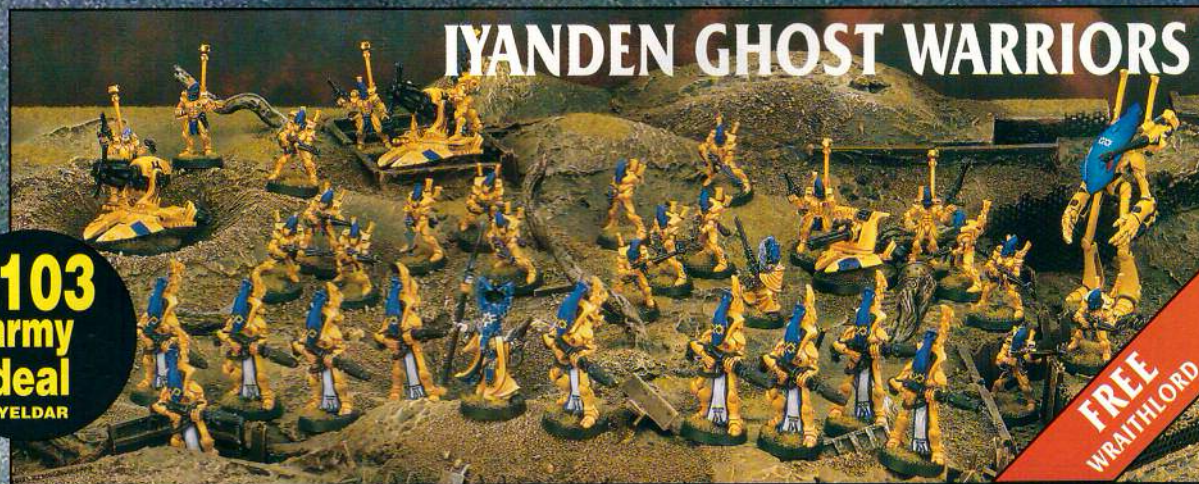
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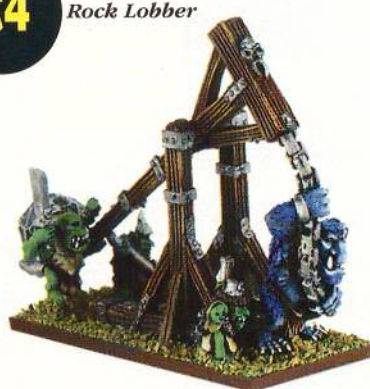
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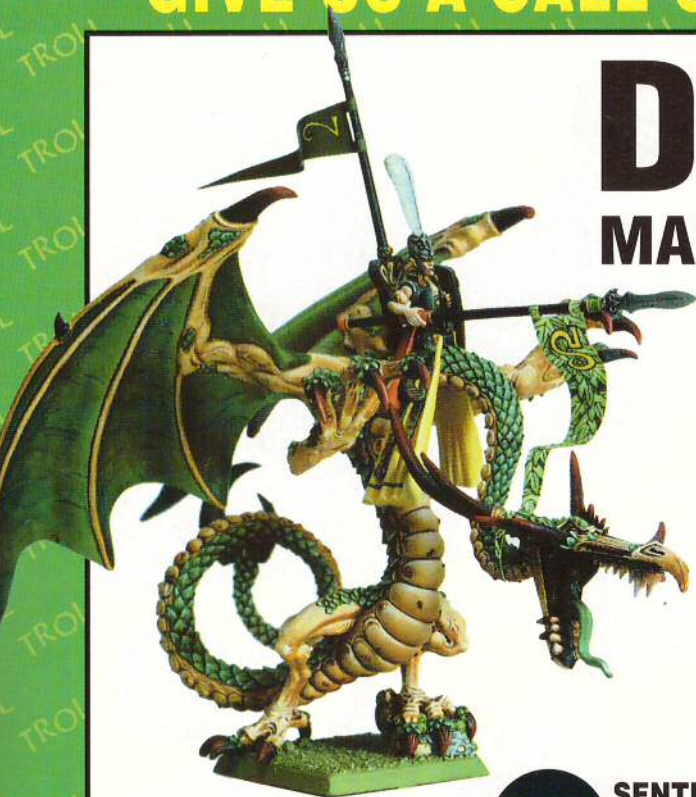
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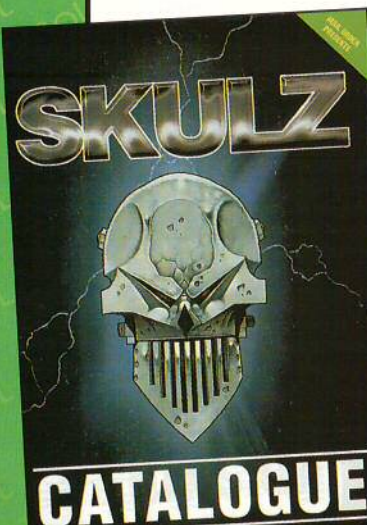
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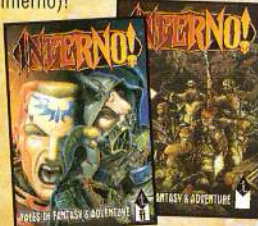
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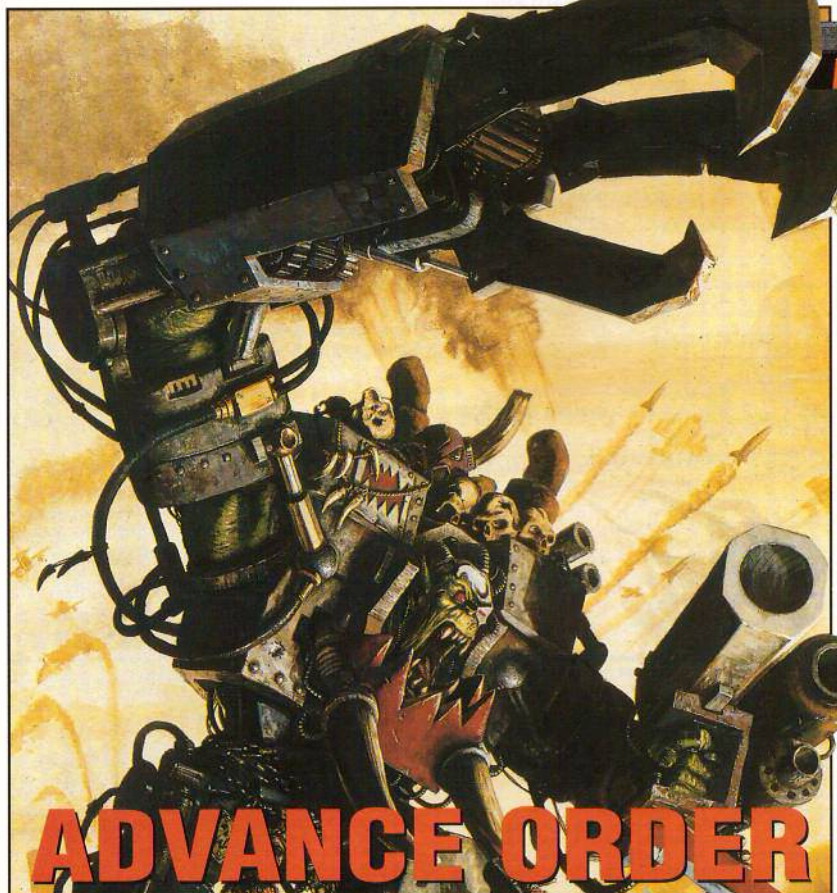


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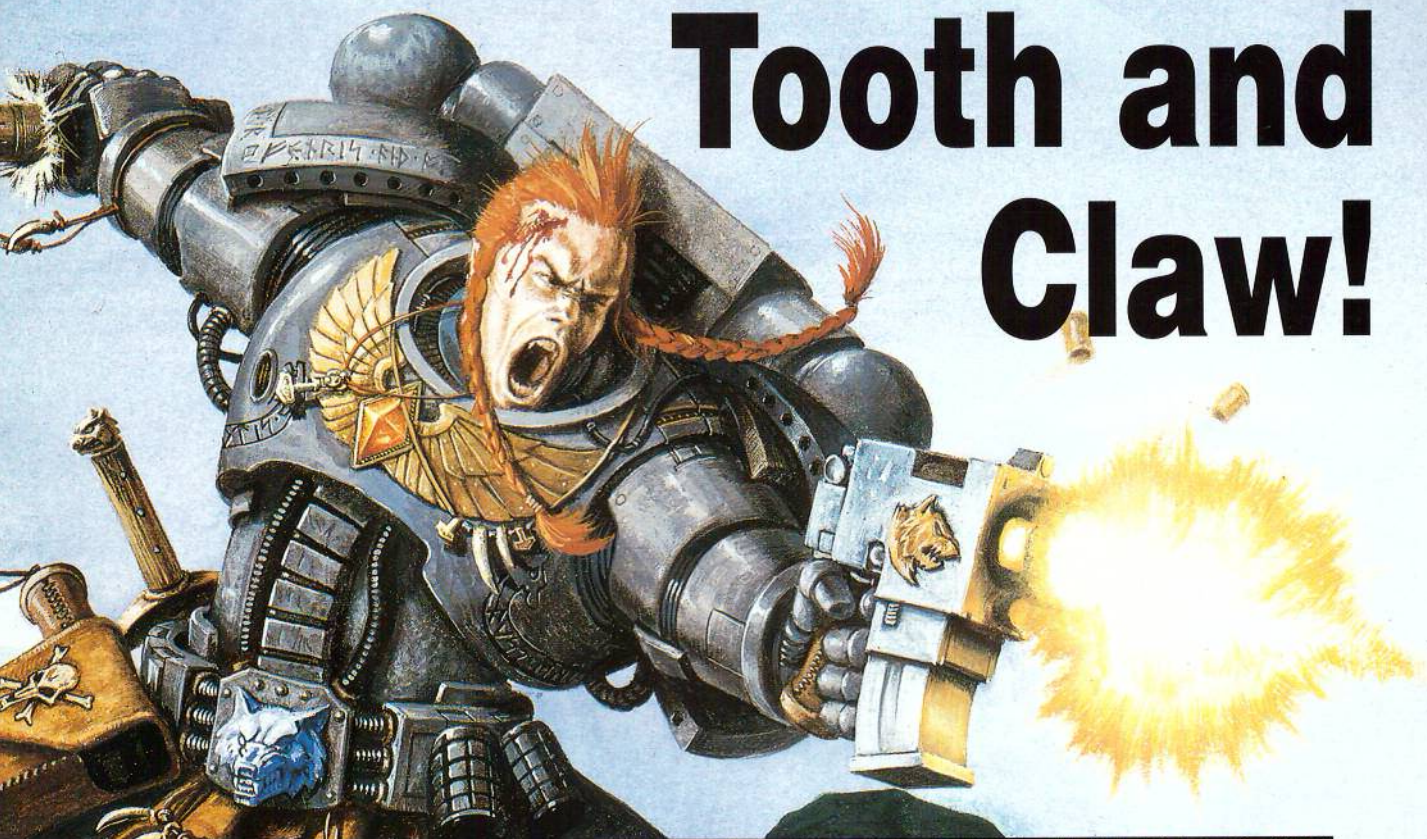
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